# Usenet Newsgroup Archive: comp.sys.atari.8bit

## 2003

These Usenet messages were preserved as a plain-text archive. This PDF was generated by Kay Savetz from the source text file in 2026.

Date span: 2003-01-01 through 2003-12-31

Source text: comp.sys.atari.8bit.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 6,594

Message records with no readable body available in the source text: 3

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

## 1. 800XL anomoly?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-01 00:30:17 UTC
From: JP <myemail@home.com>
Message-ID: <tEqQ9.579633$QZ.83441@sccrnsc02>
Source record: 24414

Hello all,

I was reading through the 8-bit faq and came across the section on 'Basic'...So I thought I'd go through all my carts and systems and check 'em out.. One of my 800XL's is reading '234' with ?peek(43234) - which means it has rev. c basic. I re-read through the faq, and it seems this should be rev. b like all the rest of my 800XL's. Do I have a rare late model 800XL? Or am I just getting excited for nothing?

Thanks!

## 2. Re: Holmes on CD

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-01 01:17:42 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <3e123fce$2_6@news.teranews.com>
Source record: 24417

```
[Spanish]
No entiendo, puedes decirnos en ingles?
[/Spanish]

"Wef Dinaini" <appmhi@duh.net> wrote in message
news:olkQ9.11927$mg4.1306210@zwoll1.home.nl...
>
>
> "TXG" <txg01@xs4all.nl> schreef in bericht
> news:3e11cbfd$0$144$e4fe514c@news.xs4all.nl...
> > [DUTCH}
> >
> > Waar woon je misschien kunnen we wat afspreken mail ff prive.
> >
> > [/DUTCH]
> >
> >
>
> Hi,
>
> Ermm... yes. Should have marked my part as Dutch too. Sorry to
> everyone else in the group!
>
> If we work something out I'm sure TXG or I will tell y'all
> here !
>
> Regards,
> Wef
>
>
```

## 3. Re: 800XL anomoly?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-01 02:01:08 UTC
From: david_p@istop.com
Message-ID: <92F5D9961davidpistopcom@206.130.183.196>
Source record: 24415

myemail@home.com (JP) wrote in <tEqQ9.579633$QZ.83441@sccrnsc02>:

>Hello all,
>
>I was reading through the 8-bit faq and came across the section on
>'Basic'...So I thought I'd go through all my carts and systems and check
>'em out.. One of my 800XL's is reading '234' with ?peek(43234) - which
>means it has rev. c basic. I re-read through the faq, and it seems this
>should be rev. b like all the rest of my 800XL's. Do I have a rare late
>model 800XL? Or am I just getting excited for nothing?
>
>Thanks!
>

I'd suspect someone bought a rev C ROM (or ripped it out of a 130xe with a dead keyboard) and plugged it in.

But it is possible, I suppose.

David P.

## 4. Mar Tesoro

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-01 02:19:42 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <3e124e14$1_5@news.teranews.com>
Source record: 24418

Anyone remember the game Mar Tesoro?

A game written in BASIC in which you look for sea treasure.

Has anyone ever gotten the game to LIST? Someone told me that it used a method of loading the program into lower memory thus causing the computer to lock up whenever you tried to LIST it, but I am curious as to some of the programming techniques used in the game (this is a major way that I learned how to program in BASIC) and would like to see a listing if possible.

## 5. Re: Connecting to my ftp server... FAILED...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-01 02:24:09 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <3e124f1f$1_8@news.teranews.com>
Source record: 24419

They should shoot the guy that invented Passive Mode. It often screws me up too.

How come TXG keeps advertising his FTP web site, yet in about 5 or 6 posted messages, I still haven't seen a link to it?

"Michael Current" <mcurrent@carleton.edu> wrote in message news:mcurrent-A33D06.11084831122002@news.supernews.com...
> In article <3e10b8dd$0$146$e4fe514c@news.xs4all.nl>, "TXG" <txg01@xs4all.nl>
> wrote:
>
> > Hi for all Atarians that can't connect,
> >
> > There are a few things that can cause the problems. I checked the server and
> > people are still connecting so it works. What you can do is:
> >
> > - Try without fire-wall
> >
> > - Look if you're behind a router (nat translation), try again with a dail-up
> > account to see if it works...
> >
> > - Use Leechftp I always use it.
> >
> > I really hope you get it to work.
> >
> > TXG/MNX
> >
> >
>
> The report that someone posted here looked like his FTP client was trying to
> use passive mode. ("PASV") People who are having trouble connecting to this
> or other FTP sites should try disabling passive mode if they can, it helps with
> lots of FTP sites.
>
> --
> Michael Current mailto:mcurrent@carleton.edu
> 8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
> S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

## 6. Re: 800XL anomoly?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-01 03:03:16 UTC
From: JP <m7@home.com>
Message-ID: <UTsQ9.580595$QZ.83488@sccrnsc02>
Source record: 24416

david_p@istop.com (David A Paterson) wrote in
news:92F5D9961davidpistopcom@206.130.183.196:

> myemail@home.com (JP) wrote in <tEqQ9.579633$QZ.83441@sccrnsc02>:
>
>>Hello all,
>>
>>I was reading through the 8-bit faq and came across the section on
>>'Basic'...So I thought I'd go through all my carts and systems and
>>check 'em out.. One of my 800XL's is reading '234' with ?peek(43234)
>>- which means it has rev. c basic. I re-read through the faq, and it
>>seems this should be rev. b like all the rest of my 800XL's. Do I
>>have a rare late model 800XL? Or am I just getting excited for
>>nothing?
>>
>>Thanks!
>>
>
> I'd suspect someone bought a rev C ROM (or ripped it out of a 130xe
> with a dead keyboard) and plugged it in.
>
> But it is possible, I suppose.
>
> David P.
>

Which leads me to another question.. You say a 'dead keyboard', one of my
800XL's has a dead keyboard (all except rst,sel,start,option). I've been
trying to diagnose it with the schematics but can't figure it out yet. Are
dead keyboard issues lost causes?

thanks!

## 7. Re: Reading Atari disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-01 05:34:05 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0212312134.1253c74d@posting.google.com>
Source record: 24420

Michael Current <mcurrent@carleton.edu> wrote in message
news:<mcurrent-017584.10335631122002@news.supernews.com>...
> In article <a57ea28d.0212231604.4f00ed19@posting.google.com>,
> melee5@my-deja.com (Lee) wrote:
>
> > The utilities referred to might have worked on an a Pre-XT computer, but
> > they do not work at all on anything one also uses for the internet for an
> > example.
>
> My AMD-K6 350 running Win-98 has a 5.25" floppy drive that works great with
> MyUTIL, and I also use this PC to access the Internet. :)
>
> It depends on your floppy drive, not the vintage of your PC.

Ok, I'll go ahead and pick my nit all the way so I might explain what I
meant by 'internet access'. I use my PC for internet too, and you are
right, having a good 5 1/4" drive is half the battle, but its not the
whole fight at all. Any PC that could do the internet won't have a
floppy controller that can do FM which means Anadisk won't work for
Atari SD or ED. Its these programs I refer to that just don't work
on today's computers due the lack of a pin being used on the I/O chip
which has come to incompass the floppy disk functions. It used to be
just a floppy disk controller, now the function has grown to IDE drives
and many more devices.

I don't doubt that MyUtil does work flawlessly when you format transfer
disks on the PC first, just like Ataridsk but more 'DOS' like, I'm sure.
That was never my point, the point was to read _Atari_ formatted disks
on the PC using _any_ method possible. MyUtil will do that - but only
marginally and if its a big file or in the wrong place on the Atari disk
it won't do it all unless you can make a copy of the disk and swap that
one in at the appropriate time.

MyUtil (PCXFer) is the only program that can read Atari formatted disks
with the above restrictions and that is using DD only. There is nothing
that works for ED or SD disks on todays 'internet ready' computers due to
the lack of FM support in those floppy disk controllers. You have to go
way back to get a computer with FM capability, so my question is how far
do you need to go back before Anadisk will read in an Atari SD or ED
disk?

Turns out its not the drive - its the controller.

## 8. Re: FTP server

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-01 06:12:50 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <v151n2sd340pe4@corp.supernews.com>
Source record: 24421

The FTP://atari.xs4all.nl

Ah the 8bits of heaven, eternity, forever, eons, ages, memories.
Seems like the password is gone, or not needed anymore.
Just for that someone that doesn't know how to read older posts.

RoyE

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:3e0af4b6$0$75619$e4fe514c@dreader3.news.xs4all.nl...
> Hi,
>
> For all 8-bit users I have a FTP server running:
>
> host: atari.xs4all.nl
> port: 21
> user: atari8
> pass: atari4ever
>
> You can also upload now.
>
> TXG/MNX
>
>
>

## 9. Guess What's Coming to Dinner

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-01 06:32:27 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3e128ac1.1503171@news>
Source record: 24422

The first game I ever got for my Atari was a cartridge of Up'n'Down (still have it.) The second game was: Guess What's Coming to Dinner by Educational Software. Unfortunately, my disk of this game died sometime and I threw it out (I think.)

Does anybody have it in either ATR form or binary executable form that they could send to me?

sjefferson @
shaw.ca

---
Shawn Jefferson
(fix reply to for email)

## 10. Re: 800XL anomoly?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-01 06:48:06 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <8m351vgt5hrv2t9crrq5udj292cvc4457o@4ax.com>
Source record: 24423

On Wed, 01 Jan 2003 00:30:17 GMT, JP <myemail@home.com> wrote:

>Hello all,
>
>I was reading through the 8-bit faq and came across the section on
>'Basic'...So I thought I'd go through all my carts and systems and check
>'em out.. One of my 800XL's is reading '234' with ?peek(43234) - which
>means it has rev. c basic. I re-read through the faq, and it seems this
>should be rev. b like all the rest of my 800XL's. Do I have a rare late
>model 800XL? Or am I just getting excited for nothing?
>
Yes, late model 800XL's also have Rev. C BASIC, mine does. The one that
belonged to my cousin didn't, I got the ROM chip to replace its Rev. B
one, but that one has all chips socketed as opposed to the later models.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

## 11. Re: Holmes on CD

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-01 12:20:11 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <06n51vsc5s8ip63dahoejn6deopb05vdb6@4ax.com>
Source record: 24424

On Tue, 31 Dec 2002 17:17:42 -0800, "Steve S" <j70141@hotmail.com>
wrote:

>[Spanish]
>No entiendo, puedes decirnos en ingles?
>[/Spanish]

[Italian]
Sssssh, Hanno un segreto
[/Italian]

## 12. eBay auctions - the last link may not work

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-01 13:05:49 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1041426311.84205.0@demeter.uk.clara.net>
Source record: 24425

Hello All,

The link I posted last night for my eBay auctions split over 2 lines, so you will need all of the 2 lines to make it work. Therefore, you'll need to copy the link into your browser rather than clicking it as I suggested in my last post. The link is:

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangar raghty

Dean Garraghty

## 13. Re: Connecting to my ftp server... FAILED...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-01 15:31:59 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e12b54a2c8444@attbi.com>
Source record: 24426

>Hi for all Atarians that can't connect,
>
>There are a few things that can cause the problems. I checked the server and
>people are still connecting so it works. What you can do is:
>
>- Try without fire-wall
>
>- Look if you're behind a router (nat translation), try again with a dail-up
>account to see if it works...
>
>- Use Leechftp I always use it.
>
>I really hope you get it to work.
>
>TXG/MNX

I connected just fine. If you think you would like to have some DI
images of some 8-bit games on your site, email me...
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

## 14. Re: Holmes on CD

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-01 15:32:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e12b54a2c8445@attbi.com>
Source record: 24427

>How much would a complete set cost ? I am interested in having them on CD,
>as FTP's tend to go away from time to time :-(
>
>I live in Norway and would be happy to buy one set and pay preferably with
>PayPal, which is easiest for me.
>
>Thanks and take Atarian care
>
>"Wef Dinaini" <appmhi@duh.net> skrev i melding
>news:XufP9.300510$I6.28827031@zwoll1.home.nl...

I would not mind having a set also. Please email with a price (I
live in the US(Indiana))...

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

## 15. looking for cart images

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-01 15:51:25 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <auv2pt$4et$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 24428

Happy New Year, Atari!

To further improve my ongoing emulator project (see above) I'm looking for some cart images of bank-switching cart types. If possible, could you please mail me the cartridge dumps, or post an URL where to download these?

So long,
Thomas

## 16. Re: Reading Atari disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-01 15:54:01 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <ob1vua-3cs.ln@speaker.rodsbooks.com>
Source record: 24429

In article <a57ea28d.0212312134.1253c74d@posting.google.com>,
melee5@my-deja.com (Lee) writes:
> Michael Current <mcurrent@carleton.edu> wrote in message
news:<mcurrent-017584.10335631122002@news.supernews.com>...
>> In article <a57ea28d.0212231604.4f00ed19@posting.google.com>,
>> melee5@my-deja.com (Lee) wrote:
>>
>> > The utilities referred to might have worked on an a Pre-XT computer, but
>> > they do not work at all on anything one also uses for the internet for an
>> > example.
>>
>> My AMD-K6 350 running Win-98 has a 5.25" floppy drive that works great with
>> MyUTIL, and I also use this PC to access the Internet. :)
>>
>> It depends on your floppy drive, not the vintage of your PC.
>
> Ok, I'll go ahead and pick my nit all the way so I might explain what I
> meant by 'internet access'. I use my PC for internet too, and you are
> right, having a good 5 1/4" drive is half the battle, but its not the
> whole fight at all. Any PC that could do the internet won't have a
> floppy controller that can do FM which means Anadisk won't work for
> Atari SD or ED.

This might be true for some, and perhaps even most, modern computers, but
it's not true for all computers capable of Internet access. I've used
AnaDisk to read SS disks on a system with an AMD K6 233 CPU and a VIA
chipset (I don't recall the precise model number). It worked fine. I've
never tried ED disks, but the documentation I've read on the subject says
it won't work reliably.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

## 17. Re: Holmes on CD

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-01 16:15:40 UTC
From: Wef Dinaini <appmhi@duh.net>
Message-ID: <WsEQ9.15722$mg4.1643176@zwoll1.home.nl>
Source record: 24430

> 
> I would not mind having a set also. Please email with a price (I
> live in the US(Indiana))...
> 
> --
> Edward S. Baiz Jr.
> (Gamer)
> 

Okay,

consider yourself added to the list !

Kind regards,
Wef

## 18. Re: Soldering tips from your favorite Mutant

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-01 16:42:06 UTC
From: ronfucci@bellsouth.net
Message-ID: <3e13188e.80002527@newsgroups.bellsouth.net>
Source record: 24431

Jeff,

Can you offer some advice on how to repair a broken trace ? I thought I did a handy job of desoldering the OS chip from my beloved 130XE (for the purpose of installing a socket for Omniview XE) only to find the chip nearly impossible to remove because of resin that made it adhere mightily to the board. Of course as I removed the chip (this is the non-handy part), I pulled up a trace attached to one of the pin sockets.

The trace is mostly intact, but I would like some advice on how to reattach the trace. Don't know if this is helpful, but looking down on the motherboard in the U5 slot, it is the 5th trace from the right. The trace tear starts just above the solder point in the upper third of the trace and continues up to the pin connection above it.

I've also considered soldering a wire from that solder point to the corresponding pin of the socket I will be installing.

It's been an adventure, but my enthusiasm for the unknown goes only so far, and your guidance would be appreciated.

Thanks.

ron

On Fri, 13 Dec 2002 22:32:50 -0500, "Technoid Mutant"
<technoid@nospam.30below.nospam.com> wrote:

>I've seen some badly botched work by ernest people. Here are some ways to
>make your first attempt at 'roll your own' hardware a pleasant and
>successful one:
>
>
>Too much power. You need a LOW POWER soldering iron. I use a 15watt iron
>for anything shy of power supply work. You do the same and you'll have a
>pretty upgrade that works. A 45 watt gun is WAY TOO MUCH power for most
>uses.
>
>Use 2% silver solder. It should be very fine guage - something like very
>thick horsehair. Solder isn't all that conductive generally. The silver is
>conductive and will be more forgiving of sloppy connections than standard
>lead/tin only solder.
>
>Use a SPONGE. Your standard kitchen variety is fine. Wet it then squeeze it
>almost dry. Wipe the hot tip of the iron on it every so often. It keeps
>the tip from building up all that black crud. The crud keeps the iron from

>properly conducting it's heat to the things you are soldering together. When
>you are finished with the gun and uplug it, wipe the tip from time to time
>on the sponge as it is cooling to keep the tip clean for your next use. If
>you can't find a sponge, a halfassed replacement is a few damp paper towels
>folded into a square. Once your iron is up to full heat, wipe it on the
>sponge and melt some solder onto the tip. Wipe again, melt, wipe, melt,
>wipe. Do this until your iron's tip is nice and shiny.
>
>'Tin' the ends of your wires and tin the contact your are going to solder
>to. To tin a contact, just heat the contact with the iron and melt a little
>solder onto it. To tin the end of a wire, first strip the wire end of it's
>insulation, twist the end of the stranded wire to keep all the little wires
>it is made of together, heat the end and melt some solder onto it. Not a
>big old blob, just enough to make it shiny. One way to do this is to melt a
>blob of solder onto the iron's tip and then stroke the wire end through the
>blob. The stranded wire will absorb some of the blob and become shiny.
>
>The chips in your Atari are all pin-ordered in the same way. Pin 1 is the
>lower-left-most pin, and the highest pin is the upper-left-most pin. Lets
>take a 16 ping ram chip as an example.
>
>A sixteen pin chip is represented below:
>
>16 15 14 13 12 11 10 9
>1 2 3 4 5 6 7 8
>
>You see? lower-left to upper left in a counter-clockwise acending order.
>For all chips in your Atari computer.
>
>Each chip has a little dit or marking at one end to indicate which is it's
>"left side". This is sometimes a little indentation, a printed marking, or
>a semicircular or rectangular indentation at one end of the chip.
>
>The wire that is best for upgrades is 'ribbon cable' wire. Just separate a
>length from the ribbon and away you go!
>
>Some folks like solid-core wire. While I agree that it is of slightly lower
>resistance and is a little easier to handle, just flex one once or twice.
>You'll break a contact. Use what I suggest and you'll have a durable
>upgrade.
>
>What makes this so cool is that it is generally free and it goes a long long
>way.
>
>What is also cool about this type of wire is this. It is hard to explain
>but bear with me and I think we'll get through it.
>
>Imagine your upgrade reads something like; "connect pin 18 of u20 to pin 14
>of u6, pin 4 of u10 and pin 11 of u22. That would require three wires and
>make life for you a hell. In effect it is one wire so why not use just ONE

>WIRE?
>
>To accomplish this much more easily and with a much higher quality
>connection, strip a wire twice in it's middle and once at each end. Twist
>the wire at the bare spots in the middle and at the end. Don't tin the
>spots in the middle. Instead, make your first connection, then wrap the
>first bare spot around the connection you need to connect to and solder into
>place, the same for the next bare spot and then finish your final
>connection. I need to thank Mr. Larry Bettes of Pinnacle Engineering,
>Redding California for showing me this trick in 1987. Give Ruthanna a kiss
>you dirty old man! Thanks Larry! Wherever you are....
>
>If the connection you are making in the middle of the wire is not one you
>can wrap the wire around, then tin the bare spot and 'tack solder' it onto
>your tinned connection. If there is bare wire still visible after you've
>finished soldering, you can sortof 'streatch' the insulation down the wire
>to cover it up by running your fingers vigorously down the wire in the
>direction of the area you want to cover up.
>
>If you need to make a hole in the case (as for a switch or whatever), you
>don't need a drill. Use that 45watt flamethrower of a soldering iron I told
>you never to use. Just poke the hot end through and trim the melted plastic
>with a sharp knife. Viola! Instant hole! Do this from the inside-out if
>possible to keep it looking neat.
>
>Well, thats it for this edition of Instant Tech by your favorite Mutant!
>
>Stay tuned for more such articles on the Atari8 usenet group.
>
>Jeff
>
>
>
>
>
>
>
>
>
>
>
>
>
>

## 19. Re: Mar Tesoro

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-01 17:47:49 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <9RFQ9.6941$134.763405@newsread1.prod.itd.earthlink.net>
Source record: 24432

Never saw it nor had opportunity to check the method for LISTing
prohibition.

Most likely, it was the old standby POKE PEEK(138) + 256*PEEK(139) + 2, 0...
which destroys the line length pointer so that BASIC is unable to find and
execute immediate mode commands.

There were several methods and utilities to unlock that scheme and we
jointly wrote another with someone from the Pacific northwest on this list a
year or so ago. We even included reconstruction of the Variable Name Table
if needed all in pure Basic with NOTE and POINT and GET and PUT so that it
actually patched the copy on disk..

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Steve S" <j70141@hotmail.com> wrote in message
news:3e124e14$1_5@news.teranews.com...
> Anyone remember the game Mar Tesoro?
>
> A game written in BASIC in which you look for sea treasure.
>
> Has anyone ever gotten the game to LIST? Someone told me that it used a
> method of loading the program into lower memory thus causing the computer
to
> lock up whenever you tried to LIST it, but I am curious as to some of the
> programming techniques used in the game (this is a major way that I
learned
> how to program in BASIC) and would like to see a listing if possible.
>
>
>

## 20. Re: Reading Atari disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-01 17:52:56 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <YVFQ9.7845$9N5.825454@newsread2.prod.itd.earthlink.net>
Source record: 24433

"Rod Smith" <rodsmith@nessus.rodsbooks.com> wrote in message
news:ob1vua-3cs.ln@speaker.rodsbooks.com...
<snip>
> This might be true for some, and perhaps even most, modern computers, but
> it's not true for all computers capable of Internet access.

There are always shell accounts too. I have heard that they are no longer
being offerred by a lot of services. I know for my Netmagic account it costs
extra and has been seriously nerfed.

Lowest level I ever accessed the internet on was with a Heath 19 terminal.
The H19 was better then the Atari because of the 80 column screen.

## 21. Re: Percom / Tandon Drive problems

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-01 18:00:00 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <A0GQ9.6962$134.764994@newsread1.prod.itd.earthlink.net>
Source record: 24434

There was a great article on those in Atari Classics by Ben the 8-Bit Alchemist; all I know about Percoms came from there. It might help with some of those settings and I put it up on my site.

I would certainly think that adding or replacing mechanisms is an option if you have access to the 34 pin controller connection. Let us know if you find a cache of those 360K mechanisms which are getting a little rare in Oklahoma.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Rory McMahon" <fujiman@netzero.net> wrote in message
> Hi all,
>
> I've had two Percom drives in the basement and finally getting around
> to test them.
>
> The AT88-S1 works fine.
>
> The one I'm having problems with is a RFD40-S2.
>
> I dont have a manual. Not sure if proper dip shunts are correct, has
> terminator on the outside, all 6-7 jumpers on outside, too.
> The unit powers up.
> Disk heads cleaned.
> One mechanism seems to be correct speed ~294 rpm
> The other is spinning noticely faster, and adjusting the pot on the
> back of the mechanism doesnt change the speed.
> Neither drive hooked up singly will boot from a DOS diskette. Could be
> a alignment problem. (Any utils available to align heads?)
>
> Thought about:
> 1.) Swapping AT88S1 floppy mech to see if the controller is working
> properly on the RFD unit.
> 2.) Try to find replacement mechanisms online.
> 3.) See if anyone has any other ideas...
>
> Thanks in advance
>
> Rory
>

## 22. Re: Soldering tips from your favorite Mutant

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-01 18:44:31 UTC
From: Matthias Reichl <usenet-20030101@hias.horus.com>
Message-ID: <slrnb16ane.1it.usenet-20030101@camel.hias.horus.com>
Source record: 24435

On Wed, 01 Jan 2003 16:42:06 GMT, ronfucci@bellsouth.net wrote:
> Can you offer some advice on how to repair a broken trace ?
>
> [...]
>
> I've also considered soldering a wire from that solder point to the
> corresponding pin of the socket I will be installing.

IMO that is the best solution. Just remove the remaining part of the
trace and solder a wire from the pin of the socket to a nearby pin
the original trace was connected with.

Schematics can be quite helpful to find the correct pin, but in case
of the Atari it's also quite easy to just follow the trace to the
next connection point.

so long,

Hias

## 23. Clearout - Free Atari magazines (genuine offer)

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-01 19:01:21 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1041447276.62547.0@despina.uk.clara.net>
Source record: 24436

Hello All,

I've been clearing through some items today, and discovered 16 sets of my old DGS News-Paper printed magazine that were published around 9 years ago. We published on paper for 5 issues, but issue 16 sold out years ago, so these are sets of issues 15,17,18,19. Rather than just throw them out, I'd rather give them away to anyone who wants a set. All I ask is that you pay for the shipping and PayPal fees. This comes to US$3 for shipping to the US by surface mail (cheapest option), or by Airmail if you live in Europe. If you live in the UK, the price is £1.25 (by PayPal). Because I only have a limited quantity, please e-mail me first if you want a set. You can then send the shipping cost through PayPal. E-mail: dgs@clara.net

Dean Garraghty

## 24. Re: Holmes on CD

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-01 22:06:18 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3E13665A.27830484@asw.cz>
Source record: 24437

Paul Irvine wrote:
> [Italian]
> Sssssh, Hanno un segreto
> [/Italian]

[Czech]
Hele, dete s tim uz nekam!
[/Czech]

;-D

--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

## 25. accessing I-net (was: Reading Atari...)

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-01 22:37:36 UTC
From: Roy G Biv <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.51.0301011710400.14261@shell1>
Source record: 24439

On Wed, 01 Jan 2003 at 17:52:56 GMT, richard cortese scribbled:
->There are always shell accounts too. I have heard that they are no
->longer being offerred by a lot of services.

I haven't bothered to confirm this with my ISP (mainly because I
don't want to hear the bad news), but I suspect that what's going
on now is that when I *think* I'm using Unix shell mode (like right
now, e.g.), what's really happening is a *simulation* provided by a
service called www dot shellaccess dot com, which my ISP is apparent-
ly subscribing to as opposed to providing the real thing. This could
also explain why I can only "access" this pseudo-shell mode by direct
dialup to my ISP. In any case, there are few Unix shell users left
these days (unfortunately).
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* ATARI -- Love it or leave it! *

(Headers munged to foil spammers; real info in taglines)

## 26. Re: Holmes on CD

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-01 22:52:01 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <f7s61vg0qd688bgv3j19b5sr0i39dujnos@4ax.com>
Source record: 24440

On Wed, 01 Jan 2003 23:06:18 +0100, Jindrich Kubec <kubecj@asw.cz>
wrote:

>Paul Irvine wrote:
>> [Italian]
>> Sssssh, Hanno un segreto
>> [/Italian]
>
>[Czech]
>Hele, dete s tim uz nekam!
>[/Czech]
>
>;-D

No fair.... :-)

## 27. Re: Percom / Tandon Drive problems

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-01 23:44:32 UTC
From: Rory McMahon <fujiman@netzero.net>
Message-ID: <47v61vgbnrmo6atfhs49th5hcg7jjaig02@4ax.com>
Source record: 24441

Ok, I will check out your web page and see what you have there.

I wonder if somebody has disk drive manuals online to download...

I'll be hunting for drive mechs this Sunday at the computer show.

On Wed, 01 Jan 2003 18:00:00 GMT, "Ron Hamilton"
<oldatarian@atariland.com> wrote:

>There was a great article on those in Atari Classics by Ben the 8-Bit
>Alchemist; all I know about Percoms came from there. It might help with some
>of those settings and I put it up on my site.
>
>I would certainly think that adding or replacing mechanisms is an option if
>you have access to the 34 pin controller connection. Let us know if you find
>a cache of those 360K mechanisms which are getting a little rare in
>Oklahoma.

## 28. Rana 1000 problems & manual

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-01 23:50:10 UTC
From: Rory McMahon <fujiman@netzero.net>
Message-ID: <6bv61v4is1ks6ihhbre6tjo52kq6crdies@4ax.com>
Source record: 24442

Hi all,

I was wondering if anyone had Rana 1000 manuals online. I'm looking
for the dip switch settings on the back of the drive and what they do.

Also would like to know how to access the diagnostics on the drive and
what the codes mean.

Rana 1000 problem:
Unit gets power. display works, replaced bad switch panel with mini
push buttons (the internal ribbon broke). However, the drive doesnt
spin. The motor doesnt run when turned on. cant tell if there is power
going to the motor or not. I get power at the 5 & 12 regulators.

Any ideas?
Rory

## 29. Re: Clearout - Free Atari magazines (genuine offer)

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-01 23:53:14 UTC
From: mo <momo@atariland.com>
Message-ID: <KbLQ9.27489$an1.1018226@twister.austin.rr.com>
Source record: 24438

I'd like a set, but I can't do paypal. Can I send you the cash in a secure envelope?
Mo

"Dean Garraghty" <dgs@clara.net> wrote in message
news:1041447276.62547.0@despina.uk.clara.net...
> Hello All,
>
> I've been clearing through some items today, and discovered 16 sets of my
> old DGS News-Paper printed magazine that were published around 9 years ago.
> We published on paper for 5 issues, but issue 16 sold out years ago, so
> these are sets of issues 15,17,18,19. Rather than just throw them out, I'd
> rather give them away to anyone who wants a set. All I ask is that you pay
> for the shipping and PayPal fees. This comes to US$3 for shipping to the US
> by surface mail (cheapest option), or by Airmail if you live in Europe. If
> you live in the UK, the price is £1.25 (by PayPal). Because I only have a
> limited quantity, please e-mail me first if you want a set. You can then
> send the shipping cost through PayPal. E-mail: dgs@clara.net
>
> Dean Garraghty
>
>
>

## 30. Re: Is there nothing better than a 65816 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-02 00:49:15 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3E13B6AC.D9E365AF@rogers.com>
Source record: 24443

Zothen Runecaster wrote:

> Did they ever develop a 32 Bit version of this CPU such as there is
> the big 68K family with 68000-68060.
>
> Or the 8086/8088 ,80286,80386 ,80486 ...
>
> Todays PC still can run old 8 Bit games (although some are far too
> fast).
>
> Because now the 65816 is quite old and if anyone would create a new 8
> Bit compatible computer , why not use a better cpu if available.
>
> If I would build a new ATARI 8 Bit , it should certainly be able to
> run all the old programs , but also be able to support modern Hard
> Disks,CD drives , network cards and graphic /music cards.
>
> ZR

A few years ago I'd heard of a 65832 which was supposed to be program
comatible with 6502 / 65816. But I never looked into it in more detail so I
dunno if it was real or readily available.

## 31. Re: Reading Atari disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-02 02:54:01 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <lv80va-j0v.ln@speaker.rodsbooks.com>
Source record: 24444

In article <YVFQ9.7845$9N5.825454@newsread2.prod.itd.earthlink.net>,
"richard cortese" <ricortes@earthlink.net> writes:
>
> "Rod Smith" <rodsmith@nessus.rodsbooks.com> wrote in message
> news:ob1vua-3cs.ln@speaker.rodsbooks.com...
> <snip>
>> This might be true for some, and perhaps even most, modern computers, but
>> it's not true for all computers capable of Internet access.
>
> There are always shell accounts too. I have heard that they are no longer
> being offerred by a lot of services. I know for my Netmagic account it costs
> extra and has been seriously nerfed.

True. For that matter, there are TCP/IP stacks and various Internet
access tools for DOS, even including Web browsers (check out Arachne at
http://www.arachne.cz, for instance; it's supposed to run on an 8088
CPU). For that matter, there's a guy who claims to be working on a TCP/IP
stack and Web browser for Atari 8-bits -- check
http://members.tripod.com/~morloc/page5.html for details. (AFAICT,
there's no actual code yet, and I'm skeptical that anything useable will
come of it, but who knows....)

In any event, the "capable of Internet access" (or "could do the
internet," as Lee put it) criterion is a poor one when it comes to Atari
disk access. The capability to read FM disks is a function of the disk
controller circuitry, which is in the motherboard chipset on modern x86
systems. It's present in at least some moderately recent chipsets, as I
and others have said. I can't promise that it's available in all, or even
in any, chipsets being sold as new today. At worst, it should be possible
to add it to any system with an ISA bus by adding an old floppy
controller card. I don't know if such cards exist for the PCI bus,
though.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

## 32. Re: accessing I-net

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-02 02:54:19 UTC
From: bill@newbreedsoftware.com
Message-ID: <vRNQ9.58035$lk.1957392@typhoon.sonic.net>
Source record: 24445

Roy G Biv <erasmus@6502.chip.old.folks.home> wrote:
> In any case, there are few Unix shell users left
> these days (unfortunately).

If you're anywhere in California, Sonic.net in Santa Rosa is an _excellent_
ISP, provides shell access, and has dialups all over the state. :^)

I totally love these guys, which is why (1) I have them as my ISP even
though I'm nowhere _near_ Santa Rosa any more (I use a local ISP for DSL)
and (2) I always recommend them.

http://www.sonic.net/

-bill!

## 33. You're in Serious Trouble (i hkszt0iz)

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-02 03:31:01 UTC
From: ntgc@vbgkrmhnea.com
Message-ID: <lpb0va.no4.ln@c50s19h4.upc.chello.no>
Source record: 24350
Body handling: HTML body converted to readable text

You're in Serious Trouble - It's a Proven Fact!

http://157.237.254.7/eenws/

Deleting "Internet Cache and History" will NOT protect you because any of the
Web Pages, Pictures, Movies, Videos, Sounds, E-mail, Chat Logs and Everything
Else you see or do could easily be recovered to Haunt you forever! How would you
feel if a snoop made this information public to your Spouse, Mother & Father,
Neighbors, Children, Boss or the Media? It could easily Ruin Your Life! Solve
all your problems and enjoy all the benefits of an "As New PC", Evidence
Eliminator can Speed-Up your PC/Internet Browser, reclaim Hard Disk space and
Professionally Clean your PC in one easy mouse click!

Visit this URL to get protected:
http://157.237.254.7/eenws/

Frsqrp kijhv oq jol vxy bgu afdr kcnbdn tynbza tyjk ejx
pe bcqf ldrcds ydrc mnod jbcnbq jblnom
gv eguwg qr ot mbpq kcqb ymap vakzno vnk umxlzx hik q.

Rrom fgvcq gymxlb ijx dvghw cqspr kcaoma pesqe
esdecq xlwxvj cqlzw dsmny rf yq jymklj pusge xc egh a
isdeg za glakzw crcdb uzny rshrg vjlvki ogu apqr dithi c
fu no uwgv bt mnpq wxzx mrcq wbzn tvw pabdr kzau ns y.

Ppeomk qe uzjh npzoy sju ns vayznl rwhit in tijus lznp vjuig
wpjtif ld gymkyn gli shv bt mr xmal molwti xzn
nomx dr xzjh nbmo dr xcnlm cdbca guj p
fh wk ewt sxvtqs hftr guwu nozj de gvfhr lzkl npdbm fge.

Ersd jbmx depdb dv lq wkmw qi oc val rfh no hnk ds ym
hesq wbzxhw cq wyzk dvgdf lzal ewh nfde hvxuwt zrca g
nodb uzjlvg jo hzwuvg me haxi opnl rs ynkztq klmx
xljui xz str klakvw meczk de ymxu rfu aomn glw z.

Jznljkv xc vkl bcabz skiwh nf lzblnx rwg jo hvj zepdo
rghft mb qigus yzol vxlwkv btrst zo kmay!

Mpd tywx zb hzxy ng vaoz fki bg znpm tyv cdrp
gufgr kcmk hvkhwg nb hmsz skiju ns umkyjk ef ldbpnk ejt.

Szkvjur uixh np egq wyzk qrgqo uwxvsh ab efgrfq syvkh
yvt zb hit znpzo dvg mapm thvte xyzblj pusqa xy
ynyz btr kznlzw mnyj pds hvx de hvgusg mo hvj dr tlwhig ik epn
pqss gdx qwtvj csqoc rjl nfd wbhx qw ph tyi og jx dftef ej.

Mjurg zayvxh btdb uvkvju ao umbyax qjt drths bdrpa tyi cq
hijli lqnyz ghvgu btdf yznc vwligh ogak ui.

Lcdnc iwhsgi og iwl eju nspr kpdbpa tyjkv ot zr
vjl rj ydfce xpdopn gyaxvj cuj chsgd xpdo uzap vwymkl efu
kzkvw zrsge xcqodn gywxik qishr kqrc iaxzjl es mqoce glnk h
ymo hzjyvx qv bgef lqspnb vwkzjh nftes iaoznl rshigh afdo h
bc ogv bguo rzr dyo pxeh jtx yfnqhm xhl mgtk lsmqhq?

Aysim kdxrc xzwl wyik zeywx nodal rsdec dcve ix sxl iwymxl rjx
fxmj tyzkz inl vnoqes mrsg nrgh puwoy vay ewk r
ldrpdb qs lq ao rj ph rfgiw pdnpq ni purgu as pa xpdr
vnymn kcrf pu ej ydetuv fkdes pubcr bt pe?

Lwyzkla chvxc ldkv fkl vnpqew tcd ew joq w
hz jxy vnphiw gln wbmrgh ez wotv exl ias cu umrghm wbc
xcq wode ewlq asgl ijy uzf ydefum wal ves c?

Vzapqrg ze bguv yuvjl hdbzao ldknlz pus qwt
kpz cus ld jbm skljhe kcrs iabm skv bghfg ze ogef cdspr kpak
oghwxl eky rwh asqr xyjk rwklfh nsce kp in glfqrg z
qesh ao es pqrth nsuij trfhr kcao iaxzwl nfde lqeo v
pqom sklmkr xp wxlsqr xpab af le kymb d?

Gjyz skv btuj ph nshmk uza xcqsgu rjy uzkynb hmbyn
hmnsd nfqe bc iacd afgi bgujx dia gpdst mvwyi skm fxh
ph qi fxz jap inc ino hzocdf hqepdf bu nstuw pu awky f
zefhvg zesh dv skcas hqfgrf chvkh ewkik gln jlz?

Ysuvjl vfh af ld sxm jbpdsc zopq abdr og woy vaq jywxus iwki
mnnyz buegn wbmnlz gymxym tli bg ab umk dv km
gh ogqf ldaywt as lwkvwx df hmklwx qighw lqkzj tuwx
tzj cu tljkmw phjgv ot mvayw cuv skljx joqa
vs yqst mo qvwlix wo hzabik dij dk qiwym fkvwx rj cu nf ljt?

## 34. Re: accessing I-net

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-02 03:44:05 UTC
From: Greg Menke <gregm-news@toadmail.com>
Message-ID: <m3r8bwkygq.fsf@europa.pienet>
Source record: 24446

bill@newbreedsoftware.com (William Kendrick) writes:

> Roy G Biv <erasmus@6502.chip.old.folks.home> wrote:
> > In any case, there are few Unix shell users left
> > these days (unfortunately).
>
> If you're anywhere in California, Sonic.net in Santa Rosa is an _excellent_
> ISP, provides shell access, and has dialups all over the state. :^)
>
> I totally love these guys, which is why (1) I have them as my ISP even
> though I'm nowhere _near_ Santa Rosa any more (I use a local ISP for DSL)
> and (2) I always recommend them.
>
> http://www.sonic.net/
>
> -bill!

Though based in Maryland, toad.net had dialups in California. Their servers are Linux-based and they supply shell access too. We switched to them from Earthlink and I only wish I could've done it sooner. You can call and get a REAL tech when you need something.

www.toad.net

Gregm

## 35. Re: accessing I-net (was: Reading Atari...)

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-02 03:44:57 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <ZAOQ9.7751$134.855390@newsread1.prod.itd.earthlink.net>
Source record: 24347

"Roy G Biv" <erasmus@6502.chip.old.folks.home> wrote in message
news:Pine.GSO.4.51.0301011710400.14261@shell1...
> On Wed, 01 Jan 2003 at 17:52:56 GMT, richard cortese scribbled:
> ->There are always shell accounts too. I have heard that they are no
> ->longer being offerred by a lot of services.
>
> I haven't bothered to confirm this with my ISP (mainly because I
> don't want to hear the bad news), but I suspect that what's going
> on now is that when I *think* I'm using Unix shell mode (like right
> now, e.g.), what's really happening is a *simulation* provided by a
> service called www dot shellaccess dot com, which my ISP is apparent-
> ly subscribing to as opposed to providing the real thing.

When I first started with Netmagic I even had access to the gnu C compiler
from the shell account. I never really wrote anything sophisticated using
it, but it was nice to have. Now I don't even have excecute privilages in my
own space and no access to the compiler. I'm not even sure if I can run
"tetris for terminals" anymore.

I do see the 'modern' need to restrict people from having full access like
the old days. The only thing I use my shell account for now is file moving.
The extr $5/month for shell doesn't seem worth it to me right now.

## 36. Rana 1000 Settings

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-02 04:14:16 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <v17f4sms2tiec0@corp.supernews.com>
Source record: 24348

Sorry for the Html stationary. This is the only document I have for setting the rana drive letters.

Good luck with your Rana 1000. The online Atari sites might have the Diagnostics information. I do know that both 3&4 switches up enters diagnostic mode and pressing the front ID touch button will cause something to happen..

RoyE

## 37. Emulation on Dreamcast is cool

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-02 05:50:10 UTC
From: ericcron@yahoo.com
Message-ID: <6175e5e8.0301012150.18f0c1e4@posting.google.com>
Source record: 24349

Just had to say it -

I just downloaded a DiskJuggler image of Atari800DC with tons of roms.
I have a real 800xl, it's cool, but dayuuum, it's neat on the
dreamcast. Hooked up to my big TV, supports the dreamcast keyboard,
it's just plain 'ol neat.

--
eric

## 38. Re: accessing I-net (was: Reading Atari...)

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-02 06:51:41 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3e13e17d_1@news.iglou.com>
Source record: 24351

```
On Wed, 1 Jan 2003 17:37:36 -0500, Roy G Biv
<erasmus@6502.chip.old.folks.home> wrote:
> On Wed, 01 Jan 2003 at 17:52:56 GMT, richard cortese scribbled:
> ->There are always shell accounts too. I have heard that they are no
> ->longer being offerred by a lot of services.
>
> I haven't bothered to confirm this with my ISP (mainly because I
> don't want to hear the bad news), but I suspect that what's going
> on now is that when I *think* I'm using Unix shell mode (like right
> now, e.g.), what's really happening is a *simulation* provided by a
> service called www dot shellaccess dot com, which my ISP is apparent-
> ly subscribing to as opposed to providing the real thing. This could
> also explain why I can only "access" this pseudo-shell mode by direct
> dialup to my ISP. In any case, there are few Unix shell users left
> these days (unfortunately).

Shellaccess.com is a real shell account. I don't know if it makes a
difference that you are in Cincinnati, but I can access my account by
dialup or telnet. Iglou has had "shellaccess.com" as an alternate name
for years, and as far as I can tell all that has changed is that now
the shell server only uses the "shellaccess.com" name.
```

## 39. Reckon you can clean your own hard disk? (u 8t4g)

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-02 06:58:21 UTC
From: fjqk@jzgrm.com
Message-ID: <av0nuc$rfd$1@news.ethome.net.tw>
Source record: 24352
Body handling: HTML body converted to readable text

You're in Serious Trouble - It's a Proven Fact!

http://www.protect-your-computer.com@157.237.254.7/eenws/

Deleting "Internet Cache and History" will NOT protect you because any of the
Web Pages, Pictures, Movies, Videos, Sounds, E-mail, Chat Logs and Everything
Else you see or do could easily be recovered to Haunt you forever! How would you
feel if a snoop made this information public to your Spouse, Mother & Father,
Neighbors, Children, Boss or the Media? It could easily Ruin Your Life! Solve
all your problems and enjoy all the benefits of an "As New PC", Evidence
Eliminator can Speed-Up your PC/Internet Browser, reclaim Hard Disk space and
Professionally Clean your PC in one easy mouse click!

Visit this URL to get protected:
http://www.protect-your-computer.com@157.237.254.7/eenws/

Kdzkl xcwh ewxyn prfgi rky ewx hzb lqeo inb puijl iao hzopqf o
uzncq nfdr kthsdb umopqs cuijl hjk dmxymg
oth es ldfguj ldfthw cuvxl rnh njxyn phwxl rku
bgv bpr as mrodep mhwqef mrsgrb ydstys pu rjxr.

Yoqnc yqos mkljxp wbp me xcqs ph rixlj tlznp vrb luituw
fx diwlv sxmno hao lqrtuv fxl rnpdrg me xcdf
mecdeg dvcpa jodr xcrs chsgh ng cn xpds ym woc we
ew pymxy sapqey vnc vnkm fbc vnpd wrep ag
dvxi exy lqxpes cyzkl iastic luixlq cym woc zejx!

Zikymop skymrt cnbmr kgiwxy vrs zhjxln
um jocuwx uznsuv sklqe bqewk uzo uzn xt
aftijk umf ogvj ch enopr oghs ywlmac lqxmno luvc mrtu es ph
ogrsuv fxl ekl rnoma xpdf hzn kghj ch nfhi bt qv.

Vznpq noqe kcdjkv ejpde otuw tymxy vnod
xcq asgv sxl irsgla johegh ej tyz skp zrwl hmopqs ph rw f
nsgh ewlzn kmao hqs ldrf ch ns ch eny rwklq kpdr bk
othixc ejk uusg qs sumwl hzv ox askl vdo ykiw tla kj
uogqmk hzaltr skcdo lq hv bki fnfdrj gyuf lk qzafn joqi oc.

Gkcq xsqe bgij wlqbp mrwk hdv bxhw jscrs cu vdoc?

Dbpus yyfx qmjsq fbcujb hdn kt qv src lu
bkvjod mv wkc zywk hdvt puqbp vef chmot cvq jfg
bjy mnfqrt di bx dy vghjb hqapza xcywki sky iwo
mklqf yqrj tlj tym jxy insuit qv exy ewb yd?

Upd woqe kcrf lubpdf lu af yhiwyz oqe bplu khwxyn kpdetu
qv fbc fxlzb hik hznsgi fxlde btuw tyz skm i
gyno yqrp ieshin qvwxc iklqrg dv bt qi ece mr otes yh
pqeshv fke bg qy og qiabq fop mrsh ns puipd nskz fkl inc eax uq
uvao yqspef cuinc yqixln glmnf pe ksui.

Lasqrk qvjkz sxp vnc phwk umn kcqs bk hma xcejkl inc vqsg diwy
wkldf ouiwl iabcef pyznc ldfxyn wpqi sxy
jx uqe ot dv fkp me bsml rwk hzr ltvwxi s
qijx embces ldrg di ejlmo kpes ph rsuiw tlz gym f.

Ivwxme xymoce af mestij pu ejl hzopdf bu nf tt omk qvjlm fkm fx
glmoc vayzbp zrfh qvxuj pumxc vaodrp yqft
aghigh ewx ujxln xcuvjh ej cui sxmno ldsgl rwx umo lqnifu n
uzbla glzb hzapzo xzaodr xt mesu awxza gyjk
ewlix umn glnope ac zrst af yt nf yd afth b.

Hpq jbdacm fkzncq wop jbp inpdrg mrfti oguwk qi fx
bthigh nwuix dvw tlm glm fop inc iabqrs cujkl exym
dvjkzn kyno udoc va gpqs ldrgh afgvw tl.

Gglr xpak qi fxzpd xpqecd xpmn kpno hn
dfthjg dvthi cuv sky rwlvg mv ot jocd xc inod zrgh nsh?

Ruvg drtqs lq nscn kcdsge kgui bt qvxlw pui skz s
qesdrg cv ejyfg mr btef yq as lrstvw cy enb hzapnb hznc inb ljk.

Hymnlzo hza gma pu bth rf cuftu nxlno uz.

Wqs cu qixuj gyz fkzabt zegu ejkma gpqf bgijy hmb umrsui s
deghsg di fxl iab hmocqs chijy ejkzao vqstuw gyd we uzn kcrj l
wo yzn ucrf vabpvj guixy vafpef ph efuij glaom int ces
detusg di sxijx umkvth efkmn cujky mnpd nsgv bthi fxvwy ixlz.

Nnfdes mefqr og vegh nf ch ej cu ew cyz skm vac vrftvj tyw fx.

## 40. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-02 08:57:51 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1041497631@rtfm.mit.edu>
Source record: 24353
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 15, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL:
#atari8

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

## 41. Re: Holmes on CD

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-02 11:10:32 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <T3VQ9.6312$Rc7.126413@news2.e.nsc.no>
Source record: 24354

"Jindrich Kubec" <kubecj@asw.cz> skrev i melding
news:3E13665A.27830484@asw.cz...
> Paul Irvine wrote:
> > [Italian]
> > Sssssh, Hanno un segreto
> > [/Italian]
>
> [Czech]
> Hele, dete s tim uz nekam!
> [/Czech]
>
> ;-D

[English]
What the heck are you saying ?
[/English]
:-/

## 42. Linux envision utility

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-02 11:18:43 UTC
From: Larry Richardson <rich5462@bellsouth.net>
Message-ID: <jmVQ9.39939$nc7.18594@news.bellsouth.net>
Source record: 24355

I have been writing a Linux version of the envision utility, more or
less. If anyone is still actually writing multi-color character
displays for Atari 8-bits, they might find it useful, even in this early
state.

http://bellsouthpwp.net/r/i/rich5462/genvision-0.1.tar.gz

See the README. It uses GTK, and compiles under RedHat 7.1 just fine...
I haven't tried it on other Linux OS flavors. Just run the ./configure
that's in the tar ball, then 'make'.

Larry Richardson
larryr2@bellsouth.net

## 43. Re: Emulation on Dreamcast is cool

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-02 11:54:23 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030102065423.29526.00000343@mb-ma.aol.com>
Source record: 24356

> I just downloaded a DiskJuggler image of Atari800DC with tons of roms. I have a real 800xl, it's cool, but dayuuum, it's neat on the dreamcast. Hooked up to my big TV, supports the dreamcast keyboard, it's just plain 'ol neat. <

There is an A8 emulator that runs on the dreamcast? I didn't know that existed. I'll search on the Atari800DC, but are you aware of any other links? These emulators are showing up everywhere! PC's, Mac's, PDA's, and now DC.

Larry

## 44. Re: Mar Tesoro

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-02 14:33:38 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-80CF25.08333802012003@news.supernews.com>
Source record: 24357

In article <3e124e14$1_5@news.teranews.com>, "Steve S" <j70141@hotmail.com>
wrote:

> Anyone remember the game Mar Tesoro?
>
> A game written in BASIC in which you look for sea treasure.
>

This game got played for hours and hours at a time at our place. Strangely,
one of our very favorites!

> Has anyone ever gotten the game to LIST? Someone told me that it used a
> method of loading the program into lower memory thus causing the computer to
> lock up whenever you tried to LIST it, but I am curious as to some of the
> programming techniques used in the game (this is a major way that I learned
> how to program in BASIC) and would like to see a listing if possible.

I'm pretty sure we never got around this either.

I've also never found an original copy of the game, despite being on the
lookout for many years. Do you or does anyone have one for sale?
--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

## 45. Re: Reading Atari disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-02 14:53:11 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-74B925.08531102012003@news.supernews.com>
Source record: 24358

In article <a57ea28d.0212312134.1253c74d@posting.google.com>,
melee5@my-deja.com (Lee) wrote:

> I don't doubt that MyUtil does work flawlessly when you format transfer
> disks on the PC first, just like Ataridsk but more 'DOS' like, I'm sure.
> That was never my point, the point was to read _Atari_ formatted disks
> on the PC using _any_ method possible. MyUtil will do that - but only
> marginally and if its a big file or in the wrong place on the Atari disk
> it won't do it all unless you can make a copy of the disk and swap that
> one in at the appropriate time.

My MyUTIL experience regarding whether better to format the disk with the PC or
with the Atari has been more mixed than that. I can recall where it sometimes
seemed to make a difference, but I know I've had plenty of success either way.

Here's some MyUTIL advice already in the FAQ on this particular topic:

Hans Breitenlohner:
2. If the PC drive is a 1.2M drive there is the additional problem of the
track width.
The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

Jon D. Melbo sums it up this way:
So a basic rule of themb when sharing 360KB floppies among 360KB &
1.2MB drives is: Never do any writes with a 1.2MB drive to a disk that
has been previously written to in a 360KB drive....UNLESS... you only
plan on ever using that disk in the 1.2Mb drive from then on out. Of
course a disk can be reformated in a particular drive any time for use
in that drive. As long as you follow that rule, you can utilize the
backwards compatible 360KB modes that most 1.2MB drives offer.

> MyUtil (PCXFer) is the only program that can read Atari formatted disks
> with the above restrictions and that is using DD only.

There's also the newer AtariDsk by Hiassoft, available at
http://www.horus.com/~hias/atari/

I've never tried AtariDsk (being perfectly content with MyUTIL), but people
have said it's a big improvement over UTIL/MyUTIL, though with basically the
same capabilities.

> Turns out its not the drive - its the controller.

Point taken, thanks.

--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

## 46. Re: Emulation on Dreamcast is cool

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-02 15:06:01 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-A97D8D.09060102012003@news.supernews.com>
Source record: 24359

```
Christian Groessler 1/03
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/dreamcast/atari800dc/
Developer: Atari800 DC v0.72 (8-bit Atari emulator for Sega Dreamcast)

--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/
```

## 47. Re: Emulation on Dreamcast is cool

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-02 16:56:45 UTC
From: Bill <kinetic9130@yahoo.com>
Message-ID: <3E146F4D.4090001@yahoo.com>
Source record: 24360

LarryWhite wrote:
>>I just downloaded a DiskJuggler image of Atari800DC with tons of roms. I
>
> have a real 800xl, it's cool, but dayuuum, it's neat on the dreamcast. Hooked
> up to my big TV, supports the dreamcast keyboard,
> it's just plain 'ol neat. <
>
> There is an A8 emulator that runs on the dreamcast? I didn't know that
> existed. I'll search on the Atari800DC, but are you aware of any other links?
> These emulators are showing up everywhere! PC's, Mac's, PDA's, and now DC.
>
> Larry

Anything goes nowadays as long as there's a C compiler for it. Just the
other day my boss suggested that my server budget be hacked and that I
buy two Playstation 2's on which to run Linux and Samba.
;)

Bill

## 48. Re: Atari 8bits Java emulators?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-02 17:10:19 UTC
From: "David J. Firth" <david.firth@btinternet.com>
Message-ID: <RKni$UA33GF+EwrG@btinternet.com>
Source record: 24361

In article <Pine.SOL.4.50.0212302052450.5645-100000@srv2.mail.uni-kiel.de>, Hermann Samso <stu49252@mail.uni-kiel.de> writes
> 
> 
> I can't think that this is a FAQ,
> so,
> are there any projects of Atari
> 8 bits emulators on-going??
> 
> Specially interested in XL and
> VCS models.
> 
> saludos,
> hermann samso
> 

Hi,

There is a Basic Java Atari 800 emulator (enough to allow Graphics 0 Basic Programs) at the following location:-

http://www.atari800.info/cms.php

For those that are interested, there is also a Java Acorn Atom Emulator.

Bye
--
David J. Firth

## 49. Re: doesn't this remind you of an atari basic game ? :o)

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-02 19:26:30 UTC
From: David Pochron <dpoch@ticon.net>
Message-ID: <av23p6$6gk$1@galileo.ticon.net>
Source record: 24362

"rtdos" <rtdos@yahoo.com> wrote in message
news:845192d9.0212130705.9a2644@posting.google.com...
> I've never been able to beat scram. always had a meltdown. :o)

I finally beat it afer about 30 tries. I figured out the right startup mixture and how to adjust it as the game went on. My big problem wasn't the metldowns but downtime for repairs. If I damaged anything I gave up and started over with a different mixture tweak.

Too bad that game is all text-based; The graphics are only used for the docs. someone should rewrite an all-graphics version that uses the light pen for input! :-)

--
David Pochron dpoch@ticon.net

## 50. Re: Ultima IV

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-02 19:44:49 UTC
From: David Pochron <dpoch@ticon.net>
Message-ID: <av24rg$8od$1@galileo.ticon.net>
Source record: 24363

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3DFF6466.88A2F022@students.uni-mainz.de...
> They should have continued the
> series until ultima 6 at least on the little atari... -andreas.

Heck, Origin didn't even make Ultima 6 for the Apple II. Too much of the
market had moved on by then.

--
David Pochron dpoch@ticon.net

## 51. Re: Ultima IV

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-02 20:06:38 UTC
From: David Pochron <dpoch@ticon.net>
Message-ID: <av264d$bi6$1@galileo.ticon.net>
Source record: 24364

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:3dfad99a11f4d22@attbi.com...
> Ultima IV was not too easy, but not too hard to finish on your own
> without any help. That is what I liked most about it. The
> graphics, gameplay and MIDI muscic made the game.

Ultima 4 for the Atari 8-bit had no music, which is very dissapointing for me
after playing Ultima 3 on the Atari.

Ultima 4 was also the last version released for the Atari 8-bit.

--
David Pochron dpoch@ticon.net

## 52. Re: doesn't this remind you of an atari basic game ? :o)

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-02 21:52:59 UTC
From: bill@newbreedsoftware.com
Message-ID: <%w2R9.58167$lk.1973346@typhoon.sonic.net>
Source record: 24365

David Pochron <dpoch@ticon.net> wrote:
> Too bad that game is all text-based; The graphics are only used for the docs.
> someone should rewrite an all-graphics version that uses the light pen for
> input! :-)

Ooh! (Or mouse... mouse would be good, too :) )

-bill!

## 53. Re: doesn't this remind you of an atari basic game ? :o)

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-02 22:49:54 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0301021449.63191395@posting.google.com>
Source record: 24366

now THAT would be nostalgic. :o)

"David Pochron" <dpoch@ticon.net> wrote in message
news:<av23p6$6gk$1@galileo.ticon.net>...
> "rtdos" <rtdos@yahoo.com> wrote in message
> news:845192d9.0212130705.9a2644@posting.google.com...
> > I've never been able to beat scram. always had a meltdown. :o)
>
> I finally beat it afer about 30 tries. I figured out the right startup
> mixture and how to adjust it as the game went on. My big problem wasn't the
> metldowns but downtime for repairs. If I damaged anything I gave up and
> started over with a different mixture tweak.
>
> Too bad that game is all text-based; The graphics are only used for the docs.
> someone should rewrite an all-graphics version that uses the light pen for
> input! :-)

## 54. ADV: Atari After Christmas Sale! Extended!

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-03 02:20:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0301021815020.28618-100000@shell1.aracnet.com>
Source record: 24369
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

http://www.aracnet.com/~atari/catalogs.htm I've added more Games to my
8 Bit & ST Software Catalogs and I've updated all 8 of my Catalogs!

For those of you who missed out on my Christmas Sales! Now is the Time to
take advantage of my After Christmas Sale Discount! Now I'm offering a 20%
off the Top Discount on Games/Software, Hardware/Accessories & References/
Books for Classic Atari 8 Bit, Atari ST 16/32 Bit Computers & Jaguar Games
and Game Machines! And if your a Regular Customer, Reward yourself with
another 10% off the Top. A Whopping 30% Discount! Friends, take advantage
of this, because this is as Good as it Gets! A lot of the items on sale I
only have One, Two or a Few of! So act NOW While I got it! Got Questions?
E-Mail Atari@aracnet.com Today! Get the Catalogs while inventory Lasts!
Act Now,or I can't save you any Money! Goto http://BensCatalogs.Atari.org
Or goto my Domain at http://BenSells.Atari.org or Call Ben@(503)256-9974!
http://www.aracnet.com/~atari/specials.htm Holiday Specials Details!!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974!
If you don't Contact me Today, I can't save you any Money!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!
http://www.aracnet.com/~atari/free_cat.htm Get them while they're Hot!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. My customers love the speedy service! I
also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

## 55. Re: Is there nothing better than a 65816 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-03 02:21:08 UTC
From: atari-man <flash@yahoo.com>
Message-ID: <os6R9.538703$P31.179249@rwcrnsc53>
Source record: 24367

Right now I think the best you'll be able to do is the 65816. However, why
is it being 15 years old such a problem? They're made by Western Design
Center, who says they'll be making them for a while.....

Personally, I'm using a M38049 from Mitsubishi which is 6502 code compatable
in my small projects... (no external ROM or bus though :( ) 62K of
flash though :)

tony

"James Alexander" <james-m-alexander@rogers.com> wrote in message
news:3E13B6AC.D9E365AF@rogers.com...
> Zothen Runecaster wrote:
>
> > Did they ever develop a 32 Bit version of this CPU such as there is
> > the big 68K family with 68000-68060.
> >
> > Or the 8086/8088 ,80286,80386 ,80486 ...
> >
> > Todays PC still can run old 8 Bit games (although some are far too
> > fast).
> >
> > Because now the 65816 is quite old and if anyone would create a new 8
> > Bit compatible computer , why not use a better cpu if available.
> >
> > If I would build a new ATARI 8 Bit , it should certainly be able to
> > run all the old programs , but also be able to support modern Hard
> > Disks,CD drives , network cards and graphic /music cards.
> >
> > ZR
>
> A few years ago I'd heard of a 65832 which was supposed to be program
> comatible with 6502 / 65816. But I never looked into it in more detail so
I
> dunno if it was real or readily available.
>
>

## 56. Re: Emulation on Dreamcast is cool

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-03 02:22:56 UTC
From: atari-man <flash@yahoo.com>
Message-ID: <4u6R9.538718$P31.178750@rwcrnsc53>
Source record: 24368

Eric,

how did you set yours up? I tried to follow the postings on getting it set
up and couldn't.

Tony

"Eric Cron" <ericcron@yahoo.com> wrote in message
news:6175e5e8.0301012150.18f0c1e4@posting.google.com...
> Just had to say it -
>
> I just downloaded a DiskJuggler image of Atari800DC with tons of roms.
> I have a real 800xl, it's cool, but dayuuum, it's neat on the
> dreamcast. Hooked up to my big TV, supports the dreamcast keyboard,
> it's just plain 'ol neat.
>
> --
> eric

## 57. Size is more important than you may think (6 5ci8j)

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-03 02:58:20 UTC
From: mafjq@hsxfkgkgia.com
Message-ID: <g%6R9.6168$PM4.1086825@charlie.risq.qc.ca>
Source record: 24370

* Find out about the "Penis Enhancement" plan rated #1 by Health Web
2000. *

Get Info Here => http://www.grow-your-penis.com@157.237.254.7/penis/

" . . . Basically, you can enhance any part of your
body with the proper exercise. We have done extensive
research and found exercises that are PROVEN to enlarge
your penis, increase stamina, STRAIGHTEN a curved penis,
stop premature ejaculations, and even cure Peyronies Disease . . ."

Get Info Here => http://www.grow-your-penis.com@157.237.254.7/penis/

Having doubts? Be sure to check out our testimonials page!
We guarantee you will be SHOCKED at what people are saying
about our plan.

* Rumor has it, this site has even gained us the attention of Howard Stern. *

Zrw xlsdk mnufq bqalw iaurpn mq crozx znlwg fh
vgr tvfqoy kp ftrbmx zn drcaxv uzku gywtrc bwd fuf dvxnbv umx?

Jwdoysq cdbyj iaufca ceb efq cho dsp fteozx wa de qitq
aomw inhs hzkr hvgqom opa za mcn lqfcr gljuig za tlju
tzwyv btrsd wo ejxvjh noqn hmwl af yd tlmxuj lq.

## 58. Re: Is there nothing better than a 65816 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-03 03:06:05 UTC
From: patchell <patchell@silcom.com>
Message-ID: <3E14FE1D.FF12FFD1@silcom.com>
Source record: 24371

http://www.apple2.org.za/gswv/gsezine/GS.WorldView/v1999/Apr/THE.65C832.CPU.MANUAL/

I found this doing a Google search...

James Alexander wrote:

> Zothen Runecaster wrote:
>
> > Did they ever develop a 32 Bit version of this CPU such as there is
> > the big 68K family with 68000-68060.
> >
> > Or the 8086/8088 ,80286,80386 ,80486 ...
> >
> > Todays PC still can run old 8 Bit games (although some are far too
> > fast).
> >
> > Because now the 65816 is quite old and if anyone would create a new 8
> > Bit compatible computer , why not use a better cpu if available.
> >
> > If I would build a new ATARI 8 Bit , it should certainly be able to
> > run all the old programs , but also be able to support modern Hard
> > Disks,CD drives , network cards and graphic /music cards.
> >
> > ZR
>
> A few years ago I'd heard of a 65832 which was supposed to be program
> comatible with 6502 / 65816. But I never looked into it in more detail so I
> dunno if it was real or readily available.

--
-Jim
-----------------------------------------------
* Visit:http://www.silcom.com/~patchell/
*-----------------------------------------------
*I'm sure glad Merry Christmas comes just once a year
* -Yogi Yorgensen
-----------------------------------------------

## 59. Re: 800XL anomoly?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-03 03:50:46 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3E150896.3FD87A08@cswebmail.com>
Source record: 24372

JP wrote:

> david_p@istop.com (David A Paterson) wrote in
> news:92F5D9961davidpistopcom@206.130.183.196:
>
> > myemail@home.com (JP) wrote in <tEqQ9.579633$QZ.83441@sccrnsc02>:
> >
> >>Hello all,
> >>
> >>I was reading through the 8-bit faq and came across the section on
> >>'Basic'...So I thought I'd go through all my carts and systems and
> >>check 'em out.. One of my 800XL's is reading '234' with ?peek(43234)
> >>- which means it has rev. c basic. I re-read through the faq, and it
> >>seems this should be rev. b like all the rest of my 800XL's. Do I
> >>have a rare late model 800XL? Or am I just getting excited for
> >>nothing?
> >>
> >>Thanks!
> >>
> >
> > I'd suspect someone bought a rev C ROM (or ripped it out of a 130xe
> > with a dead keyboard) and plugged it in.
> >
> > But it is possible, I suppose.
> >
> > David P.
> >
>
> Which leads me to another question.. You say a 'dead keyboard', one of my
> 800XL's has a dead keyboard (all except rst,sel,start,option). I've been
> trying to diagnose it with the schematics but can't figure it out yet. Are
> dead keyboard issues lost causes?
>
> thanks!

For that many keys(all except function),one of the biggest problems with keyboards is that the silver contact trace tarnish is not cleaned and sprayed with lacquer early. If the traces are black, try cleaning them gently with a silver cleaner. An ohm meter can tell if the traces are open.

Also, the keys except the function all go thru two MC14051(4051) scan chips. If either are dead, then the whole keyboard will fail. You can work backwards to Pokey.

Rick D.

## 60. Re: BASIC program recovery

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-03 03:56:57 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3E150A09.187075@cswebmail.com>
Source record: 24373

David Pochron wrote:

> Most of us have experienced Atari BASIC programs that get corrupted on disk
> or tape, and when you try to load them in you get the dreaded "double READY"
> prompt after the load (or CLOAD) completes, or the system locks up when you
> try and list the program.
>
> Has anyone ever written a program (for any platform) that takes these
> corrupted BASIC files and attempts to convert them back into text so the
> point of corruption can be fixed and the program then ENTERed and resaved?
>
> I have the BASIC source book, so I could do it myself but it will take a
> while. If anyone has already written such a utility, it would save me a
> great deal of time! :-)
>
> --
> David Pochron dpoch@ticon.net

I wrote a program for the A8 a long time ago that "detonkenized" a basic program. Not 100% done or user friendly, but helped me many times.

I am sure if you searched A8 program libraries for de tonkenizers, you'll find some there as well.

Rick D.

## 61. Re: Emulation on Dreamcast is cool

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-03 03:59:22 UTC
From: atari-man <flash@yahoo.com>
Message-ID: <uU7R9.539629$P31.180256@rwcrnsc53>
Source record: 24374

Disregard my previous post. I got the files and used Ultimate SB kit and
everything went smoothly. AND it plays Spelunker!!!! hehehe

Tony

"atari-man" <flash@yahoo.com> wrote in message
news:4u6R9.538718$P31.178750@rwcrnsc53...
> Eric,
>
> how did you set yours up? I tried to follow the postings on getting it
set
> up and couldn't.
>
>
> Tony
>
>
> "Eric Cron" <ericcron@yahoo.com> wrote in message
> news:6175e5e8.0301012150.18f0c1e4@posting.google.com...
> > Just had to say it -
> >
> > I just downloaded a DiskJuggler image of Atari800DC with tons of roms.
> > I have a real 800xl, it's cool, but dayuuum, it's neat on the
> > dreamcast. Hooked up to my big TV, supports the dreamcast keyboard,
> > it's just plain 'ol neat.
> >
> > --
> > eric
>
>

## 62. Re: Is there nothing better than a 65816 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-03 04:09:49 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3E150D0D.EBE69A10@cswebmail.com>
Source record: 24375

Zothen Runecaster wrote:

> Did they ever develop a 32 Bit version of this CPU such as there is
> the big 68K family with 68000-68060.
>
> Or the 8086/8088 ,80286,80386 ,80486 ...
>
> Todays PC still can run old 8 Bit games (although some are far too
> fast).
>
> Because now the 65816 is quite old and if anyone would create a new 8
> Bit compatible computer , why not use a better cpu if available.
>
> If I would build a new ATARI 8 Bit , it should certainly be able to
> run all the old programs , but also be able to support modern Hard
> Disks,CD drives , network cards and graphic /music cards.
>
> ZR

Being an old cpu isn't a bad thing..it is at least well developed. The big problem going to a modern cpu is that the architecture is different, support for 8 bit 6502 code may be marginal is at all..unless you run an emulator on it, then you are the point of costing a whole lot more than a cheap PC, and it has the hardware to run the isa/pci cards built in.

At least the 65816 can run in 6502 mode, and can run in an extended mode much faster than the stock 6502, plus access loads more ram directly. With todays imbedded chips, adding hardware to support some devices(hd, cd, usb) is a lot easier. Video is a bit more complicated.

Rick D.

## 63. Re: OSS SuperCarts (WAS: mio binaries)

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-03 04:14:06 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3E150E0E.2EE132B7@cswebmail.com>
Source record: 24376

rtdos wrote:

> a while back someone posted a link to the MIO binaries which the
> webpage also contained information about oss supercarts. does anyone
> have this link ?

I posted an article on how to access the OSS supercarts..it is at
http://www.a8maestro.com/atari/info/ballho.htm.

Rick D.

## 64. Re: Is there nothing better than a 65816 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-03 04:17:34 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <y98R9.9426$134.1053015@newsread1.prod.itd.earthlink.net>
Source record: 24377

"atari-man" <flash@yahoo.com> wrote in message
news:os6R9.538703$P31.179249@rwcrnsc53...
> Personally, I'm using a M38049 from Mitsubishi which is 6502 code
compatable
> in my small projects... (no external ROM or bus though :( ) 62K of
> flash though :)

Do you have the parts in hand? When I tried dealing with Mitsubishi I never got a human on a phone and they never returned my calls. It would be interesting if they started actually selling parts for a change.

## 65. Re: Emulation on Dreamcast is cool

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-03 04:51:11 UTC
From: ericcron@yahoo.com
Message-ID: <6175e5e8.0301022051.30aec996@posting.google.com>
Source record: 24378

Bill <kinetic9130@yahoo.com> wrote in message news:<3E146F4D.4090001@yahoo.com>...
<snip>
> Anything goes nowadays as long as there's a C compiler for it. Just the
> other day my boss suggested that my server budget be hacked and that I
> buy two Playstation 2's on which to run Linux and Samba.
> ;)
>
>
> Bill

Yep, there is a c compiler and a pretty well supported free library
called Kalistos er something...

I have a selfboot CD that has 800 nes roms on it with an emulator that
really rocks. DreamSNES is a Super Nes emulator that works great (a
little slower on some games though) - It even supports saving games to
the VMU... I can browse the web with it, watch Divx movies, Mp3's,
play CD's, Linux, etc - oh yeah, and there are those dirt cheap
Dreamcast games that look really good -
all for 39.95 -

It has 2600, c64, Amstrand, Apple II, etc emulators as well.
dcemulation.com is a good resource...

--
eric

## 66. Re: Reading Atari disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-03 04:55:52 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0301022055.5c20650b@posting.google.com>
Source record: 24379

Michael Current <mcurrent@carleton.edu> wrote in message
news:<mcurrent-74B925.08531102012003@news.supernews.com>...
> In article <a57ea28d.0212312134.1253c74d@posting.google.com>,
> melee5@my-deja.com (Lee) wrote:
>
> > I don't doubt that MyUtil does work flawlessly when you format transfer
> > disks on the PC first, just like Ataridsk but more 'DOS' like, I'm sure.
> > That was never my point, the point was to read _Atari_ formatted disks
> > on the PC using _any_ method possible. MyUtil will do that - but only
> > marginally and if its a big file or in the wrong place on the Atari disk
> > it won't do it all unless you can make a copy of the disk and swap that
> > one in at the appropriate time.
>
> My MyUTIL experience regarding whether better to format the disk with the PC or
> with the Atari has been more mixed than that. I can recall where it sometimes
> seemed to make a difference, but I know I've had plenty of success either way.
>
> Here's some MyUTIL advice already in the FAQ on this particular topic:
>
> Hans Breitenlohner:
> 2. If the PC drive is a 1.2M drive there is the additional problem of the
> track width.
> The following is generally true in the PC world:
> - disks written on 360k drives can be read on either drive
> - blank disk formatted and written on 1.2M drives can be read on
> either kind
> - disks written on a 360k drive, and overwritten on a 1.2M drive,
> can be read reliably only on a 1.2M drive.
> - disks previously formatted on a 360k drive, or formatted as 1.2MB,
> and then reformatted on a 1.2M drive to 360k, can be read reliably
> only on a 1.2M drive.
> (all this assumes you are using DD media, not HD).
>
> Solution: Use a 360k drive if you can. If not, format disks on the
> Atari for Atari to PC transfers, format truly blank disks on the PC
> for PC to Atari transfers.
>
> Jon D. Melbo sums it up this way:
> So a basic rule of themb when sharing 360KB floppies among 360KB &
> 1.2MB drives is: Never do any writes with a 1.2MB drive to a disk that
> has been previously written to in a 360KB drive....UNLESS... you only
> plan on ever using that disk in the 1.2Mb drive from then on out. Of
> course a disk can be reformated in a particular drive any time for use
> in that drive. As long as you follow that rule, you can utilize the

> backwards compatible 360KB modes that most 1.2MB drives offer.
>
>
> > MyUtil (PCXFer) is the only program that can read Atari formatted disks
> > with the above restrictions and that is using DD only.
>
> There's also the newer AtariDsk by Hiassoft, available at
> http://www.horus.com/~hias/atari/
>
> I've never tried AtariDsk (being perfectly content with MyUTIL), but people
> have said it's a big improvement over UTIL/MyUTIL, though with basically the
> same capabilities.
>
>
> > Turns out its not the drive - its the controller.
>
> Point taken, thanks.

Thank you for posting that accurate info on the 360k vs 1.2 meg drive issue - a subject that also belongs in the Atari to PC disk transfer arena. While Ataridsk _is_ a big improvement over MyUtil in ease of use, it does not read Atari formatted disks like MyUtil can. It also does not claim to, one must always format the disk to be used for transfers on the PC with Ataridsk first - no exceptions. One rather neat deal with these Ataridsk formatted disks is that they _will_ boot on the Atari system, but only on modified drives and they only show an Ataridsk title screen. Not of much use, but still a neat trick.

## 67. Re: Honest, fair Atari vendor is unfairly treated in newsgroups.

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-03 06:21:15 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0301022221.48655615@posting.google.com>
Source record: 24380
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:<1041200932.6658.13@damia.uk.clara.net>...
> Hi Sinclap
>
> > > > Serving his own interests really.
> > >
> > > I suppose that's the same as masturbating, right up his street.
> >
> > Must know from experience. A lot of wonking in the Uk, right steve?
>
> That's amazing!!!, I've got a random response parser, i fed in this thread
> and it came up with the same response, identical down to the punctuation and
> spelling mistake, the guy behind sinclap must be using the same random
> string generator. I could generate my own sinclap responses.
>

Right Stevey..Yo ma ma did fine when she weened ya..

> --
>
>
> Regards Steve
>
> Rope me a sheep and I'll make it smile.
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.434 / Virus Database: 243 - Release Date: 25/12/2002

## 68. Looking of info on game.

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-03 06:24:24 UTC
From: gary_hackathorn@hotmail.com
Message-ID: <71e5a14c.0301022224.7c143647@posting.google.com>
Source record: 24381

I am looking for info on a game I played on the Atari 400.

The game involved training a "something" to move around a hexaganal shaped grid of dots. At each spot the thing picked one of the six new spots to go to based on what you told it. If it had never seen a particular situation it waited for the user to tell it what direction to go in. When it reached it situation it had been trained for it kept going.

I am looking for any information on this game. The name, the publisher or the author would nice.

I rember it had a data file that contained the training history of the thing that was 64 bites long. Each bite contained a number from 0to 5 that indicated the direction the thing went.

I am reading Wolfram's A new Kind of Science and rembered this game. It seems like a nice little program to study.

Thank You

## 69. Re: BASIC program recovery

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-03 11:19:17 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <av3rjl$kb4$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 24382

Hi David,

> Most of us have experienced Atari BASIC programs that get corrupted on disk
> or tape, and when you try to load them in you get the dreaded "double READY"
> prompt after the load (or CLOAD) completes, or the system locks up when you
> try and list the program.

> Has anyone ever written a program (for any platform) that takes these
> corrupted BASIC files and attempts to convert them back into text so the
> point of corruption can be fixed and the program then ENTERed and resaved?

> I have the BASIC source book, so I could do it myself but it will take a
> while. If anyone has already written such a utility, it would save me a
> great deal of time! :-)

Please drop me a letter, I do have such a program, written in BASIC for
the Atari.

Greetings,
Thomas

## 70. Re: Looking of info on game.

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-03 16:44:18 UTC
From: Gary <YeOldeBitBucket@hotmail.com>
Message-ID: <Xns92F85932F5336ambassadorkosh@68.6.19.6>
Source record: 24383

gary_hackathorn@hotmail.com (Gary Hackathorn) wrote in
news:71e5a14c.0301022224.7c143647@posting.google.com:

> I am looking for info on a game I played on the Atari 400.
>
> The game involved training a "something" to move around a hexaganal
> shaped grid of dots. At each spot the thing picked one of the six new
> spots to go to based on what you told it. If it had never seen a
> particular situation it waited for the user to tell it what direction
> to go in. When it reached it situation it had been trained for it kept
> going.
>
> I am looking for any information on this game. The name, the
> publisher or the author would nice.
>
> I rember it had a data file that contained the training history of the
> thing that was 64 bites long. Each bite contained a number from 0to 5
> that indicated the direction the thing went.
>
> I am reading Wolfram's A new Kind of Science and rembered this game.
> It seems like a nice little program to study.
>
> Thank You
>

That would be "Worms" from Electronic Arts.

---
I wonder how much deeper the ocean would be without sponges.

## 71. FTP server

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-03 16:57:17 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e15c105$0$49102$e4fe514c@news.xs4all.nl>
Source record: 24384

Hi,

I just got the Holmes games on the server for download.

TXG/MNX

## 72. Re: accessing I-net (was: Reading Atari...)

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-03 19:24:01 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <npm4va-jj8.ln@speaker.rodsbooks.com>
Source record: 24385

In article <Pine.GSO.4.51.0301011710400.14261@shell1>,
Roy G Biv <erasmus@6502.chip.old.folks.home> writes:
> On Wed, 01 Jan 2003 at 17:52:56 GMT, richard cortese scribbled:
> ->There are always shell accounts too. I have heard that they are no
> ->longer being offerred by a lot of services.
>
> I haven't bothered to confirm this with my ISP (mainly because I
> don't want to hear the bad news), but I suspect that what's going
> on now is that when I *think* I'm using Unix shell mode (like right
> now, e.g.), what's really happening is a *simulation* provided by a
> service called www dot shellaccess dot com, which my ISP is apparent-
> ly subscribing to as opposed to providing the real thing.

The only way I can imagine a shell access being legitimately described as a "simulation" would be if it were done by running a Unix shell on a non-Unix system, such as Windows. The http://www.shellaccess.com Web page says that they're using UltraSparc servers, so it seems likely that they're running "real" Unix, or at least something so Unix-like as to make no difference for most users (say, if they were running Linux).

If you're just disappointed that your ISP is farming out that service, then I don't see what the big deal is. Properly configured, it shouldn't matter where the server is or who's running it, at least within reason. (The latencies if the server were on the other side of the planet might be an issue.)

If they're requiring that you use some special software, then that's a bit odd, but doesn't say anything about the underlying platform. Of course, it could close the door to dial-up users on old systems like Ataris.

> This could
> also explain why I can only "access" this pseudo-shell mode by direct
> dialup to my ISP.

That's just firewall rules at work, or something similar (xinetd or TCP Wrappers can do this, for instance).

> In any case, there are few Unix shell users left
> these days (unfortunately).

Considered broadly, that's not true. If anything, the number of Unix shell users has probably increased in the past year -- Mac OS X is based on Unix, and comes with a command shell, so many of today's Mac users probably use a Unix shell at least occasionally. In terms of dial-up Internet access, though, you may be right -- PPP, and increasingly broadband, just make it too easy for people with more modern systems to

get on the Internet more directly, making shell accounts less appealing.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

## 73. Re: Emulation on Dreamcast is cool

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-04 04:21:19 UTC
From: foolspicedham_melbo.jon@centurytel.net
Message-ID: <3e165fe1.9820390@news.mw.centurytel.net>
Source record: 24386

On 02 Jan 2003 11:54:23 GMT, llppwhite@aol.comnsp (LarryWhite) wrote:

>> I just downloaded a DiskJuggler image of Atari800DC with tons of roms. I
>have a real 800xl, it's cool, but dayuuum, it's neat on the dreamcast. Hooked
>up to my big TV, supports the dreamcast keyboard,
>it's just plain 'ol neat. <
>
>There is an A8 emulator that runs on the dreamcast? I didn't know that
>existed. I'll search on the Atari800DC, but are you aware of any other links?
>These emulators are showing up everywhere! PC's, Mac's, PDA's, and now DC.
>
>Larry

PDA? There is a good A8 emulator for PDA?

What, where?

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

## 74. Re: Size is more important than you may think (6 5ci8j)

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-04 04:25:52 UTC
From: foolspicedham_melbo.jon@centurytel.net
Message-ID: <3e1761dd.10328231@news.mw.centurytel.net>
Source record: 24387

On Fri, 03 Jan 2003 02:58:20 GMT, mafjq@hsxfkgkgia.com wrote:

>* Find out about the "Penis Enhancement" plan rated #1 by Health Web
>2000. *

Yeah... I know the 1st thing I look to do after using my Atari is
"enhance" my penis. How about you guys?

Sheesh.

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

## 75. Re: Is there nothing better than a 65816 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-04 05:11:27 UTC
From: atari-man <flash@yahoo.com>
Message-ID: <32uR9.224882$qF3.17755@sccrnsc04>
Source record: 24388

They're available thru Arrow and All-American..

Unfortunately, mitsubishi wants to promote their 16 bit parts in the US, so
that PARTICULAR part is supposed to be hard to get until Feb. Our latest
designs at work are moving into the M16c62-type micro.

At work we have about 100 pcs of the 8 bit parrt for an existing design, so
the parts are/were available when we bought them.

Tony

"richard cortese" <ricortes@earthlink.net> wrote in message
news:y98R9.9426$134.1053015@newsread1.prod.itd.earthlink.net...
> "atari-man" <flash@yahoo.com> wrote in message
> news:os6R9.538703$P31.179249@rwcrnsc53...
> > Personally, I'm using a M38049 from Mitsubishi which is 6502 code
> compatable
> > in my small projects... (no external ROM or bus though :( ) 62K of
> > flash though :)
>
> Do you have the parts in hand? When I tried dealing with Mitsubishi I
never
> got a human on a phone and they never returned my calls. It would be
> interesting if they started actually selling parts for a change.
>
>

## 76. Atari 5200 Help?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-04 06:52:00 UTC
From: Robert Klace <robert@thebox.com>
Message-ID: <Xns92F9931AB4Cnonenonenet@68.12.19.6>
Source record: 24389

I just got a hold of a Pitfall cart for the 5200, and discovered that my 2-port 5200 console is apperently one of the units with the Pitfall incompatability issue.

Is there any hardware mod that can be done to the console to fix this?

At first, I had thought that the problem was the slight differences in the cart port pinouts between the 4port & 2port models, except that only "some" 2port models have this issue.

Grant LeTourneau's site with the Atari Field Service Manuals has been down for a while now. So I don't know where to go from here.

Even if it is no better then the 2600 version, I'd like to play it if I can.

If anyone can offer any advice, I'd appericate it. Thanx.

## 77. Re: OSS SuperCarts (WAS: mio binaries)

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-04 07:03:34 UTC
From: kvan@madbbs.com
Message-ID: <4508e45e.0301032303.25ad2d31@posting.google.com>
Source record: 24390

If you are looking for the actual binaries to download, check out this
site: <http://www.atariprotos.com/personal/john/roms.html>
or TXG's FTP site under Holme's utilities(see his postings on this
site regarging his FTP server).
Regards,
kvan

## 78. Re: Emulation on Dreamcast is cool

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-04 09:13:45 UTC
From: Drek <drek@drek.com>
Message-ID: <Xns92F92B231740Fpuredrek@65.32.1.7>
Source record: 24391

> On 02 Jan 2003 11:54:23 GMT, llppwhite@aol.comnsp (LarryWhite) wrote:
>
> PDA? There is a good A8 emulator for PDA?
>
> What, where?

Check out PocketAtari at http://pocketatari.retrogames.com for PocketPC PDAs. Works great on my iPAQ, if a little slow at times...but I've heard that's just a failing of my particular model. Regardless of that, it's a damned impressive emulator.

It's stuff like this that makes me wish I had a time machine. How great would it be to go back to the heydays of Atari and show off a modern PDA running an Atari emulator to your friends?

I really need to get out more often...

Drek

## 79. Magazine clearout update - free mags

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-04 11:27:14 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1041679598.93749.0@demeter.uk.clara.net>
Source record: 24392

Hello All,

There don't appear to be many takers for a set of free mags as detailed in my last posting. I still have 14 sets of these things left if anyone wants any. Just to answer one question that has popped up, I can only accept the shipping cost through PayPal on these. Cash costs too much to convert on small amounts (You send $3, the bank charge a flat fee of $5 to convert to pounds, the net result MINUS $2 - not a good idea!!). So, PayPal only please. Here's the original post with details:

I've been clearing through some items today, and discovered 16 sets of my old DGS News-Paper printed magazine that were published around 9 years ago. We published on paper for 5 issues, but issue 16 sold out years ago, so these are sets of issues 15,17,18,19. Rather than just throw them out, I'd rather give them away to anyone who wants a set. All I ask is that you pay for the shipping and PayPal fees. This comes to US$3 for shipping to the US by surface mail (cheapest option), or by Airmail if you live in Europe. If you live in the UK, the price is £1.25 (by PayPal). Because I only have a limited quantity, please e-mail me first if you want a set. You can then send the shipping cost through PayPal. E-mail: dgs@clara.net

Dean Garraghty

## 80. Re: Size is more important than you may think (6 5ci8j)

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-04 13:01:13 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <6nmd1voumhsj7o1jgvaiemkftgji90kdq6@4ax.com>
Source record: 24393

On Sat, 04 Jan 2003 04:25:52 GMT,
foolspicedham_melbo.jon@centurytel.net (SgtSilicon) wrote:

>On Fri, 03 Jan 2003 02:58:20 GMT, mafjq@hsxfkgkgia.com wrote:
>
>>* Find out about the "Penis Enhancement" plan rated #1 by Health Web
>>2000. *
>
>Yeah... I know the 1st thing I look to do after using my Atari is
>"enhance" my penis. How about you guys?
>
>Sheesh.

Not me, I know how much those keyboard cleaning kits cost..

## 81. Size is more important than you may think

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-04 14:08:32 UTC
From: Roy G Biv <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.51.0301040844300.20550@shell1>
Source record: 24394

On Sat, 04 Jan 2003 at 04:25:52 GMT, Sgt. Silicon scribbled:
->>Yeah... How about you guys?

There may be something to this. After all, we Atarians have
been told for years that our Ataris are too small. "You're too
floppy," they say. "You gotta improve your act: Get a HARD
drive!" 48 kilo-inches won't cut the mustard, they tell us; we
gotta have giga-inches. Well, maybe they were right. The only
way to attract female computer(ist)s is to ENHANCE. So I'm gonna
install my Indus "RAM CHARGER" right now! Look out, computer
world! It's "MISTER Atari" from now on! <whoooo!>

>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* "All Indus -- All The Time!" *

(Headers munged to foil spammers; real info in taglines)

P.S. That spam was on all the newsgroups.

## 82. Re: Size is more important than you may think (6 5ci8j)

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-04 14:27:41 UTC
From: rtdos <rtdos@juno.com>
Message-ID: <xbCR9.559791$P31.190952@rwcrnsc53>
Source record: 24395

gives new meaning to the word "hard drive" doesn't it.

"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
news:6nmd1voumhsj7o1jgvaiemkftgji90kdq6@4ax.com...
> On Sat, 04 Jan 2003 04:25:52 GMT,
> foolspicedham_melbo.jon@centurytel.net (SgtSilicon) wrote:
>
> >On Fri, 03 Jan 2003 02:58:20 GMT, mafjq@hsxfkgkgia.com wrote:
> >
> >>* Find out about the "Penis Enhancement" plan rated #1 by Health Web
> >>2000. *
> >
> >Yeah... I know the 1st thing I look to do after using my Atari is
> >"enhance" my penis. How about you guys?
> >
> >Sheesh.
>
> Not me, I know how much those keyboard cleaning kits cost..
>

## 83. New eBay auctions - Atari touch tablet & more

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-04 15:59:51 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1041695579.84600.0@despina.uk.clara.net>
Source record: 24396

Hello All,

I've just started some new eBay auctions for: Atari CX77 touch tablet, Atari Macro Assembler, and the manual for SCRAM (manual only). I've also got loads more stuff still for auction. Check my full list at the link below (this will split on to two lines, so please copy both lines into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangar raghty

Dean Garraghty

## 84. Re: FTP server

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-04 16:48:32 UTC
From: mo <momo@atariland.com>
Message-ID: <AfER9.121064$Nz5.3247433@twister.austin.rr.com>
Source record: 24297

Thank you!

Mo

## 85. Re: Size is more important than you may think (6 5ci8j)

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-04 17:19:26 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <8r0e1vso0nr9k12bb4k6vd1u9nja903m6v@4ax.com>
Source record: 24298

```
On Sat, 04 Jan 2003 14:27:41 GMT, "rtdos" <rtdos@juno.com> wrote:

>gives new meaning to the word "hard drive" doesn't it.
>
>
Or 'floppies'

>"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
>news:6nmd1voumhsj7o1jgvaiemkftgji90kdq6@4ax.com...
>> On Sat, 04 Jan 2003 04:25:52 GMT,
>> foolspicedham_melbo.jon@centurytel.net (SgtSilicon) wrote:
>>
>> >On Fri, 03 Jan 2003 02:58:20 GMT, mafjq@hsxfkgkgia.com wrote:
>> >
>> >>* Find out about the "Penis Enhancement" plan rated #1 by Health Web
>> >>2000. *
>> >
>> >Yeah... I know the 1st thing I look to do after using my Atari is
>> >"enhance" my penis. How about you guys?
>> >
>> >Sheesh.
>>
>> Not me, I know how much those keyboard cleaning kits cost..
>>
>
```

## 86. Re: 800XL anomoly?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-04 21:34:31 UTC
From: JP <myemail@home.com>
Message-ID: <HrIR9.561931$WL3.155649@rwcrnsc54>
Source record: 24299

Ok. So now I got the schematics out. I've tested the traces, and the resistance between the key contacts - and the voltages up to the '4051' ic chips. That looks good. I am not sure what you mean by testing backwards to Pokey. I know where the pokey chip is and how the 4051's connect to it, but as I haven't taken any electrical courses (yet = all self taught) but I am dying to learn. Can you give me any hints on how to test the 4051's? Meanwhile I am going to try and find some to buy as I think they might be the culprit.

Thanks!!! This is fun.

> For that many keys(all except function),one of the biggest problems
> with keyboards is that the silver contact trace tarnish is not cleaned
> and sprayed with lacquer early. If the traces are black, try cleaning
> them gently with a silver cleaner. An ohm meter can tell if the
> traces are open.
>
> Also, the keys except the function all go thru two MC14051(4051) scan
> chips. If either are dead, then the whole keyboard will fail. You can
> work backwards to Pokey.
>
> Rick D.
>
>
>
>

## 87. Re: Atari 5200 Help?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-04 23:26:56 UTC
From: oes <oesii@deja.com>
Message-ID: <45KR9.75831$j8.1945302@twister.tampabay.rr.com>
Source record: 24300

"Robert Klace" <robert@thebox.com> wrote in message
news:Xns92F9931AB4Cnonenonenet@68.12.19.6...
> I just got a hold of a Pitfall cart for the 5200, and discovered that my
> 2-port 5200 console is apperently one of the units with the Pitfall
> incompatability issue.
>
> Is there any hardware mod that can be done to the console to fix this?
>
> At first, I had thought that the problem was the slight differences in
> the cart port pinouts between the 4port & 2port models, except that only
> "some" 2port models have this issue.

This is a fairly easy mod, it just involves removing the bios chip from a non-working 4-port (or finding a replacement bios chip with the 4port bios rom on it) and swapping out the bios chip in the 2 port, once you do that your 2 port will play all the games and still be compatible with the VCS adapter. Check out this thread at AtariAge, 2nd post has the easy instructions:

http://www.atariage.com/forums/viewtopic.php?t=10279&highlight=port+bios

also check out the 5200 FAQ for more info on the differences in the 5200 systems:

http://www.atariage.com/5200/faq.html?SystemID=5200

## 88. Need help w/ 130 XE with no color

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-05 02:25:01 UTC
From: ronfucci@bellsouth.net
Message-ID: <3e179734.37668284@newsgroups.bellsouth.net>
Source record: 24301

Anyone have a copy of Atari Classics, the Video Issue, volume two
number 6 ? (online somewhere ?) I looking for diagnostic help. Tks.

ron

## 89. Re: Atari 5200 Help?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-05 04:46:29 UTC
From: Robert Klace <robert@thebox.com>
Message-ID: <Xns92F9E815D4046nonenonenet@68.12.19.6>
Source record: 24302

"oes" <oesii@deja.com> wrote in
news:45KR9.75831$j8.1945302@twister.tampabay.rr.com:

> This is a fairly easy mod, it just involves removing the bios chip
> from a non-working 4-port (or finding a replacement bios chip with the
> 4port bios rom on it) and swapping out the bios chip in the 2 port,
> once you do that your 2 port will play all the games and still be
> compatible with the VCS adapter. Check out this thread at AtariAge,
> 2nd post has the easy instructions:
>
> http://www.atariage.com/forums/viewtopic.php?t=10279&highlight=port+bio
> s
>
> also check out the 5200 FAQ for more info on the differences in the
> 5200 systems:
>
> http://www.atariage.com/5200/faq.html?SystemID=5200
>
>
>

Thanx.

Now I just gotta get a 4port bios. Guess it's time to dig out the eprom
programmer. :)

## 90. Re: Terry Ortman. *Speaking of flames*

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-05 09:39:25 UTC
From: dearoldstate@yahoo.com
Message-ID: <534740cf.0301050139.1b0e9139@posting.google.com>
Source record: 24303

"Alan Sharkis" <asharkis@optonline.net> wrote in message
news:<XT7J9.24678$CU3.10945@news4.srv.hcvlny.cv.net>...
> The clown caused no end of trouble in this group, too. I believe he's
> incarcerated now, but I could be wrong ...
>
> Take care.
>
> Alan
>

I only wish he had been incarcerated, and I do hope he is now. I
reported him to the FBI last summer after he stole $55 from me. Seems
he is still out there pulling his scams, even on German websites. I
wish I had known about that kook before I ordered from him. He still
sends those threatening, all-caps emails to anyone who asks for their
money back. He takes people's money over PayPal and then screams that
he can't give it back. All BS of course.

## 91. Free Magazines - some questions answered

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-05 10:15:12 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1041761298.34533.0@despina.uk.clara.net>
Source record: 24304

Hello All,

There appears to be quite some confusion over the free magazines I'm giving away. It appears people have no clue what they are, or who I am. Having spent literally thousands of pounds on advertising, promotion and exhibitions/shows over the years, this makes me wonder why I spent so much!! Here's some questions answered:

1. Yes, they are free. The $3 JUST covers the shipping cost.

2. No, they have nothing to do with Atari themselves.

3. DGS is Dean Garraghty Software, which is the company name I have used since 1988 to sell Atari products. It is not the actual name of the magazine.

4. The magazine is called the Atari 8-bit News-Paper.

5. Yes you can see them, click here to see a picture: http://www.dgs.clara.net/4MAGS.jpg

6. The other issues (including the disk-based issues) can all be found on our CD-ROM, which also includes all the PPP software too. Go to http://www.dgs.clara.net and click to see the CD-ROM info.

7. No, you can't pay the $3 in cash. PayPal only please.

Hope this clears things up. If you want a set, please e-mail me first: dgs@clara.net

Dean Garraghty

## 92. Re: Emulation on Dreamcast is cool

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-05 11:49:49 UTC
From: bill@newbreedsoftware.com
Message-ID: <xZUR9.59441$lk.2017006@typhoon.sonic.net>
Source record: 24305

SgtSilicon <foolspicedham_melbo.jon@centurytel.net> wrote:
>
> PDA? There is a good A8 emulator for PDA?

There's been some work (including some of my own) getting 'Atari800'
to run on higher end PDAs like the PocketPC and Sharp Zaurus.
(I have the latter; it runs Linux! :^) )

-bill!

## 93. Re: Ultima IV

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-05 13:28:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e17de1810442c9@attbi.com>
Source record: 24306

>"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
>news:3DFF6466.88A2F022@students.uni-mainz.de...
>> They should have continued the
>> series until ultima 6 at least on the little atari... -andreas.
>
>Heck, Origin didn't even make Ultima 6 for the Apple II. Too much of the
>market had moved on by then.
>-->David Pochron dpoch@ticon.net

I played 1-3 on the Atari 8-bit and 4-6 on the Atari ST. Ultima 6
on the ST was ok as a game, but moved very slowly. I kind of
sensed that this would be the last Atari version of the game. I
have 7-9 for the PC, but have not tried them out as yet. Ultima IV
was actually the best of the versions I have played...

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

## 94. Re: Building a new ATARI computer ...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-05 14:58:25 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <IKXR9.16386$9N5.1523143@newsread2.prod.itd.earthlink.net>
Source record: 24307

"Zothen Runecaster" <zothen@my-deja.com> wrote in message
news:fcd76a9e.0301041410.d2e2983@posting.google.com...
> The Apple , Commdore 64,Sinclair users got or will get their 65816
> based systems.

I believe we have had two; FTE and Dataque.
>
> I think , there should be a new ATARI XL/XE system , too.
>
> Based on a 65816 , must be compatible to old ATARI 800 XL/XE software.

So we replace a ~25 year old processor with a ~20 year old processor?

Much as I like the 8 bits, they followed a bad business model. Some of the concepts like difficult or no upgrade path just died due to technical Darwinism: i.e. You stick a 65816 in an Atari today, what are you going to put in it in 10 years?

Going to be hard to compete on hardware prices with ~slave labor being used to produce IBM type hardware.

What's the "Killer app"? In 1979 it was Star Raiders. Even if you come up with a must have app, what is going to keep people from writing the same app for everything from Linux to Windows?

Understand that I do believe there will be new technologies that come out and are sucessful. The whole cell phone market with LCD color displays is a good example of a new computer with a killer app.

## 95. Re: Atari 5200 Help?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-05 15:48:33 UTC
From: oes <oesii@deja.com>
Message-ID: <ltYR9.19149$Sa3.669317@twister.tampabay.rr.com>
Source record: 24308

5200 bios rom is here:

http://www.atariage.com/5200/emulation/index.html?SystemID=5200

## 96. which power supply for Atari 1027 printer?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-05 17:18:13 UTC
From: Christopher Lang <christopher.lang@plus.cablesurf.de>
Message-ID: <av9pe0$kq2$1@news.gatel.net>
Source record: 24309

Folks,

I just recently bought an Atari 1027 printer on ebay. Does anybody know
which power supply I could use for it? (voltage and amps ratings?)

thanks
Chris

## 97. Re: Terry Ortman. *Speaking of flames*

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-05 17:27:39 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <iTZR9.7316$CG6.141332@news4.e.nsc.no>
Source record: 24310

> I only wish he had been incarcerated, and I do hope he is now. I
> reported him to the FBI last summer after he stole $55 from me. Seems
> he is still out there pulling his scams, even on German websites. I
> wish I had known about that kook before I ordered from him. He still
> sends those threatening, all-caps emails to anyone who asks for their
> money back. He takes people's money over PayPal and then screams that
> he can't give it back. All BS of course.

Do you know the email address ? I want to be sure NOT to deal with him
again! I was probably lucky, I got half of what I was promised, but don't
want the hassle again.

## 98. More new eBay Atari auctions

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-05 17:55:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1041789266.75785.0@damia.uk.clara.net>
Source record: 24311

Hello All,

I've just started some new eBay auctions for: 1050 manuals, Hi-Res magazine Vol 1 Issue 4. I've also got loads
more stuff still for auction. Check my full list at the link below (this will split on to two lines, so please copy both lines into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangarraghty

Dean Garraghty

## 99. Re: which power supply for Atari 1027 printer?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-05 17:56:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1041789325.75895.0@damia.uk.clara.net>
Source record: 24312

As I remember it, the 1027 had its own power supply, which was totally different to all the others. I think it was a 12V output.

"Christopher Lang" <christopher.lang@plus.cablesurf.de> wrote in message news:av9pe0$kq2$1@news.gatel.net...
> Folks,
>
> I just recently bought an Atari 1027 printer on ebay. Does anybody know
> which power supply I could use for it? (voltage and amps ratings?)
>
> thanks
> Chris

## 100. Re: Looking of info on game.

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-05 18:03:32 UTC
From: gary_hackathorn@hotmail.com
Message-ID: <71e5a14c.0301051003.3787d004@posting.google.com>
Source record: 24313

Gary <YeOldeBitBucket@hotmail.com> wrote in message
news:<Xns92F85932F5336ambassadorkosh@68.6.19.6>...
> gary_hackathorn@hotmail.com (Gary Hackathorn) wrote in
> news:71e5a14c.0301022224.7c143647@posting.google.com:
>
> > I am looking for info on a game I played on the Atari 400.
> >
> > The game involved training a "something" to move around a hexaganal
> > shaped grid of dots. At each spot the thing picked one of the six new
> > spots to go to based on what you told it. If it had never seen a
> > particular situation it waited for the user to tell it what direction
> > to go in. When it reached it situation it had been trained for it kept
> > going.
> >
> > I am looking for any information on this game. The name, the
> > publisher or the author would nice.
> >
> > I rember it had a data file that contained the training history of the
> > thing that was 64 bites long. Each bite contained a number from 0to 5
> > that indicated the direction the thing went.
> >
> > I am reading Wolfram's A new Kind of Science and rembered this game.
> > It seems like a nice little program to study.
> >
> > Thank You
> >
>
> That would be "Worms" from Electronic Arts.
>
That was what I was looking for.
I did some more research and found this site on the fundementals of the game.
http://www.accessv.com/~sven/worms/

## 101. Re: Free Magazines - some questions answered

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-05 18:26:56 UTC
From: rjespino@hotmail.com
Message-ID: <9ee50737.0301051026.6beeab0b@posting.google.com>
Source record: 24314

"Dean Garraghty" <dgs@clara.net> wrote in message
news:<1041761298.34533.0@despina.uk.clara.net>...
> Hello All,
>
> There appears to be quite some confusion over the free magazines I'm giving
> away. It appears people have no clue what they are, or who I am. Having
> spent literally thousands of pounds on advertising, promotion and
> exhibitions/shows over the years, this makes me wonder why I spent so much!!

In case anyone is still doubting, Dean is a real person and Atari
supporter. I have met him in person, purchased Atari items from him
in the past, and have always been happy with the results.

-Raphael

--
-- Raphael Espino - rjespino@yahoo.com - Ramdrive and JPEG viewers --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
------------- Join The Atari 8-bit Computer WebRing at: -------------
---------- http://www.geocities.com/rjespino/a8ring.html -----------
--------------------------------------------------------------------------------

## 102. Re: Building a new ATARI computer ...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-05 19:03:49 UTC
From: Pockets <jp@pockets.dummy.cix.co.uk>
Message-ID: <av9vil$gn8$1@thorium.cix.co.uk>
Source record: 24315

"Zothen Runecaster" <zothen@my-deja.com> wrote in message
news:fcd76a9e.0301041410.d2e2983@posting.google.com...
> The Apple , Commdore 64,Sinclair users got or will get their 65816
> based systems.
>
> I think , there should be a new ATARI XL/XE system , too.
>
> Based on a 65816 , must be compatible to old ATARI 800 XL/XE software.
>
> I think we need a special DOS version for such a system , that can
> support hard disks , CD ROMs , 3.5" drives and more.Maybe a new US ,
> maybe a GUI .
>
> Should be an compatible to old software , but also be a modern system
> that can use the internet etc.
>
> I think all developers - of hard- and software should help making such
> a project , because I think if all ATARI users work together , this
> could really be successful.
>
> What do you think about it ?
>
> ZR

I suppose there are two routes.

One is the emulation/hardware link combi route with emulation software configures to work with a PC card which can run compatable disk drives, and maybe have a SIO plug and a pair of joystic ports at the back. Then all one would have to do is supply an old P100 machine no one wants any more, plug in the card, connect the floppies to it, install the drivers and software, and off you go.

The other is maybe looking at what V-Tech and the like are doing with starter/preschool computers (I've heard at least one version of these machines is Apple ][ Based) and doing simmilar, but as well as a usb port, include an SIO port and the cartridge port for those plug and play apps, utilities etc in a simmilar pre-school/word processor home user package.

Alternatively we can just accept that these machines have had their day as a comercial viability, and continue to enjoy them as is. And support those 3rd party cottage industries that have grown up around them. Which is what i feel is maybe the only reliable and sure way to go.

Many people have tried to resurect older formats, introduce home entertainment systems and the like. All have failed. The only people who

seem to be making money shipping old equipment are those making those pre-school/early learning machines with the possible exception of those Brother PN-9000 laptops. Maybe thats the only viable market, and maybe that markets at capacity already. But they have done some good machines with in-built GUI environments, word processors and other utility software. Some are lap-top/notebook wannabees with tiny LCD screens, but i have seen one (the best in my opinion) that plugs into a TV for display. The GUI on that reminded me of GEOS (and proberbly was derived from it). Something simmilar, that could take atari cartriges, and an SIO port as well as a USB/parrellel/serial connections that could run Atari 8-bit software may benifit from a double market. But someone brought out a home web browser some time ago which had built in C-64 emulation (allegedly, apparently not much cop) and that went belly up and hit the bargin bins pretty damn quick. So maybe thats a bad portent that we should just leave well alone.

But those are just my thoughts.

## 103. FA : Many boxed (new) ATARI XEGS carts like Thunderfox,Airball,Battlezone ...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-05 19:52:19 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <f16cbc23.0301051152.2fedef7c@posting.google.com>
Source record: 24316

I have many boxed , new ATARI XL/XE cartridge games on ebay , look at
:

Airball :

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&category=3528&item=1949675794

Thunderfox :

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&category=3528&item=1949675389

Rescue on Fractalus :

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&category=3528&item=1949674839

Battlezone :

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&category=3528&item=1949676107

Gato :

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&category=3528&item=1949676382

Crossbow :

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&category=3528&item=1949676644

Crime Buster :

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&category=3528&item=1949676830

Lode Runner :

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&category=3528&item=1949677248

Ace of Aces :

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&category=3528&item=1949679266

and more :

http://cgi6.ebay.de/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=klassische-videospiele&sort=3&page=5&rows=25&since=-1&showpics=1&stab=0

I can ship worldwide and all my carts are NEW , factory-sealed and
work on NTSC and PAL systems , all games with ENGLISH instructions.

I also have lots of ATARI 2600/7800 games !

Mathias

## 104. Re: Atari 5200 Help?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-05 20:26:32 UTC
From: Robert Klace <robert@thebox.com>
Message-ID: <Xns92FA9356BD5nonenonenet@68.12.19.6>
Source record: 24317

"oes" <oesii@deja.com> wrote in news:ltYR9.19149$Sa3.669317
@twister.tampabay.rr.com:

> http://www.atariage.com/5200/emulation/index.html?SystemID=5200

Thanx for the link.

I already had the rom image thou. It's just a matter of getting it on a chip for use in the console. Almost be easier to find a 4port 5200 unit to strip then to find where I packed my eprom burner. ;)

In lieu of the fact that I dont have any 25xx series erpoms, guess I'm going to have to use a 27xx and 7414 inverter. Nothing simple is ever easy, eh. :)

## 105. Re: Mar Tesoro

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-05 23:38:05 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <3e18bf84$1_5@news.teranews.com>
Source record: 24318

My copy was a legal copy, but I lost all my diskettes and computer in time.
So, legally... I own a license, I just can't prove it. If you want, you can
have my license... =)

"Michael Current" <mcurrent@carleton.edu> wrote in message
news:mcurrent-80CF25.08333802012003@news.supernews.com...
> In article <3e124e14$1_5@news.teranews.com>, "Steve S"
<j70141@hotmail.com>
> wrote:
>
> > Anyone remember the game Mar Tesoro?
> >
> > A game written in BASIC in which you look for sea treasure.
> >
>
> This game got played for hours and hours at a time at our place.
Strangely,
> one of our very favorites!
>
> > Has anyone ever gotten the game to LIST? Someone told me that it used a
> > method of loading the program into lower memory thus causing the
computer to
> > lock up whenever you tried to LIST it, but I am curious as to some of
the
> > programming techniques used in the game (this is a major way that I
learned
> > how to program in BASIC) and would like to see a listing if possible.
>
> I'm pretty sure we never got around this either.
>
> I've also never found an original copy of the game, despite being on the
> lookout for many years. Do you or does anyone have one for sale?
> --
> Michael Current mailto:mcurrent@carleton.edu
> 8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
> S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

## 106. FS: Lot of Stuff - Chicago Atari Users

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-06 01:11:45 UTC
From: Rob Knautz <knautzr@removemeyahoo.com>
Message-ID: <Xns92FAC3C3CC79Arobknautzcom@199.184.165.241>
Source record: 24319

Hello...

I have a large quantity of Atari stuff which I would like to pass on to a local (Chicago, IL) fan. I will be moving in a few weeks so my time is limited to prepare shipment except for anyone who might want to pay for pack and mail services which would be quite expensive. Someone would need to pick this up in downtown Chicago (Wrigley area) or I could possibly drop off on the northside/north shore. Asking $150 for the lot OBO by Midnight, Sunday January 12th. I reserve the right to keep if no acceptable offers are made. I would prefer to not split at this point, but if I get no offers, I would consider doing this next week.

Here's a quick list of the inventory and a link to pictures:

http://www.knautz.com/atari/atari.html

2 x Atari 1200XL (worked the last time I tested)
1 x Atari 800XL (worked the last time I tested)
1 x Atari 800 (worked the last time I tested)
1 x Atari 400 (48K upgrade - worked the last time I tested, but the case is in very sad shape)

5 x Atari Power Supplies (none cracked to repair fuse)
1 x Atari 800 Power Supply

2 x Atari 1050 Disk Drives (no idea if these work)
1 x Atari XF 551 Disk Drive (worked the last time I tested)

1 x Atari XM301 300 baud modem (worked the last time I tested)

3 x Ape-Face Parallel interfaces (never could get one to work, but I had no documentation) (I will also throw in a Panasonic 24pin dot matrix KX-P2123 printer).

2 x Gemini GemSticks
1 x SpectraVideo Joystick
2 x Wico Command Control joysticks with all three handles for each

9 x SIO Cables

16 cartidges (some notched to fit the 400):
Basic Rev A
Star Raiders
Pac-Man
Qix
Krazy Kritters
Centipede
Kickback

Soccer
Donkey Kong
Gorf
Asteroids
Galaxian
Jumbo Jet Pilot
Buck Rogers
Unlabeled, can't remember what it is
Atariwriter - with Books, but not cassettes

Bunch of Disks and bunch of books as shown. Not pictured is a beat of copy of the 400/800 basic reference guide.

Please send email to knautzr at yahoo.com with questions or offers.
Chicago buyers preferred without prior consent.

## 107. Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-06 01:14:35 UTC
From: Mark DiLuciano <markdil@ix.netcom.com>
Message-ID: <_L4S9.534$TB1.4259896@news2.randori.com>
Source record: 24320

If anyone is interested in selling a Bounty Bob Strikes Back cartridge for the Atari 400/800, please let me know!!

Mark

## 108. Re: Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-06 05:42:47 UTC
From: Jaguar <rfvacpnospam@mountaincable.net>
Message-ID: <Xns92FB7416A842Jaguar@24.215.0.21>
Source record: 24321

"Mark DiLuciano" <markdil@ix.netcom.com> wrote in
news:_L4S9.534$TB1.4259896@news2.randori.com:

> If anyone is interested in selling a Bounty Bob Strikes Back cartridge
> for the Atari 400/800, please let me know!!
>
> Mark
>
>
>

Where do you live.. I have Bounty Bob Strikes Back..and tons more of
Atari stuff , harwdware and software (400/800 and ST ,Lynx ,Jaguar ,
portfolio) that my wife wants me to throw in the trash. Don't want do it
but I can't put her off for much longer.Free to anybody that wants it
all.

Jaguar

## 109. Sparta problem: loading to XMS

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-06 08:14:29 UTC
From: Kuba Kosiec <lewis@atari.pl>
Message-ID: <avbdto$a61$1@news.tpi.pl>
Source record: 24322

```
How to load data to extra memory under SpartaDOS X?

If I use batch file like that:

poke $d301 $ef
load bank1.dat
poke $d301 $eb
load bank2.dat
poke $d301 $ff
program.com

everything works OK
After linking it to file with this structure:
d301-d301 -> here $ef
4000-7ffff -> bank1.dat
d301-d301 -> here $eb
4000-7ffff ->bank2.dat
d301-d301 -> here $ff
2000-3000 -> program.com
2e0-2e2 ->run at $2000
computer hangs up.
SpartaDOS works in banked mode. I think this is problem, that at loading
bank1.dat and bank2.dat $d301 register is changed by system to $ff or number
of bank used by Sparta (additional: how to check what bank Sparta uses?) and
files are loaded to main RAM, not to extra.
Help me: how do this? TIA!
--
Kuba Kosiec
mailto: lewis@atari.pl
```

## 110. ABC Basic Compiler

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-06 11:06:21 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3E19632D.A972418E@asw.cz>
Source record: 24323

Hi,

yesterday I've tried to play with ABC Basic Compiler from Monarch
Systems. I've got the reason why I want this one (not MMG or Datasoft).

But I failed completely. I've tried it under two different versions of
Atari800 emulator (including the latest), but it was still same:
'COMPILATION ABORTED'. I've tried it with/wo basic, with/wo os patches,
OS/B x XL, still same.

I've tried 1.02, 1.03, 1.05

Could somebody, please, provide me with:
1) Working ATR
2) Instructions
3) Sample basic program which compiles - the shorter the better.

--
Jindroush <jindroush@seznam.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

## 111. Re: help! software for disk drive xf551 modified in 3.5

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-06 12:19:31 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E197453.5E6F0E00@students.uni-mainz.de>
Source record: 24324

Well,
1) setup a 5,25" drive as drive 1 and the 3,5" drive as drive 2.
2) Now boot sparta DOS or MyDOS on drive 1.
3) Next configure drive 2 as DSDD, 80 tracks (MyDOS option O and P,
Sparta not nescessary!), then insert a 3,5" disk into drive 2 and format
drive 2 (MyDOS option I, format; sparta: load Format.COM and choose the
proper density);
4) Next write MyDOS DOS/DUP files onto drive 2 or simply copy the
SpartaDOS X...DOS and Boot.COM onto drive 2.
5) Then switch off drive 1 and setup drive 2 as new drive 1 (change the
DIP switches!); don`t switch off the computer !!
6) With MyDOS simply reboot (M E477 RETURN)- you should now have a
bootable 3,5" MyDOS disk.
7) With Sparta load the file Boot.COM from the 3,5" drive with BOOT
X32x.DOS (where x refers to the sparta version number, e.g. X32d.DOS or
X32f.DOS, etc.), which will install a bootdriver for sparta-dos. When
done, reboot (RUN E477), you should now have a bootable 3,5" spartados
disk... I hope I did not forget something. Good luck! -Andreas.

P.S.: Je parle francais - mais je prefere anglais et my premier langue
est allemand...
(I speak french, but I prefer english and my premier/origin
language is german)...

arnaud33 schrieb:
>
> Hello,
>
> I have a disk drive xf551 modified in 3.5 inches.
> How to create a compatible diskette 3.5 atari 800xl to test it?
> exist a program on PC which make it possible to make diskette atari 3.5
> inches with files atr
> Sorry, for my bad speak english ( i am french ).
>
> Cordially,
> Arnaud
>
> --
> please visite my website is : http://perso.wanadoo.fr/atari8bit
> my collection atari 8 bit home computer.

## 112. Re: FTP server

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-06 12:39:59 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E19791F.DCCE8AC8@students.uni-mainz.de>
Source record: 24325

```
Hmmm,
when I click on this link I get an immediate error message: "Password
incorrect!"
-andreas.

RoyE schrieb:
>
> The FTP://atari.xs4all.nl
>
> Ah the 8bits of heaven, eternity, forever, eons, ages, memories.
> Seems like the password is gone, or not needed anymore.
> Just for that someone that doesn't know how to read older posts.
>
> RoyE
>
> "TXG" <txg@the-underground.myweb.nl> wrote in message
> news:3e0af4b6$0$75619$e4fe514c@dreader3.news.xs4all.nl...
> > Hi,
> >
> > For all 8-bit users I have a FTP server running:
> >
> > host: atari.xs4all.nl
> > port: 21
> > user: atari8
> > pass: atari4ever
> >
> > You can also upload now.
> >
> > TXG/MNX
> >
> >
> >
```

## 113. Re: Reading Atari disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-06 12:49:17 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E197B4D.E54A41D5@students.uni-mainz.de>
Source record: 24326

Hmmm,
so lets assume you were a terrorist. You could easily send texts and
other stuff via 5,25" FM formatted disks and the CIA, FBI and NSA would
not be able to read those disks ?!? What a shame... -Andreas.

Rod Smith schrieb:
> In article <YVFQ9.7845$9N5.825454@newsread2.prod.itd.earthlink.net>,
> "richard cortese" <ricortes@earthlink.net> writes:
> > "Rod Smith" <rodsmith@nessus.rodsbooks.com> wrote in message
> > news:ob1vua-3cs.ln@speaker.rodsbooks.com...
> > <snip>
> >> This might be true for some, and perhaps even most, modern computers, but
> >> it's not true for all computers capable of Internet access.
> > There are always shell accounts too. I have heard that they are no longer
> > being offerred by a lot of services. I know for my Netmagic account it costs
> > extra and has been seriously nerfed.
> True. For that matter, there are TCP/IP stacks and various Internet
> access tools for DOS, even including Web browsers (check out Arachne at
> http://www.arachne.cz, for instance; it's supposed to run on an 8088
> CPU). For that matter, there's a guy who claims to be working on a TCP/IP
> stack and Web browser for Atari 8-bits -- check
> http://members.tripod.com/~morloc/page5.html for details. (AFAICT,
> there's no actual code yet, and I'm skeptical that anything useable will
> come of it, but who knows....)
> In any event, the "capable of Internet access" (or "could do the
> internet," as Lee put it) criterion is a poor one when it comes to Atari
> disk access. The capability to read FM disks is a function of the disk
> controller circuitry, which is in the motherboard chipset on modern x86
> systems. It's present in at least some moderately recent chipsets, as I
> and others have said. I can't promise that it's available in all, or even
> in any, chipsets being sold as new today. At worst, it should be possible
> to add it to any system with an ISA bus by adding an old floppy
> controller card. I don't know if such cards exist for the PCI bus,
> though.
> --
> Rod Smith, rodsmith@rodsbooks.com
> http://www.rodsbooks.com
> Author of books on Linux, networking, & multi-OS configuration

## 114. Re: Holmes on CD

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-06 12:54:16 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E197C78.27D41C77@students.uni-mainz.de>
Source record: 24327

```
[english]
Sssssshhhh, this is a secret!
[english]

Vidar Olavesen schrieb:
>
> "Jindrich Kubec" <kubecj@asw.cz> skrev i melding
> news:3E13665A.27830484@asw.cz...
> > Paul Irvine wrote:
> > > [Italian]
> > > Sssssh, Hanno un segreto
> > > [/Italian]
> >
> > [Czech]
> > Hele, dete s tim uz nekam!
> > [/Czech]
> >
> > ;-D
>
> [English]
> What the heck are you saying ?
> [/English]
> :-/
```

## 115. sep. Antic access...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-06 13:05:41 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E197F25.9E8A0120@students.uni-mainz.de>
Source record: 24328

Hello Folks,
here a short question for the Atari professionels:

One Atarian told me that sep. Antic access would only
be possible on XE-computers and NOT on XL-computers, because
one needs the Freddy/Freddie chip and the Gate Array Logic
chip, which can only be found on XE type computers. 65XE and
800XE computers can be upgraded with the Gate Array or a
similar chip, XL computers cannot - unless they have a Freddy
chip. The Gate Array is required for the sep. Antic access,
alas the Gate Array chip is controlled via the Freddy chip...

And now the question: Is this true ?!? Is the sep. Antic
access really limited to the XE computers ?!? Is it not
possible on XL-type computers ??? -Andreas.

## 116. Re: Atari 5200 Help?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-06 14:09:27 UTC
From: dnsdebro@netzero.net
Message-ID: <adf9eca9.0301060609.6e711092@posting.google.com>
Source record: 24329

Robert Klace <robert@thebox.com> wrote in message
news:<Xns92F9931AB4Cnonenonenet@68.12.19.6>...
> I just got a hold of a Pitfall cart for the 5200, and discovered that my
> 2-port 5200 console is apperently one of the units with the Pitfall
> incompatability issue.

Read this thread on AtariAge
http://www.atariage.com/forums/viewtopic.php?t=11452&highlight=incompatibility.
There are apparently 3 games that are incompatible with the 2-port
5200: Pitfall, Mountain King, and Krazy Shootout.

## 117. atari++ web download

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-06 14:31:22 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <avc3vq$eds$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 24330

Hi folks,

the atari++ emulator has now a home page where you can find and download
the latest releases of the emulator. Here we go:

www.math.tu-berlin.de/~thor/atari++

BTW, a 1.13 of the emulator is now available (see CVS snapshot on this
page). New features are cartridge support for SDX, XEGS cartridges, and
the RTime-8 real-time clock pass-thru cartridge. It also contains a number
of bug fixes.

So long,
Thomas

## 118. Re: which power supply for Atari 1027 printer?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-06 14:37:51 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-442D82.08375106012003@news.supernews.com>
Source record: 24331

In article <av9pe0$kq2$1@news.gatel.net>,
Christopher Lang <christopher.lang@plus.cablesurf.de> wrote:

> I just recently bought an Atari 1027 printer on ebay. Does anybody know
> which power supply I could use for it? (voltage and amps ratings?)

9.5 V AC 40 VA (4.2 A) Atari#CO61636

--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

## 119. Re: FTP server

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-06 14:47:43 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-8DBC41.08474306012003@news.supernews.com>
Source record: 24332

Try this link:

ftp://atari8:atari4ever@atari.xs4all.nl/

-Michael

In article <3E19791F.DCCE8AC8@students.uni-mainz.de>,
Andreas Magenheimer <magea000@students.uni-mainz.de> wrote:

> Hmmm,
> when I click on this link I get an immediate error message: "Password
> incorrect!"
> -andreas.
>
>
> RoyE schrieb:
> >
> > The FTP://atari.xs4all.nl
> >
> > Ah the 8bits of heaven, eternity, forever, eons, ages, memories.
> > Seems like the password is gone, or not needed anymore.
> > Just for that someone that doesn't know how to read older posts.
> >
> > RoyE
> >
> > "TXG" <txg@the-underground.myweb.nl> wrote in message
> > news:3e0af4b6$0$75619$e4fe514c@dreader3.news.xs4all.nl...
> > > Hi,
> > >
> > > For all 8-bit users I have a FTP server running:
> > >
> > > host: atari.xs4all.nl
> > > port: 21
> > > user: atari8
> > > pass: atari4ever
> > >
> > > You can also upload now.
> > >
> > > TXG/MNX
> > >
> > >
> > >

--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/

S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

## 120. Re: Soldering tips from your favorite Mutant

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-06 15:24:29 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <y6hS9.38519$yN1.27382@news.bellsouth.net>
Source record: 24333

He's right on that. All I can offer is this:

Traces which have been pulled up (and this is really easy to do on XE machines in particular) suffer from a couple of problems when it comes to the obvious idea of reattachment.

First, how the heck do you 'glue' the trace back down, and even if you succeed in doing this, how then to reconnect the trace with it's proper pad? In short, don't bother.

Leave the old trace where it is and run a jumper wire to replace it's function.

There is another way though. I've used it to repair the mylar keyboard underlays on my xe machines. It is a product called NICKEL PRINT. Basicaly, it is a clear paint with a ton of nickel particles suspended in it. You can literally paint a trace with it. Once dry, it is very conductive.

Finding a brush that will draw a fine trace is nigh impossible. Here is another McGuyver solution I found for this:

Get a book of matches from your favorite bar and take one out. Cut the base of the match off at a 45 degree angle. Use this point as your brush. Once the match end starts to get clotted, cut another one and keep going with it. Keep something pointy such as the tip of a steak knife handy to scratch away overflow before it dries completely. I always thought a dental pick would be useful for this, but the point of a knife does work.

As for DE-soldering, here are a few tips to help you do a clean job the first time round. This is hard-won information.....

DON'T use one of those desoldering 'pens'. DO use a desoldering BULB. Radio Shack sells them and these DO work in addition to being much cheaper. Why? Because you can both suck solder and BLOW solder out with one. Let your iron heat up for about 1/2 hour so you'll know it has all the juice it can have. Put it's tip on the joint you want to clear and wait about 1second. Then, while still heating the joint, suck with the bulb. Examine your work. If it isn't totally clear, heat and BLOW with the bulb. Once a joint appears completely clear, try and wiggle the pin that is in it. If it wiggles, the joint is clear and you can proceed with the next joint.

BTW, desoldering is a heck of a lot harder to do that soldering and a heck of a lot harder on the device you are removing. Don't EXPECT a device you removed to work again. It may, but you've put it through a lot so have spares on hand.

If you want to 'farm' old boards for spare parts, there is a quick way to
remove all of them in one shot. Heat the bottom of the board with a propane
torch. When the board is basically on fire, whack it on a handy surface.
The components will jump straight off the board. Mostly this is good for
discretes (caps, resistors etc), but chips might even survive......

Regards,

Jeff

"Matthias Reichl" <usenet-20030101@hias.horus.com> wrote in message
news:slrnb16ane.1it.usenet-20030101@camel.hias.horus.com...
> On Wed, 01 Jan 2003 16:42:06 GMT, ronfucci@bellsouth.net wrote:
> > Can you offer some advice on how to repair a broken trace ?
> >
> > [...]
> >
> > I've also considered soldering a wire from that solder point to the
> > corresponding pin of the socket I will be installing.
>
> IMO that is the best solution. Just remove the remaining part of the
> trace and solder a wire from the pin of the socket to a nearby pin
> the original trace was connected with.
>
> Schematics can be quite helpful to find the correct pin, but in case
> of the Atari it's also quite easy to just follow the trace to the
> next connection point.
>
> so long,
>
> Hias

## 121. Re: sep. Antic access...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-06 15:39:34 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <HkhS9.39018$yN1.19848@news.bellsouth.net>
Source record: 24334

To the best of my knowlege, what Freddy does is allows Antic to access the 64k above the base ram at the same time the processor is accessing base ram. Without Freddy, Antic can't access ram above FFFF IIRC.

I saw a gal/pal programmable replacement for Freddy somewhere on the web. A page showed how to create one out of non-atari-specific parts. You sure can add a freddy to any Atari8 making it compatable with the XE memory scheme in all respects. Of course, if you add a Freddy to a 400/800 you won't have full compatability but it would make for a nifty project. The only Freddy-equipped non-XL/XE on the planet. Hmm...

Regards,

Jeff

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message news:3E197F25.9E8A0120@students.uni-mainz.de...
>
> Hello Folks,
> here a short question for the Atari professionels:
>
> One Atarian told me that sep. Antic access would only
> be possible on XE-computers and NOT on XL-computers, because
> one needs the Freddy/Freddie chip and the Gate Array Logic
> chip, which can only be found on XE type computers. 65XE and
> 800XE computers can be upgraded with the Gate Array or a
> similar chip, XL computers cannot - unless they have a Freddy
> chip. The Gate Array is required for the sep. Antic access,
> alas the Gate Array chip is controlled via the Freddy chip...
>
> And now the question: Is this true ?!? Is the sep. Antic
> access really limited to the XE computers ?!? Is it not
> possible on XL-type computers ??? -Andreas.

## 122. Re: which power supply for Atari 1027 printer?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-06 15:44:59 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <MphS9.39184$yN1.16897@news.bellsouth.net>
Source record: 24335

Chris wins a cigar!

You can also use the 1027 power supply on any 9vac Atari computer or peripheral such as the 1200xl or the 1050 disk drive. You won't be pulling anything like what the brick can deliver, but it will work just fine. I know, you're thinking about that extra half-volt. A half-volt is nothing. Three volts over is still legal. Anything over three volts above spec is not reccomended.

This doesn't work in the reverse. DON'T try running a 1027 on a standard 9vac Atari brick. It pulls way too much juice and will pop your power brick. Then you'll have to cut the brick open and replace the concealed fuse which is a big pain in the butt.

Regards,

Jeff

"Michael Current" <mcurrent@carleton.edu> wrote in message
news:mcurrent-442D82.08375106012003@news.supernews.com...
> In article <av9pe0$kq2$1@news.gatel.net>,
> Christopher Lang <christopher.lang@plus.cablesurf.de> wrote:
>
> > I just recently bought an Atari 1027 printer on ebay. Does anybody know
> > which power supply I could use for it? (voltage and amps ratings?)
>
> 9.5 V AC 40 VA (4.2 A) Atari#CO61636
>
> --
> Michael Current mailto:mcurrent@carleton.edu
> 8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
> S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

## 123. Re: help! software for disk drive xf551 modified in 3.5

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-06 15:51:45 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <6whS9.39393$yN1.26464@news.bellsouth.net>
Source record: 24336

In English we would say "Mother Tongue" to mean our primary or 'native'
language.

Regards,

Jeff

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3E197453.5E6F0E00@students.uni-mainz.de...
> Well,
> 1) setup a 5,25" drive as drive 1 and the 3,5" drive as drive 2.
> 2) Now boot sparta DOS or MyDOS on drive 1.
> 3) Next configure drive 2 as DSDD, 80 tracks (MyDOS option O and P,
> Sparta not nescessary!), then insert a 3,5" disk into drive 2 and format
> drive 2 (MyDOS option I, format; sparta: load Format.COM and choose the
> proper density);
> 4) Next write MyDOS DOS/DUP files onto drive 2 or simply copy the
> SpartaDOS X...DOS and Boot.COM onto drive 2.
> 5) Then switch off drive 1 and setup drive 2 as new drive 1 (change the
> DIP switches!); don`t switch off the computer !!
> 6) With MyDOS simply reboot (M E477 RETURN)- you should now have a
> bootable 3,5" MyDOS disk.
> 7) With Sparta load the file Boot.COM from the 3,5" drive with BOOT
> X32x.DOS (where x refers to the sparta version number, e.g. X32d.DOS or
> X32f.DOS, etc.), which will install a bootdriver for sparta-dos. When
> done, reboot (RUN E477), you should now have a bootable 3,5" spartados
> disk... I hope I did not forget something. Good luck! -Andreas.
>
> P.S.: Je parle francais - mais je prefere anglais et my premier langue
> est allemand...
> (I speak french, but I prefer english and my premier/origin
> language is german)...
>
>
>
> arnaud33 schrieb:
> >
> > Hello,
> >
> > I have a disk drive xf551 modified in 3.5 inches.
> > How to create a compatible diskette 3.5 atari 800xl to test it?
> > exist a program on PC which make it possible to make diskette atari 3.5
> > inches with files atr
> > Sorry, for my bad speak english ( i am french ).
> >

> > Cordially,
> > Arnaud
> >
> > --
> > please visite my website is : http://perso.wanadoo.fr/atari8bit
> > my collection atari 8 bit home computer.

## 124. Re: Lot of Stuff - Chicago Atari Users

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-06 15:55:19 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <szhS9.39501$yN1.28292@news.bellsouth.net>
Source record: 24337

I bet the Ape Face's work. I think why you couldn't get them to function is that the 1200xl is the only Atari8 that was specifically crippled for devices which pull thier power from the sio jack. There is a simple hack to enable power to the sio on the 1200xl.

Regards,

jeff

"Rob Knautz" <knautzr@removemeyahoo.com> wrote in message news:Xns92FAC3C3CC79Arobknautzcom@199.184.165.241...
> Hello...
>
> I have a large quantity of Atari stuff which I would like to pass on to a
> local (Chicago, IL) fan. I will be moving in a few weeks so my time is
> limited to prepare shipment except for anyone who might want to pay for
> pack and mail services which would be quite expensive. Someone would need
> to pick this up in downtown Chicago (Wrigley area) or I could possibly drop
> off on the northside/north shore. Asking $150 for the lot OBO by Midnight,
> Sunday January 12th. I reserve the right to keep if no acceptable offers
> are made. I would prefer to not split at this point, but if I get no
> offers, I would consider doing this next week.
>
> Here's a quick list of the inventory and a link to pictures:
>
> http://www.knautz.com/atari/atari.html
>
> 2 x Atari 1200XL (worked the last time I tested)
> 1 x Atari 800XL (worked the last time I tested)
> 1 x Atari 800 (worked the last time I tested)
> 1 x Atari 400 (48K upgrade - worked the last time I tested, but the case is
> in very sad shape)
>
> 5 x Atari Power Supplies (none cracked to repair fuse)
> 1 x Atari 800 Power Supply
>
> 2 x Atari 1050 Disk Drives (no idea if these work)
> 1 x Atari XF 551 Disk Drive (worked the last time I tested)
>
> 1 x Atari XM301 300 baud modem (worked the last time I tested)
>
> 3 x Ape-Face Parallel interfaces (never could get one to work, but I had

no
> documentation) (I will also throw in a Panasonic 24pin dot matrix
KX-P2123
> printer).
>
> 2 x Gemini GemSticks
> 1 x SpectraVideo Joystick
> 2 x Wico Command Control joysticks with all three handles for each
>
> 9 x SIO Cables
>
> 16 cartidges (some notched to fit the 400):
> Basic Rev A
> Star Raiders
> Pac-Man
> Qix
> Krazy Kritters
> Centipede
> Kickback
> Soccer
> Donkey Kong
> Gorf
> Asteroids
> Galaxian
> Jumbo Jet Pilot
> Buck Rogers
> Unlabeled, can't remember what it is
> Atariwriter - with Books, but not cassettes
>
> Bunch of Disks and bunch of books as shown. Not pictured is a beat of
copy
> of the 400/800 basic reference guide.
>
> Please send email to knautzr at yahoo.com with questions or offers.
> Chicago buyers preferred without prior consent.

## 125. Re: Size is more important than you may think (6 5ci8j)

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-06 15:59:46 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <DDhS9.39637$yN1.13073@news.bellsouth.net>
Source record: 24338

Gawd. Enlarge your penis... At least the guys spamming electronics parts
are on topic.....

I've enlarged my penis in front of my Atari a few times. I was 13 or so and
Smurfette looked mighty fine. Remember that demo? ;-)

Regards,

Jeff

P.S. The demo does work, but the enlargement only lasts a few minutes before
returning to normal dimensions. Damn.

"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
news:8r0e1vso0nr9k12bb4k6vd1u9nja903m6v@4ax.com...
> On Sat, 04 Jan 2003 14:27:41 GMT, "rtdos" <rtdos@juno.com> wrote:
>
> >gives new meaning to the word "hard drive" doesn't it.
> >
> >
> Or 'floppies'
>
> >"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
> >news:6nmd1voumhsj7o1jgvaiemkftgji90kdq6@4ax.com...
> >> On Sat, 04 Jan 2003 04:25:52 GMT,
> >> foolspicedham_melbo.jon@centurytel.net (SgtSilicon) wrote:
> >>
> >> >On Fri, 03 Jan 2003 02:58:20 GMT, mafjq@hsxfkgkgia.com wrote:
> >> >
> >> >>* Find out about the "Penis Enhancement" plan rated #1 by Health Web
> >> >>2000. *
> >> >
> >> >Yeah... I know the 1st thing I look to do after using my Atari is
> >> >"enhance" my penis. How about you guys?
> >> >
> >> >Sheesh.
> >>
> >> Not me, I know how much those keyboard cleaning kits cost..
> >>
> >>
> >
> >
>

## 126. Re: Looking of info on game.

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-06 16:02:15 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <%FhS9.39709$yN1.21499@news.bellsouth.net>
Source record: 24339

WORMS has God's OWN copy protection. Short of a laser-cut hole in the disk
you can't get much better. My Super Archiver II with Bitwriter will copy
it, but not much else will.

Regards,

Jeff

"Gary Hackathorn" <gary_hackathorn@hotmail.com> wrote in message
news:71e5a14c.0301051003.3787d004@posting.google.com...
> Gary <YeOldeBitBucket@hotmail.com> wrote in message
news:<Xns92F85932F5336ambassadorkosh@68.6.19.6>...
> > gary_hackathorn@hotmail.com (Gary Hackathorn) wrote in
> > news:71e5a14c.0301022224.7c143647@posting.google.com:
> >
> > > I am looking for info on a game I played on the Atari 400.
> > >
> > > The game involved training a "something" to move around a hexaganal
> > > shaped grid of dots. At each spot the thing picked one of the six new
> > > spots to go to based on what you told it. If it had never seen a
> > > particular situation it waited for the user to tell it what direction
> > > to go in. When it reached it situation it had been trained for it kept
> > > going.
> > >
> > > I am looking for any information on this game. The name, the
> > > publisher or the author would nice.
> > >
> > > I rember it had a data file that contained the training history of the
> > > thing that was 64 bites long. Each bite contained a number from 0to 5
> > > that indicated the direction the thing went.
> > >
> > > I am reading Wolfram's A new Kind of Science and rembered this game.
> > > It seems like a nice little program to study.
> > >
> > > Thank You
> > >
> >
> > That would be "Worms" from Electronic Arts.
> >
> That was what I was looking for.
> I did some more research and found this site on the fundementals of the
game.
> http://www.accessv.com/~sven/worms/

## 127. Super Archiver II 1050 with Bitwriter

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-06 16:03:41 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <hHhS9.39746$yN1.5913@news.bellsouth.net>
Source record: 24340

What's a Super Archiver II + Bitwriter-equipped 1050 disk drive worth these days? I've never seen another one. Mine came from a friend who borrowed a bunch of gear when he was in the Navy and had it stolen. He sent this drive to me along with some other stuff to make up for my loss....

Regards,

Jeff

## 128. Re: Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-06 16:12:19 UTC
From: Slor <slor@comcast.net>
Message-ID: <avc9t4$e3k13$1@ID-164868.news.dfncis.de>
Source record: 24341

> Where do you live.. I have Bounty Bob Strikes Back..and tons more of
> Atari stuff , harwdware and software (400/800 and ST ,Lynx ,Jaguar ,
> portfolio) that my wife wants me to throw in the trash. Don't want do it
> but I can't put her off for much longer.Free to anybody that wants it
> all.
>

I'd be interested in your 8-bit stuff. Where are you located?

Slor

## 129. Re: FTP server

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-06 17:17:53 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e19d209$0$49099$e4fe514c@news.xs4all.nl>
Source record: 24344

```
Hi,

Best use a real ftp program Internet explorer or a browser can give
problems.

TXG/MNX

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3E19791F.DCCE8AC8@students.uni-mainz.de...
> Hmmm,
> when I click on this link I get an immediate error message: "Password
> incorrect!"
> -andreas.
>
>
> RoyE schrieb:
> >
> > The FTP://atari.xs4all.nl
> >
> > Ah the 8bits of heaven, eternity, forever, eons, ages, memories.
> > Seems like the password is gone, or not needed anymore.
> > Just for that someone that doesn't know how to read older posts.
> >
> > RoyE
> >
> > "TXG" <txg@the-underground.myweb.nl> wrote in message
> > news:3e0af4b6$0$75619$e4fe514c@dreader3.news.xs4all.nl...
> > > Hi,
> > >
> > > For all 8-bit users I have a FTP server running:
> > >
> > > host: atari.xs4all.nl
> > > port: 21
> > > user: atari8
> > > pass: atari4ever
> > >
> > > You can also upload now.
> > >
> > > TXG/MNX
> > >
> > >
> > >
```

## 130. Re: Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-06 18:04:03 UTC
From: Jaguar <rfvacpnospam@mountaincable.net>
Message-ID: <Xns92FB84EDEBD4BJaguar@24.215.0.21>
Source record: 24342

"Slor" <slor@comcast.net> wrote in
news:avc9t4$e3k13$1@ID-164868.news.dfncis.de:

>> Where do you live.. I have Bounty Bob Strikes Back..and tons more of
>> Atari stuff , harwdware and software (400/800 and ST ,Lynx ,Jaguar ,
>> portfolio) that my wife wants me to throw in the trash. Don't want do
>> it but I can't put her off for much longer.Free to anybody that wants
>> it all.
>>
>
> I'd be interested in your 8-bit stuff. Where are you located?
>
> Slor
>
>
I live in Ontario ,Canada..

Jaguar

## 131. Robotron 2084 programming

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-06 18:20:55 UTC
From: Bill <kinetic9130@yahoo.com>
Message-ID: <3E19C907.5010505@yahoo.com>
Source record: 24343

I was playing Robotron 2084 on an emulator the other day, and became curious as to how the programmer manipulated more than five shapes (4 players + 4 missiles as a player) at the same time. Am I looking at what amounts to character set graphics? Bit map routines? Muxing players on the VBI?

Could be time to drag out the disassembler...

Bill

## 132. Re: sep. Antic access...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-06 18:46:39 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3E19CF0F.4F3FB831@asw.cz>
Source record: 24199

Technoid Mutant wrote:
> To the best of my knowlege, what Freddy does is allows Antic to access the
> 64k above the base ram at the same time the processor is accessing base ram.
> Without Freddy, Antic can't access ram above FFFF IIRC.

Untrue. Freddy is just replacement of few discretes regarding memory
muxing/clock dividing.

> I saw a gal/pal programmable replacement for Freddy somewhere on the web.

I doubt that.

> A page showed how to create one out of non-atari-specific parts.

Closer, such scheme is on my page, but is not 100% correct, I think.

> You sure can
> add a freddy to any Atari8 making it compatable with the XE memory scheme in
> all respects.

No, you need C025953 for that.

See http://www2.asw.cz/~kubecj/achemmu.htm
See http://www2.asw.cz/~kubecj/achfredd.htm

EMMU sends CAS to CAS of one of the banks (64k main, 64k extended).
Processes A14 & A15 and sends back to freddie (into muxer) RA14 & RA15
depending on setting of BA14/BA15 (PB2,3).

Also takes care of PB4 (cpu) & PB5 (antic) and HALT line and selects the
apropriate bank.

Just a few GAL equations (except for that goddamn MHALT line - Mathy,
where's that simplified GAL???)

My conclusion is that it may work on XLs, but maybe HALT/MHALT timings
would be the problem.

--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

## 133. Ebay auction

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-06 18:59:28 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e19d224$0$49106$e4fe514c@news.xs4all.nl>
Source record: 24345

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2086967226

## 134. Re: FTP server

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-06 19:10:00 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e19d49c$0$49109$e4fe514c@news.xs4all.nl>
Source record: 24346

```
Hmm I had to restart my system so maybe my ftp server was not on-line but no
longer then 2 minutes....

TXG/MNX

"TXG" <txg01@xs4all.nl> wrote in message
news:3e19d209$0$49099$e4fe514c@news.xs4all.nl...
> Hi,
>
> Best use a real ftp program Internet explorer or a browser can give
> problems.
>
> TXG/MNX
>
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
> news:3E19791F.DCCE8AC8@students.uni-mainz.de...
> > Hmmm,
> > when I click on this link I get an immediate error message: "Password
> > incorrect!"
> > -andreas.
> >
> >
> > RoyE schrieb:
> > >
> > > The FTP://atari.xs4all.nl
> > >
> > > Ah the 8bits of heaven, eternity, forever, eons, ages, memories.
> > > Seems like the password is gone, or not needed anymore.
> > > Just for that someone that doesn't know how to read older posts.
> > >
> > > RoyE
> > >
> > > "TXG" <txg@the-underground.myweb.nl> wrote in message
> > > news:3e0af4b6$0$75619$e4fe514c@dreader3.news.xs4all.nl...
> > > > Hi,
> > > >
> > > > For all 8-bit users I have a FTP server running:
> > > >
> > > > host: atari.xs4all.nl
> > > > port: 21
> > > > user: atari8
> > > > pass: atari4ever
> > > >
> > > > You can also upload now.
> > > >
```

> > > > TXG/MNX
> > > >
> > > >
> > > >
>
>
>

## 135. Re: Size is more important than you may think (6 5ci8j)

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-06 20:33:55 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0301061233.794e8df3@posting.google.com>
Source record: 24197

*ROFLMGDAO*

"Technoid Mutant" <technoid@nospam.30below.nospam.com> wrote in message
news:<DDhS9.39637$yN1.13073@news.bellsouth.net>...
> Gawd. Enlarge your penis... At least the guys spamming electronics parts
> are on topic.....
>
> I've enlarged my penis in front of my Atari a few times. I was 13 or so and
> Smurfette looked mighty fine. Remember that demo? ;-)
>
> Regards,
>
> Jeff
>
> P.S. The demo does work, but the enlargement only lasts a few minutes before
> returning to normal dimensions. Damn.
>

## 136. Re: Robotron 2084 programming

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-06 20:57:50 UTC
From: bill@newbreedsoftware.com
Message-ID: <i5mS9.59587$lk.2032557@typhoon.sonic.net>
Source record: 24198

Bill <kinetic9130@yahoo.com> wrote:
> I was playing Robotron 2084 on an emulator the other day, and became
> curious as to how the programmer manipulated more than five shapes (4
> players + 4 missiles as a player) at the same time. Am I looking at what
> amounts to character set graphics? Bit map routines? Muxing players on
> the VBI?

I don't have it in front of me, and I've been wrong about this before
(Itay set me straight WRT Joust), but from what I remember deducing,
I think they were just blitted pixels or IRG characters, for the most part.

I don't remember it being 'colorful enough' to really look like any/many
player/missiles were used...

I'm curious to know, though!

-bill!

## 137. 220/110V

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-06 22:37:36 UTC
From: lbaeza@usa.net
Message-ID: <c860ca33.0301061437.7b6bfd17@posting.google.com>
Source record: 24200

Supose you live in North America and you own some Atari hardware:
a nice 800XL, two 1050 disk drives, one 1010 program recorder,
and a 1027 printer.
Supose you got a new job in Europe, and you must live a whole year
in there. You take your Atari stuff with you, to entertain yourself and
make that raw long winter a little bit more warm.
Besides the NTSC/PAL problem you may find, there's another problem.
You'll guess all your Atari PSUs were made to be used with 110V AC and
not with 220V AC!

So... what do you do? You buy a 220/110V adapter (transformer)
to use that original Atari PSUs and don't throw'em to the garbage.

My question is: what specifications should have this 220/110V adapter,
so you don't blow away all your precious Atari hardware?

Output: Volts? Amps? Watts?

Note: all the Atari PSUs (computer, drives, recorder, printer)
would be connected to the 220/110V transformer at the same time.

## 138. Re: 220/110V

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-06 22:40:11 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e1a05df$0$49110$e4fe514c@news.xs4all.nl>
Source record: 24201

Something that could be done is:

Contact some atarians in Europe the can help out when you are here, secondly
rebuild everything to use a normal pc power supply most of them can switch
on the back from 110V to 220V....

Atari's mostly run on 5V and drives on 9V so finding a new power supply
overhere in europe isn't that hard.

Where do you want to go in Europe?

TXG/MNX

The Netherlands
"Luis Baeza" <lbaeza@usa.net> wrote in message
news:c860ca33.0301061437.7b6bfd17@posting.google.com...
> Supose you live in North America and you own some Atari hardware:
> a nice 800XL, two 1050 disk drives, one 1010 program recorder,
> and a 1027 printer.
> Supose you got a new job in Europe, and you must live a whole year
> in there. You take your Atari stuff with you, to entertain yourself and
> make that raw long winter a little bit more warm.
> Besides the NTSC/PAL problem you may find, there's another problem.
> You'll guess all your Atari PSUs were made to be used with 110V AC and
> not with 220V AC!
>
> So... what do you do? You buy a 220/110V adapter (transformer)
> to use that original Atari PSUs and don't throw'em to the garbage.
>
> My question is: what specifications should have this 220/110V adapter,
> so you don't blow away all your precious Atari hardware?
>
> Output: Volts? Amps? Watts?
>
> Note: all the Atari PSUs (computer, drives, recorder, printer)
> would be connected to the 220/110V transformer at the same time.

## 139. Re: ABC Basic Compiler

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-06 22:44:19 UTC
From: Daniel Miller <daniel@mediakingx.com>
Message-ID: <3E1A06C3.3394756@mediakingx.com>
Source record: 24202

Jindrich Kubec wrote:

> But I failed completely. I've tried it under two different versions of
> Atari800 emulator (including the latest), but it was still same:
> 'COMPILATION ABORTED'. I've tried it with/wo basic, with/wo os patches,
> OS/B x XL, still same.
>
> I've tried 1.02, 1.03, 1.05

Did you try switching off the write protection? I am not sure, but I think
it might have to do with the write protection somehow.

## 140. Re: ABC Basic Compiler

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-07 02:46:24 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v1kfrhqslh4t4d@corp.supernews.com>
Source record: 24203

Hiya, Jindroush.
I didn't get as far as you did in atari800 win plus 3.1.
It gave a notice of 'you have crashed a800'.
I had better luck with xlit (.2 I think.). If I turned off
the high speed i/o patch, I could get a BASIC program
to start the compilation. However, it always trashed
the source disk and couldn't complete the compilation.
I've used ABC, so I know how it should behave.
ABC is very timing sensitive, because it is doing writes
as it compiles, then reads of what it has written.
Under xlit, it isn't writing properly, it is trashing the VTOC
I think.
Regards,
Rambling Russg
(I used my own patched 1.03 and someone elses 1.05.
Both did about the same.)

## 141. Re: 220/110V

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-07 07:01:51 UTC
From: Pockets <jp@pockets.dummy.cix.co.uk>
Message-ID: <avdu0u$ln8$1@thorium.cix.co.uk>
Source record: 24204

"Luis Baeza" <lbaeza@usa.net> wrote in message
news:c860ca33.0301061437.7b6bfd17@posting.google.com...
> Supose you live in North America and you own some Atari hardware:
> a nice 800XL, two 1050 disk drives, one 1010 program recorder,
> and a 1027 printer.
> Supose you got a new job in Europe, and you must live a whole year
> in there. You take your Atari stuff with you, to entertain yourself and
> make that raw long winter a little bit more warm.
> Besides the NTSC/PAL problem you may find, there's another problem.
> You'll guess all your Atari PSUs were made to be used with 110V AC and
> not with 220V AC!
>
> So... what do you do? You buy a 220/110V adapter (transformer)
> to use that original Atari PSUs and don't throw'em to the garbage.
>
> My question is: what specifications should have this 220/110V adapter,
> so you don't blow away all your precious Atari hardware?
>
> Output: Volts? Amps? Watts?
>
> Note: all the Atari PSUs (computer, drives, recorder, printer)
> would be connected to the 220/110V transformer at the same time.

FAQ with the power details here:-

http://www.faqs.org/faqs/atari-8-bit/faq/

Display? May be able to get away with a custom made Atari monitor jack -
Scart/Peritel lead plugged via the socket at the back of most modern
TV/Videos. Note its the same connector, just its called Scart here in the
UK, and the rest of Europe calls it Peritel! Its what we have here in place
of S Video which is common in America. It effectively lets you use a TV as a
monitor. I belive it works with compisite video output of the Atari.

Can anyone confirm it has worked? I've not tried it as i have an old (but
good) colour TV and a Commodore 1084 for my displays.

Note, France has SECAM, every where else uses PAL. Secam is just like Pal
but the colour encoding is different (so PAL will give a crisp black and
white picture on a Secam set). Why did the French choose a different system?
Because they they like to be different, and they can!
Many TVs these days have Scart sockets, A fair few will look at an NTSC
signal and display it properly. But thats uncommon and depends on branding
etc.

I've noticed that Best have Pal Motherboards (populated) much cheeper than a whole PAL console. That may be another possibility.
If your going to the UK, don't bank on picking one up cheep, Ebay.co.uk will be your best (and possibly only) bet (the atari 8 bit ranges were only ever at best a poor No4 seller in the UK after Spectrums, Commodore 64s and Amstrads) Most Thrift shops will NOT trade in electrical goods due to laws governing electrical equipment (2nd hand stuff must be tested and approved by a qualified electrician, most don't bother and just chuck the stuff). I understand in Europe thay are Much more common.

## 142. site update - data32 will now show you each directory on a CD

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-07 09:37:08 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ave746$r8f$1@nets3.rz.RWTH-Aachen.DE>
Source record: 24205

Howdy folks

I updated my site:

- Data 32 will now allow you to view each directory on a CD
- A version of Quadro for the multijoy interface has been added
- the Multijoy section has been renamed multijoy (was: multijoy8). Please change any links you might have to this section.
- the bugs and feature list now shows you which bugs have been fixed already. (if you don't like the yellow text, please make a suggestion for another color.)
- MyDOS 4.53/4 has been added. (I found a 300+ sector ATR that became a 47 sector DCM. I like DCM!!!)

CU Mathy van Nisselroy

--
---
My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

## 143. converting drivers

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-07 11:43:35 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aveeh8$5j5$1@nets3.rz.RWTH-Aachen.DE>
Source record: 24206

Howdy folks

How hard would it be to convert drivers (with PC code) to Atari code?

Just to give you an example of the code I'm talking about:
http://www.sweex.nl/product.asp?pid=71&s=2

CU Mathy van Nisselroy

PS I'm trying to connect this http://www.sweex.nl/product.asp?pId=71 to my computer using this http://www.strotmann.de/twiki/bin/view/APG/ProjUSBCart
PPS I hope to buy the first thing mentioned this afternoon. I've been checking the store ever since I heard they were gonna get them friday before Christmas.
PPPS I don't have the second itemn either yet.
PPPPS I need somebody to write me some software. As I don't have a PC and want to use item one.
PPPPPS just so I can say: "It can be/has been done" Wouldn't that be great for the yearly meeting of the ABBUC on October 25th 2003?!?!?!

--
---
My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

## 144. Track zero sensor on 3.5" drive

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-07 12:18:20 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <avegka$7tt$1@nets3.rz.RWTH-Aachen.DE>
Source record: 24207

Howdy folks

Curious me has unscrewed one of the small pcb's on the bottom of one of my 3.5" drives. Yep, the one with the track zero sensor mounted to it. Anybody know if I can use this drive reliably? It will read disks, but I haven't tried writing with it yet, as I have no clue how reliable it is. I use my floppies on three different systems. (ATARI, Dad's PC, University PC's)

CU Mathy van Nisselroy

--
---
My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

## 145. Re: 220/110V

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-07 13:03:20 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <j8AS9.2700$DU3.489@news.bellsouth.net>
Source record: 24208

You know, I was thinking ( that was what all the smoke was about).

I'd consider getting a European Atari and drive once you get there. It wouldn't cost all that much over what it would cost to bring your whole system and buying a chunky 220vac adapter for your 110vac gear....

Regards,

Jeff

"Pockets" <jp@pockets.dummy.cix.co.uk> wrote in message news:avdu0u$ln8$1@thorium.cix.co.uk...
>
> "Luis Baeza" <lbaeza@usa.net> wrote in message
> news:c860ca33.0301061437.7b6bfd17@posting.google.com...
> > Supose you live in North America and you own some Atari hardware:
> > a nice 800XL, two 1050 disk drives, one 1010 program recorder,
> > and a 1027 printer.
> > Supose you got a new job in Europe, and you must live a whole year
> > in there. You take your Atari stuff with you, to entertain yourself and
> > make that raw long winter a little bit more warm.
> > Besides the NTSC/PAL problem you may find, there's another problem.
> > You'll guess all your Atari PSUs were made to be used with 110V AC and
> > not with 220V AC!
> >
> > So... what do you do? You buy a 220/110V adapter (transformer)
> > to use that original Atari PSUs and don't throw'em to the garbage.
> >
> > My question is: what specifications should have this 220/110V adapter,
> > so you don't blow away all your precious Atari hardware?
> >
> > Output: Volts? Amps? Watts?
> >
> > Note: all the Atari PSUs (computer, drives, recorder, printer)
> > would be connected to the 220/110V transformer at the same time.
>
> FAQ with the power details here:-
>
> http://www.faqs.org/faqs/atari-8-bit/faq/
>
> Display? May be able to get away with a custom made Atari monitor jack -
> Scart/Peritel lead plugged via the socket at the back of most modern
> TV/Videos. Note its the same connector, just its called Scart here in the
> UK, and the rest of Europe calls it Peritel! Its what we have here in
place

> of S Video which is common in America. It effectively lets you use a TV as
a
> monitor. I belive it works with compisite video output of the Atari.
>
> Can anyone confirm it has worked? I've not tried it as i have an old (but
> good) colour TV and a Commodore 1084 for my displays.
>
> Note, France has SECAM, every where else uses PAL. Secam is just like Pal
> but the colour encoding is different (so PAL will give a crisp black and
> white picture on a Secam set). Why did the French choose a different
system?
> Because they they like to be different, and they can!
> Many TVs these days have Scart sockets, A fair few will look at an NTSC
> signal and display it properly. But thats uncommon and depends on branding
> etc.
>
> I've noticed that Best have Pal Motherboards (populated) much cheeper than
a
> whole PAL console. That may be another possibility.
> If your going to the UK, don't bank on picking one up cheep, Ebay.co.uk
will
> be your best (and possibly only) bet (the atari 8 bit ranges were only
ever
> at best a poor No4 seller in the UK after Spectrums, Commodore 64s and
> Amstrads) Most Thrift shops will NOT trade in electrical goods due to laws
> governing electrical equipment (2nd hand stuff must be tested and approved
> by a qualified electrician, most don't bother and just chuck the stuff). I
> understand in Europe thay are Much more common.
>
>

## 146. Re: Robotron 2084 programming

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-07 13:09:07 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <KdAS9.2741$DU3.837@news.bellsouth.net>
Source record: 24209

I've wondered about that as pertains to the Atari version of Gauntlet. All those ghosts....

I think Gauntlet must have been implemented in software. When there are a whole lot of badguys on screen it slows down quite a bit....

regards,

Jeff

"William Kendrick" <bill@newbreedsoftware.com> wrote in message news:i5mS9.59587$Ik.2032557@typhoon.sonic.net...
> Bill <kinetic9130@yahoo.com> wrote:
> > I was playing Robotron 2084 on an emulator the other day, and became
> > curious as to how the programmer manipulated more than five shapes (4
> > players + 4 missiles as a player) at the same time. Am I looking at what
> > amounts to character set graphics? Bit map routines? Muxing players on
> > the VBI?
>
> I don't have it in front of me, and I've been wrong about this before
> (Itay set me straight WRT Joust), but from what I remember deducing,
> I think they were just blitted pixels or IRG characters, for the most part.
>
> I don't remember it being 'colorful enough' to really look like any/many
> player/missiles were used...
>
>
> I'm curious to know, though!
>
> -bill!

## 147. Re: ABC Basic Compiler

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-07 13:36:36 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3E1AD7E4.59E21A65@asw.cz>
Source record: 24210

Daniel Miller wrote:
> Did you try switching off the write protection? I am not sure, but I think
> it might have to do with the write protection somehow.

Nope. I tried it right now, nothing happened. But in the meanwhile I
found working 1.02.

--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

## 148. Re: ABC Basic Compiler

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-07 13:41:10 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3E1AD8F6.A9214368@asw.cz>
Source record: 24211

Russ Gilbert wrote:
> I've used ABC, so I know how it should behave.

Do you know what are the differences between 1.02, 1.03 and 1.05?

Also, do you have any manual for it? I've got now working 1.02...

General question:
I know of these compilers:
ABC (monarch)
Advan (advan)
Basic Compiler (datasoft)
MMG (Special software systems)
Turbo Basic Compiler (happy computer)

Which of them is/was
a) best
b) most popular

--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

## 149. Re: converting drivers

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-07 16:42:18 UTC
From: David Pochron <dpoch@ticon.net>
Message-ID: <avf01f$ar4$1@galileo.ticon.net>
Source record: 24212

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message news:aveeh8$5j5$1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> How hard would it be to convert drivers (with PC code) to Atari code?

If there is source code available, it should be possible. Even better is to
also have a specification sheet with timing values, etc. and all of the
commands the device recognizes. However, taking a raw PC driver and
converting it is, for all intents and purposes, totally impractical. Your
best bet would be to find a device that is supported by Linux so you can at
least get some source code to port over.

--
David Pochron dpoch@ticon.net

## 150. Re: doesn't this remind you of an atari basic game ? :o)

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-07 16:54:38 UTC
From: David Pochron <dpoch@ticon.net>
Message-ID: <avf0om$c1e$1@galileo.ticon.net>
Source record: 24213

"rtdos" <rtdos@yahoo.com> wrote in message
news:845192d9.0301021449.63191395@posting.google.com...
> now THAT would be nostalgic. :o)

The thing is I really do have a lightpen for my Atari - a PC lightpen I converted. Actually the conversion consisted of simply cutting the modular plug off the end of the cable and replacing it with a 9-ping plug with the proper connections and the thing works like a charm!

--
David Pochron dpoch@ticon.net

## 151. Re: BASIC program recovery

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-07 16:56:49 UTC
From: David Pochron <dpoch@ticon.net>
Message-ID: <avf0sm$c2d$1@galileo.ticon.net>
Source record: 24214

"Thomas Richter" <thor@cleopatra.math.tu-berlin.de> wrote in message
news:av3rjl$kb4$1@mamenchi.zrz.TU-Berlin.DE...
> Please drop me a letter, I do have such a program, written in BASIC for
> the Atari.

Hello! I would like to have a copy of the program you wrote to fix corrupted
Atari Basic programs. Just attach the file to a reply. Thanks!

--
David Pochron dpoch@ticon.net

## 152. Re: Robotron 2084 programming

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-07 17:11:22 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <_SDS9.18851$134.2008842@newsread1.prod.itd.earthlink.net>
Source record: 24215

"Technoid Mutant" <technoid@nospam.30below.nospam.com> wrote in message
news:KdAS9.2741$DU3.837@news.bellsouth.net...
> I've wondered about that as pertains to the Atari version of Gauntlet.
All
> those ghosts....

A lot of games used GR. 12 or 13 type characters. The pixel size is
identical to GR. 7 160x192 four color mode which is the same res as P/M
graphics but with an extra color.

## 153. Re: Robotron 2084 programming

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-07 17:20:02 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0301070920.749e7491@posting.google.com>
Source record: 24216

i think Donkey Kong Jr. is the same way. Isn't it?

bill@newbreedsoftware.com (William Kendrick) wrote in message
news:<i5mS9.59587$Ik.2032557@typhoon.sonic.net>...
> I don't have it in front of me, and I've been wrong about this before
> (Itay set me straight WRT Joust), but from what I remember deducing,
> I think they were just blitted pixels or IRG characters, for the most part.
>
> I don't remember it being 'colorful enough' to really look like any/many
> player/missiles were used...
>
>
> I'm curious to know, though!
>
> -bill!

## 154. Re: ABC Basic Compiler

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-07 19:53:10 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v1mc0gg1687u3e@corp.supernews.com>
Source record: 24217

(three questions: what differences, 1.02, 1.03, 1.05,
Do I have manual (yes, for 1.03), which compiler
is best and which most popular (I think that's 4 questions).
Probably the MMG is more popular, and it supports
floating point numbers, I think. Personally, I prefer
ABC, I don't remember why, maybe because I could
use it better, compile with fewer errors.
MMG disk must be write protected, it will write to
the program disk, probably a copy protection thing.
Since you have gotten 1.02 to work, on a800 emulator
I guess, I guess you're off and runnig. Remember ABC
won't do any floating point functions (sin, ^, RND, etc.)
There were some bugs that each version fixed, and
other improvements. 1.03 is supposed to load from
DOS if the program disk is in drive 2 and your source
disk is in drive 1.
Russg

## 155. FTP server

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-07 19:54:20 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e1b3082$0$49113$e4fe514c@news.xs4all.nl>
Source record: 24218

Hi,

I see a lot of people connecting that's GOOD!

I like to ask the people that download please upload also please... this
will make it even better for others...

It's also up-to you to make this FTP server a great resource for all 8-bit
Atarians in the world....

TXG/MNX

## 156. Re: Soldering tips from your favorite Mutant

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-07 23:39:15 UTC
From: Craig Hart <no@spam.thanks>
Message-ID: <DyJS9.12061$oS1.52024@news-server.bigpond.net.au>
Source record: 24219

> If you want to 'farm' old boards for spare parts, there is a quick way to
> remove all of them in one shot. Heat the bottom of the board with a
propane
> torch. When the board is basically on fire, whack it on a handy surface.
> The components will jump straight off the board. Mostly this is good for
> discretes (caps, resistors etc), but chips might even survive......

Alternaive: melt a roll of solder into a frying pan. place the board you
want to farm into the pan, so hat it "floats" on the pool of solder. now,
simply pick the parts straight off the board - as long as their leads aren't
bent at wierd angles, parts will pull off with very little effort.

Craig

## 157. Re: ABC Basic Compiler

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-08 03:50:48 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <seNS9.20248$1c.14429@nwrddc01.gnilink.net>
Source record: 24220

I used both ABC 1.03 and MMG quite a bit back in the days and overall I
preferred MMG. I seem to recall ABC handling some ML code stored in strings
(i used to do that a lot) better than MMG. In 1999, I updated a lot of my
old HDTOOLS and compiled them all with MMG... even the old ones that were
originally compiled in ABC.

"Jindrich Kubec" <kubecj@asw.cz> wrote in message
news:3E1AD8F6.A9214368@asw.cz...
> Russ Gilbert wrote:
>
> General question:
> I know of these compilers:
> ABC (monarch)
> Advan (advan)
> Basic Compiler (datasoft)
> MMG (Special software systems)
> Turbo Basic Compiler (happy computer)
>
> Which of them is/was
> a) best
> b) most popular

## 158. 810 Drive floppy sensor

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-08 06:45:27 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <v1ni87sbtaq0f@corp.supernews.com>
Source record: 24221

Hi,
I would like to remember how to install a switch on my new 810 disk drive to write protect or to enable writing to the back side of an unnotched floppy. Google dot com and other searches have come up empty. I have also searched my magazines and now working my way thorough the online magazines. I wish I had kept all my user groups monthly hand outs.

RoyE

## 159. Re: Robotron 2084 programming

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-08 07:06:39 UTC
From: nospam@fyyff.com
Message-ID: <36QS9.1810$io.82344@iad-read.news.verio.net>
Source record: 24222

Bill <kinetic9130@yahoo.com> wrote:
:>I was playing Robotron 2084 on an emulator the other day, and became
:>curious as to how the programmer manipulated more than five shapes (4
:>players + 4 missiles as a player) at the same time. Am I looking at what
:>amounts to character set graphics? Bit map routines? Muxing players on
:>the VBI?

my officemate, judy bogart, wrote most of robotron for the 400/800 during the spring/summer of 1983. i helped a fair amount with the design, but she did most of the work (she was kind enough to give me a portion of her "ship it" bonus check)

robotron was bitmap graphics using mode $D (it might have been mode $E). i don't recall the exact resource allocations, but i'm pretty sure that the missiles were hardware missiles, and that the "prot" controlled by the player was several hardware players.

there was a "killer" color (yellow?) in all of the robots, and the h/w collision detection was used to detect death. there might have been a "friendly" color (blue?) that was used to trigger boundary-box detection for picking up people

it always seemed to me that it was possible to do a decent game on the atari 400/800 without resorting to player/missile graphics, and that once you had a nice, solid strategy for doing without the extra hardware, you could add the P/M graphics back in and make a really nice looking piece of software. making people guess how you used the hardware resources, that was fun :-)

-landon
(ex atari curmudgeon)

## 160. Re: ABC Basic Compiler

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-08 09:24:17 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <avgqo1$ba$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 24223

Hi,

> Do you know what are the differences between 1.02, 1.03 and 1.05?

Some bug fixes. The first version did not support DRAWTO correctly
(sometimes picked the wrong color), and later versions also came with
improved pseudo-codes for variable reference, making the compiled code
shorter.

> I know of these compilers:
> ABC (monarch)
> Advan (advan)
> Basic Compiler (datasoft)
> MMG (Special software systems)
> Turbo Basic Compiler (happy computer)

> Which of them is/was
> a) best
> b) most popular

I'm aware of the ABC compiler, the MMG and the Turbo Basic compiler.

Some facts:

ABC does not compiler to machine language. Instead, it creates a p-Code
that is interpreted on run time by a 4K large interpreter library that
gets linked to the code. Furthermore, it only supports integer arithmetic.

The ABC compiler was commercially quite popular; games like F15-Strike-Eagle,
Soloflight and Cavelord are to a major part written in basic, and compiled
with ABC. The funny thing is that, due to the p-Code, you're able to
de-compile these games again (unlike what is stated in the manual, this
is easier than with a true machine-code compiler). As a humorous side remark,
ABC itself is written in BASIC, and compiled with itself.

MMG compiled to real machine language, though I haven`t made enough experience
to comment on its quality. It does support floating point, but since it
uses the ROM based math-pack, the float support is almost as slow as the
float support in BASIC.

The Turbo Basic compiler also compiles to machine code, but this code
consists mainly of a lot of "JSR" to the run time library code. The compiled
code runs fast, also due to the custom floating point math in the library,
but also requires the custom run-time loader; you could not "link" the
library with the file into a single binary. Besides, the run time lib was
rather large compared to the interpreter of the ABC compiler. The compiler
had a couple of "flaws" as well. Some commands did not work correctly

("DSOUND" is flawed, USR() is buggy), and some basic constructions could not be compiled at all.

So long,
Thomas

## 161. broken 1050

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-08 09:25:30 UTC
From: j131@inetia.pl
Message-ID: <avgqqa$56c$1@korweta.task.gda.pl>
Source record: 24224

I have a 1050 drive which does not work.
When I power it on only the lower diode comes up, the second one (upper) does
not and the whole thing does not work. What could be the reason?

j131

## 162. Re: broken 1050

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-08 11:43:00 UTC
From: Matthias Reichl <usenet-20030108@hias.horus.com>
Message-ID: <slrnb1o3m4.182.usenet-20030108@camel.hias.horus.com>
Source record: 24225

On Wed, 08 Jan 2003 09:25:30 GMT, j131@inetia.pl wrote:
> I have a 1050 drive which does not work.
> When I power it on only the lower diode comes up, the second one (upper) does
> not and the whole thing does not work. What could be the reason?

Just about everything, but most likely the CPU (6507) is defective.
I "repaired" such a broken 1050 by equipping it with a speedy 1050
(which comes with a standard 6502).

so long,

Hias

## 163. AVI picture convertor (site update)

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-08 12:14:30 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <avh4n7$q11$1@nets3.rz.RWTH-Aachen.DE>
Source record: 24226

Howdy folks

I've added a link to Nicolas Coplin's site to my site.

Nicolas is working on two utilities:

One converts *.AVI movies to Commodore 64 picture format (this one runs on a PC).
The other (no code yet) will run the converted code on the C64.

Now come on folks, you're not gonna tell me this can not be done on our trusted Atari 8 bit computers too.

BTW you need either a REU (Ram Extension Unit. This is a memory expansion, but I guess it's external.) or a Harddisk (plus his own fast hardware or software, I'm not sure).

CU Mathy van Nisselroy

PS here's the link so you don't have to search all over my site.
http://www.64hdd.com/c64-64hdd.html#video

# 164. Re: 220/110V

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-08 12:52:50 UTC
From: lbaeza@usa.net
Message-ID: <c860ca33.0301080452.225fb0dd@posting.google.com>
Source record: 24227

Hello

First of all, thanks for your replies.
The main question should have been: How many WATT do I need in a 220/110V transformer (adapter?) for using it with my Atari stuff?

All my Atari PSUs use 110V as input, but I can get only 220V directly from the mains.

I've been talking with a friend and he told me that 100 WATT would be enough for my purpose. I have some options, going from 50 to 2000 WATT, but I was not sure which one would be suitable for me.

Anyone disagrees?

"Technoid Mutant" <technoid@nospam.30below.nospam.com> wrote in message news:<j8AS9.2700$DU3.489@news.bellsouth.net>...
> You know, I was thinking ( that was what all the smoke was about).
>
> I'd consider getting a European Atari and drive once you get there. It
> wouldn't cost all that much over what it would cost to bring your whole
> system and buying a chunky 220vac adapter for your 110vac gear....
>
> Regards,
>
> Jeff
>
> "Pockets" <jp@pockets.dummy.cix.co.uk> wrote in message
> news:avdu0u$ln8$1@thorium.cix.co.uk...
> >
> > "Luis Baeza" <lbaeza@usa.net> wrote in message
> > news:c860ca33.0301061437.7b6bfd17@posting.google.com...
> > > Supose you live in North America and you own some Atari hardware:
> > > a nice 800XL, two 1050 disk drives, one 1010 program recorder,
> > > and a 1027 printer.
> > > Supose you got a new job in Europe, and you must live a whole year
> > > in there. You take your Atari stuff with you, to entertain yourself and
> > > make that raw long winter a little bit more warm.
> > > Besides the NTSC/PAL problem you may find, there's another problem.
> > > You'll guess all your Atari PSUs were made to be used with 110V AC and
> > > not with 220V AC!
> > >
> > > So... what do you do? You buy a 220/110V adapter (transformer)
> > > to use that original Atari PSUs and don't throw'em to the garbage.
> > >
> > > My question is: what specifications should have this 220/110V adapter,

> > > so you don't blow away all your precious Atari hardware?
> > >
> > > Output: Volts? Amps? Watts?
> > >
> > > Note: all the Atari PSUs (computer, drives, recorder, printer)
> > > would be connected to the 220/110V transformer at the same time.
> >
> > FAQ with the power details here:-
> >
> > http://www.faqs.org/faqs/atari-8-bit/faq/
> >
> > Display? May be able to get away with a custom made Atari monitor jack -
> > Scart/Peritel lead plugged via the socket at the back of most modern
> > TV/Videos. Note its the same connector, just its called Scart here in the
> > UK, and the rest of Europe calls it Peritel! Its what we have here in
> place
> > of S Video which is common in America. It effectively lets you use a TV as
> a
> > monitor. I belive it works with compisite video output of the Atari.
> >
> > Can anyone confirm it has worked? I've not tried it as i have an old (but
> > good) colour TV and a Commodore 1084 for my displays.
> >
> > Note, France has SECAM, every where else uses PAL. Secam is just like Pal
> > but the colour encoding is different (so PAL will give a crisp black and
> > white picture on a Secam set). Why did the French choose a different
> system?
> > Because they they like to be different, and they can!
> > Many TVs these days have Scart sockets, A fair few will look at an NTSC
> > signal and display it properly. But thats uncommon and depends on branding
> > etc.
> >
> > I've noticed that Best have Pal Motherboards (populated) much cheeper than
> a
> > whole PAL console. That may be another possibility.
> > If your going to the UK, don't bank on picking one up cheep, Ebay.co.uk
> will
> > be your best (and possibly only) bet (the atari 8 bit ranges were only
> ever
> > at best a poor No4 seller in the UK after Spectrums, Commodore 64s and
> > Amstrads) Most Thrift shops will NOT trade in electrical goods due to laws
> > governing electrical equipment (2nd hand stuff must be tested and approved
> > by a qualified electrician, most don't bother and just chuck the stuff). I
> > understand in Europe thay are Much more common.
> >
> >

## 165. ABBUC Programming Contest

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-08 13:03:27 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <avh7j0$t6d$1@nets3.rz.RWTH-Aachen.DE>
Source record: 24228

The ABBUC (Atari Bit Byter User Club) Software Programming Contest.
(Official version)

At the latest yearly meeting of the ABBUC, the members of the ABBUC have decided that a software programming contest should be held. The purpose of this contest is to encourage people to write high quality software for our beloved 8 bit Atari computer. It has also been decided that a small amount of money shall be used as price money.

The resource manager software for the ABBUC - Sorin Pascu - has 1000 Euro (approximately 1000 US Dollar) at his disposal that will be divided in the following manner:

1st place: 500 Euro
2nd place: 200 Euro
3th place: 100 Euro
4th-7th place: 50 Euro each

The following types of software will be rated:

- Utilities
- tools
- games
- etc.

Games seem to be the most popular. Here are some qualities a game should have, if it is to be considered for first price.

A game should have the following properties:

Good graphics
Good sound
Good music
High fun factor/great playability for an extended period of time.

Tools and utilities should run under all DOS versions and be usable by all without special requirements.

During the set up, multiple languages should be used to enable everybody to set up your software, if needed.

The file itself should use the english language. We believe that everybody does speak atleast a little bit of english. If your English isn't very good, you are free to ask somebody to translate text for you. The game, utility or tool should run on a 64kB Atari 8 bit computer. Use of a RAMdisk should not be a requirement. If you software needs more then 64kB of memory, your software should test if a RAMdisk is present. If not, data should be loaded from disk. If there is a RAMdisk, your software needs to

test which banks are present (to prevent software from not running on certain RAMdisk types.(*) ) and load it's data from there.

All software should run on a non-upgraded 1050 disk drive. You are allowed to use more then one disk side, but the 1050 has to be able to read it.

A home page is available at http://www.strotmann.de/twiki/bin/edit/APG/AbbucProgrammingContestEng/. The rules for this programming contest should however be available from the ABBUC home page, since it is the main access point.

Deadline will be the 15th of September 2003. This will give the ABBUC enough time to have a jury evaluate all the entries and pick a winner.

All jury decisions are final. The ABBUC and the jury have the right to exclude persons and/or entries from the contest.

All entries will become property of the ABBUC.

Have fun programming.

All entries should be sent to:

software@abbuc(no..SPAM).de

or:

ABBUCev. Programming Contest
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany

(*) 8ACE vs 26AE upgrades vs. Axlon (400/800). Plus: upgraded Newell 1MB upgrades and Mathy 1MB upgrade will not allow you to enable/disable BASIC and/or the OS while in extended RAM. Supporting the 1MB Newell and Mathy 1MB upgrade will not cause incompatibilities with other memory upgrades.

English version by Mathy van Nisselroy

--
---
My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

## 166. Re: Size is more important than you may think (6 5ci8j)

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-08 13:22:15 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <avh8m7$18d$1@nets3.rz.RWTH-Aachen.DE>
Source record: 24229

Howdy folks

> >gives new meaning to the word "hard drive" doesn't it.

> Or 'floppies'

How about 'RAM extension' (that's how C64 users call their (external??)
RAMdisks)

But how about: "MicroSoft"
What's Bill been trying to tell us all these years?

CU Mathy van Nisselroy

## 167. Newbie question about startup menu....

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-08 16:31:06 UTC
From: Vader <replyto@newsgroup.please>
Message-ID: <3E1C5249.5080305@newsgroup.please>
Source record: 24230

Hi all,

I just discovered the world of emulation, and have since been going like a wildfire reliving my youth (a BIG thanks to Holmes!). I have been shaking the cobwebs off of my memories, but can't seem to get one little detail, and I was hoping that (after laughing) someone would be able to help me. I remember that there was a program (or some way of formatting a new disk and transferring system files) that I had on each disk such that, upon entry of "dos" at the command prompt, a menu would be displayed (delimited by letters) for each of the basic functions (ie. move, copy, delete, run, directory, etc). Thanks!
--
Vader

"Impressive. Most impressive."

## 168. Re: 810 Drive floppy sensor

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-08 17:09:13 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <ZWYS9.20591$134.2183277@newsread1.prod.itd.earthlink.net>
Source record: 24231

I will need to dig it out; it was in an early '82-83 Compute! or Analog.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"RoyE" <r-dean@charter.net> wrote in message
> Hi,
> I would like to remember how to install a switch on my new 810 disk drive
to
> write protect or to enable writing to the back side of an unnotched
floppy.
> Google dot com and other searches have come up empty. I have also
searched
> my magazines and now working my way thorough the online magazines. I wish
I
> had kept all my user groups monthly hand outs.
>
> RoyE
>

## 169. Re: broken 1050

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-08 17:16:15 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <z1ZS9.20601$134.2183440@newsread1.prod.itd.earthlink.net>
Source record: 24233

Pretty much wide open possibilities. I would check the diode bridge in the rear left; that's where mine was blown. Something like CR16-17-18-19; measure resistance in each direction with a VOM. Low ohms both ways is usually the bad one; it was fairly simple to desolder and replace.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
<j131@inetia.pl> wrote in message
> I have a 1050 drive which does not work.
> When I power it on only the lower diode comes up, the second one (upper) does
> not and the whole thing does not work. What could be the reason?
>
> j131
>

## 170. Re: Newbie question about startup menu....

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-08 17:17:07 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v1on8mahmad66a@corp.supernews.com>
Source record: 24232

You're talking about a 'DOS' disk. You boot it,
if you hold OPTION, the menu comes up (on menu
DOSes, like DOS 2.5, 2.0S, MyDOS 4.53).
If you don't hold OPTION, on a XL/XE (we're talking
emulators here), you get the BASIC READY prompt.
From READY, you type DOS to enter the menu.
In addition to Holmes, which is now gone, there is
the spudster CTH archive, which is also quite extensive.
ftp://ftp.spudster.org
You can find DOS disk images there. They may be
.DCM files, in which case you probably need 'IMAGIC.EXE' from APE author, to
make a .DCM into
a .ATR for use with emulator.
Many .EXE or .COM or .OBJ game files won't run from
a DOS disk, they have to be loaded from a MENU boot
disk. And a lot of games are disk images.
But I ramble.
Russg

## 171. Re: Newbie question about startup menu....

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-08 17:20:27 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <v5ZS9.20606$134.2185129@newsread1.prod.itd.earthlink.net>
Source record: 24234

That certainly sounds like DUP.SYS which was the standard utilities portion
of Atari DOS 2.0S. Option 'H' was Write Dos files which put both the file
management system (DOS.SYS) and the utilities onto any diskette.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Vader" <replyto@newsgroup.please> wrote in message
news:3E1C5249.5080305@newsgroup.please...
> Hi all,
>
> I just discovered the world of emulation, and have since been going like
> a wildfire reliving my youth (a BIG thanks to Holmes!). I have been
> shaking the cobwebs off of my memories, but can't seem to get one little
> detail, and I was hoping that (after laughing) someone would be able to
> help me. I remember that there was a program (or some way of formatting
> a new disk and transferring system files) that I had on each disk such
> that, upon entry of "dos" at the command prompt, a menu would be
> displayed (delimited by letters) for each of the basic functions (ie.
> move, copy, delete, run, directory, etc). Thanks!
> --
> Vader
>
> "Impressive. Most impressive."
>
>

## 172. Re: broken 1050

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-08 18:02:28 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <UIZS9.20651$134.2190087@newsread1.prod.itd.earthlink.net>
Source record: 24235

<j131@inetia.pl> wrote in message news:avgqqa$56c$1@korweta.task.gda.pl...
> I have a 1050 drive which does not work.
> When I power it on only the lower diode comes up, the second one (upper)
does
> not and the whole thing does not work. What could be the reason?

What noise does it make when you try to boot a computer with it attached?

## 173. Re: Newbie question about startup menu....

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-08 19:06:19 UTC
From: Vader <replyto@newsgroup.please>
Message-ID: <3E1C76AB.2040302@newsgroup.please>
Source record: 24236

Thanx, guys! That was exactly what I was looking for!

Ron Hamilton wrote:
> That certainly sounds like DUP.SYS which was the standard utilities
portion
> of Atari DOS 2.0S. Option 'H' was Write Dos files which put both the file
> management system (DOS.SYS) and the utilities onto any diskette.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "Vader" <replyto@newsgroup.please> wrote in message
> news:3E1C5249.5080305@newsgroup.please...

Russ Gilbert wrote:
> You're talking about a 'DOS' disk. You boot it,
> if you hold OPTION, the menu comes up (on menu
> DOSes, like DOS 2.5, 2.0S, MyDOS 4.53).
> If you don't hold OPTION, on a XL/XE (we're talking
> emulators here), you get the BASIC READY prompt.
> From READY, you type DOS to enter the menu.
> In addition to Holmes, which is now gone, there is
> the spudster CTH archive, which is also quite extensive.
> ftp://ftp.spudster.org
> You can find DOS disk images there. They may be
> .DCM files, in which case you probably need 'IMAGIC.EXE' from APE
> author, to
> make a .DCM into
> a .ATR for use with emulator.
> Many .EXE or .COM or .OBJ game files won't run from
> a DOS disk, they have to be loaded from a MENU boot
> disk. And a lot of games are disk images.
> But I ramble.
> Russg

--
Vader

"Impressive. Most impressive."

## 174. Re: AVI picture convertor (site update)

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-08 20:37:02 UTC
From: bill@newbreedsoftware.com
Message-ID: <OZ%S9.59870$lk.2064795@typhoon.sonic.net>
Source record: 24237

Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de> wrote:
> Nicolas is working on two utilities:
>
> One converts *.AVI movies to Commodore 64 picture format (this one runs on a
> PC).
> The other (no code yet) will run the converted code on the C64.

I bet I could whip something up in Linux using some free tools that'll
extract the frames of an MPEG into a directory, and then use some other
free tools to scale them down and resample them to something suitable for
the Atari.

The resolution of the video frames looks to be about 80 x 50
(at least in the screenshot of that MSDOS app.)

Since the Atari's more colorful modes are half the horiz. res. of the C=64
(e.g., 160x~200 vs. 320x~200), something similar would be about
40 x 50 pixels on the Atari.

That's about 100 bytes per frame. At something like 20 frames per second,
that's just under 2kB/s. So on my 256K Atari, I could play a video of
clip of about a minute and a half or more.

I think it can be done. I'd be happy to work on the MPG -> Atari tool. :^)

-bill!

## 175. Converting MPEGs for Atari 8-bit (was Re: AVI picture convertor (site update) [commodore 64])

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-08 21:57:29 UTC
From: bill@newbreedsoftware.com
Message-ID: <d91T9.59883$lk.2065807@typhoon.sonic.net>
Source record: 24238

William Kendrick <bill@newbreedsoftware.com> wrote:
>
> Since the Atari's more colorful modes are half the horiz. res. of the C=64
> (e.g., 160x~200 vs. 320x~200), something similar would be about
> 40 x 50 pixels on the Atari.

Using a 40 x 50 pixels of playfield, plus all 4 players & all 4 missiles
(which would be 40 pixels in width, as well), interlacing it similarly
to how I did in Gem Drop, I can easily get the following colors
without using any DLI tricks:

Black
Dark Red
Red
Dark Green
Yellow
Green
Dark Blue
Purple
Cyan
Blue
Grey
Light Red
Light Green
Light Blue
White

The playfield colors would be black, red, green and blue,
and the entire collection of PMs would be white.

...as an example.

As for converting an MPEG to single frames, apparently MPLAYER for
Linux can do this. I have it at home, so I'll try it out tonight!

-bill!

## 176. Re: 810 Drive floppy sensor

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-08 22:01:56 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <v1p7uinpcdqv71@corp.supernews.com>
Source record: 24239

Hi,
I was finally able to find several references on Google groups, but most of them dealt with the 1050 mod. Several references to a zmag issue, I will try to find my zmag files on the Pooldisk II. The file by Spark on Ron's site is a very good article about doing this mod on the 1050. Thanks for the help, I will also reread the Happy manual there may be something there that I have over looked.
RoyE

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:ZWYS9.20591$134.2183277@newsread1.prod.itd.earthlink.net...
> I will need to dig it out; it was in an early '82-83 Compute! or Analog.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "RoyE" <r-dean@charter.net> wrote in message
> > Hi,
> > I would like to remember how to install a switch on my new 810 disk
drive
> to
> > write protect or to enable writing to the back side of an unnotched
> floppy.
> > Google dot com and other searches have come up empty. I have also
> searched
> > my magazines and now working my way thorough the online magazines. I
wish
> I
> > had kept all my user groups monthly hand outs.
> >
> > RoyE
> >
>
>

## 177. Re: Converting MPEGs for Atari 8-bit (was Re: AVI picture convertor (site update) [commodore 64])

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-08 22:11:44 UTC
From: bill@newbreedsoftware.com
Message-ID: <Am1T9.59884$lk.2065655@typhoon.sonic.net>
Source record: 24240

William Kendrick <bill@newbreedsoftware.com> wrote:
>
> Using a 40 x 50 pixels of playfield, plus all 4 players & all 4 missiles
> (which would be 40 pixels in width, as well), interlacing it similarly
> to how I did in Gem Drop, I can easily get the following colors
> without using any DLI tricks:

Thinking about it some more, if I (or someone) could come up with a REALLY
clever way to determine the best palette of 15 colors (ones that can be
created by mixing the other 5 colors), each frame of the image could have
its own palette (adding only 5 extra bytes to the frame), which would allow
for some VERY nice interpretations of things like fades in and out,
and broad shots of single colors (like a picture of an ocean or field).

The 15 RGB-based colors I picked really look CGA. :^)
(Or C=64-ish, I suppose, too ;^) )

-bill!

## 178. Atari 800 expandability, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-09 00:52:15 UTC
From: leonhowell@hotmail.com
Message-ID: <16c591c4.0301081652.49c72801@posting.google.com>
Source record: 24241

How much ram can the Atari 800 be upgaded to? I read about a third party 128k cartridge in Creative Computing, but according to the article, it had to have a 16k catridge on each side of it. Is this true, or can I install 3 of them for 384k? Is there a multitasking os for Atari?

Who sells Atari stuff?

## 179. Re: Sparta problem: loading to XMS

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-09 00:53:47 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v1pi1leeqjp015@corp.supernews.com>
Source record: 24242

```
Uhm, Kuba. I'm trying to follow what you're doing.
I have no idea what banking SpX does, but don't
think that is your problem.
You mention 2e0-2e2, that should be a 2e0-2e1
that your program.com has at the end of the code,
the last six bytes would be e0 02 e1 02 00 20 for
a program running at $2000.
You have to have your d301 ef or eb for the computer
to see the data you put in $4000-$7FFF.
The OS will run at the address specified, like I showed,
when 2e0 and 2e1 are the load address of your file.
I'm not rambling now, I can't figure exactly.
Russg
```

## 180. Re: Robotron 2084 programming

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-09 01:20:36 UTC
From: "Raul S." <nospam@me.net>
Message-ID: <y34T9.74537$lf.290445@maule>
Source record: 24243

Bill <kinetic9130@yahoo.com> wrote:
> I was playing Robotron 2084 on an emulator the other day, and became
> curious as to how the programmer manipulated more than five shapes (4
> players + 4 missiles as a player) at the same time. Am I looking at what
> amounts to character set graphics? Bit map routines? Muxing players on
> the VBI?

I was thinking the other day on the possibility of adding code to the
Atari800 emulator to highlight PM's, and maybe show some other things on
screen. I have always been curious about how did some atari games work, too
:)

--
Raul Santelices
http://raul.cl

## 181. Re: Atari 800 expandability, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-09 09:12:40 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3e1d3d08$1_2@news.iglou.com>
Source record: 24244

On 8 Jan 2003 16:52:15 -0800, Leon Howell
<leonhowell@hotmail.com> wrote:
> How much ram can the Atari 800 be upgaded to? I read about a third
> party 128k cartridge in Creative Computing, but according to the
> article, it had to have a 16k catridge on each side of it. Is this
> true, or can I install 3 of them for 384k? Is there a multitasking os
> for Atari?
The three memory slots in the 800 each correspond to a 16k block of
address space. On the Atari 8-bits, most memory expansion beyond
64k is done by bank-switching the second 16k. Even if you could find two
or three of those 128k cartridges, I don't think the computer would work
with more than one.

>
> Who sells Atari stuff?
Read this newsgroup for a few days and you'll see.

## 182. Re: Sparta problem: loading to XMS

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-09 09:39:45 UTC
From: Kuba Kosiec <lewis@atari.pl>
Message-ID: <avjg1m$p7b$1@news.tpi.pl>
Source record: 24245

> You mention 2e0-2e2, that should be a 2e0-2e1
> that your program.com has at the end of the code,
> the last six bytes would be e0 02 e1 02 00 20 for
> a program running at $2000.
> You have to have your d301 ef or eb for the computer
> to see the data you put in $4000-$7FFF.
> The OS will run at the address specified, like I showed,
> when 2e0 and 2e1 are the load address of your file.
> I'm not rambling now, I can't figure exactly.
Uhm, sorry. It is my fault in description. My RUN block is two bytes only
ofcourse......
At polish Atari group I have note that is an error in Sparta. It has I/O
buffers in XMS (in banked mode only ofcourse) and badly switch $d301
register when it reads/writes data to disk. I think solution is own loader
or loading each block for example at $8000 and copying data to $4000.
--
Kuba Kosiec
mailto: lewis@atari.pl

## 183. ADV: Atari After Christmas Sale! Extended!

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-09 09:41:28 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0301090130210.4105-100000@shell1.aracnet.com>
Source record: 24246
Cross-posted to: comp.sys.atari.8bit,or.forsale,pdx.forsale,rec.games.video.marketplace

http://www.aracnet.com/~atari/catalogs.htm I've added more Games to my
8 Bit & ST Software Catalogs and I've updated all 8 of my Catalogs!

For those of you who missed out on my Christmas Sales! Now is the Time to
take advantage of my After Christmas Sale Discount! Now I'm offering a 20%
off the Top Discount on Games/Software, Hardware/Accessories & References/
Books for Classic Atari 8 Bit, Atari ST 16/32 Bit Computers & Jaguar Games
and Game Machines! And if your a Regular Customer, Reward yourself with
another 10% off the Top. A Whopping 30% Discount! Friends, take advantage
of this, because this is as Good as it Gets! A lot of the items on sale I
only have One, Two or a Few of! So act NOW While I got it! Got Questions?
E-Mail Atari@aracnet.com Today! Get the Catalogs while inventory Lasts!
Act Now,or I can't save you any Money! Goto http://BensCatalogs.Atari.org
Or goto my Domain at http://BenSells.Atari.org or Call Ben@(503)256-9974!
http://www.aracnet.com/~atari/specials.htm Holiday Specials Details!!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974!
If you don't Contact me Today, I can't save you any Money!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!
http://www.aracnet.com/~atari/free_cat.htm Get them while they're Hot!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/auctions.htm

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. My customers love the speedy service! I
also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 184. Re: Converting MPEGs for Atari 8-bit (was Re: AVI picture convertor (site update) [commodore 64])

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-09 10:36:20 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <avjjb6$hld$1@nets3.rz.RWTH-Aachen.DE>
Source record: 24247

Howdy Bill

> > Using a 40 x 50 pixels of playfield, plus all 4 players & all 4 missiles
> > (which would be 40 pixels in width, as well), interlacing it similarly
> > to how I did in Gem Drop, I can easily get the following colors
> > without using any DLI tricks:

Thanks for picking up on the idea. I really love it. But is 40x50 all we
can have? Can't we go higher? (heck 16MB should give us plenty of space)

CU Mathy van Nisselroy

PS if you need somebody to beta test anything on the Atari (or not very fast
windows PC)

PPS have I told you I have a USB webcam........

## 185. Re: Atari 800 expandability, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-09 10:41:28 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <avjjkr$i1q$1@nets3.rz.RWTH-Aachen.DE>
Source record: 24248

Howdy Bill, Leon, folks

> > How much ram can the Atari 800 be upgaded to? I read about a third
> > party 128k cartridge in Creative Computing, but according to the
> > article, it had to have a 16k catridge on each side of it. Is this
> > true, or can I install 3 of them for 384k? Is there a multitasking os
> > for Atari?

> The three memory slots in the 800 each correspond to a 16k block of
> address space. On the Atari 8-bits, most memory expansion beyond
> 64k is done by bank-switching the second 16k. Even if you could find two
> or three of those 128k cartridges, I don't think the computer would work
> with more than one.

Only one of the cartridges can be replaced with a bigger one. (well, maybe you can replace all three of them, but two of them will only use 16kB). The one you can replace is controlled by the address $CFFF. All 8 bits of it I guess. meaning 2 to the 8th power or 256 banks of 16kB for a total of 4MB maximum. But you'ld have to develope it yourself, sionce the max I've seen advertised way back when was 1MB. I'm not sure if that was Magna Systems or Canoe.

CU Mathy van Nisselroy

## 186. Re: sep. Antic access...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-09 10:57:47 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <avjkjc$j6b$1@nets3.rz.RWTH-Aachen.DE>
Source record: 24249

Howdy folks

> > I saw a gal/pal programmable replacement for Freddy somewhere on the
web.

What you saw was a replacement for the CO25953 or gate array or EMMU.
Freddy is something totally different.

It's on my stuff page. Tested by Christopher Lang (who also 'reverse
engineered' the code for the GAL) and Guus Assmann. U35 is an LS95B as I
had guessed, I told Chris, he tried it, it works.
http://www-users.rwth-aachen.de/mathy.van_nisselroy/stuff.htm#co25953

> Just a few GAL equations (except for that goddamn MHALT line - Mathy,
> where's that simplified GAL???)
>
> My conclusion is that it may work on XLs, but maybe HALT/MHALT timings
> would be the problem.

Ofcourse it will work. MHALT is just Modified Halt, which is a shifted HALT
signal. Check out my site to read more about it.

BTW I intend to prove that it can be done as soon as I kick the last bugs
out of my upgrade. Most of them have disappeared since I created a new Phi2
signal.

CU Mathy van Nisselroy

## 187. Looking for RAM Expansion Docs

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-09 11:20:20 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <avjltk$77j$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 24250

Hi,

could someone please give me a pointer towards technical descriptions of
the various RAM expansions that existed for the Atari 8 bits? I'm not
interested in really buying any hardware, but a functional description would
be great as I want to support them in my emulator (the atari++).

So long,
Thomas

## 188. Ethernet card and MP3 for C64 (me want for Atari)

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-09 11:27:58 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <avjmbv$ktf$1@nets3.rz.RWTH-Aachen.DE>
Source record: 24251

Howdy folks

Check out this site:
http://www.volny.cz/dundera/devices.html
They have among other things, an ethernet card (looks not too complicated)
and an MP3 player card for the C64. And Vanessa Dannenberg is working on an
MP3 cartridge too (the MP3 decoding is done by a chip on the cart. The
computer is only used to stream the data to the cart).

This should be possible for the Atari too.

CU Mathy van Nisselroy

## 189. Atari 1050 FDD question...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-09 11:29:51 UTC
From: misterbumpy@wmconnect.com
Message-ID: <20030109062951.18825.00000352@mb-mt.wmconnect.com>
Source record: 24178

Years ago I had several 8-bit Atari systems around the apartment and loved them all. Sadly, I had to move and needed space, so I gave away all of my old Ataris, Macs, software, etc. :^(

I had four 1050 drives in my possession and although this might sound silly, I must ask... what exactly is a "happy drive" and how can you tell if the drive is happy-enhanced or not?

I realize it's too late now but was thinking of grabbing another 800XL next chance I got and needed to know for curiousity purposes.

Thanks!

## 190. Re: Looking for RAM Expansion Docs

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-09 11:41:48 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <avjn5t$lnb$1@nets3.rz.RWTH-Aachen.DE>
Source record: 24252

Howdy Thomas

> could someone please give me a pointer towards technical descriptions of
> the various RAM expansions that existed for the Atari 8 bits? I'm not
> interested in really buying any hardware, but a functional description
would
> be great as I want to support them in my emulator (the atari++).

Try my upgrade. A schematic and a far from finished description is
available at:
http://www.holyoak.com/atari/8bitcomp.html
An article can be found at
http://www.myatari.net/issues/may2001/memory.htm

I recently added a 74LS74 to create a new Phi2 signal (Mexican CPU's are
notorious for their bad Phi2 signals), but that doesn't concern you if you
only want to support memory upgrades in your emulator.

Most important info:
If both PB4 and PB5 are high, the computer works like it always does. (no
RAMdisk access)
If either PB4 or PB5 or both go low, the status of BASIC, SELFTEST, OS
RAM/ROM and Missile Command can no longer be changed untill both are high
again.
All bits of $D301 are used, 4 and 5 only for CPU and ANTIC access (separate
ANTIC and CPU access is still possible) all other bits (0, 1, 2, 3, 6, 7)
are used to control which bank of memory is being accessed.

I plan to try and find a 4MB or 16 MB 30 pin SIMM in the (near?) future and
add hardware to support this. The extra bits I'll need for this will be at
$D305. I'm probably gonna use bits 2, 3, 6 and 7 of this address (to
prevent problems with software that doesn't access $D301 but an other
address that is a multiple of 4 higher.)

CU Mathy van Nisselroy

# 191. Re: Converting MPEGs for Atari 8-bit (was Re: AVI picture convertor (site update) [commodore 64])

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-09 16:32:09 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <c88r1vgvuvs0h3jive7db1c3atfvik6k9b@4ax.com>
Source record: 24253

On Wed, 08 Jan 2003 22:11:44 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>William Kendrick <bill@newbreedsoftware.com> wrote:
>>
>> Using a 40 x 50 pixels of playfield, plus all 4 players & all 4 missiles
>> (which would be 40 pixels in width, as well), interlacing it similarly
>> to how I did in Gem Drop, I can easily get the following colors
>> without using any DLI tricks:
>
>Thinking about it some more, if I (or someone) could come up with a REALLY
>clever way to determine the best palette of 15 colors (ones that can be
>created by mixing the other 5 colors), each frame of the image could have
>its own palette (adding only 5 extra bytes to the frame), which would allow
>for some VERY nice interpretations of things like fades in and out,
>and broad shots of single colors (like a picture of an ocean or field).
>
>The 15 RGB-based colors I picked really look CGA. :^)
>(Or C=64-ish, I suppose, too ;^) )
>
>-bill!

Are you sure you don't want to use interlacing? Oh, wait, I just noticed you said you're using it...

Frankly, my suggestion would be to trick the eye... use something a la ColrView but instead of decoding R, G and B images out of the original, let's say you take R from a given field, then G from the next, then B from the next, etc. Or... have a frame start from the top line being R, next line G, next B, then the next frame changes to G, B, R, then the next to B, R, G, then back to R, G, B. Given that mostly there are no big differences between a line an the next, it could work. Or instead of alternating R, G, B use alternating chroma, luma lines (isn't there some graphics program that does right that for 256 colors?), next frame switches to luma, chroma, then the next again is chroma, luma, etc. If you use this last approach, the luma lines only have to take the grey level (calculated from the R, G, B levels) and the chroma lines only the closest color from the Atari's 15 (16 if you count black)...

Those ~3-5MB Star Trek MPEG promos (20-30 secs each) would be ideal for testing purposes...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru

```
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying
```

## 192. Re: Sparta problem: loading to XMS

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-09 18:53:38 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v1rh9jbch7oj76@corp.supernews.com>
Source record: 24254

I'm still not understanding very well.
XMS? Extended memory I guess.
If you seem to be saying SpX uses banked memory
at $4000-$7FFF for an I/O buffer, have no idea.
SpX will work on a 64k machine, or even a 48k machine,
so it can't be using extended memory for basic functions
like SIO and CIOV.
Well, nobody else is answering, so good luck and maybe
you'll get your answers.
Russg

## 193. Re: Atari 800 expandability, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-09 20:39:11 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <P5lT9.1890$Qr4.177080@newsread1.prod.itd.earthlink.net>
Source record: 24255

The highest I ever heard about that was described and also built to validate functionality was the 1088K Atari 800, and no, you could not add more than one expanded memory card and have access to the cumulative total memory. There is control circuitry on the expanded board designed to operate in only a specific slot.

Yes. sort of... Tom Hunt wrote a couple of MTOS utilities; check his Closer To Home site.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Leon Howell" <leonhowell@hotmail.com> wrote in message
> How much ram can the Atari 800 be upgaded to? I read about a third
> party 128k cartridge in Creative Computing, but according to the
> article, it had to have a 16k catridge on each side of it. Is this
> true, or can I install 3 of them for 384k? Is there a multitasking os
> for Atari?
>

## 194. Re: 810 Drive floppy sensor

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-09 21:11:36 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <cAIT9.1926$Qr4.179846@newsread1.prod.itd.earthlink.net>
Source record: 24256

It has to be Compute! as I checked the Analog Index of Articles with no success. IIRC it was specific to the 810 and did not include diagrams and was not totally well written.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"RoyE" <r-dean@charter.net> wrote in message
> Hi,
> I was finally able to find several references on Google groups, but most
of
> them dealt with the 1050 mod. Several references to a zmag issue, I will
> try to find my zmag files on the Pooldisk II. The file by Spark on Ron's
> site is a very good article about doing this mod on the 1050. Thanks for
> the help, I will also reread the Happy manual there may be something there
> that I have over looked.
> RoyE
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> I will need to dig it out; it was in an early '82-83 Compute! or Analog.
> >

## 195. Holme's CDs for sale, here is the address

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-09 21:50:04 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <3e1dec0d$1_2@news.teranews.com>
Source record: 24259

I just received Holme's CDs today... there was three of them.

It is quite a collection, there appears to be quite a bit of stuff on them that I myself never saw on the website. It is certainly a fine collection.

I think I can get these out to anyone that wants one for about $15 without losing my shirt. I promise I am not making any money off of this, anyone that thinks I am getting rich off of this is an idiot. This covers the cost of the CDs, shipping & handling, packaging, the making of the CDs, the cost to put it on ebay (yes, I did that too... some people may be more comfortable doing it that way and it may make payment easier for some [ebay verification for me was $5, then there is what I have to pay to have it posted), and whatever else pops up. (I just lost my job today folks, so I think I will have more time than usual to make the CDs) I only hope I don't end up losing money because of this, I will let you know if what I have to pay ends up being different than what I am asking, and make adjustments accordingly.

To get the CDs, send $15 to:

Steve S.
PO Box 70141
Las Vegas, NV 89170

or go to the ebay auction and make a payment there:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2087785348

The web site says that you will pay for shipping, but that is not so. If you are located in the United States, I will worry about shipping. I only left that option open in case I get someone from out of the country and the costs for shipping add up to more.

Personal checks will have to wait until clearance.

## 196. Re: 220/110V

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-09 22:58:23 UTC
From: Michael Toelle <mwtoelle@MAPSON.edge.net>
Message-ID: <v2tr1v0v8ovv0asck8934q142nisspqhcq@4ax.com>
Source record: 24257

On 8 Jan 2003 04:52:50 -0800, lbaeza@usa.net (Luis Baeza) wrote:

I ran a U.S. spec Atari 1040 ST, SC1124 Monitor, SF314 Disk Drive, and
a Star NX-1000 Printer on a 300 Watt Transformer while I was stationed
in Germany without any trouble. You might consider taking a display
over there and use it exclusively for the 8-bit. HTH.

'Til next time,

Mike Toelle

>I've been talking with a friend and he told me that 100 WATT would be
>enough for my purpose. I have some options, going from 50 to 2000 WATT,
>but I was not sure which one would be suitable for me.
>
>Anyone disagrees?

## 197. Another newbie question.....

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-09 23:11:02 UTC
From: Vader <replyto@newsgroup.please>
Message-ID: <3E1E0185.6000206@newsgroup.please>
Source record: 24258

Hi all,

Thanx for the help in jogging my memory concerning the DOS menu! I remember cataloging my programs using this menu, and keeping a separate list of what program was on what disk. What I cannot remember is HOW I executed each one from this menu, or even if I had to do it another way. Thanks for indulging some VERY basic (no pun intended) and silly questions....:-)

--
Vader

"Impressive. Most impressive."

## 198. Re: Building a new ATARI computer ...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-09 23:37:23 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <avqd63$ikhnl$1@ID-174234.news.dfncis.de>
Source record: 24291

richard cortese wrote:

> "Zothen Runecaster" <zothen@my-deja.com> wrote in message
> news:fcd76a9e.0301041410.d2e2983@posting.google.com...
>> The Apple , Commdore 64,Sinclair users got or will get their 65816
>> based systems.
>
> I believe we have had two; FTE and Dataque.
>>
>> I think , there should be a new ATARI XL/XE system , too.
>>
>> Based on a 65816 , must be compatible to old ATARI 800 XL/XE software.
>
> So we replace a ~25 year old processor with a ~20 year old processor?
>
> Much as I like the 8 bits, they followed a bad business model. Some of the
> concepts like difficult or no upgrade path just died due to technical
> Darwinism: i.e. You stick a 65816 in an Atari today, what are you going to
> put in it in 10 years?
>
> Going to be hard to compete on hardware prices with ~slave labor being
> used to produce IBM type hardware.
>
> What's the "Killer app"? In 1979 it was Star Raiders. Even if you come up
> with a must have app, what is going to keep people from writing the same
> app for everything from Linux to Windows?
>
> Understand that I do believe there will be new technologies that come out
> and are sucessful. The whole cell phone market with LCD color displays is
> a good example of a new computer with a killer app.

I've read that the C-One should be "upgradable" with interface cards to be
an ATARI 2600 Compatible or ZX81 Compatible, maybe the ATARI Community can
join this project to make a ATARI 8Bit Compatible.

This was already shown at the Amiga & Retro Fair a few days ago
http://c64upgra.de/c-one/

German Newsticker
http://www.heise.de/newsticker/result.xhtml?url=/newsticker/data/anw-08.12.02-003/default.
shtml&words=Amiga

Carsten Strotmann

## 199. Re: Atari 800 expandability, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-10 03:15:46 UTC
From: leonhowell@hotmail.com
Message-ID: <16c591c4.0301091915.10e2aa73@posting.google.com>
Source record: 24260

What about the Atari XE-130? How much ram can it have?

What about the Diamond graphical operating system? Will it work with non-Diamond apps?

## 200. Re: Holme's CDs for sale, here is the address

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-10 04:39:49 UTC
From: Aaron <holmesatari@hotmail.com>
Message-ID: <wbsT9.6183$j94.1204422@news02.tsnz.net>
Source record: 24261

Steve,
I'd appreciate you not using the name 'Holmes' on your ebay auctions.
If you can change it, that'll be great. It's not really needed to sell the
CD's. I dont mind you using Holmes to describe them here in the newsgroups
or on your own website, but Ebay are very picking about CDr's being sold on
ebay, and I dont really want to be associated with the practice.

Thanks. Glad the CD's turned up finally. Sorry to hear about your job
hope something comes up.

Aaron

"Steve S" <j70141@hotmail.com> wrote in message
news:3e1dec0d$1_2@news.teranews.com...
> I just received Holme's CDs today... there was three of them.
>
> It is quite a collection, there appears to be quite a bit of stuff on them
> that I myself never saw on the website. It is certainly a fine
collection.
>
> I think I can get these out to anyone that wants one for about $15 without
> losing my shirt. I promise I am not making any money off of this, anyone
> that thinks I am getting rich off of this is an idiot. This covers the
cost
> of the CDs, shipping & handling, packaging, the making of the CDs, the
cost
> to put it on ebay (yes, I did that too... some people may be more
> comfortable doing it that way and it may make payment easier for some
[ebay
> verification for me was $5, then there is what I have to pay to have it
> posted), and whatever else pops up. (I just lost my job today folks, so I
> think I will have more time than usual to make the CDs) I only hope I
don't
> end up losing money because of this, I will let you know if what I have to
> pay ends up being different than what I am asking, and make adjustments
> accordingly.
>
> To get the CDs, send $15 to:
>
> Steve S.
> PO Box 70141
> Las Vegas, NV 89170
>
> or go to the ebay auction and make a payment there:
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2087785348

>
>
> The web site says that you will pay for shipping, but that is not so. If
> you are located in the United States, I will worry about shipping. I only
> left that option open in case I get someone from out of the country and
the
> costs for shipping add up to more.
>
> Personal checks will have to wait until clearance.
>
>

## 201. Re: Holme's CDs for sale, here is the address

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-10 04:54:29 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <3e1e4f88$1_7@news.teranews.com>
Source record: 24262

My sincerest apologies, it did not occur to me (I've been a bit stressed today) to keep your name out. I went to change it immediately, however I think ebay takes out the link to make the change once somebody makes a bid. It will allow me to ADD to the description, but not much more. I will not make the mistake again.

About my job, I appreciate your concern.

"Aaron" <holmesatari@hotmail.com> wrote in message news:wbsT9.6183$j94.1204422@news02.tsnz.net...
> Steve,
> I'd appreciate you not using the name 'Holmes' on your ebay auctions.
> If you can change it, that'll be great. It's not really needed to sell the
> CD's. I dont mind you using Holmes to describe them here in the newsgroups
> or on your own website, but Ebay are very picking about CDr's being sold on
> ebay, and I dont really want to be associated with the practice.
>
> Thanks. Glad the CD's turned up finally. Sorry to hear about your job
> hope something comes up.
>
> Aaron
>
> "Steve S" <j70141@hotmail.com> wrote in message
> news:3e1dec0d$1_2@news.teranews.com...
> > I just received Holme's CDs today... there was three of them.
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> > It is quite a collection, there appears to be quite a bit of stuff on them
> > that I myself never saw on the website. It is certainly a fine
> collection.
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> > I think I can get these out to anyone that wants one for about $15 without
> > losing my shirt. I promise I am not making any money off of this, anyone
> > that thinks I am getting rich off of this is an idiot. This covers the
> cost
> > of the CDs, shipping & handling, packaging, the making of the CDs, the
> cost
> > to put it on ebay (yes, I did that too... some people may be more
> > comfortable doing it that way and it may make payment easier for some
> [ebay

> > verification for me was $5, then there is what I have to pay to have it
> > posted), and whatever else pops up. (I just lost my job today folks, so
I
> > think I will have more time than usual to make the CDs) I only hope I
> don't
> > end up losing money because of this, I will let you know if what I have
to
> > pay ends up being different than what I am asking, and make adjustments
> > accordingly.
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> > To get the CDs, send $15 to:
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> > Steve S.
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> > Las Vegas, NV 89170
> >
> > or go to the ebay auction and make a payment there:
> > http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2087785348
> >
> >
> > The web site says that you will pay for shipping, but that is not so.
If
> > you are located in the United States, I will worry about shipping. I
only
> > left that option open in case I get someone from out of the country and
> the
> > costs for shipping add up to more.
> >
> > Personal checks will have to wait until clearance.
> >
> >
>
>

## 202. Re: Sparta problem: loading to XMS

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-10 08:44:46 UTC
From: Kuba Kosiec <lewis@atari.pl>
Message-ID: <avm16m$qud$1@news.tpi.pl>
Source record: 24263

> I'm still not understanding very well.
> XMS? Extended memory I guess.
Yes.

> If you seem to be saying SpX uses banked memory
> at $4000-$7FFF for an I/O buffer, have no idea.
> SpX will work on a 64k machine, or even a 48k machine,
> so it can't be using extended memory for basic functions
> like SIO and CIOV.
Now I don't understand you.... ;)
I mean that it works at nonextended Atari (I know, I know - Memlo is to
high, but it is only example).
But if you put 'use banked' in config.sys in one of the memory banks Sparta
has its buffers and some procedures. In load process it badly switching this
bank.
Example (Sparta bank is $8f for example):
1. You set bank to $ef.
2. Sparta switch $d301 to $8f starts to load your block to its buffer (in
$8f).
3. Now should be:
lda #$8f
sta $d301
lda buffer+n
ldx #$ef
stx $d301
sta $4000+n ;in your bank
but it dont switch back to $ef bank.
OR
it not switch to $8f bank to take proper byte from buffer.

> Well, nobody else is answering, so good luck and maybe
> you'll get your answers.
Thanks!
--
Kuba Kosiec
mailto: lewis@atari.pl

## 203. Re: Converting MPEGs for Atari 8-bit (was Re: AVI picture convertor (site update) [commodore 64])

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-10 10:34:48 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <avm7kc$80m$1@nets3.rz.RWTH-Aachen.DE>
Source record: 24264

Howdy Marco, Bill

> Frankly, my suggestion would be to trick the eye... use something a la
ColrView

Why not use HIP or RIP? Or whatever Numen (the demo) is using.

CU Mathy van Nisselroy

## 204. Re: Converting MPEGs for Atari 8-bit (was Re: AVI picture convertor (site update) [commodore 64])

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-10 10:36:50 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <avm7o4$84p$1@nets3.rz.RWTH-Aachen.DE>
Source record: 24265

Howdy folks

Josef Soucek has also worked on real time video on the C64.
Sourcecode is available from www.volny.cz/dundera/anim_ply.zip

CU Mathy van Nisselroy

## 205. Re: Sparta problem: loading to XMS

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-10 14:42:38 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v1tn047tvufp62@corp.supernews.com>
Source record: 24266

OK. SpX does use memory at $4000-$7FFF, and
you're saying it messes up your efforts to also use
banked memory. I have SpX, but rarely use it, its'
high speed disk I/O messes up my disks.
Your example, 8f in d301, is banking RAM under
the OS (C000-FFFF). I've never understood this.
A 8f in d301 banks c000-ffff to 4000-7fff. There is
a way to use the C000 memory under the OS on
XL/XE machines. I don't remember the controling
mem location, all Sparta type DOS use this memory.

If SpX is messing you up with your efforts to use
extended memory, maybe use a different Sparta,
like 3.2G?
I don't think if I shut up, somebody who understands
this will be more likely to respond.
Regards,
Russg

## 206. Atari 8-bit eBay auctions - about to close

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-10 18:54:38 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1042224848.54464.0@dyke.uk.clara.net>
Source record: 24267

Hello All,

I have some Atari 8-bit eBay auctions which are to close tomorrow for: set
of European (multi-language) Atari 1050 manuals (includes the DOS 3 manual),
Hi-Res magazine Vol 1 Issue 4, manual for the SCRAM nuclear power plant
game, Atari CX77 touch tablet (boxed), Atari Macro Assembler disk. They
expire tomorrow, so if you want to bid, you'll need to be fast! The link is
below (this
will split on to two lines, so please copy both lines into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangar
raghty

Dean Garraghty

## 207. Re: FTP server

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-10 21:12:16 UTC
From: dnsdebro@netzero.net
Message-ID: <adf9eca9.0301101312.6f8f5189@posting.google.com>
Source record: 24268

> I see a lot of people connecting that's GOOD!
>
> I like to ask the people that download please upload also please... this
> will make it even better for others...

I just wanted to say a little something about the disk images I upload (Dennis disks)...

They are mostly typed in programs from COMPUTE!, Antic, and A.N.A.L.O.G. The typed in games from A.N.A.L.O.G. start from Dec. 89 (I think, it's the issue with Dungeonlords) and go up until the magazine was canceled :( I didn't have an Action! cartridge at the time so if the type in was for Action! I didn't have it.

Also on those disks are 3 games written by me a while ago in AtariBASIC. Mow Down was accepted to be published in A.N.A.L.O.G but the magazine closed shop before it appeared. Nuclear Reactor appeared in Antic right before the last issue. It's basically Mow Down with small changes. The other one is Bust Out which was my bad attempt at doing Arkanoid in AtariBASIC.

Anyway, I didn't add any documentation when I uploaded the disks so I thought I'd mention it.

I'll see if I can go through my other disks later. I also have typed in programs from A.N.A.L.O.G that weren't game programs. One that I know of is Basic to Binary which converts your AtariBASIC programs to binary.

Take care,
Dennis

## 208. Re: Sparta problem: loading to XMS

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-10 22:02:45 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0301101402.4d2e1bf0@posting.google.com>
Source record: 24269

"Kuba Kosiec" <lewis@atari.pl> wrote in message news:<avbdto$a61$1@news.tpi.pl>...
> How to load data to extra memory under SpartaDOS X?
>
> If I use batch file like that:
>
> poke $d301 $ef
> load bank1.dat
> poke $d301 $eb
> load bank2.dat
> poke $d301 $ff
> program.com
>
> everything works OK
> After linking it to file with this structure:
> d301-d301 -> here $ef
> 4000-7ffff -> bank1.dat
> d301-d301 -> here $eb
> 4000-7ffff ->bank2.dat
> d301-d301 -> here $ff
> 2000-3000 -> program.com
> 2e0-2e2 ->run at $2000
> computer hangs up.
> SpartaDOS works in banked mode. I think this is problem, that at loading
> bank1.dat and bank2.dat $d301 register is changed by system to $ff or number
> of bank used by Sparta (additional: how to check what bank Sparta uses?) and
> files are loaded to main RAM, not to extra.
> Help me: how do this? TIA!

I'm surprised no users of the 'worlds most powerful DOS
for Atari 8 bit computers' has not jumped with some
definative answers yet. Perhaps it really isn't or
perhaps those who quote the above often haven't looked
under the hood enough to comment.

I have SDX but don't like it nor use it. But in my
snooping around, I found that the boot up extended ram
test to be always destructive to any pre-existing data
in the banks - which may be one part of your problem.

The other part may be that even though you can
configure SDX to _not_ use extended ram, it does anyway
for at least one bank. IIRC that would be bank EF and
the code which resides there can not be disturbed or
SDX will crash. IIRC the whole bank is not involed
just the first few 256 byte blocks - maybe four or five

in total. The rest of the extended memory is yours to mess with as you desire IF you have SDX set up to not use extended memory or a ramdisk of anykind.

I used Bug/65 to do my snooping around and directly changed the banks to preload data and then do cold/warm start functions and then look again to see what was going on inside the extended memory banks. But that was many years ago and my memory has rightfully and perhaps correctly been challenged before. IIRC, I had a descrepancy in the total free sectors of my one meg Newell ramdisk and I was attempting to find out where the missing sectors went. If you can figure out a way to set up your application with the above in mind, it should then work - but you should verify the above if at all possible before making the changes to your code. I'd hate to see you do all that work and then have me found to be full of faulty memories once again! If Russ is ramblin' Russ, then I must slightly senile .... :)

## 209. Re: FTP server

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-10 22:10:16 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e1f44e1$0$49112$e4fe514c@news.xs4all.nl>
Source record: 24270

Thanx for the info....

I will add this text to the download....

TXG/MNX

"DEBRO" <dnsdebro@netzero.net> wrote in message
news:adf9eca9.0301101312.6f8f5189@posting.google.com...
> > I see a lot of people connecting that's GOOD!
> >
> > I like to ask the people that download please upload also please... this
> > will make it even better for others...
>
> I just wanted to say a little something about the disk images I upload
> (Dennis disks)...
>
> They are mostly typed in programs from COMPUTE!, Antic, and
> A.N.A.L.O.G. The typed in games from A.N.A.L.O.G. start from Dec. 89
> (I think, it's the issue with Dungeonlords) and go up until the
> magazine was canceled :( I didn't have an Action! cartridge at the
> time so if the type in was for Action! I didn't have it.
>
> Also on those disks are 3 games written by me a while ago in
> AtariBASIC. Mow Down was accepted to be published in A.N.A.L.O.G but
> the magazine closed shop before it appeared. Nuclear Reactor appeared
> in Antic right before the last issue. It's basically Mow Down with
> small changes. The other one is Bust Out which was my bad attempt at
> doing Arkanoid in AtariBASIC.
>
> Anyway, I didn't add any documentation when I uploaded the disks so I
> thought I'd mention it.
>
> I'll see if I can go through my other disks later. I also have typed
> in programs from A.N.A.L.O.G that weren't game programs. One that I
> know of is Basic to Binary which converts your AtariBASIC programs to
> binary.
>
> Take care,
> Dennis

## 210. Re: 810 Drive floppy sensor

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-10 22:40:13 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <hZHT9.3472$Dq.348651@newsread2.prod.itd.earthlink.net>
Source record: 24271

I looked thru a *lot* of Compute!s and Analogs and a few Antics without
locating that article yet and am starting to doubt the little grey cells.
Anyone remember where it was? I can visualize it as beginning on the right
had page and continuing to the back side, only 2 pages.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Ron Hamilton" <oldatarian@atariland.com> wrote in message
> It has to be Compute! as I checked the Analog Index of Articles with no
> success. IIRC it was specific to the 810 and did not include diagrams and
> was not totally well written.
>
> --
> Ron

## 211. New 'budget' Atari 8-bit CD-ROM from DGS

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-10 23:28:30 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1042241349.62311.0@iris.uk.clara.net>
Source record: 24272

Hello All,

I am hoping to release a new 'budget' PC CD-ROM containing just the Power Per Post Atari 8-bit products. This will be in similar style to the 2 other CDs I've released, but it will only contain the PPP products. As usual, you will get the full commercial (and fully licensed) versions of the software in both DCM and ATR format, along with full manuals in PDF format. The CD will contain:

* Quick Programming language V2.2 (latest version) and V2.1 (for compatibility with older QUICK sources)
* Quick Support Disks 1 and 2
* SAM (Screen Aided Management) V1.25i (80-col desktop system, similar to GEM - no additional hardware needed)
* SAM Budget (spreadsheet)
* SAM Designer (DTP/designer package with circuit diagram creation facilities - very powerful)
* SAM Utility Extensions (conversion between SAM and non-SAM formats)
* Rubber Ball (game)
* Glaggs It! (game)
* Bombi (game)
* Mine Sweeper (game)
* QuickEd (Character set editor for mouse, joystick and touch tablet)

As usual, because of license restrictions, this CD-ROM will not be available to anyone in a German-speaking country.

The price of this new CD will be US$9.99 which will include airmail shipping to any country.

The 2 other CDs containing a wider range of software will still be available.

At this stage I need people to e-mail me with an interest in this new CD. I am likely to go ahead and do the work for it and release it, but I still need to know how many are likely to be sold. Please e-mail me (don't post back to the group because I only read the newsgroup every couple of days) if you would be interested in one of these new CD-ROMs. Payments will be available by credit card by PayPal as usual. E-mail: dgs@clara.net

Dean Garraghty

## 212. Atari 1050 upgrades

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-10 23:37:50 UTC
From: Shakey <berkscop@ptdprolog.net>
Message-ID: <iPIT9.794$Z5.687762@nnrp1.ptd.net>
Source record: 24273

Hello fellow Atarians,

I was looking for schematics/parts/information on the different upgrades one can do to a 1050 drive. I found some info on the net, however, I would like to build the upgrades on my own and cannot find anything as far as schematics,parts lists etc. Any help would be appreciated.
All the Best
Jeff

## 213. Re: 810 Drive floppy sensor

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-11 02:41:07 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <v1v122a08oso70@corp.supernews.com>
Source record: 24274

Hi,
I haven't had any luck locating this information either. So I will probably disassemble the drive and check traces to find any connection points for a switch. I might also set a switch on the front of the drive to change disk ID instead of turning this heavy tank around each time I want to set it as a secondary drive. I really hate to use this a my primary drive but sometimes my 1050 will not boot a disk when this one will boot nearly any single density disk thrown at it, no matter how old and dirty the diskette. 15 years of damp and humid condition where these old disk were stored has really done a disservice to the magnetic media enclose in the sleeve. Constant cleaning of the drive head helps a lot. The website for the Ape software under diskette information is very informative information about the care and cleaning of older diskettes.

Thanks for the efforts
RoyE

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:hZHT9.3472$Dq.348651@newsread2.prod.itd.earthlink.net...
> I looked thru a *lot* of Compute!s and Analogs and a few Antics without
> locating that article yet and am starting to doubt the little grey cells.
> Anyone remember where it was? I can visualize it as beginning on the right
> had page and continuing to the back side, only 2 pages.
>
> --
> Ron
>
>SNIP
>
>
>

## 214. Re: Atari 800 expandability, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-11 02:49:26 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030110214926.02291.00000147@mb-mh.aol.com>
Source record: 24181

I have an 800 with 512K in it.

I have a 130XE with 1 Meg. Newell upgrades for the 130XE and 800XL went to 4 Meg. I've never heard of a 6502 "stock" Atari beyond 4 Meg. There was an Atari compatible that supposedly could go to 16 Meg with its 65816. I've seen/touched the compatible, but don't know how much memory it actually had. Larry

## 215. Re: 810 Drive floppy sensor

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-11 03:10:22 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030110221022.02291.00000148@mb-mh.aol.com>
Source record: 24182

> I would like to remember how to install a switch on my new 810 disk drive to write protect or to enable writing to the back side of an unnotched floppy. <

Try-
ANALOG JUL 86 p9 Schelb, Steve
"The 810 Flip Switch"
Hardware mod to the 810 Atari drive to
permit it to write to the back side of
a double sided diskette without having
to punch a write hole in it. (DISK)

IIRC, this guy used a square switch instead of round. Round would have been a lot easier to install since you could drill the hole.
Larry

## 216. Re: Another newbie question.....

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-11 03:18:08 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Q1MT9.3808$Dq.387413@newsread2.prod.itd.earthlink.net>
Source record: 24275

Not 100% certain I understand the question... At the DOS menu, it is just a matter of entering the letter representing your choice (followed by <Return> for Atari version 2.0S) and answering the prompts. Default for files assumes that the "D1:" device precedes the name and requires "D2:FILENAME.EXT" etc. for others; standard "*" and "?" wildcards for groups of files; "C"opy is for two devices (E:, P:, D2: etc.) or file on same disk with different name; "O"Duplicate puts files on another disk using the same names with a single drive. There is a DOS manual on the Atari Tips & Tricks site.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Vader" <replyto@newsgroup.please> wrote in message
> Hi all,
>
> Thanx for the help in jogging my memory concerning the DOS menu! I
> remember cataloging my programs using this menu, and keeping a separate
> list of what program was on what disk. What I cannot remember is HOW I
> executed each one from this menu, or even if I had to do it another way.
> Thanks for indulging some VERY basic (no pun intended) and silly
> questions....:-)
> --
> Vader
>

## 217. Re: 810 Drive floppy sensor

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-11 03:31:38 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <ueMT9.3818$Dq.389306@newsread2.prod.itd.earthlink.net>
Source record: 24276

The info does exist; I think I have seen it at least twice in the last 20 years. It was very similar to the 1050 mod with the patches made at a 4-pin connector over on the left side. I simply do not know what goes to where.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"RoyE" <r-dean@charter.net> wrote in message
> Hi,
> I haven't had any luck locating this information either. So I will
probably
> disassemble the drive and check traces to find any connection points for a
> switch. I might also set a switch on the front of the drive to change
disk
> ID instead of turning this heavy tank around each time I want to set it as
a
> secondary drive. I really hate to use this a my primary drive but
sometimes
> my 1050 will not boot a disk when this one will boot nearly any single
> density disk thrown at it, no matter how old and dirty the diskette. 15
> years of damp and humid condition where these old disk were stored has
> really done a disservice to the magnetic media enclose in the sleeve.
> Constant cleaning of the drive head helps a lot. The website for the Ape
> software under diskette information is very informative information about
> the care and cleaning of older diskettes.
>
> Thanks for the efforts
> RoyE
>

## 218. Re: Holme's CDs for sale, here is the address

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-11 05:19:25 UTC
From: Kenneth Heffington <kheffington@pacbell.net>
Message-ID: <wPNT9.261202$vi4.35360@post-02.news.easynews.com>
Source record: 24277

```
"Steve S" <j70141@hotmail.com> wrote in message
news:3e1dec0d$1_2@news.teranews.com...
> I just received Holme's CDs today... there was three of them.
>
> It is quite a collection, there appears to be quite a bit of stuff on them
> that I myself never saw on the website. It is certainly a fine
collection.
>
> I think I can get these out to anyone that wants one for about $15 without
> losing my shirt. I promise I am not making any money off of this, anyone
> that thinks I am getting rich off of this is an idiot. This covers the
cost
> of the CDs, shipping & handling, packaging, the making of the CDs, the
cost
> to put it on ebay (yes, I did that too... some people may be more
> comfortable doing it that way and it may make payment easier for some
[ebay
> verification for me was $5, then there is what I have to pay to have it
> posted), and whatever else pops up. (I just lost my job today folks, so I
> think I will have more time than usual to make the CDs) I only hope I
don't
> end up losing money because of this, I will let you know if what I have to
> pay ends up being different than what I am asking, and make adjustments
> accordingly.
>
> To get the CDs, send $15 to:
>
> Steve S.
> PO Box 70141
> Las Vegas, NV 89170
>
> or go to the ebay auction and make a payment there:
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2087785348
>
>
> The web site says that you will pay for shipping, but that is not so. If
> you are located in the United States, I will worry about shipping. I only
> left that option open in case I get someone from out of the country and
the
> costs for shipping add up to more.
>
> Personal checks will have to wait until clearance.
```

Putting this on ebay is not wise. You should not be auctioning off this stuff.

## 219. Re: Another newbie question.....

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-11 05:30:22 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <v1vave5ijsi04d@corp.supernews.com>
Source record: 24278

Hi,
In order to print the directory of the disk contents to the printer the dos
command looks like the following. Press 'C' to envoke the copy command:
at the prompt then type in the following information for menu responce:
This will get a listing of program files printed to hard copy on printer
D1:*.*,P:
This will get a listing of program files printed to the screen
D1:*.*,E:
or with some DOS's not sure about all of them
D1:*.*,S:
SPARTA DOS and compatible Dos's
DIR *.* P:
DIR *.* E:
SPARTDOS also has a TREE command that will read the subdirectory files. But
I am not sure how to redirect this command to catalogue the disk contents to
printer.

Good Luck
RoyE

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:Q1MT9.3808$Dq.387413@newsread2.prod.itd.earthlink.net...
> Not 100% certain I understand the question... At the DOS menu, it is just
a
> matter of entering the letter representing your choice (followed by
<Return>
> for Atari version 2.0S) and answering the prompts. Default for files
assumes
> that the "D1:" device precedes the name and requires "D2:FILENAME.EXT"
etc.
> for others; standard "*" and "?" wildcards for groups of files; "C"opy is
> for two devices (E:, P:, D2: etc.) or file on same disk with different
name;
> "O"Duplicate puts files on another disk using the same names with a single
> drive. There is a DOS manual on the Atari Tips & Tricks site.
>
> --
> Ron

> SNIP > Thanks for indulging some VERY basic (no pun intended) and silly
> > questions....:-)
> > --
> > Vader
> >
>

>

## 220. Re: Atari 1050 upgrades

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-11 05:59:39 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <v1vcmbla1evp83@corp.supernews.com>
Source record: 24279

Hi,
The following information about fixing a Write protection switch and Drive ID switch might be more basic that what you have in mind.

1050 WRITE PROTECT SWITCH
==========
by Dan Knauf

(This article originally appeared in the December 1990 issue of the Puget Sound Atari News magazine.)

First the disclaimer. Neither I nor S*P*A*C*E assumes any liability for any damage caused by performing this upgrade. I have been using a drive with this modification in it for about 3 weeks with no problems. However, if you decide to do this project you do so at your own risk. Now that we have that out of the way...

I decided to install a write protect switch in my only un-Happy 1050. I had a couple of public domain text files describing how to install such a switch. One of them required using a circuit board and an IC chip along with numerous other parts. The other one required a DPDT switch and an LED. While this one required cutting or splicing into four wires on the drive, it was more to my 'lazy-man' liking.

I proceded to install this version - getting fancy and making a 6-connector plug so I could still remove the mechanism from the drive if I needed to later. When I was all done, I fired up the drive to test it out. Every thing worked just fine. I had three write protection modes - ALWAYS write, NEVER write, and NORMAL (use-the-disk-notch) mode. However, the LED only lit up when the switch was in the ALWAYS mode. I am used to my Happy drives that let me know whether I can write to whatever disk is in the drive by having this LED on if I can write and off if I can't. I wanted this drive to work the same way.

I decided to LOOK at the directions I had FOLLOWED and see if there was a way to make the LED work the way I wanted it to. The first thing I noticed was that I had had to splice into one wire and cut one wire more than was necessary. This added up to one whole side of the DPDT switch. Figuring out how to make the LED do what I wanted took some further digging though. I hauled out my trusty 1050 field service manual and discovered that pin 36 of the floppy disk controller was where the write protect signal ended up. Hmmm..... I wonder..... I think I'll try it.

Now that I have taken up some space to make the editor happy, here's how I installed my write protect switch and an LED that works right.

Parts: 1 - SPDT center-off switch.
1 - 1k resistor (brown, black, red).
1 - LED (I used a yellow one to match my Happy's)
A little wire.

(Sorry, no Radio Shack stock numbers - I had all of these parts just laying around my house!)

WARNING: There is nothing dangerous or risky about the write protect switch if it is installed according to these directions. It is, however, possible that installing the LED as directed here could cause the disk drive be unable to write to a disk. The LED uses the power from the write protect pin of the floppy disk controller. The power at this pin is what tells the controller that it is ok to write to the disk. If your 1050 has a weak power supply it is possible that the LED will draw enough juice from the pin to make the controller think it isn't supposed to write to the disk. I don't think this is too likely, but it IS possible. If this happens, you could try using a resistor with a larger resistance value in place of the 1k resistor. (Which also will dim the LED some.) If that fails you will have to do without the LED. For this reason, you may want to install the write protect switch then hook up the LED ciruit and test things out BEFORE you drill the hole for the LED.

Switch installation:
---
Open the drive exposing all those fancy electronics. All referrences to places on the drive assume that the front of the drive is facing you and it is right side up.

Now you have to decide where to put the switch and LED. I mounted mine on the front of the drive just to the left of the drive mechanism. I drilled the hole for the switch so that the center of the hole was about even with the bottom of the mechanism slot. I mounted the LED just above that. This matches the way it is done for my Happy drives.

Once the holes are drilled, find the row of plugs on the back left side of the mother board. Cut the wire going into these plugs which closest to the front of the drive. This wire goes from pin 1 of J11 to the light sensor half of the write protect circuit. Solder a piece of wire about 11-12 inches long to each side of the cut you just made. Hook the wire from the plug (J11) side of the cut to the middle pin of your SPDT switch. Hook the other wire to the top pole of the switch.

Next you need to remove a little insulation from the wire immediately behind the one you cut. This is the wire going to J11 pin 2. For you techies, this is one of the leads going to the light emitting side of the write protect circuit. You must solder a 12 inch piece of wire to the place you exposed. Alternatively, you could solder this wire to the bottom of the motherboard where pin 2 is attached. The other end of this wire goes to the bottom pole of your switch.

If you haven't mounted the switch yet, you can do so now. The wiring to it is done.

LED Installation:
---
Cut two pieces of wire about 8 inches long. Solder one end of one of these wires to pin 36 of the 40 pin chip just towards the front of the drive from J11. Pin 36 is the 5th pin from the front on the left side of the chip. Also, this chip is the left-most 40 pin chip and should be marked as WD279x. (The x in the number could be either a 7 or a 3 depending on where the drive was made and who has hacked on it.) Solder the other end of this wire to your 1k resistor then solder the other end of the resistor to the LONG lead of the LED.

The wide foil strip running along the top left side of the motherboard is ground. Take a knife and scrape a spot big enough to solder a wire to down to the foil. Solder the remaining 8 inch wire to the spot you just scraped. Solder the other end of this wire to the SHORT lead of the LED.

All that is left is to mount the LED in the hole. I used a hot-melt glue gun for this. Hastily reassemble the drive and you're done!

You now have a write protect switch with three modes. In the up position you can ALWAYS write to any disk whether it is notched or not. In the middle position you can NEVER write to a disk even if it is notched. With the switch in the bottom position the drive acts NORMAL. Ie., you can write to a notched disk that is not write-protected and you cannot write to a write-protected or un-notched disk.

The LED will always be on if you can write to the disk that is in the drive. It will always be off if you cannot write to the disk in the drive. Note that in the NORMAL mode the LED will also be on if no disk is in the drive.

Also this information from this site is the same stuff:
http://www.atariland.com/members/oldatarian/sparky.htm

There is lots of stuff about the 1050 on the internet. Just get to a search engine and type in ATARI 1050 MODS. There is the USDoubler by ICD here:
http://www.geocities.com/atarimods/usd-ram.html

1050 service manual for sale here:
http://www.best-electronics-ca.com/8-bit_.htm

Information about the speedy 1050 can be found here:
http://www-user.tu-chemnitz.de/~sgl/atari/books/speedyhb_eng.html

Happy Mods and cleaning and servicing tips also to be found by searching the web.

Good Luck
RoyE

"Shakey" <berkscop@ptdprolog.net> wrote in message
news:iPIT9.794$Z5.687762@nnrp1.ptd.net...
> Hello fellow Atarians,
>
> I was looking for schematics/parts/information on the different upgrades
one
> can do to a 1050 drive. I found some info on the net, however, I would
like
> to build the upgrades on my own and cannot find anything as far as
> schematics,parts lists etc. Any help would be appreciated.
> All the Best
> Jeff
>
>

# 221. Re: Converting MPEGs for Atari 8-bit (was Re: AVI picture convertor (site update) [commodore 64])

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-11 06:04:12 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <dtcv1v06rekecgc624l6dneiu9secldpu9@4ax.com>
Source record: 24280

On Fri, 10 Jan 2003 11:34:48 +0100, "Mathy van Nisselroy"
<mathy.van_nisselroy@post.rwth-aachen.de> wrote:

>Howdy Marco, Bill
>
>> Frankly, my suggestion would be to trick the eye... use something a la
>ColrView
>
>Why not use HIP or RIP? Or whatever Numen (the demo) is using.
>
I kinda suggested that a few lines later, though I didn't remember what the
format was called at the time of writing it...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

## 222. Re: Holme's CDs for sale, here is the address

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-11 07:02:54 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <v1vgcu7hs81jf7@corp.supernews.com>
Source record: 24281

"Kenneth Heffington" <kheffington@pacbell.net> wrote in message
news:wPNT9.261202$vi4.35360@post-02.news.easynews.com...
>
> "Steve S" <j70141@hotmail.com> wrote in message
> news:3e1dec0d$1_2@news.teranews.com...
> > I just received Holme's CDs today... there was three of them.
>SNIP>
> > or go to the ebay auction and make a payment there:
> > http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2087785348
> >
> >
> > The web site says that you will pay for shipping, but that is not so.
If
> > you are located in the United States, I will worry about shipping. I
only
> > left that option open in case I get someone from out of the country and
> the
> > costs for shipping add up to more.
> >
> > Personal checks will have to wait until clearance.
>
>
> Putting this on ebay is not wise. You should not be auctioning off this
> stuff.

Hi Kenneth,
I don't consider that this is an auction. It is more like a gifted method
of insuring that those people that would like to maintain this information
will be able to recieve it at a fixed, nominal, non profit cost. Besides
all copies are going for a fixed cost of 15.00 dollars. I doubt very much
if any one of the offered 100 sets will be bid any higher than the asked for
above mentioned price.

Regards,
RoyE

## 223. Re: Building a new ATARI computer ...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-11 08:46:14 UTC
From: solarinflux@aol.com
Message-ID: <20030111034614.01983.00000428@mb-mn.aol.com>
Source record: 24179

i am going to eventually have 4 to 8 -atari 800 xl's plugged into a cabinet
each plugged into the parallel and running in parallel in some sort of neural
archeitecture. i program and use my 8 bit's more than i do my pc. i am
collecting hardware till i have no more room. i use them to do many varied
chores.
at least i am going to keep using these comps till i drop..

solar

## 224. Re: Converting MPEGs for Atari 8-bit (was Re: AVI picture convertor (site update) [commodore 64])

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-11 12:21:07 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <avp216$huin6$1@ID-112582.news.dfncis.de>
Source record: 24282

Mathy van Nisselroy schrieb:
> Howdy Marco, Bill
>
>
>>Frankly, my suggestion would be to trick the eye... use something a la
>
> ColrView
>
> Why not use HIP or RIP? Or whatever Numen (the demo) is using.

Perhaps this mode is just too slow? However, that this mode can be quite fast, can be seen on Numen when the nice flower (rose or whatever) is in front and on the back, the blue stylish circle is "wobbling" (don't know the name of this effect).

--
\thomsen
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

## 225. Re: Holme's CDs for sale, here is the address

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-11 14:11:34 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <cr602vk6nprieh90obcnaacsb66bksqk7h@4ax.com>
Source record: 24283

On Fri, 10 Jan 2003 23:02:54 -0800, "RoyE" <r-dean@charter.net> wrote:

>
>"Kenneth Heffington" <kheffington@pacbell.net> wrote in message

>> Putting this on ebay is not wise. You should not be auctioning off this
>> stuff.
>
>
>Hi Kenneth,
>I don't consider that this is an auction. It is more like a gifted method
>of insuring that those people that would like to maintain this information
>will be able to recieve it at a fixed, nominal, non profit cost. Besides
>all copies are going for a fixed cost of 15.00 dollars. I doubt very much
>if any one of the offered 100 sets will be bid any higher than the asked for
>above mentioned price.
>
>Regards,
>RoyE

I think he's meaning re the technical aspect of selling pirate goods,
they tend to have a suspend the account policy for that which won't help
anyone.

I'd have preferred them to have gone up on a server so there's a lesser
chance that access will be denied to them, they are great CD's with a
lot of hard work by Aaron who collected and sorted through CD's of stuff
sent by me and many others.

--

Paul...

## 226. mouse problems & how to open my ST

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-11 15:51:24 UTC
From: Richard van Vugt <ricardo@euronet.nl>
Message-ID: <3E203D7C.9010909@euronet.nl>
Source record: 24284

Is there anyone who could help me with the following:

The mouse of my Atari 1040 ST does not work properly anymore. The mousepointer does not work, and doubleclicking only works after several clicks. I tried an other mouse but this one has the same problem. So, the problem must lie within the ST. I heard of loose mouse contacts in a newsgroup, so I want to open my ST and try to solve (solder) the problem. I opened the ST, and now I do not know what to do with the 28 tiny screws at the back of the keyboard print panel where at the back of it are the mouse contacts, I presume. Can I loosen them? Is this the right way?

Thanks for your help!

Richard van Vugt,
Amsterdam,
Holland

## 227. New eBay auctions - Light Gun & more

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-11 16:30:52 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1042302630.54188.0@iapetus.uk.clara.net>
Source record: 24285

Hello All,

I have just started new eBay auctions for: Atari light gun, 1050 dust cover, 800XL keyboard, 130/65XE keyboard. The link is
below (this will split on to two lines, so please copy both lines into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangar
raghty

Dean Garraghty

## 228. FTP server questions...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-11 17:11:19 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e205054$0$49105$e4fe514c@news.xs4all.nl>
Source record: 24286

Hi,

I got a lot of questions about uploading:

Q) What must I upload?

A) It's just what you like to share. When possible document the files or images with a little text file.

Q) What about illegal software?

A) My point in this is, whenever there is software that's not being produced, sold anywhere for several years just upload it, or send me a list of programs so
I can check if there is some software that is still being sold, supported or produced.

Q) How much must I upload?

A) You don't need to upload, but just upload what you have and not see on the ftp server. This way the server is updated and more people can download new
uploaded files.

Q) Can I order CD's?

A) No at this time, the ftp server is completly free and I will keep it that way as long as I can....

Q) Can I send CD's I have to much to upload..

A) Yes you can, just contact me at txg01@xs4all.nl

I hope I have answered the questions.

TXG/MNX

## 229. Re: Holme's CDs for sale, here is the address

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-11 18:46:36 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <3e206400$2_6@news.teranews.com>
Source record: 24288

I would not have accepted anything over $15 anyways. $15 seems to be enough to get the CDs out. I would also like to point out that I will "NOT" be putting these CDs out on ebay anymore. This is only a one time thing to get the bulk out as quickly as possible and as easily as possible. Once all (11, so far) people have their CDs, you can get it from them or we can go through the snail mail route.

Holme's has placed a little note on the CDs in the "readme.txt" and I have made sure that it is on the CDs. It basically states to please distribute the CDs as you wish, just don't profit from it. I have listed my costs in making the CDs and "_N-O-N-E_" of it is associated with making money off of the games. It is primarily in shipping, handling, processing, materials to ship, purchase and creation of the CDs, price to put it on ebay [$5 for verification, plus posting costs], and I even included the costs of what I had to spend to be assured I would GET the CDs (which was approximately $1 per post card [international postage, and post card price itself]), and I sent a lot of those post cards too. I am not sure if paypal charges to use their services, but I found out I do have an account with them, I have just never used it. So, if I do make anything off of this at all, it will end up being so little that I likely wouldn't be able to purchase a McDonald's happy meal with it.

As a side note, I do know a little about the copyright laws and there are a few things about it. As Holme's did, I will gladly remove anything from the CDs if the author of the game asks me to. Also, if a company knowingly ignores a copyright for a period of time they lose their rights for a lawsuit (there is a lot of legal complication with it that I do not wish to go into). The contents of the CDs have been available on his website for ages with little or no complaint, open to the public. Lawsuits and Charges on breach of copyright focus on loss of income and the money made off of the material. Since they have not been sold for a long time, there is no loss of income. Since I am not making profit from it, I am not making money off of the material. In essence, it isn't worth pursuing when it is involving 20 year old software that would not sell even if it was on the market.

The CDs are advertised as being the contents of a web site and that is exactly what they are. It is the Holme's Web site and all it's contents.

Again, if there are any complaints, I will handle them accordingly, including not giving the CDs out anymore.

For those that have emailed me asking to send payment right away to get the CDs right away, I am still in the process of making the CDs. I do not have a complete set to send out just yet. I have been making them a group at a time and I am not even done making the group for CD #1 yet (right now, I will make 11 of those then move on to CD #2), so it would not do any good to

send payment right now anyways.

It takes me 5 minutes to set up my SLLOOOW computer to start burning, then it takes 10 minutes to do whatever it takes to prepare the files before burning, then 45 minutes to do the actual burning ( 2x write speed, it is an old one) which is about 60 minutes per CD. I have to make four of them instead of three because my burner will only make 650MB CDs and I have to move some of the stuff to a fourth CD since what I have is 700MB CDs. The two folders ATR Games and ATR Programs fit on the first CD however and will probably be the most used. With 11 sets so far, I would have to spend 44 hours to do this. (Anyone think I am doing a get rich quick thing?)

I think I have covered most of the questions so far, let me know if you have more.

Remember, I am only devoting my time into doing this ebay (and maybe paypal) thing once and that is it. After that, it is request by snail mail only and I will not be so devoted either, so it may take a while. Now is the time to get the CDs if you want them.

"RoyE" <r-dean@charter.net> wrote in message
news:v1vgcu7hs81jf7@corp.supernews.com...
>
> "Kenneth Heffington" <kheffington@pacbell.net> wrote in message
> news:wPNT9.261202$vi4.35360@post-02.news.easynews.com...
> >
> > "Steve S" <j70141@hotmail.com> wrote in message
> > news:3e1dec0d$1_2@news.teranews.com...
> > > I just received Holme's CDs today... there was three of them.
> >SNIP>
> > > or go to the ebay auction and make a payment there:
> > > http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2087785348
> > >
> > >
> > > The web site says that you will pay for shipping, but that is not so.
> If
> > > you are located in the United States, I will worry about shipping. I
> only
> > > left that option open in case I get someone from out of the country
and
> > the
> > > costs for shipping add up to more.
> > >
> > > Personal checks will have to wait until clearance.
> >
> >
> > Putting this on ebay is not wise. You should not be auctioning off this
> > stuff.
>
>
> Hi Kenneth,

> I don't consider that this is an auction. It is more like a gifted method
> of insuring that those people that would like to maintain this information
> will be able to recieve it at a fixed, nominal, non profit cost. Besides
> all copies are going for a fixed cost of 15.00 dollars. I doubt very
much
> if any one of the offered 100 sets will be bid any higher than the asked
for
> above mentioned price.
>
> Regards,
> RoyE
>

## 230. Re: mouse problems & how to open my ST

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-11 19:59:35 UTC
From: bill@newbreedsoftware.com
Message-ID: <HI_T9.60346$lk.2132818@typhoon.sonic.net>
Source record: 24287

Richard van Vugt <ricardo@euronet.nl> wrote:
> Is there anyone who could help me with the following:
>
> The mouse of my Atari 1040 ST does not work properly anymore.

Hi - You might want to ask in comp.sys.atari.st ;^)

Good luck!

-bill!

## 231. Re: Another newbie question.....

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-11 21:24:26 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <eY%T9.5302$Qr4.510686@newsread1.prod.itd.earthlink.net>
Source record: 24289

Sorry, Roy, but you are copying the files rather than the directory listings
to those devices...

You should use the "A" option and answer the prompt with which files you
want separated by a comma from where the listing will go such as:
D?:*.BAS,P: or
D1:*.*,D1:MYLIST.TXT

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"RoyE" <r-dean@charter.net> wrote in message
news:v1vave5ijsi04d@corp.supernews.com...
> Hi,
> In order to print the directory of the disk contents to the printer the
dos
> command looks like the following. Press 'C' to envoke the copy command:
> at the prompt then type in the following information for menu responce:
> This will get a listing of program files printed to hard copy on printer
> D1:*.*,P:
> This will get a listing of program files printed to the screen
> D1:*.*,E:
> or with some DOS's not sure about all of them
> D1:*.*,S:
> SPARTA DOS and compatible Dos's
> DIR *.* P:
> DIR *.* E:
> SPARTDOS also has a TREE command that will read the subdirectory files.
But
> I am not sure how to redirect this command to catalogue the disk contents
to
> printer.
>
> Good Luck
> RoyE
>

## 232. Re: Holme's CDs for sale, here is the address

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-11 23:04:53 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <0k1U9.6773$Jm2.3410@news.bellsouth.net>
Source record: 24290

"Steve S" <j70141@hotmail.com> wrote in message
news:3e206400$2_6@news.teranews.com...
> I would not have accepted anything over $15 anyways. $15 seems to be
enough
> to get the CDs out. I would also like to point out that I will "NOT" be
> putting these CDs out on ebay anymore. This is only a one time thing to
get
> the bulk out as quickly as possible and as easily as possible. Once all
> (11, so far) people have their CDs, you can get it from them or we can go
> through the snail mail route.
>
> Holme's has placed a little note on the CDs in the "readme.txt" and I have
> made sure that it is on the CDs. It basically states to please distribute
> the CDs as you wish, just don't profit from it. I have listed my costs in
> making the CDs and "_N-O-N-E_" of it is associated with making money off
of
> the games. It is primarily in shipping, handling, processing, materials
to
> ship, purchase and creation of the CDs, price to put it on ebay [$5 for
> verification, plus posting costs], and I even included the costs of what I
> had to spend to be assured I would GET the CDs (which was approximately $1
> per post card [international postage, and post card price itself]), and I
> sent a lot of those post cards too. I am not sure if paypal charges to
use
> their services, but I found out I do have an account with them, I have
just
> never used it. So, if I do make anything off of this at all, it will end
up
> being so little that I likely wouldn't be able to purchase a McDonald's
> happy meal with it.
>
> As a side note, I do know a little about the copyright laws and there are
a
> few things about it. As Holme's did, I will gladly remove anything from
the
> CDs if the author of the game asks me to. Also, if a company knowingly
> ignores a copyright for a period of time they lose their rights for a
> lawsuit (there is a lot of legal complication with it that I do not wish
to
> go into). The contents of the CDs have been available on his website for
> ages with little or no complaint, open to the public. Lawsuits and
Charges
> on breach of copyright focus on loss of income and the money made off of
the

> material. Since they have not been sold for a long time, there is no loss
> of income. Since I am not making profit from it, I am not making money
off
> of the material. In essence, it isn't worth pursuing when it is involving
> 20 year old software that would not sell even if it was on the market.
>
> The CDs are advertised as being the contents of a web site and that is
> exactly what they are. It is the Holme's Web site and all it's contents.
>
> Again, if there are any complaints, I will handle them accordingly,
> including not giving the CDs out anymore.
>
> For those that have emailed me asking to send payment right away to get
the
> CDs right away, I am still in the process of making the CDs. I do not
have
> a complete set to send out just yet. I have been making them a group at a
> time and I am not even done making the group for CD #1 yet (right now, I
> will make 11 of those then move on to CD #2), so it would not do any good
to
> send payment right now anyways.
>
> It takes me 5 minutes to set up my SLLOOOW computer to start burning, then
> it takes 10 minutes to do whatever it takes to prepare the files before
> burning, then 45 minutes to do the actual burning ( 2x write speed, it is
an
> old one) which is about 60 minutes per CD. I have to make four of them
> instead of three because my burner will only make 650MB CDs and I have to
> move some of the stuff to a fourth CD since what I have is 700MB CDs. The
> two folders ATR Games and ATR Programs fit on the first CD however and
will
> probably be the most used. With 11 sets so far, I would have to spend 44
> hours to do this. (Anyone think I am doing a get rich quick thing?)
>
> I think I have covered most of the questions so far, let me know if you
have
> more.
>
> Remember, I am only devoting my time into doing this ebay (and maybe
paypal)
> thing once and that is it. After that, it is request by snail mail only
and
> I will not be so devoted either, so it may take a while. Now is the time
to
> get the CDs if you want them.

I sure hope your CD burner is reliable in creating the CD's ... take every
precaution you can to ensure it buddy. I'm looking forward to receiving it
:)

## 233. Re: 810 Drive floppy sensor

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-12 01:22:31 UTC
From: Paul Alhart <p.alhart@verizon.net>
Message-ID: <rr3U9.271$ob.139@nwrddc03.gnilink.net>
Source record: 24292

> I would like to remember how to install a switch on my new 810 disk drive
to
> write protect or to enable writing to the back side of an unnotched
floppy.

Depends on your 810. Some had mechanical micro switches, some had photo sensors. If your drive has a microswitch, you can just replace it with a toggle switch. One position would be always write protected, the other would be not write protected. I used a 3 position switch and have protect/not protect/normal. To do the 3 position switch mod with writeprotect indicator LED I would have to send you more info, as it is a bit more involved. First check to see which type of sensor you have.

Paul

## 234. An unhappy non-customer

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-12 05:47:13 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <3e2128d2$1_6@news.teranews.com>
Source record: 24294

Would someone be so kind as to help this poor gentleman out?

btw folks, I just reached my 'break even' point. I needed about 13 sales to break even. I neglected to add the cost of 'coasters' (failed records), but the 13 mark should be okay. I only have two coasters so far. I am almost done with the first CD and should begin on the second CD some time tomorrow. Which means I should have my first set in a couple of days.

----- Original Message -----
From: <jgrand@mindspring.com>
To: <j70141@hotmail.com>
Sent: Saturday, January 11, 2003 8:30 PM
Subject: Question for seller

> Hi there. I have a copy of these CDs that I received from Holmes. It was my understanding that he gave these out to friends, etc. and had no intention of selling them. If you read the .TXT on each of the CDs, he asks that the CDs are copied for friends and NOT sold. I'm sure if he found out about this, he would be extremely unhappy. Your auctions are pretty unethical and I hope you don't spend a lot of your time within the Atari 8-bit community as it gives the rest of us a bad name. Not all of us are grubbing for money - we actually enjoy the hobby.
>
> Joe
>
> --------------------
>
>
> Question from: joesm00th
> Title of item: Holme's Web Site CDs
> Seller: j70141
> Starts: Jan-09-03 13:51:53 PST
> Ends: Jan-16-03 13:51:53 PST
> Price: Lowest$15.00
> To view the item, go to:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2087785348
>
>
>
> Visit eBay, The World's Online Marketplace TM at http://www.ebay.com
>

---

"Steve S" <j70141@hotmail.com> wrote in message
news:3e1dec0d$1_2@news.teranews.com...

> I just received Holme's CDs today... there was three of them.
>
> It is quite a collection, there appears to be quite a bit of stuff on them
> that I myself never saw on the website. It is certainly a fine
collection.
>
> I think I can get these out to anyone that wants one for about $15 without
> losing my shirt. I promise I am not making any money off of this, anyone
> that thinks I am getting rich off of this is an idiot. This covers the
cost
> of the CDs, shipping & handling, packaging, the making of the CDs, the
cost
> to put it on ebay (yes, I did that too... some people may be more
> comfortable doing it that way and it may make payment easier for some
[ebay
> verification for me was $5, then there is what I have to pay to have it
> posted), and whatever else pops up. (I just lost my job today folks, so I
> think I will have more time than usual to make the CDs) I only hope I
don't
> end up losing money because of this, I will let you know if what I have to
> pay ends up being different than what I am asking, and make adjustments
> accordingly.
>
> To get the CDs, send $15 to:
>
> Steve S.
> PO Box 70141
> Las Vegas, NV 89170
>
> or go to the ebay auction and make a payment there:
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2087785348
>
>
> The web site says that you will pay for shipping, but that is not so. If
> you are located in the United States, I will worry about shipping. I only
> left that option open in case I get someone from out of the country and
the
> costs for shipping add up to more.
>
> Personal checks will have to wait until clearance.
>
>

## 235. Re: 810 Drive floppy sensor

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-12 06:23:44 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <v222ffom2t6v24@corp.supernews.com>
Source record: 24293
Body handling: HTML body converted to readable text

Hi Paul,
OK I will open it up and check for switch or photo sensors and will post
when I get it done.
Thank you
RoyE

"Paul Alhart" wrote in message
news:rr3U9.271$ob.139@nwrddc03.gnilink.net...
> > I would like to remember how to install a switch on my new 810 disk
drive
> to
> > write protect or to enable writing to the back side of an unnotched
> floppy.
>
> Depends on your 810. Some had mechanical micro switches, some had photo
> sensors. If your drive has a microswitch, you can just replace it with a
> toggle switch. One position would be always write protected, the other
would
> be not write protected. I used a 3 position switch and have protect/not
> protect/normal. To do the 3 position switch mod with writeprotect
indicator
> LED I would have to send you more info, as it is a bit more involved.
> First check to see which type of sensor you have.
>
> Paul
>
>

## 236. Re: Building a new ATARI computer ...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-12 10:35:40 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e214519$0$49106$e4fe514c@news.xs4all.nl>
Source record: 24295

I totally agree I would like to have one of these.

Who is willing to help?

TXG/MNX

The following upgrades have been made in the past by several persons. We could combine them...

-65816 processer done
-memory upgrade done (1Mb) but the 65816 can handle 16MB...
-IDE interface done
-RS232 interface done
-Printer interface done
-RTC clock done
-Midi interface done
-PC card bridge done

Even more, would be great to have one place where people can find all these upgrades. When combining them to 1 big upgrade will make a new Atari much easier..

TXG/MNX

"Zothen Runecaster" <zothen@my-deja.com> wrote in message news:fcd76a9e.0301041410.d2e2983@posting.google.com...
> The Apple , Commdore 64,Sinclair users got or will get their 65816
> based systems.
>
> I think , there should be a new ATARI XL/XE system , too.
>
> Based on a 65816 , must be compatible to old ATARI 800 XL/XE software.
>
> I think we need a special DOS version for such a system , that can
> support hard disks , CD ROMs , 3.5" drives and more.Maybe a new US ,
> maybe a GUI .
>
> Should be an compatible to old software , but also be a modern system
> that can use the internet etc.
>
> I think all developers - of hard- and software should help making such
> a project , because I think if all ATARI users work together , this
> could really be successful.
>
> What do you think about it ?
>

> ZR

## 237. Micro-SPL - the parent of Action! ??

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-12 15:04:58 UTC
From: NoOne@FakeEmail.invalid
Message-ID: <930164CCFPrivacyLabs@209.143.0.11>
Source record: 24296

For A8 historians, check out:

http://www.pipeline.com/~hbaker1/Micro-SPL.txt

I just found this page on the web. It describes a compiler called Micro-SPL that was published around 1980. Originally written for DEC and Data General computers, it appears that this Micro-SPL was the direct predecessor to our beloved Action! programming language. I do not know this for a fact, but notice the following items on that web page: One of the authors is a "Clinton Parker", and the syntax of the Micro-SPL program example. Very similar to Action!. Although I do not have the time to investigate this to see if this is truly "our" Clinton Parker that co-wrote Micro-SPL, perhaps an Atari Historian might find this of interest?

Best,
Tom

## 238. New eBay auctions - Mapping the Atari & loads more

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-12 15:21:50 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1042384974.11374.0@iapetus.uk.clara.net>
Source record: 24147

Hello All,

I have just started new eBay auctions for a copy of 'Mapping The Atari (Rev Ed)', along with various other books and manuals, including a complete near-mint set of European 800XL manuals, and 5 issues of Atari Explorer (1989/90/92). I also have an Atari Light Gun for auction, and loads of other stuff. The link is below (this will split on to two lines, so please copy both lines into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangarraghty

Dean Garraghty

## 239. Re: An unhappy non-customer

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-12 16:05:52 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <9hgU9.9557$Jm2.3539@news.bellsouth.net>
Source record: 24148

"Steve S" <j70141@hotmail.com> wrote in message
news:3e2128d2$1_6@news.teranews.com...
> Would someone be so kind as to help this poor gentleman out?
>
> btw folks, I just reached my 'break even' point. I needed about 13 sales
to
> break even. I neglected to add the cost of 'coasters' (failed records),
but
> the 13 mark should be okay. I only have two coasters so far. I am almost
> done with the first CD and should begin on the second CD some time
tomorrow.
> Which means I should have my first set in a couple of days.
>
>
> ----- Original Message -----
> From: <jgrand@mindspring.com>
> To: <j70141@hotmail.com>
> Sent: Saturday, January 11, 2003 8:30 PM
> Subject: Question for seller
>
>
> > Hi there. I have a copy of these CDs that I received from Holmes. It was
> my understanding that he gave these out to friends, etc. and had no
> intention of selling them. If you read the .TXT on each of the CDs, he
asks
> that the CDs are copied for friends and NOT sold. I'm sure if he found out
> about this, he would be extremely unhappy. Your auctions are pretty
> unethical and I hope you don't spend a lot of your time within the Atari
> 8-bit community as it gives the rest of us a bad name. Not all of us are
> grubbing for money - we actually enjoy the hobby.
> >
> > Joe

Joe, I don't have a CD burner and I believe you're wrong in assuming that Steve is trying to make money here. His CD burner is slow, it takes about 4 hours to burn 4 CD's not counting failures. It also takes the materials the CD itself and electricity as well. I have no problem paying someone for their time and effort and postage and cost of materials for making me a copy of those CD's. As far as I'm concerned the more people that have them the better and the longer the Atari 8-bits will be remembered which should be the goalof every true Atarian.

And even if someone were trying to make a profit, I couldn't care less, no one is forcing anyone else to do anything they don't want to do, and I would gladly have paid more for these without any complaints.

> >
> > --------------------
> >
> >
> > Question from: joesm00th
> > Title of item: Holme's Web Site CDs
> > Seller: j70141
> > Starts: Jan-09-03 13:51:53 PST
> > Ends: Jan-16-03 13:51:53 PST
> > Price: Lowest$15.00
> > To view the item, go to:
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2087785348
> >
> >
> >
> > Visit eBay, The World's Online Marketplace TM at http://www.ebay.com
> >
>
> ---
>
> "Steve S" <j70141@hotmail.com> wrote in message
> news:3e1dec0d$1_2@news.teranews.com...
> > I just received Holme's CDs today... there was three of them.
> >
> > It is quite a collection, there appears to be quite a bit of stuff on
them
> > that I myself never saw on the website. It is certainly a fine
> collection.
> >
> > I think I can get these out to anyone that wants one for about $15
without
> > losing my shirt. I promise I am not making any money off of this,
anyone
> > that thinks I am getting rich off of this is an idiot. This covers the
> cost
> > of the CDs, shipping & handling, packaging, the making of the CDs, the
> cost
> > to put it on ebay (yes, I did that too... some people may be more
> > comfortable doing it that way and it may make payment easier for some
> [ebay
> > verification for me was $5, then there is what I have to pay to have it
> > posted), and whatever else pops up. (I just lost my job today folks, so
I
> > think I will have more time than usual to make the CDs) I only hope I
> don't
> > end up losing money because of this, I will let you know if what I have
to
> > pay ends up being different than what I am asking, and make adjustments
> > accordingly.
> >
> > To get the CDs, send $15 to:

> >
> > Steve S.
> > PO Box 70141
> > Las Vegas, NV 89170
> >
> > or go to the ebay auction and make a payment there:
> > http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2087785348
> >
> >
> > The web site says that you will pay for shipping, but that is not so.
If
> > you are located in the United States, I will worry about shipping. I
only
> > left that option open in case I get someone from out of the country and
> the
> > costs for shipping add up to more.
> >
> > Personal checks will have to wait until clearance.
> >
> >
>
>

## 240. Re: Building a new ATARI computer ...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-12 16:40:29 UTC
From: robert pagano <robert.pagano@earthlink.net>
Message-ID: <1UgU9.6480$Qr4.641975@newsread1.prod.itd.earthlink.net>
Source record: 24149

Check out...

http://c64upgra.de/c-one/

It is a "reconfigurable" machine that ought to, in theory, be able to be
transformed into an Atari.

--Rob

"TXG" <txg01@xs4all.nl> wrote in message
news:3e214519$0$49106$e4fe514c@news.xs4all.nl...
> I totally agree I would like to have one of these.
>
> Who is willing to help?
>
> TXG/MNX
>
> The following upgrades have been made in the past by several persons. We
> could combine them...
>
> -65816 processer done
> -memory upgrade done (1Mb) but the 65816 can handle 16MB...
> -IDE interface done
> -RS232 interface done
> -Printer interface done
> -RTC clock done
> -Midi interface done
> -PC card bridge done
>
> Even more, would be great to have one place where people can find all
these
> upgrades. When combining them to 1 big upgrade will make a new Atari much
> easier..
>
> TXG/MNX
>
> "Zothen Runecaster" <zothen@my-deja.com> wrote in message
> news:fcd76a9e.0301041410.d2e2983@posting.google.com...
> > The Apple , Commdore 64,Sinclair users got or will get their 65816
> > based systems.
> >
> > I think , there should be a new ATARI XL/XE system , too.
> >
> > Based on a 65816 , must be compatible to old ATARI 800 XL/XE software.
> >

> > I think we need a special DOS version for such a system , that can
> > support hard disks , CD ROMs , 3.5" drives and more.Maybe a new US ,
> > maybe a GUI .
> >
> > Should be an compatible to old software , but also be a modern system
> > that can use the internet etc.
> >
> > I think all developers - of hard- and software should help making such
> > a project , because I think if all ATARI users work together , this
> > could really be successful.
> >
> > What do you think about it ?
> >
> > ZR
>
>
>

## 241. Re: Micro-SPL - the parent of Action! ??

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-12 19:19:03 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030112141903.02093.00000079@mb-fr.aol.com>
Source record: 24177

> One of the authors is a "Clinton Parker", and the syntax of the Micro-SPL program<

The odds are rather high. I tried to track down C.P. a couple of years ago (to find out if he had retained the "rights" to ACTION! ), and his address in the '80's was shown as Rochester, NY.
Larry

## 242. transferring atr to tape

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-12 19:49:32 UTC
From: quizzers1@hotmail.com
Message-ID: <894cb5a7.0301121149.7dcef7f7@posting.google.com>
Source record: 24150

Hi all,

I have just bought an Atari 800 XL. It uses a tape cassette to load games. There seem to be hundreds of games available on the net, but I don't know how to transfer them to tape cassette for use on my machine.

Is there a program to convert .atr programs to WAV files so that I might record them to tape?

Thanks in advance,

Ange

## 243. Re: transferring atr to tape

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-12 20:53:12 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e21d5d6$0$49111$e4fe514c@news.xs4all.nl>
Source record: 24151

Hmm I don't know about a program that converts .ATR to tape but there is
this .CAS format.
It allows you to use digitalized tape converted to .CAS in an emulator.
There are 2 programs.
WAV2CAS and CAS2WAV this last one convert a CAS file back to audio tape.

I have several .CAS files on my ftp server:

FTP: atari.xs4all.nl
Port: 21
User: atari8
Pass: atari4ever

"angeuk" <quizzers1@hotmail.com> wrote in message
news:894cb5a7.0301121149.7dcef7f7@posting.google.com...
> Hi all,
>
> I have just bought an Atari 800 XL. It uses a tape cassette to load
> games. There seem to be hundreds of games available on the net, but I
> don't know how to transfer them to tape cassette for use on my
> machine.
>
> Is there a program to convert .atr programs to WAV files so that I
> might record them to tape?
>
> Thanks in advance,
>
> Ange

## 244. Re: Building a new ATARI computer ...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-12 20:56:20 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e21d692$0$49104$e4fe514c@news.xs4all.nl>
Source record: 24152

Looked at it, it's interesting but not something I would buy. I would like
to have a something like it. But at start a full Atari 8-bit 'clone' instead
of a system that can be transformed into one...

TXG/MNX
"robert pagano" <robert.pagano@earthlink.net> wrote in message
news:1UgU9.6480$Qr4.641975@newsread1.prod.itd.earthlink.net...
> Check out...
>
> http://c64upgra.de/c-one/
>
> It is a "reconfigurable" machine that ought to, in theory, be able to be
> transformed into an Atari.
>
> --Rob
>
> "TXG" <txg01@xs4all.nl> wrote in message
> news:3e214519$0$49106$e4fe514c@news.xs4all.nl...
> > I totally agree I would like to have one of these.
> >
> > Who is willing to help?
> >
> > TXG/MNX
> >
> > The following upgrades have been made in the past by several persons. We
> > could combine them...
> >
> > -65816 processer done
> > -memory upgrade done (1Mb) but the 65816 can handle 16MB...
> > -IDE interface done
> > -RS232 interface done
> > -Printer interface done
> > -RTC clock done
> > -Midi interface done
> > -PC card bridge done
> >
> > Even more, would be great to have one place where people can find all
> these
> > upgrades. When combining them to 1 big upgrade will make a new Atari
much
> > easier..
> >
> > TXG/MNX
> >

> > "Zothen Runecaster" <zothen@my-deja.com> wrote in message
> > news:fcd76a9e.0301041410.d2e2983@posting.google.com...
> > > The Apple , Commdore 64,Sinclair users got or will get their 65816
> > > based systems.
> > >
> > > I think , there should be a new ATARI XL/XE system , too.
> > >
> > > Based on a 65816 , must be compatible to old ATARI 800 XL/XE software.
> > >
> > > I think we need a special DOS version for such a system , that can
> > > support hard disks , CD ROMs , 3.5" drives and more.Maybe a new US ,
> > > maybe a GUI .
> > >
> > > Should be an compatible to old software , but also be a modern system
> > > that can use the internet etc.
> > >
> > > I think all developers - of hard- and software should help making such
> > > a project , because I think if all ATARI users work together , this
> > > could really be successful.
> > >
> > > What do you think about it ?
> > >
> > > ZR
> >
> >
> >
>
>

## 245. Re: Another newbie question.....

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-12 21:08:27 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <v23macm0idef7a@corp.supernews.com>
Source record: 24153

Hi,
Thanks for straighten me out on this. My mind meant to say for directory "A" option but my fingers typed copy "C". The portion about Sparta Dos is correct. I never actually keep a catalogue file of my disks but I always printed a directory contents, to put on my disk sleeves.

RoyE

"Ron Hamilton" <oldatarian@atariland.com> wrote in message news:eY%T9.5302$Qr4.510686@newsread1.prod.itd.earthlink.net...
> Sorry, Roy, but you are copying the files rather than the directory listings
> to those devices...
>
> You should use the "A" option and answer the prompt with which files you
> want separated by a comma from where the listing will go such as:
> D?:*.BAS,P: or
> D1:*.*,D1:MYLIST.TXT
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "RoyE" <r-dean@charter.net> wrote in message
> news:v1vave5ijsi04d@corp.supernews.com...
> > Hi,
> > In order to print the directory of the disk contents to the printer the
> dos
> > command looks like the following. Press 'C' to envoke the copy command:
> > at the prompt then type in the following information for menu responce:
> > This will get a listing of program files printed to hard copy on printer
> > D1:*.*,P:
> > This will get a listing of program files printed to the screen
> > D1:*.*,E:
> > or with some DOS's not sure about all of them
> > D1:*.*,S:
> > SPARTA DOS and compatible Dos's
> > DIR *.* P:
> > DIR *.* E:
> > SPARTDOS also has a TREE command that will read the subdirectory files.
> But
> > I am not sure how to redirect this command to catalogue the disk
contents

> to
> > printer.
> >
> > Good Luck
> > RoyE
> >
>
>

## 246. Re: transferring atr to tape

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-12 21:35:11 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <3e21dcf9$1_6@news.teranews.com>
Source record: 24157

Get the SIO2PC cable, it will hook up your PC to your Atari and make the
Atari think it is just one big disk drive. Then you can play the games
without using the cassette player.

IF however you insist on putting it on cassette. Load the program into the
atari (using the SIO2PC cable) then I think there is a command like CSAVE to
let you save it to the cassette.

Need an SIO2PC cable? Here you go:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2087131362

Or just do a search on ebay for "SIO2PC". That's how I got mine, and I love
it. They guy that made it did excellent work.

"angeuk" <quizzers1@hotmail.com> wrote in message
news:894cb5a7.0301121149.7dcef7f7@posting.google.com...
> Hi all,
>
> I have just bought an Atari 800 XL. It uses a tape cassette to load
> games. There seem to be hundreds of games available on the net, but I
> don't know how to transfer them to tape cassette for use on my
> machine.
>
> Is there a program to convert .atr programs to WAV files so that I
> might record them to tape?
>
> Thanks in advance,
>
> Ange

## 247. Re: 810 Drive floppy sensor

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-12 21:54:04 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <v23ovrbtuim301@corp.supernews.com>
Source record: 24154
Body handling: HTML body converted to readable text

Hi Paul,
I got it open and there is a microswitch with wires connecting at the left rear of the drives pcb. Looks easy enough just for a remote switch to be attached at front of drive bypassing the micro switch, but I would like to have the information about the LED.
Thank You
RoyE

"Paul Alhart" wrote in message
news:rr3U9.271$ob.139@nwrddc03.gnilink.net...
> > I would like to remember how to install a switch on my new 810 disk drive
> to
> > write protect or to enable writing to the back side of an unnotched
> floppy.
>
> Depends on your 810. Some had mechanical micro switches, some had photo
> sensors. If your drive has a microswitch, you can just replace it with a
> toggle switch. One position would be always write protected, the other would
> be not write protected. I used a 3 position switch and have protect/not
> protect/normal. To do the 3 position switch mod with writeprotect indicator
> LED I would have to send you more info, as it is a bit more involved.
> First check to see which type of sensor you have.
>
> Paul
>
>

## 248. Re: Atari 800 expandability, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-12 21:57:58 UTC
From: leonhowell@hotmail.com
Message-ID: <16c591c4.0301121357.126cdc86@posting.google.com>
Source record: 24155

leonhowell@hotmail.com (Leon Howell) wrote in message
news:<16c591c4.0301091915.10e2aa73@posting.google.com>...
> What about the Atari XE-130? How much ram can it have?
>
> What about the Diamond graphical operating system? Will it work with
> non-Diamond apps?

Come on, somebody has to have an answer. Is the 800 the best, or is
the XE130 better? (There has to be an XE130 fan out there who can help
me.)

## 249. 8-Bit Cart 'Bounty Bob Strikes Back' for sale

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-12 22:30:25 UTC
From: JP <myemail@home.com>
Message-ID: <50mU9.28503$No.3920@sccrnsc04>
Source record: 24156

I have to move soon, so I am selling off some of my rarer carts to help cushion the financial blow. I have several other ER carts that I might have to sell as well. It might kill me to sell 'Star Maze' and 'Mr. TNT' though.. :(

The auction starts tonight P.S.T. at 7:00PM. Here is the link

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3000548921

good luck.

## 250. Who is the moderator of comp.sys.atari.8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-12 22:55:47 UTC
From: matthew@myatari.net
Message-ID: <28889b8e.0301121455.65bda4c@posting.google.com>
Source record: 24158

Hi,

Can anyone tell me who the moderator of comp.sys.atari.8bit is?

Cheers!

Matt

## 251. Re: Who is the moderator of comp.sys.atari.8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-12 22:59:51 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <v23sr76al2hiba@corp.supernews.com>
Source record: 24159

I don't think there are moderators in news groups. After all, what power do they have?

Don
Vancouver, USA

"Matthew Bacon" <matthew@myatari.net> wrote in message news:28889b8e.0301121455.65bda4c@posting.google.com...
> Hi,
>
> Can anyone tell me who the moderator of comp.sys.atari.8bit is?
>
> Cheers!
>
> Matt

## 252. Re: 8 Bit Equipment

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-13 00:45:39 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3E223697.76AECE33@rogers.com>
Source record: 24160

Mike Marion wrote:

> I have BOXES of 8 bit equipment and SW gleaned from our now defunct user
> group and several users "donations.
>
> Mostly standard stuff but some "new" replacement chips graphics tablets
> at least 2 Happy drives and more stuff than I can inventory.
>
> Mainly looking for a good home - will sell for shipping costs
> I can do some minimal sorting but don't have time for a full inventory
>
> please respond via e-mail
>
> Mike Marion - Alabama USA
> mmarion@simplecom.net

Hi Mike,

I'm interested in some of the stuff, is it all 8bit? is there any ST stuff?
I'd be interested in a couple drives (either happy 810's or some 1050's) and
some software. Can you remember any of the software titles off hand?

## 253. Re: Who is the moderator of comp.sys.atari.8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-13 02:22:18 UTC
From: netguy <johnhinospam@excite.com>
Message-ID: <MPG.188bece3ccee7db7989693@news.cis.dfn.de>
Source record: 24161

```
In article <v23sr76al2hiba@corp.supernews.com>, dschmidt@pacifier.com
says...
> I don't think there are moderators in news groups. After all, what power do
> they have?
>
> Don
> Vancouver, USA
>
>
> "Matthew Bacon" <matthew@myatari.net> wrote in message
> news:28889b8e.0301121455.65bda4c@posting.google.com...
> > Hi,
> >
> > Can anyone tell me who the moderator of comp.sys.atari.8bit is?
> >
> > Cheers!
> >
> > Matt
>
>
>

Of course there are moderated news groups on usenet. This group is not
one of them though.
```

## 254. Re: transferring atr to tape

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-13 03:42:01 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <dAqU9.7520$Qr4.728015@newsread1.prod.itd.earthlink.net>
Source record: 24162

CSAVE is only for Basic files and not appropriate for most games which would
be machine language... it would require some programming to convert boot
disks into boot cassettes and many might not be possible.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Steve S" <j70141@hotmail.com> wrote in message
> Get the SIO2PC cable, it will hook up your PC to your Atari and make the
> Atari think it is just one big disk drive. Then you can play the games
> without using the cassette player.
>
> IF however you insist on putting it on cassette. Load the program into
the
> atari (using the SIO2PC cable) then I think there is a command like CSAVE
to
> let you save it to the cassette.
>
> Need an SIO2PC cable? Here you go:
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2087131362
>
> Or just do a search on ebay for "SIO2PC". That's how I got mine, and I
love
> it. They guy that made it did excellent work.
>
> "angeuk" <quizzers1@hotmail.com> wrote in message
> > Hi all,
> >
> > I have just bought an Atari 800 XL. It uses a tape cassette to load
> > games. There seem to be hundreds of games available on the net, but I
> > don't know how to transfer them to tape cassette for use on my
> > machine.
> >
> > Is there a program to convert .atr programs to WAV files so that I
> > might record them to tape?
> >
> > Thanks in advance,
> >
> > Ange
>

## 255. Making Atari Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-13 04:14:09 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <3e223a75$1_6@news.teranews.com>
Source record: 24164

I seem to vaguely recall knowing someone who knew how to put programs on to a chip and place it on a cartridge so it could work with the Atari. Does anybody know anything about this?

# 256. Re: Ethernet card and MP3 for C64 (me want for Atari)

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-13 05:28:52 UTC
From: Mopar Man <nospam@nowhere.com>
Message-ID: <nm342v4i55ho19qvl2r8lc2a6ir141atu6@4ax.com>
Source record: 24163

On Thu, 9 Jan 2003 12:27:58 +0100, "Mathy van Nisselroy"
<mathy.van_nisselroy@post.rwth-aachen.de> wrote:

>Howdy folks
>
>Check out this site:
>http://www.volny.cz/dundera/devices.html
>They have among other things, an ethernet card (looks not too complicated)
>and an MP3 player card for the C64. And Vanessa Dannenberg is working on an
>MP3 cartridge too (the MP3 decoding is done by a chip on the cart. The
>computer is only used to stream the data to the cart).
>
>This should be possible for the Atari too.
>
>CU Mathy van Nisselroy
>

Probably the best way to do this on Atari (IMHO) would be to use the
MP3 decoder chip, and simply send the audio through the SIO port (the
same way cassette tapes could be played through the TV). I have no
idea what kind of control signals the MP3 decoder needs, but I'm sure
the SIO can cupply them. One problem with the SIO port may be the
limited speed (19200 baud serial). Surely the PBI would be fast
enough, but not all Atari's have them.

Also, why would you want to use the computer to send the MP3 chip the
data? 64KB of base memory or 180KB (assuming DD disk) isn't going to
amount to much audio. Why not go for smart media? 64MB of that is
DIRT cheap.

Just my 2 cents worth.

Stephen Anderson

## 257. Re: Sparta problem: loading to XMS

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-13 08:32:42 UTC
From: Kuba Kosiec <lewis@atari.pl>
Message-ID: <avttk8$ruu$1@news.tpi.pl>
Source record: 24165

Thanks for this answer, but AFAIK if computer has above of 128KB of RAM
Sparta uses non-XE bank ($Ex).
--
Kuba Kosiec
mailto: lewis@atari.pl

## 258. Raster Music Tracker (RMT) - SID-like sound on your Atari.

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-13 09:05:33 UTC
From: keiva@atari.net
Message-ID: <9b7361ee.0301130105.31d0bc5@posting.google.com>
Source record: 24166

http://www.infos.cz/raster/atari/rmt/rmt.htm

Radek Sterba is in the process of creating some software for the Atari 8-bit/PC that allows a good number of new effects heretofore thought impractical/impossible on the Atari 8 bit. I'm not quite up on the technical aspects so i'll do my little cut and paste routine. :)

RMT - main features in progress

Mono 4 tracks / stereo 8 tracks.
254 tracks, each with its own length (max.128 beats) and with support for track loop.
64 instruments (stereo, instrument table up to 8 steps - 2 types and 2 modes with loop, instrument envelope up to 32 steps with loop, portamento, filter, 16bit bass, volume slide, volume minimum, vibrato, frequency shifting, etc.).
Fully automatic management of AUDCTL register (filters, 16bit basses) and note portamento up/down effect.
Instrument envelope commands for note/frequency shifting and support for special "like a C64 SID chip" filtering.
Up to 256 lines for song (with "goto line" support).
Beat speed 1 to 255 (1/50 to 255/50 sec).
Instrument speed 1 or 2 per screen (1/50 or 1/100 sec).
Main input/output song file format: RMT song files (*.rmt).
Input/output instrument file format: RMT instrument files (*.rti).
Export formats: RMT stripped song file (*.rmt), SAP file (*.sap), XEX Atari executable MSX file (*.xex).
RMT - download

Check out the RMT developement page for progress and some samples you can use on the emulators or 8 bit.

http://www.infos.cz/raster/atari/rmt/rmt.htm

## 259. atari++ 1.14 BountyBob, Sound

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-13 09:22:34 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <avu0gq$9nt$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 24167

Hi folks,

a new version of the atari++ emulator is now available for download at

www.math.tu-berlin.de/~thor/atari++

This is a free emulator for all *nix systems, and about the only emulator
I know that does horizontal timing emulation correctly.

New features of the 1.14 release:

- Extended emulation of various cartridge types (SDX,XEGS)
- Emulation of the 5200 BountyBob cartridge.
- Improved sound quality for Oss and ALSA.
- Highly improved sound emulation for SDL (simple direct media library).

The OssHQ driver will also accept ALSA emulation and will be able to
generate software speech on ALSA and Oss. SDL also offers now software speech
support.

I'm still looking for cart images to extend the emulation. Hence, if you've
a cart dump you want me to support, I'd be glad to receive your mail.

Further, I'm also looking for descriptions for memory extensions as this is my
next goal in the emulator development. Currently, it supports only the
additional memory banks of the 800XL and 130XE.

Greetings,
Thomas

## 260. Re: Ethernet card and MP3 for C64 (me want for Atari)

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-13 10:31:32 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <avu4i6$g58$1@nets3.rz.RWTH-Aachen.DE>
Source record: 24168

Howdy Stephen

> Probably the best way to do this on Atari (IMHO) would be to use the
> MP3 decoder chip, and simply send the audio through the SIO port (the
> same way cassette tapes could be played through the TV). I have no
> idea what kind of control signals the MP3 decoder needs, but I'm sure
> the SIO can cupply them. One problem with the SIO port may be the
> limited speed (19200 baud serial). Surely the PBI would be fast
> enough, but not all Atari's have them.

Why not use the cartridge port? All Atari's have them and it leaves the PBI
free for other things.

> Also, why would you want to use the computer to send the MP3 chip the
> data? 64KB of base memory or 180KB (assuming DD disk) isn't going to
> amount to much audio. Why not go for smart media? 64MB of that is
> DIRT cheap.

Who's talking about floppies? I'm using a harddisk, a ZIPdrive and a CD
ROM. Now somewhere on these things I guess we could stash an MP3 file or
two. :-)

CU Mathy van Nisselroy

## 261. Re: An unhappy non-customer

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-13 10:35:12 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <avu4p6$gcv$1@nets3.rz.RWTH-Aachen.DE>
Source record: 24169

Howdy folks

> I neglected to add the cost of 'coasters' (failed records), but
> the 13 mark should be okay. I only have two coasters so far.

I saw a program yesterday for the C64 that will check a CD for errors. As soon as I've got the code, I'll try and write an Atari version for it. According to the C64 user/programmer/developer you can't check a CD under windows as it's not part of the regular code (still an attachment to the code).

CU Mathy van Nisselroy

## 262. Re: transferring atr to tape

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-13 12:25:47 UTC
From: dunxuk@aol.com
Message-ID: <20030113072547.01912.00000620@mb-cu.aol.com>
Source record: 24170

>CSAVE is only for Basic files and not appropriate for most games which would
>be machine language... it would require some programming to convert boot
>disks into boot cassettes and many might not be possible.
>
>--
>Ron

Use binary buster to turn the program into a straight binary file and transfer
it onto a multiboot disk. Then use multiboot to create a bootable cassette.
Obviously this wont work for games that use the disk drive after initially
loading tho...

Then there's Transdisk which I haven't tried.

## 263. Re: 8 Bit Equipment

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-13 13:05:36 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <jbe52vo3d7hu44phcboc8ognvo77gtnmmn@4ax.com>
Source record: 24171

On Mon, 13 Jan 2003 00:45:39 GMT, James Alexander
<james-m-alexander@rogers.com> wrote:

>Mike Marion wrote:

>> please respond via e-mail
>>
>Hi Mike,
>
>I'm interested in some of the stuff, is it all 8bit? is there any ST stuff?
>I'd be interested in a couple drives (either happy 810's or some 1050's) and
>some software. Can you remember any of the software titles off hand?
>
You might not get a reply since it says respond by email ;-)

--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! "

## 264. Re: Who is the moderator of comp.sys.atari.8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-13 13:09:17 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <ofe52v0484rc09o9228jha102qrq6f7jf2@4ax.com>
Source record: 24172

On 12 Jan 2003 14:55:47 -0800, matthew@myatari.net (Matthew Bacon)
wrote:

>Hi,
>
>Can anyone tell me who the moderator of comp.sys.atari.8bit is?
>
>Cheers!
>
>Matt

There are none although there are people who like to think of themselves
as one.

We have free polite atari based speech in here

--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! "

## 265. Re: Building a new ATARI computer ...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-13 14:49:11 UTC
From: solarinflux@aol.com
Message-ID: <20030113094911.26958.00000670@mb-fg.aol.com>
Source record: 24173

raed that commie stuff too...boo

i only think about atari's......

i am a lone worker on my atari parallel systems. i am not adept as yet but i bet in one yesr i can do something. all connected through pbi. maybey a genlock overlaying multiple screens. some cool stuff for sure. my favorite is driving my micro mini RC car with my joystick by way of my 800. lol. there are so many machines and so few people want them that i see it as a learning and green thing(earth health) and a love thing. i just love them better than any other computer.

Atari rules and i hate hearing anything about c64's . i have 3 and cannot even force myself to pay attention to them.

solarInflux

## 266. Re: basic program coolality ? contest

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-13 14:51:37 UTC
From: solarinflux@aol.com
Message-ID: <20030113095137.26958.00000671@mb-fg.aol.com>
Source record: 24174

nobody can even think of a valid program that can be created in a single line i bet.

i know two seperate types.

one is fairly cleaver.

the other one is alive.

come on feed back

?

SolarinFlux

## 267. An unhappy non-customer

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-13 16:47:25 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0301130847.1519248c@posting.google.com>
Source record: 24175

Joe,
I don't think Holmes (Aaron) has a problem with Steve selling the
CD's. If you have read previous threads on the subject, Holmes
(Aaron) already knows what Steve was planning to do and has had no
problems with his intentions (other than the fact of putting the name
Holmes up on his ebay auction). So I don't know where you are getting
this or why you are attempting to stir up trouble.

"Steve S" <j70141@hotmail.com> wrote in message news:<3e2128d2$1_6@news.teranews.com>...
> Would someone be so kind as to help this poor gentleman out?
>
> btw folks, I just reached my 'break even' point. I needed about 13 sales to
> break even. I neglected to add the cost of 'coasters' (failed records), but
> the 13 mark should be okay. I only have two coasters so far. I am almost
> done with the first CD and should begin on the second CD some time tomorrow.
> Which means I should have my first set in a couple of days.
>
>
> ----- Original Message -----
> From: <jgrand@mindspring.com>
> To: <j70141@hotmail.com>
> Sent: Saturday, January 11, 2003 8:30 PM
> Subject: Question for seller
>
>
> > Hi there. I have a copy of these CDs that I received from Holmes. It was
> my understanding that he gave these out to friends, etc. and had no
> intention of selling them. If you read the .TXT on each of the CDs, he asks
> that the CDs are copied for friends and NOT sold. I'm sure if he found out
> about this, he would be extremely unhappy. Your auctions are pretty
> unethical and I hope you don't spend a lot of your time within the Atari
> 8-bit community as it gives the rest of us a bad name. Not all of us are
> grubbing for money - we actually enjoy the hobby.
> >
> > Joe
> >
> > --------------------
> >
> >
> > Question from: joesm00th
> > Title of item: Holme's Web Site CDs
> > Seller: j70141
> > Starts: Jan-09-03 13:51:53 PST
> > Ends: Jan-16-03 13:51:53 PST

> > Price: Lowest$15.00
> > To view the item, go to:
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2087785348
> >
> >
> >
> > Visit eBay, The World's Online Marketplace TM at http://www.ebay.com
> >
>
> ---
>
> "Steve S" <j70141@hotmail.com> wrote in message
> news:3e1dec0d$1_2@news.teranews.com...
> > I just received Holme's CDs today... there was three of them.
> >
> > It is quite a collection, there appears to be quite a bit of stuff on them
> > that I myself never saw on the website. It is certainly a fine
> collection.
> >
> > I think I can get these out to anyone that wants one for about $15 without
> > losing my shirt. I promise I am not making any money off of this, anyone
> > that thinks I am getting rich off of this is an idiot. This covers the
> cost
> > of the CDs, shipping & handling, packaging, the making of the CDs, the
> cost
> > to put it on ebay (yes, I did that too... some people may be more
> > comfortable doing it that way and it may make payment easier for some
> [ebay
> > verification for me was $5, then there is what I have to pay to have it
> > posted), and whatever else pops up. (I just lost my job today folks, so I
> > think I will have more time than usual to make the CDs) I only hope I
> don't
> > end up losing money because of this, I will let you know if what I have to
> > pay ends up being different than what I am asking, and make adjustments
> > accordingly.
> >
> > To get the CDs, send $15 to:
> >
> > Steve S.
> > PO Box 70141
> > Las Vegas, NV 89170
> >
> > or go to the ebay auction and make a payment there:
> > http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2087785348
> >
> >
> > The web site says that you will pay for shipping, but that is not so. If
> > you are located in the United States, I will worry about shipping. I only
> > left that option open in case I get someone from out of the country and
> the

> > costs for shipping add up to more.
> >
> > Personal checks will have to wait until clearance.
> >
> >

## 268. Wanted: Atari XL or XE & 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-13 17:02:37 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0301130902.4f10242@posting.google.com>
Source record: 24176

A member of my group (whom shall remain anonymous but it ain't me) has
been searching for an Atari XL or XE (64K Min) and a 1050 or
compatible disk drive. Anyone have one for sale or suggestion?

## 269. Re: Wanted: Atari XL or XE & 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-13 18:54:01 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <tu0vva-e3k.ln@speaker.rodsbooks.com>
Source record: 24180

In article <845192d9.0301130902.4f10242@posting.google.com>,
rtdos@yahoo.com (rtdos) writes:
> A member of my group (whom shall remain anonymous but it ain't me) has
> been searching for an Atari XL or XE (64K Min) and a 1050 or
> compatible disk drive. Anyone have one for sale or suggestion?

Check eBay. There are usually several Atari 8-bit computers and floppy
drives up for auction at any given time. There are also a few retailers
who specialize in used equipment, but I don't have any URLs handy. Try
doing a Web search to find them, if somebody doesn't post with specific
URLs.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

## 270. Poll: new LISP implementation for the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-13 20:46:07 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <avv8bf$j9049$1@ID-174234.news.dfncis.de>
Source record: 24183

Hello,

I'm currently in contact with a oric (= 6502 based computer) user who has a
LISP Interpreter for 6502 processors he is willing to share with the Atari
community.

My question is: how much interest is out there in the community for a good
(and open, supported, documented) LISP on the A8?

If there is enough feedback, I'm thinking of opening a "real" project
instead of a "pet"-project just for me :-))

Best regards

Carsten Strotmann

---

Resources on LISP --> http://www.paulgraham.com/lisp.html
LISP Primer --> http://snaefell.tamu.edu/~colin/lp/
ATARI Inter-LISP/65 --> http://www.strotmann.de/twiki/bin/view/APG/LangLisp
more LISP --> http://babs.cs.umass.edu/lisp-resources/index.html

From the ORIC Lisp Manual

The LISP language was created in 1964 by John McCarthy in order
to process information organised as binary trees (math formulas, natural
language sentences, knowledge bases etc.). LISP represents those trees as
lists (by the way, LISP is an abbreviation for LISt Processing).

The ability of LISP to handle symbolic information has made it one of
the preferred "machine languages" in such fields as Artificial Intelligence,
Robotics, Formal Calculation, Programming Theory (e.g. program proving),
Game Theory, Syntax Editors (e.g. Emacs) and more generally Programming
Environments, etc.

To position LISP relative to other programming languages,
a distinction is usually made between three language families (although
some languages may belong to more than one family): imperative languages
such as Fortran, Pascal, Cobol, Basic, Ada, C..., in which a sequence of
instructions is used to reach a solution; declarative languages such as
Prolog which merely describe the problem to be solved (a deductive logic
is then used to reach the solution); and functional and application
languages such as LISP, ML, FP, where you apply functions in the
mathematical sense (i.e. there are no more "variables" in a program). Early
object-oriented languages such as SmallTalk may be regarded as being
derived from LISP. LISP also influenced the LOGO language.

Apart from this classification, LISP is comprised of a whole family
of dialects (InterLisp, MacLisp, VLisp, LeLisp, MuLisp, FranzLisp...),
which all share the following features:
- They compound recursive functions whereas traditional (imperative)
languages repeat assignment sequences.
- They handle tree structures, and there are program trees as well
as data trees (a program may therefore be processed by another program!)
- They are structured and modular (thanks to compound functions).
- They are interactive (they generally provide a language
interpreter
which lets you modify everything, including the interpreter itself!).
- Memory is managed dynamically and automatically (a "garbage
collector" reclaims the storage space used by data which is no longer
needed).

## 271. Re: new LISP implementation for the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-13 22:21:08 UTC
From: Slor <slor@comcast.net>
Message-ID: <avve4l$k0fi3$1@ID-164868.news.dfncis.de>
Source record: 24184

I'd be interested in that. I might even be willing to help in the
development.

Slor

"Carsten Strotmann" <cas_news@strotmann.de> wrote in message
news:avv8bf$j9049$1@ID-174234.news.dfncis.de...
> Hello,
>
> I'm currently in contact with a oric (= 6502 based computer) user who has
a
> LISP Interpreter for 6502 processors he is willing to share with the Atari
> community.
>
> My question is: how much interest is out there in the community for a good
> (and open, supported, documented) LISP on the A8?
>
> If there is enough feedback, I'm thinking of opening a "real" project
> instead of a "pet"-project just for me :-))
>
> Best regards
>
> Carsten Strotmann
>
> ----
>
> Resources on LISP --> http://www.paulgraham.com/lisp.html
> LISP Primer --> http://snaefell.tamu.edu/~colin/lp/
> ATARI Inter-LISP/65 -->
http://www.strotmann.de/twiki/bin/view/APG/LangLisp
> more LISP --> http://babs.cs.umass.edu/lisp-resources/index.html
>
> From the ORIC Lisp Manual
>
> The LISP language was created in 1964 by John McCarthy in order
> to process information organised as binary trees (math formulas, natural
> language sentences, knowledge bases etc.). LISP represents those trees as
> lists (by the way, LISP is an abbreviation for LISt Processing).
>
> The ability of LISP to handle symbolic information has made it one of
> the preferred "machine languages" in such fields as Artificial
Intelligence,
> Robotics, Formal Calculation, Programming Theory (e.g. program proving),
> Game Theory, Syntax Editors (e.g. Emacs) and more generally Programming
> Environments, etc.

>
> To position LISP relative to other programming languages,
> a distinction is usually made between three language families (although
> some languages may belong to more than one family): imperative languages
> such as Fortran, Pascal, Cobol, Basic, Ada, C..., in which a sequence of
> instructions is used to reach a solution; declarative languages such as
> Prolog which merely describe the problem to be solved (a deductive logic
> is then used to reach the solution); and functional and application
> languages such as LISP, ML, FP, where you apply functions in the
> mathematical sense (i.e. there are no more "variables" in a program).
Early
> object-oriented languages such as SmallTalk may be regarded as being
> derived from LISP. LISP also influenced the LOGO language.
>
> Apart from this classification, LISP is comprised of a whole family
> of dialects (InterLisp, MacLisp, VLisp, LeLisp, MuLisp, FranzLisp...),
> which all share the following features:
> - They compound recursive functions whereas traditional
(imperative)
> languages repeat assignment sequences.
> - They handle tree structures, and there are program trees as well
> as data trees (a program may therefore be processed by another program!)
> - They are structured and modular (thanks to compound functions).
> - They are interactive (they generally provide a language
> interpreter
> which lets you modify everything, including the interpreter itself!).
> - Memory is managed dynamically and automatically (a "garbage
> collector" reclaims the storage space used by data which is no longer
> needed).
>
>

## 272. Re: new LISP implementation for the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-13 22:21:36 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e233c12$0$49110$e4fe514c@news.xs4all.nl>
Source record: 24185

Hi,

LISP is not very interesting. I think a language as PASCAL but then a version that compiles to assembler code like cc65 does. This would be good. An ACTION! like compiler on the PC as cross-compiler would also be nice. Or a good Turbo-Basic like compiler that really creates assembler code not the output Turbo-BASIC XL 1.5 does....

TXG/MNX

"Carsten Strotmann" <cas_news@strotmann.de> wrote in message news:avv8bf$j9049$1@ID-174234.news.dfncis.de...
> Hello,
>
> I'm currently in contact with a oric (= 6502 based computer) user who has a
> LISP Interpreter for 6502 processors he is willing to share with the Atari
> community.
>
> My question is: how much interest is out there in the community for a good
> (and open, supported, documented) LISP on the A8?
>
> If there is enough feedback, I'm thinking of opening a "real" project
> instead of a "pet"-project just for me :-))
>
> Best regards
>
> Carsten Strotmann
>
> ----
>
> Resources on LISP --> http://www.paulgraham.com/lisp.html
> LISP Primer --> http://snaefell.tamu.edu/~colin/lp/
> ATARI Inter-LISP/65 --> http://www.strotmann.de/twiki/bin/view/APG/LangLisp
> more LISP --> http://babs.cs.umass.edu/lisp-resources/index.html
>
> From the ORIC Lisp Manual
>
> The LISP language was created in 1964 by John McCarthy in order
> to process information organised as binary trees (math formulas, natural
> language sentences, knowledge bases etc.). LISP represents those trees as
> lists (by the way, LISP is an abbreviation for LISt Processing).
>
> The ability of LISP to handle symbolic information has made it one of

> the preferred "machine languages" in such fields as Artificial
Intelligence,
> Robotics, Formal Calculation, Programming Theory (e.g. program proving),
> Game Theory, Syntax Editors (e.g. Emacs) and more generally Programming
> Environments, etc.
>
> To position LISP relative to other programming languages,
> a distinction is usually made between three language families (although
> some languages may belong to more than one family): imperative languages
> such as Fortran, Pascal, Cobol, Basic, Ada, C..., in which a sequence of
> instructions is used to reach a solution; declarative languages such as
> Prolog which merely describe the problem to be solved (a deductive logic
> is then used to reach the solution); and functional and application
> languages such as LISP, ML, FP, where you apply functions in the
> mathematical sense (i.e. there are no more "variables" in a program).
Early
> object-oriented languages such as SmallTalk may be regarded as being
> derived from LISP. LISP also influenced the LOGO language.
>
> Apart from this classification, LISP is comprised of a whole family
> of dialects (InterLisp, MacLisp, VLisp, LeLisp, MuLisp, FranzLisp...),
> which all share the following features:
> - They compound recursive functions whereas traditional
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> languages repeat assignment sequences.
> - They handle tree structures, and there are program trees as well
> as data trees (a program may therefore be processed by another program!)
> - They are structured and modular (thanks to compound functions).
> - They are interactive (they generally provide a language
> interpreter
> which lets you modify everything, including the interpreter itself!).
> - Memory is managed dynamically and automatically (a "garbage
> collector" reclaims the storage space used by data which is no longer
> needed).
>
>

## 273. Re: An unhappy non-customer

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-13 23:21:30 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <c5i62vchejp265fbt1dqhm53031kl9bdks@4ax.com>
Source record: 24186

On 13 Jan 2003 08:47:25 -0800, rtdos@yahoo.com (rtdos) wrote:

>Joe,
>I don't think Holmes (Aaron) has a problem with Steve selling the
>CD's. If you have read previous threads on the subject, Holmes
>(Aaron) already knows what Steve was planning to do and has had no
>problems with his intentions (other than the fact of putting the name
>Holmes up on his ebay auction). So I don't know where you are getting
>this or why you are attempting to stir up trouble.
>
I don't think his idea was to stir up trouble, I think he had good
intentions but may not have known all the facts. The fact he wrote
direct to Steve and not the group proves that.

He is dead right, the CD's do have read me's saying you are not to sell
them, Aaron may not have known at the time to take the file out or to
remind Steve not to use the Holme's name on the CD's.

I'd put it down to a simple misunderstanding tbh
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

## 274. Re: Micro-SPL - the parent of Action! ??

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-13 23:30:55 UTC
From: NoOne@FakeEmail.invalid
Message-ID: <9302B245EPrivacyLabs@209.143.0.11>
Source record: 24187

llppwhite@aol.comnsp (LarryWhite) wrote in
<20030112141903.02093.00000079@mb-fr.aol.com>:

>> Micro-SPL
>
>The odds are rather high. I tried to track down C.P. a couple of years
>ago (to find out if he had retained the "rights" to ACTION! ), and his
>address in the '80's was shown as Rochester, NY.
>Larry
>

I've downloaded everything I could find on Micro-SPL. I believe there is enough information available to forward engineer the Micro-SPL compiler in to something that is Action! compatable. Granted, part of the magic of Action! is it's integrated editor/monitor/compiler. But I've often wanted an Action! compiler that is command line driven and would also have a cross-compiler counterpart on the PC.

Hmmm, I wonder if the Action! editor was written in Action!? The Action! compiler leaves a characteristic JMP fingerprint immediatly before local procedure variables so it wouldn't be hard to find out. If I had the time.

Back in the 80's I remember hearing a rumor that the editor was written in Action!, and that PaperClip for both the A8 and C64 were written in Action! and compiled on a A8. Gee, if this were true then I wish I had those C64 runtime library functions.

I wonder if Henry G. Baker, Jr. could help you in contacting Clint by giving you an email address?

--

## 275. Re: Atari 1050 FDD question...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-14 02:31:37 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <v26tk8at010i16@corp.supernews.com>
Source record: 24188

The easist way would be to 'boot' use a Happy v.7.1 diskette and see if it responded. Lacking a disk, then open up the drive in the proscribed manner and check it for a Happy upgrade chip. If the drive is able to format in DDensity then this proves that it is upgraded, but not which upgrade. SpartaDos recognition with fast SIO could be Happy or ICD Doubler. I don't know if there is a direct poke or peek to detect a Happy drive. Although there might be a XIO command that could be interperted to be a Happy.
RoyE

"MisterBumpy" <misterbumpy@wmconnect.com> wrote in message news:20030109062951.18825.00000352@mb-mt.wmconnect.com...
> Years ago I had several 8-bit Atari systems around the apartment and loved them
> all. Sadly, I had to move and needed space, so I gave away all of my old
> Ataris, Macs, software, etc. :^(
>
> I had four 1050 drives in my possession and although this might sound silly, I
> must ask... what exactly is a "happy drive" and how can you tell if the drive
> is happy-enhanced or not?
>
> I realize it's too late now but was thinking of grabbing another 800XL next
> chance I got and needed to know for curiousity purposes.
>
> Thanks!

## 276. Re: Poll: new LISP implementation for the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-14 02:52:00 UTC
From: Greg Menke <gregm-news@toadmail.com>
Message-ID: <m365sse94f.fsf@europa.pienet>
Source record: 24189

Carsten Strotmann <cas_news@strotmann.de> writes:

> Hello,
>
> I'm currently in contact with a oric (= 6502 based computer) user who has a
> LISP Interpreter for 6502 processors he is willing to share with the Atari
> community.
>
> My question is: how much interest is out there in the community for a good
> (and open, supported, documented) LISP on the A8?
>
> If there is enough feedback, I'm thinking of opening a "real" project
> instead of a "pet"-project just for me :-))
>

I think its a great idea. But to exceed the capabilities of the
Interlisp port the Atari already has, it will need some substantial
work on a compatibility library. It would be handy if it could
implement a significant part of Common Lisp- though to do so,
something virtual memory-like would probably be necessary.

Gregm

## 277. Re: Making Atari Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-14 02:53:49 UTC
From: atari-man <flash@yahoo.com>
Message-ID: <1ZKU9.671838$P31.503048@rwcrnsc53>
Source record: 24190

Steve,

The cart space of a normal cart starts at $A000 if i remember correctly. There are a few bytes (6?) that lets the OS know on boot up that there is a cart installed, and special circumstances (i.e. boot DOS first, don't boot DOS ...etc..). Check out the hardware docs for info on the carts or the boot up sequence of them.

Tony

"Steve S" <j70141@hotmail.com> wrote in message news:3e223a75$1_6@news.teranews.com...
> I seem to vaguely recall knowing someone who knew how to put programs on to
> a chip and place it on a cartridge so it could work with the Atari. Does
> anybody know anything about this?
>
>

## 278. Re: Atari 1050 FDD question...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-14 04:10:48 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <c5MU9.41716$uL2.12257@nwrddc01.gnilink.net>
Source record: 24191

Look for a small "daughterboard" with several chips. It plugs into one of
the existing chip sockets. All of the HAPPY's I have seen have the Happy
copyright on the board.

"RoyE" <r-dean@charter.net> wrote in message
news:v26tk8at010i16@corp.supernews.com...
> The easist way would be to 'boot' use a Happy v.7.1 diskette and see if it
> responded. Lacking a disk, then open up the drive in the proscribed
manner
> and check it for a Happy upgrade chip. If the drive is able to format in

## 279. Re: Micro-SPL - the parent of Action! ??

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-14 04:12:54 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <a7MU9.8885$Dq.911805@newsread2.prod.itd.earthlink.net>
Source record: 24192

"Tom Hunt" <NoOne@FakeEmail.invalid> wrote in message
news:9302B245EPrivacyLabs@209.143.0.11...
> I've downloaded everything I could find on Micro-SPL. I believe there is
> enough information available to forward engineer the Micro-SPL compiler in
> to something that is Action! compatable. Granted, part of the magic of
> Action! is it's integrated editor/monitor/compiler. But I've often wanted
> an Action! compiler that is command line driven and would also have a
> cross-compiler counterpart on the PC.

Have you taken a look at the PD Action! run time package?

If you do some back door calculations it turns out the compiler part
probably isn't as detailed as you might imagine. Specifically the run time
package which has all the routines found in the cartridge compiles to ~4k. I
figure the editor is probably as sophisticated as SpeedScript so take on
another 8k. That leaves 4k for the monitor and compiler.

The calling convention is really simple for the routines, just passes
parameters in the A, Y, X, registers and page zero if you need more. All
routines end with an RTS.

Anyway the run time package makes a good starting point. It wouldn't have
the syntax, looping, or logic functions but is still kind if nice.

## 280. FTP upload

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-14 06:53:28 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e23b40a$0$49110$e4fe514c@news.xs4all.nl>
Source record: 24194

Hi,

I want to ask the person who uploads the Atari 1050 pdf (sams manual) to
contact me.

TXG/MNX

## 281. Re: Who is the moderator of comp.sys.atari.8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-14 06:59:35 UTC
From: matthew@myatari.net
Message-ID: <28889b8e.0301132259.56a557bb@posting.google.com>
Source record: 24193

Thanks guy's!

Paul Irvine <mclane.dellos@btinternet.com> wrote in message
news:<ofe52v0484rc09o9228jha102qrq6f7jf2@4ax.com>...
> On 12 Jan 2003 14:55:47 -0800, matthew@myatari.net (Matthew Bacon)
> wrote:
>
> >Hi,
> >
> >Can anyone tell me who the moderator of comp.sys.atari.8bit is?
> >
> >Cheers!
> >
> >Matt
>
> There are none although there are people who like to think of themselves
> as one.
>
> We have free polite atari based speech in here

## 282. Re: new LISP implementation for the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-14 07:52:04 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b00fbr$juh0v$1@ID-174234.news.dfncis.de>
Source record: 24195

TXG wrote:

> Hi,
>
> LISP is not very interesting. I think a language as PASCAL but then a
> version that compiles to assembler code like cc65 does. This would be
> good. An ACTION! like compiler on the PC as cross-compiler would also be
> nice. Or a good Turbo-Basic like compiler that really creates assembler
> code not the output Turbo-BASIC XL 1.5 does....
>
> TXG/MNX
>
>

Hi,

yes, that is on my list of things to do in life :))

One problem is that classical languages like C or PASCAL don't fit very well
into the 6502 architecture, and I'm not a specialist in compiler-building.

ACTION! was the best by code quality by now. Tom Hunt has (maybe) found the
origins of ACTION! (Micro-SPL, see post), but unfortunatly there is no
source to start.

If someone has spare time, it may be a start to research how the ACTION!
Compiler is working.

Additionaly, cm65 --> http://hem.bredband.net/b129764/Siders/CM65Main.htm
may be a start.

Carsten

## 283. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-14 09:37:27 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1042536977@rtfm.mit.edu>
Source record: 24196
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 15, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL:
#atari8

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

## 284. Re: Poll: new LISP implementation for the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-14 09:54:56 UTC
From: solarinflux@aol.com
Message-ID: <20030114045456.01896.00000682@mb-fi.aol.com>
Source record: 24097

i cannot help make it come to be from this oric.but lisp is my most higly held language. interlisp/65 though is not even fit for anything real it seems. i am voting as big a "YEs" as a single person could possibly vote. wish i could help it come to be but it is a teller order than i am fit to fill. so Yes. LISP in any improvement.

solarinFlux

## 285. Anyone compiling Atari++ for Windows?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-14 14:04:08 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <al582vg682gsiv7hhckuesaj024i736vs1@4ax.com>
Source record: 24098

If not, why not ;-)

Seriously, I've spoken to Thomas who says that it's possible to port
with some work / knowledge so I'm hoping to spur some clever person
into making this excellent emulator spread to the dreaded Windows
platform.

Why some will ask, Atari800win Plus is excellent...

I totally agree (being a beta tester I play with it more than most)
but the emulator is missing some of the fine features of Atari++ which
may not be easy to add into the core without a possible full rewrite.

So, anyone up to the task or at least willing to try?

If you think so then pop to

http://www.math.tu-berlin.de/~thor/atari++/

And work with Thomas to give a wider audience another fantastic
emulator.
--
Paul

*** remove YOURFINGER to email me ****

## 286. Re: Wanted: Atari XL or XE & 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-14 15:35:55 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0301140735.1b0c5421@posting.google.com>
Source record: 24099

I could only think of B&C, Bravo Sierra, Best, or Video 61 but
couldn't think of others. (actually through an un-related google
search I found several 2600/5200 dealers that I've never heard of)

rodsmith@nessus.rodsbooks.com (Rod Smith) wrote in message
news:<tu0vva-e3k.ln@speaker.rodsbooks.com>...
> In article <845192d9.0301130902.4f10242@posting.google.com>,
> rtdos@yahoo.com (rtdos) writes:
> > A member of my group (whom shall remain anonymous but it ain't me) has
> > been searching for an Atari XL or XE (64K Min) and a 1050 or
> > compatible disk drive. Anyone have one for sale or suggestion?
>
> Check eBay. There are usually several Atari 8-bit computers and floppy
> drives up for auction at any given time. There are also a few retailers
> who specialize in used equipment, but I don't have any URLs handy. Try
> doing a Web search to find them, if somebody doesn't post with specific
> URLs.

## 287. Re: Holme's CDs for sale, here is the address

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-14 17:09:48 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E24445C.716D3120@students.uni-mainz.de>
Source record: 24100

Hello Steve,
hoch much do I have to add for p & p to Germany ?!?
-Andreas.

Steve S schrieb:
>
> I just received Holme's CDs today... there was three of them.
>
> It is quite a collection, there appears to be quite a bit of stuff on them
> that I myself never saw on the website. It is certainly a fine collection.
>
> I think I can get these out to anyone that wants one for about $15 without
> losing my shirt. I promise I am not making any money off of this, anyone
> that thinks I am getting rich off of this is an idiot. This covers the cost
> of the CDs, shipping & handling, packaging, the making of the CDs, the cost
> to put it on ebay (yes, I did that too... some people may be more
> comfortable doing it that way and it may make payment easier for some [ebay
> verification for me was $5, then there is what I have to pay to have it
> posted), and whatever else pops up. (I just lost my job today folks, so I
> think I will have more time than usual to make the CDs) I only hope I don't
> end up losing money because of this, I will let you know if what I have to
> pay ends up being different than what I am asking, and make adjustments
> accordingly.
>
> To get the CDs, send $15 to:
>
> Steve S.
> PO Box 70141
> Las Vegas, NV 89170
>
> or go to the ebay auction and make a payment there:
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2087785348
>
> The web site says that you will pay for shipping, but that is not so. If
> you are located in the United States, I will worry about shipping. I only
> left that option open in case I get someone from out of the country and the
> costs for shipping add up to more.
>
> Personal checks will have to wait until clearance.

# 288. Re: Converting MPEGs for Atari 8-bit (was Re: AVI picture convertor (site update) [commodore 64])

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-14 17:18:37 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E24466D.A5C56F05@students.uni-mainz.de>
Source record: 24101

Hmmm,
I guess Numen uses Gr. 9 +11. To avoid the black stripes, Fox has
lowered the resolution to 80x48 pixels (instead of 80x96 pixels, which
is standard for non-interlaced gr. 9+11 pics)...

HIP or RIP both use Gr. 9+10 (because the GTIA bug which gives the
160x200 or 160x238 resolution appears in Gr. 10!); one picture uses
approx. 16kbytes when uncompressed; packers can reduce this on
disk/harddisk (but not in RAM memory!), alas, they are too slow when
unpacking. They cannot unpack 25-30 pics per second !! Just view a
packed HIP or RIP picture with Visage 2.5 and look how long it takes to
unpack just one picture... -Andreas.

Mathy van Nisselroy schrieb:
>
> Howdy Marco, Bill
>
> > Frankly, my suggestion would be to trick the eye... use something a la
> ColrView
>
> Why not use HIP or RIP? Or whatever Numen (the demo) is using.
>
> CU Mathy van Nisselroy

## 289. Re: transferring atr to tape

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-14 17:44:01 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E244C61.B39FB261@students.uni-mainz.de>
Source record: 24102

Well,
if the ATR image is a boot-disk (without directory, etc.), you won`t be
able to convert it to tape easily. however, if the ATR contains files
(Bas, EXe, etc.) you can use any D=>C Filecopier to convert those files
to tape. Load SIO2PC then boot a DOS, load in a Disk=> Cass. Copier (via
DOS!) and then setup the ATR image as D1:filename.atr; you should now be
able to load any file from Disk (the ATR image) and save it to tape
(connected to your real Atari)...

when done, 1) BAS files can be loaded from Tape via CLOAD <RETURN>, 2)
LST files can be loaded from tape via Enter"C:" <RETURN>, 3)
boot-ml-programs can be loaded with <START> or <START>+<OPTION> and
<RETURN< after the beep, 4) ordinary ML-files (COM, EXE, etc.) can be
loaded with a ML-file tape-loader (like BLC, COS, tapeboot, etc. )...

Just E-Mail me if you need a Disk=>Cass Copier or a ML-file tape-loader.
-Andreas.

Steve S schrieb:
>
> Get the SIO2PC cable, it will hook up your PC to your Atari and make the
> Atari think it is just one big disk drive. Then you can play the games
> without using the cassette player.
>
> IF however you insist on putting it on cassette. Load the program into the
> atari (using the SIO2PC cable) then I think there is a command like CSAVE to
> let you save it to the cassette.
>
> Need an SIO2PC cable? Here you go:
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2087131362
>
> Or just do a search on ebay for "SIO2PC". That's how I got mine, and I love
> it. They guy that made it did excellent work.
>
> "angeuk" <quizzers1@hotmail.com> wrote in message
> news:894cb5a7.0301121149.7dcef7f7@posting.google.com...
> > Hi all,
> >
> > I have just bought an Atari 800 XL. It uses a tape cassette to load
> > games. There seem to be hundreds of games available on the net, but I
> > don't know how to transfer them to tape cassette for use on my
> > machine.
> >
> > Is there a program to convert .atr programs to WAV files so that I
> > might record them to tape?

> >
> > Thanks in advance,
> >
> > Ange

## 290. Re: Atari 800 expandability, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-14 17:51:47 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E244E33.C613C555@students.uni-mainz.de>
Source record: 24103

Well,
afaik the Atari 800 can have up to 4 Megabytes of RAM; an XL or XE Atari can have up to 16 Megabytes of RAM if it has 1 PIA chip (which is standard); if equipped with a second PIA chip an XL or XE Atari can have up to 256 Megabytes of RAM. But I have my doubts that anyone needs so much RAM or that there exists any A8 software that will use or support so much RAM...

Hmm, Diamond, since it was not very widespread around the atari community it will load all Diamond apps, but it will not load every non-diamond app. If you are lucky it does, otherwise it does not - you just have to find out yourself. But I think it is possible to write some drivers or patches for existing programs, so that they will load under diamond (alas, you have to write those drivers or patches yourself)...
-Andreas.

Leon Howell schrieb:
>
> leonhowell@hotmail.com (Leon Howell) wrote in message news:<16c591c4.0301091915.10e2aa73@posting.google.com>...
> > What about the Atari XE-130? How much ram can it have?
> >
> > What about the Diamond graphical operating system? Will it work with
> > non-Diamond apps?
>
> Come on, somebody has to have an answer. Is the 800 the best, or is
> the XE130 better? (There has to be an XE130 fan out there who can help
> me.)

## 291. Re: Who is the moderator of comp.sys.atari.8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-14 17:53:31 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E244E9B.7716B554@students.uni-mainz.de>
Source record: 24104

No-one !! nobody !!
afaik, this newsgroup is un-moderated... -Andreas.

P.S.: Just read the "welcome to comp.sys.atari.8bit" text by michael
current...

Matthew Bacon schrieb:
>
> Hi,
>
> Can anyone tell me who the moderator of comp.sys.atari.8bit is?
>
> Cheers!
>
> Matt

## 292. Re: Holme's CDs for sale, here is the address

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-14 18:03:43 UTC
From: Kenneth Heffington <kheffington@pacbell.net>
Message-ID: <3iYU9.48907$074.419063@news.easynews.com>
Source record: 24110

```
"RoyE" <r-dean@charter.net> wrote in message
news:v1vgcu7hs81jf7@corp.supernews.com...
>
> "Kenneth Heffington" <kheffington@pacbell.net> wrote in message
> news:wPNT9.261202$vi4.35360@post-02.news.easynews.com...
> >
> > "Steve S" <j70141@hotmail.com> wrote in message
> > news:3e1dec0d$1_2@news.teranews.com...
> > > I just received Holme's CDs today... there was three of them.
> >SNIP>
> > > or go to the ebay auction and make a payment there:
> > > http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2087785348
> > >
> > >
> > > The web site says that you will pay for shipping, but that is not so.
> If
> > > you are located in the United States, I will worry about shipping. I
> only
> > > left that option open in case I get someone from out of the country
and
> > the
> > > costs for shipping add up to more.
> > >
> > > Personal checks will have to wait until clearance.
> >
> >
> > Putting this on ebay is not wise. You should not be auctioning off this
> > stuff.
>
>
> Hi Kenneth,
> I don't consider that this is an auction. It is more like a gifted method
> of insuring that those people that would like to maintain this information
> will be able to recieve it at a fixed, nominal, non profit cost. Besides
> all copies are going for a fixed cost of 15.00 dollars. I doubt very
much
> if any one of the offered 100 sets will be bid any higher than the asked
for
> above mentioned price.
>
> Regards,
> RoyE
```

I do not have a problem with these going for $15 and it seems reasonable.
That is not what I meant nor the auction part. But Ebay takes a hard
postion against the selling of ROMS and suspends accounts, thus a risky
place to put them

## 293. Re: An unhappy non-customer

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-14 18:29:53 UTC
From: gavs_usenet@mungedup.swissonline.ch.invalid
Message-ID: <3e2455f3.3335466@news.swissonline.ch>
Source record: 24105

On Mon, 13 Jan 2003 23:21:30 +0000, Paul Irvine
<mclane.dellos@btinternet.com> wrote:

>On 13 Jan 2003 08:47:25 -0800, rtdos@yahoo.com (rtdos) wrote:
>
>>Joe,
>>I don't think Holmes (Aaron) has a problem with Steve selling the
>>CD's. If you have read previous threads on the subject, Holmes
>>(Aaron) already knows what Steve was planning to do and has had no
>>problems with his intentions (other than the fact of putting the name
>>Holmes up on his ebay auction). So I don't know where you are getting
>>this or why you are attempting to stir up trouble.
>>
>I don't think his idea was to stir up trouble, I think he had good
>intentions but may not have known all the facts. The fact he wrote
>direct to Steve and not the group proves that.
>
>He is dead right, the CD's do have read me's saying you are not to sell
>them, Aaron may not have known at the time to take the file out or to
>remind Steve not to use the Holme's name on the CD's.
>
>I'd put it down to a simple misunderstanding tbh

I can't help but be amused at all the indignation over the sales of
this collection - at the end of the day it is a compilation of someone
else's copyrighted software and the notion that the person who
collected it together has some sort of control over it is pretty
absurd. It's a bit like saying you can't redistribute PD software
(of course, this isn't PD but then neither are the contents of ths
collection 'owned' by the collector).

Full marks and thanks to 'Holmes' for spending time collecting the
software and arranging the original website, but let's not forget that
he's not the copyright holder of it and that anyone else is as free
(or not as the case may be) to redistribute it or make it available as
he was.

Gav

## 294. Re: Anyone compiling Atari++ for Windows?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-14 19:43:50 UTC
From: Slor <slor@comcast.net>
Message-ID: <b01p9p$klu9i$1@ID-164868.news.dfncis.de>
Source record: 24106

"Paul Irvine" <mclane.dellosYOURFINGER@btinternet.com> wrote in message
news:al582vg682gsiv7hhckuesaj024i736vs1@4ax.com...
>
> If not, why not ;-)
>
> Seriously, I've spoken to Thomas who says that it's possible to port
> with some work / knowledge so I'm hoping to spur some clever person
> into making this excellent emulator spread to the dreaded Windows
> platform.
>
> Why some will ask, Atari800win Plus is excellent...
>
> I totally agree (being a beta tester I play with it more than most)
> but the emulator is missing some of the fine features of Atari++ which
> may not be easy to add into the core without a possible full rewrite.
>
> So, anyone up to the task or at least willing to try?
>
> If you think so then pop to
>
> http://www.math.tu-berlin.de/~thor/atari++/
>
> And work with Thomas to give a wider audience another fantastic
> emulator.

I have sent Thor an email about this. I've been wanting to get more
involved in an emulator project (and I just got back into Atari 8-bit
stuff), so I'm taking a look at the source and will try out the emulator on
Linux tonight. Sounds like it might be a cool project, so I'll keep you
posted.

Slor

## 295. Large archive of Atari disks...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-14 21:19:05 UTC
From: dunxuk@aol.com
Message-ID: <20030114161905.02096.00000296@mb-bd.aol.com>
Source record: 24107

Ok, I mentioned last year that I was 'auditing' my disk collection and making fresh copies of all my favourite programs.

Now I've done that and I've got about 500 floppies now that are going to go!

I was going to put them on eBay in five batches of 100 with disk boxes starting at ï¿½10 each (cheap - in the UK Atari disks are like hen's teeth, such was the stranglehold of Commodore), but I would like to offer the community here at csa8 first refusal before they get split up and go elsewhere.

So any UK members interested, email me an offer. Almost all are games, many of which were not on Holmes's site. In fact I was in the process of sorting out the ones to DCM and send to him when his site went down. About twenty are DD and most of those are Alphaloads with many games on each disk. There's multiload games, utilities, some sound and music disks etc. Piles of disks when you see them all in one place!

I don't feel good about advertising on this NG but I'd like to give the rest of the team here a chance of a shout before putting them on eBay. Please, no flames!

Would you like to email me an offer? If you are thinking of collecting them I'm in SW Scotland.

Dunx

## 296. Re: An unhappy non-customer

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-14 21:26:22 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <s9v82v40e7clof5vu0tloonn22rvmm15cr@4ax.com>
Source record: 24108

On Tue, 14 Jan 2003 18:29:53 GMT,
gavs_usenet@mungedup.swissonline.ch.invalid (Gav) wrote:

> I can't help but be amused at all the indignation over the sales of
>this collection - at the end of the day it is a compilation of someone
>else's copyrighted software and the notion that the person who
>collected it together has some sort of control over it is pretty
>absurd. It's a bit like saying you can't redistribute PD software
>(of course, this isn't PD but then neither are the contents of ths
>collection 'owned' by the collector).
>
I've only seen one mention of 'don't sell it' so I can't see where you
get 'all' from Gav.

All I've said as one of the many sources of material is that I'd have
preferred it on a web site as well. As for Aaron having control, no
but if it was me I'd like to think someone would respect my wishes for
all the hard work I'd done which *was* the case here.

Say the case was different and someone else was putting the CD's up
for sale *without* asking you who had spent years collating them,
would you not mind just a little?

It's a respect thing....Not an ownership thing...

> Full marks and thanks to 'Holmes' for spending time collecting the
>software and arranging the original website, but let's not forget that
>he's not the copyright holder of it and that anyone else is as free
>(or not as the case may be) to redistribute it or make it available as
>he was.

>Gav

Aaron has never made any comments against anything but he did ask if
it was possible to remove his name from the collection on ebay for
very obvious reasons.

Again, apart from one person who privately mailed Steve I can't see a
single note of uproar to be honest. It's all been fine and dandy.
--
Paul

*** remove YOURFINGER to email me ****

## 297. Re: Anyone compiling Atari++ for Windows?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-14 21:29:11 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <d5092vojbr6e4g1cfa7f5bcoifcah1uags@4ax.com>
Source record: 24109

On Tue, 14 Jan 2003 14:43:50 -0500, "Slor" <slor@comcast.net> wrote:

>"Paul Irvine" <mclane.dellosYOURFINGER@btinternet.com> wrote in message
>news:al582vg682gsiv7hhckuesaj024i736vs1@4ax.com...
>>
>> If not, why not ;-)

>I have sent Thor an email about this. I've been wanting to get more
>involved in an emulator project (and I just got back into Atari 8-bit
>stuff), so I'm taking a look at the source and will try out the emulator on
>Linux tonight. Sounds like it might be a cool project, so I'll keep you
>posted.
>
>Slor
>
Excellent, I certainly would hope that Thomas's hard work writing all
the 'exact' stuff could be seen on the maximum vantage platform which
like it or hate it is Windows.

Come on guys and gals, lets float this boat..
--
Paul

*** remove YOURFINGER to email me ****

## 298. Re: Holme's CDs for sale, here is the address

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-14 22:25:34 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <3e248bb5$2_3@news.teranews.com>
Source record: 24111

I am not sure yet, I am taking that on an AS IS basis right now. Make a bid on ebay and when the auction is over I will look into it. I already have one person from Ireland that I have to look into.

To everyone else, I have six packages ready to be sent out (before I ran out of mailers). The whole package weighs a little less than 4 oz. I just need to find out what it will cost to mail them and pay it. Everything goes out on Thursday, the day the auction ends.

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message news:3E24445C.716D3120@students.uni-mainz.de...
> Hello Steve,
> hoch much do I have to add for p & p to Germany ?!?
> -Andreas.
>
>
> Steve S schrieb:
> >
> > I just received Holme's CDs today... there was three of them.
> >
> > It is quite a collection, there appears to be quite a bit of stuff on them
> > that I myself never saw on the website. It is certainly a fine collection.
> >
> > I think I can get these out to anyone that wants one for about $15 without
> > losing my shirt. I promise I am not making any money off of this, anyone
> > that thinks I am getting rich off of this is an idiot. This covers the cost
> > of the CDs, shipping & handling, packaging, the making of the CDs, the cost
> > to put it on ebay (yes, I did that too... some people may be more
> > comfortable doing it that way and it may make payment easier for some [ebay
> > verification for me was $5, then there is what I have to pay to have it
> > posted), and whatever else pops up. (I just lost my job today folks, so I
> > think I will have more time than usual to make the CDs) I only hope I don't
> > end up losing money because of this, I will let you know if what I have to
> > pay ends up being different than what I am asking, and make adjustments
> > accordingly.

> >
> > To get the CDs, send $15 to:
> >
> > Steve S.
> > PO Box 70141
> > Las Vegas, NV 89170
> >
> > or go to the ebay auction and make a payment there:
> > http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2087785348
> >
> > The web site says that you will pay for shipping, but that is not so.
If
> > you are located in the United States, I will worry about shipping. I
only
> > left that option open in case I get someone from out of the country and
the
> > costs for shipping add up to more.
> >
> > Personal checks will have to wait until clearance.

## 299. Re: Atari 800 expandability, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 00:25:34 UTC
From: leonhowell@hotmail.com
Message-ID: <16c591c4.0301141625.45da09d@posting.google.com>
Source record: 24112

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in message news:<3E244E33.C613C555@students.uni-mainz.de>...
> Well,
> afaik the Atari 800 can have up to 4 Megabytes of RAM; an XL or XE Atari
> can have up to 16 Megabytes of RAM if it has 1 PIA chip (which is
> standard); if equipped with a second PIA chip an XL or XE Atari can have
> up to 256 Megabytes of RAM.

Holey Microchips!!! OK, which one is faster, the 800 or XE130? And where can I get this stuff?

> But I have my doubts that anyone needs so much RAM or that there exists any > A8 software that will use or support so much RAM...

True, but 512k might be usefull. Or I could make the 256 meg battery backed and use it for a ramdisk.

> Hmm, Diamond, since it was not very widespread around the atari
> community it will load all Diamond apps, but it will not load every
> non-diamond app. If you are lucky it does, otherwise it does not - you
> just have to find out yourself. But I think it is possible to write some
> drivers or patches for existing programs, so that they will load under
> diamond (alas, you have to write those drivers or patches yourself)...
> -Andreas.

What about hard drives and/or 80 track floppies? Are the XE130's or 800XL's joystick ports bidirectional like the 800's?

## 300. Re: Building a new ATARI computer ...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 00:52:28 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0009e63a@fmlynet.org>
Source record: 24131

FamilyNet Newsgate

You know, XEGS have the detachable keyboard and are nice and stackable.

Doctor Clu

> From: solarinflux@aol.com (Solar Influx)

> i am going to eventually have 4 to 8 -atari 800 xl's plugged into a cabinet
> each plugged into the parallel and running in parallel in some sort of neural
> archeitecture. i program and use my 8 bit's more than i do my pc. i am
> collecting hardware till i have no more room. i use them to do many varied
> chores.
> at least i am going to keep using these comps till i drop..

> solar

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

## 301. 8-Bit equipment offer 01/10/02

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 00:54:56 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0009e63b@fmlynet.org>
Source record: 24133

FamilyNet Newsgate

Candy and Colleen (how we would all love to see the secretaries these were named after). I am still banging away on Colleen.

(Message typed on a Atari 800.. what did you think I meant?) :)

Doctor Clu

> From: Mike Marion <mmarion@simplecom.net>

> Thanks to all that offered - I have made an agreement with someone who
> will pick the stuff up. I'm impressed at the interest in the 8-Bits ,
> They were my first love.
> Candy and Colleen.

> Mike Marion

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

## 302. Anyone compiling Atari++ for Windows?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 00:59:54 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0009e63c@fmlynet.org>
Source record: 24130

FamilyNet Newsgate

> From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>

> Why some will ask, Atari800win Plus is excellent...

And I have found that Atari800X for Macintosh System X is actually quite
good too.

You know, with System X being a unix system (BSD) anyway, I wonder if
Atari++ would have much difficulty porting? (Scratching chin).

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

## 303. VGA, hard drives and the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 01:19:40 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0009e63d@fmlynet.org>
Source record: 24129

FamilyNet Newsgate

Well, I'm back for a bit at least. After reorganizing, I managed to get my computer back online with a few tricks. :)

For those just tuning into the Atari 800 scene, here are some fun suggestions of things you can do.

Bear in mind that while there are things available to the Atari 8-bit world, some programs don't readily work on the Atari that would say work on the XL or XE. Mind you, being a big fan of the Atari 800, I am willing to make that sacrifice.

First off, looking for a hard drive? Try the MyIde that Mr. Atari is selling. I have a slightly different one in use, a prototype, but still great to have a hard drive to bring the computer up.

Secondly, if you get to where Ice-T is not enough for you, you could always try networking the Atari computer through a null modem linkup. With this (that I discovered by accident) you can log into a local BBS (yes they still exist in some areas) and type on the Atari 800, and if connected right, you can type on the Atari 800 and see the text and see the text also on a PC or ST screen. (ok, ready for this... get one of those blue laplink cables.. with two connectors on each end. Then with the appropriate null modem connectors and pin adaptors set it up so that...

End one
nine pin connector - pin adaptor - Modem 25 pin connector - Cable to 850 interface

End Two
9 pin connector - pin adaptor - null modem - cable to PC 25 pin connector- Empty

Discovered this by accident, used it for years.. would love to know why this works, and would pay $20 to the first person to tell me how to get this talking to a Mac this way...) ;)
With the PC or ST using better programs more suited for reading 80 column and Ansi (or Ripterm even) the BBS activity is interpreted for the BBS'er while still getting to enjoy controlling it all from the Atari 800's cool keyboard.

Third, VGA! Sure you could use a RF connector to a TV. Not a bad start. And if you get a video monitor, the Atari 800's video port is amazing. To matter the fact, S-Video is easily converted so I've been told. But another fun alternative is to find a Macintosh Quadra 660A/V or some other audio/video Macintosh. You can pick these up for cheap now days since schools are unloading these to make room for newer computers (these computers came out in

1994 so you can't blame them). Hook up the A/V Mac to a VGA monitor, and then the Atari 800 to the video in port and the audio to the single channel microphone port and whammo! You now have game playing ability of the Atari 800 on a VGA monitor.
(Natually I have seen another friend do this with his video card on his PC, but being able to do the same for a $10 computer from a sidewalk sale is simply sweet!)

So that's what you can do with a Atari 800. Any questions? :)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

## 304. Xetec: Graphics AT Printer Card

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 01:23:16 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0009e63e@fmlynet.org>
Source record: 24132

FamilyNet Newsgate

My next big task in the Atari 800 world will be to hook up a Star 10
graphical printer using the Xetec "graphics AT" printer card.

I managed to get the printer card hooked up to the Star 10 printer attached
to a Atari 800 originally from the first Saturday sidewalk sale. Unfortunately,
no software attached. Anyone have any experience with this bit of printer
adaptor, and have the software for it? Be willing to trade perhaps some game
for a copy.

Thanks!

Doctor Clu
drclu@swbell.net

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

## 305. Re: XEGS RAM expansion kits

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 03:45:48 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <v29mbd963j5lae@corp.supernews.com>
Source record: 24113

"DunxUK" <dunxuk@aol.com> wrote in message
news:20020527081832.13905.00000870@mb-cl.aol.com...
> >PS as soon as i get the bugs chased out of my upgrade, I'm hoping to get
a
> >small production run going of my 1MB upgrade.
>
> Put me on the emailing list when it's available!
>
> Thanks and best regards,
>
>
> Duncan

I would also like to be added to any contact list about the availablity of
the 1MB upgrade for the XEGS. Small production run..

RoyE

## 306. Re: Poll: new LISP implementation for the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 03:57:42 UTC
From: Hidehiko Ogata <hog@aqu.bekkoame.ne.jp>
Message-ID: <72.U2.UN2zBqRtRZawqZb.NR@aqu.bekkoame.ne.jp>
Source record: 24114

Carsten Strotmann wrote:

> My question is: how much interest is out there in the community for a good
> (and open, supported, documented) LISP on the A8?

I love lisp and I love the A8. Two in one would be a perfect dream! :D

(How about scheme BTW? I've heard it's a lot simpler to implement.)
--
// }{idehiko ()gata "War is over, if you want it"
\X/ Amiga since '86 - John Lennon

## 307. Re: Anyone compiling Atari++ for Windows?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 05:02:51 UTC
From: Slor <slor@comcast.net>
Message-ID: <b02q5k$l62gk$1@ID-164868.news.dfncis.de>
Source record: 24115

> Excellent, I certainly would hope that Thomas's hard work writing all
> the 'exact' stuff could be seen on the maximum vantage platform which
> like it or hate it is Windows.
>
> Come on guys and gals, lets float this boat..

I've been testing this on my Linux box, and you're right - it's a very nice implementation. I certainly would be willing to start the work to port it over to Windows. Hopefully I will get a positive response from Thomas. Until then, I'll continue to play!

Good idea Paul.

Slor

## 308. Connecting Atari 400 to TV set

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 05:21:52 UTC
From: "Frederick R. Hanhisalo" <FredH@hiraethcelticgoods.com>
Message-ID: <Qd6V9.7793$Fj2.4305951@news2.news.adelphia.net>
Source record: 24116

I have an Atari 400 with a TV/Computer switch box. It works when I connect the Atari to the antenna input on the TV through the switch box but the image is poor.

The cable on the Atari ends with a phono jack and there is a similar jack for video in on the TV. Unfortunately, when I connect the Atari directly to the video in jack on the TV I get a blank screen.

This happens with two different TV sets. It also happens with a Radio Shack Color Computer (which also works with the TV/computer switch box).

I've searched the Atari and CoCo FAQs and web sites with no luck. I did read of one person who burned out the TV card on his computer so I'm reluctant to experiment further.

Can anyone tell me the best way to connect an Atari 400 to a TV?

TIA,
FredH

## 309. Re: Connecting Atari 400 to TV set

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 06:25:30 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <v29vmp4q0o0vc8@corp.supernews.com>
Source record: 24117

Frederick,

The 400 doesn't have composite video, just the rf through the rca jack to the tv switch box. If the tv has an rca plug it is for composite video and not the antenna. The 800 and xl series Atari's have composite video thorough the monitor out plug. There has been several Clearpic mods done for the Atari but I haven't heard of one for the 400, but I have tried several different rf switch boxes and have had some luck with the Radio Shack switch box, the earlier Nintendo switch box. Search the internet for atari clearpic and atari mod. I know that the 5200 and the 2600 can have a composite video hardware hack to fix blurry pictures.
Good luck, someone else will be glad to help point out other things that you might try also..
RoyE

"Frederick R. Hanhisalo" <FredH@hiraethcelticgoods.com> wrote in message news:Qd6V9.7793$Fj2.4305951@news2.news.adelphia.net...
> I have an Atari 400 with a TV/Computer switch box. It works when I connect
> the Atari to the antenna input on the TV through the switch box but the
> image is poor.
>
> The cable on the Atari ends with a phono jack and there is a similar jack
> for video in on the TV. Unfortunately, when I connect the Atari directly
> to the video in jack on the TV I get a blank screen.
>
> This happens with two different TV sets. It also happens with a Radio Shack
> Color Computer (which also works with the TV/computer switch box).
>
> I've searched the Atari and CoCo FAQs and web sites with no luck. I did
> read of one person who burned out the TV card on his computer so I'm
> reluctant to experiment further.
>
> Can anyone tell me the best way to connect an Atari 400 to a TV?
>
> TIA,
> FredH

# 310. Re: Converting MPEGs for Atari 8-bit (was Re: AVI picture convertor (site update) [commodore 64])

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 07:46:21 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <qn1a2v47gf35r3tifvsvdqu56vkjnsu4rl@4ax.com>
Source record: 24118

On Tue, 14 Jan 2003 18:18:37 +0100, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote:

>Hmmm,
>I guess Numen uses Gr. 9 +11. To avoid the black stripes, Fox has
>lowered the resolution to 80x48 pixels (instead of 80x96 pixels, which
>is standard for non-interlaced gr. 9+11 pics)...
>
>HIP or RIP both use Gr. 9+10 (because the GTIA bug which gives the
>160x200 or 160x238 resolution appears in Gr. 10!); one picture uses
>approx. 16kbytes when uncompressed; packers can reduce this on
>disk/harddisk (but not in RAM memory!), alas, they are too slow when
>unpacking. They cannot unpack 25-30 pics per second !! Just view a
>packed HIP or RIP picture with Visage 2.5 and look how long it takes to
>unpack just one picture... -Andreas.
>
>
Well, my latest idea was to use GR.9+11, at 80x192, first frame goes
GR.9-GR.11-GR.9, second frame goes GR.11-GR.9-GR.11, third frame goes
GR.9-GR.11-GR.9, etc. And no picture is a repeat of the previous one,
taking advantage of the fact that abrupt transitions from one frame
to the next are not too likely. You know, some sacrifices need to be
made.

OK, a GR. 9 or 11 80x192 picture takes (80 pixels/line*192 lines*4 bits/pixel)/
(8 bits/byte)=7680 bytes. Can an A8 load 7680 bytes from disk in 1/30th of a
second? Can some sort of cache be used? With let's say 48K reserved for cache,
you could store 6 fields in advance (I'm talking 'fields' instead of 'frames'
because actually, each picture would only be a half-frame, technically,
"completed" with the information contained in the next one). So we'd end up
with actually 15fps. Let's see: SIO transfers at 19200bps (which translates as
2400 bytes/second, and we'd need 230400 bytes/second), so it definitely has to
be discarded as a way to read the 'video' files since it's too low. PBI, OTOH,
is faster, but is it fast enough? Can it at least achieve 115200 bytes/second?
I'd be willing to believe it can...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

## 311. Re: Poll: new LISP implementation for the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 07:53:46 UTC
From: solarinflux@aol.com
Message-ID: <20030115025346.02104.00000299@mb-cb.aol.com>
Source record: 24119

hog said it well. i am keeping daily tabs on this here thread because i wopuld
love more than anything to have a lisp that is more complete and more
documented. i need a lisp lisp lisp lisp for my atari.
a lisp lisp lisp lsip not a safari.
i need lisp lisp lisp to make my comps hardy. lisp lisp lisp atari atari
atari
we who want it want it badly so if iz possible make us happy.
lisp
lisp
atari
atari

SolarinFlux

# 312. Re: Converting MPEGs for Atari 8-bit (was Re: AVI picture convertor (site update) [commodore 64])

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 09:30:19 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b039nb$2ps$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 24120

Hi,

> OK, a GR. 9 or 11 80x192 picture takes (80 pixels/line*192 lines*4 bits/pixel)/
> (8 bits/byte)=7680 bytes. Can an A8 load 7680 bytes from disk in 1/30th of a
> second?

At least not over the serial port with a 1050 attached to it. You would have
to have a harddisk that loads data directly into the memory, at best by
using DMA.

> Can some sort of cache be used? With let's say 48K reserved for cache,
> you could store 6 fields in advance (I'm talking 'fields' instead of 'frames'
> because actually, each picture would only be a half-frame, technically,
> "completed" with the information contained in the next one). So we'd end up
> with actually 15fps. Let's see: SIO transfers at 19200bps (which translates as
> 2400 bytes/second, and we'd need 230400 bytes/second), so it definitely has to
> be discarded as a way to read the 'video' files since it's too low. PBI, OTOH,
> is faster, but is it fast enough? Can it at least achieve 115200 bytes/second?

PBI with DMA would be fast enough, I suppose. Excuse my ignorance, but is there
an existing PBI hardware for that?

So long,
Thomas

## 313. Re: Atari 1050 FDD question...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 09:36:24 UTC
From: misterbumpy@wmconnect.com
Message-ID: <20030115043624.01896.00000146@mb-ff.wmconnect.com>
Source record: 24121

Great, thanks!

I plan on getting my hands around a 600XL or 800XL whenever I can (anyone want to trade me for something?) and a 1050 FDD, so that'll be handy to know.

Also, another question: I have been told that the 810 and 1050 will store 88K per side on single density disks. I know better than to try and use DSHDs, but is it safe to use DSDDs as single density? It won't shorten the life of the media too terribly, will it?

Thanks!

## 314. Re: Atari 1050 FDD question...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 09:45:00 UTC
From: dunxuk@aol.com
Message-ID: <20030115044500.03757.00000688@mb-cg.aol.com>
Source record: 24122

>Also, another question: I have been told that the 810 and 1050 will store 88K
>per side on single density disks. I know better than to try and use DSHDs,
>but
>is it safe to use DSDDs as single density? It won't shorten the life of the
>media too terribly, will it?

Yes, those are best. The 1050 writes some DD sectors when using enhanced
density anyway. Don't forget to notch them so you can use both sides!

My disks have lasted 20 years with no sign of fading yet, I think you can trust
them!

## 315. Re: Atari 1050 FDD question...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 10:08:49 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0301150208.492f6a7b@posting.google.com>
Source record: 24123

"RoyE" <r-dean@charter.net> wrote in message news:<v26tk8at010i16@corp.supernews.com>...
> The easist way would be to 'boot' use a Happy v.7.1 diskette and see if it
> responded. Lacking a disk, then open up the drive in the proscribed manner
> and check it for a Happy upgrade chip. If the drive is able to format in
> DDensity then this proves that it is upgraded, but not which upgrade.
> SpartaDos recognition with fast SIO could be Happy or ICD Doubler. I don't
> know if there is a direct poke or peek to detect a Happy drive. Although
> there might be a XIO command that could be interperted to be a Happy.
> RoyE
>

Except that SpartaDOS doesn't do Happy drives... The Happy will not
accept an Ultra Speed sector skew nor the command, which causes a
serious error to occur within the Happy and from that moment on the
Happy will always kludge the third byte with 82h thus ruining each
and every sector written to using Sparta. SDX is a different critter,
and even with that DOS you'll need to load a Happy drive patch to
use a Happy with it. I'm not sure if there was a patch for standard
disk based SpartaDOS or not, or even what it's file name would be.

The main point is that the Happy doesn't co-operate with Sparta and
its 'high speed' routines at all. The Happy doesn't need to though,
its got the whole track in memory and spits it out faster than a
US Doubler drive will anyway. You can read a Happy with Sparta all
you want, just don't write to one without some program running
interference for you or its kludge city.

I believe if you send a Happy the command 'H', it will return with
no error which means 'yes, I'm a Happy drive'.

## 316. Re: Atari 1050 FDD question...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 10:39:44 UTC
From: misterbumpy@wmconnect.com
Message-ID: <20030115053944.01936.00000136@mb-ff.wmconnect.com>
Source record: 24124

Yes, indeed!

Before I lost my mind and let my Ataris go, my first 8-bit was a 1200XL w/two 1050s. Well, some of the disks I inherited from people were copyright 1979 Atari corp and they were as good as new (almost literally). That made the disks 18+ years old at the time.

Man, was I a fool! I should have let some of my PCs go! I had four 1050s, a 1200XL, three 800XLs (one mint in box and two for parts), a dead 130XE and the drive that went with it (I think it was called XF551 or something to that effect). This is not to mention various peripherals, cables, etc. and hundreds of disks.

Ah well, back to the proverbial drawing board (or graphic tablet as the case may be).

Thanks again!

## 317. Re: Anyone compiling Atari++ for Windows?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 11:55:06 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <6oia2vsu1un55m565vdstqudtdcngjfdmc@4ax.com>
Source record: 24125

On Wed, 15 Jan 2003 00:02:51 -0500, "Slor" <slor@comcast.net> wrote:

>I've been testing this on my Linux box, and you're right - it's a very nice
>implementation. I certainly would be willing to start the work to port it
>over to Windows. Hopefully I will get a positive response from Thomas.
>Until then, I'll continue to play!
>
Thomas was very helpful re the emulator and any porting, he's not
Windows based himself so was happy for anyone else to port it as long
as they let him know.

>Good idea Paul.
>
I'm doing the easy bit, asking for someone else to do the hard work
;-)

Best of luck and thank you for your time..
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

# 318. Re: Converting MPEGs for Atari 8-bit (was Re: AVI picture convertor (site update) [commodore 64])

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 12:09:27 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b03j1r$sc7$1@nets3.rz.RWTH-Aachen.DE>
Source record: 24126

Howdy Marco

> Can it at least achieve 115200 bytes/second?
> I'd be willing to believe it can...

I'm willing to test it.
(if somebody gives me something to test)

CU Mathy van Nisselroy

# 319. Re: Converting MPEGs for Atari 8-bit (was Re: AVI picture convertor (site update) [commodore 64])

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 12:15:58 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b03je1$sn6$1@nets3.rz.RWTH-Aachen.DE>
Source record: 24127

Howdy Thomas

> PBI with DMA would be fast enough, I suppose. Excuse my ignorance, but is there
> an existing PBI hardware for that?

BlackBox, MIO, MSC-IDE interface, Supra harddisk interface (a.k.a. KPI Interface), MyIDE and I probably forgot a few.

CU Mathy van Nisselroy

PS I'm not sure but how much overhead is there in the individual interfaces? Maybe ASPI can help. ASPI talks to the harddisk interface directly. ASPI is like a harddiskhandler. Just like you load a different RS232 port handler for each RS232 interface, you load a different ASPI manager for each harddisk interface. Unfortunately, the only APSI manager available at the moment is the BlackBox ASPI manager. Check out my ASPI page at http://www-users.rwth-aachen.de/mathy.van_nisselroy/aspi.htm

## 320. FS: Atari Apple Mac Commodore Classic computer stuff...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 13:07:52 UTC
From: Rory McMahon <fujiman@netzero.net>
Message-ID: <hana2vo7fcvkqph0mhuvafug7cm0875c2n@4ax.com>
Source record: 24128

Hi All...

Please check out my page of Classic computer stuff for sale...

Apple II
Atari
Macintosh
Commodore
PC

My basement is full and it needs to be emptied...

This stuff has to go... No reasonable offer refused...

It either goes to the Post Office or the Recycle center...

I have Atari books, Compute Magazines, etc.

http://www.atariuniverse.com/forsale

Thanks for your cooperation...

Rory

## 321. Re: An unhappy non-customer

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 15:05:11 UTC
From: gavs_usenet@swissonline.ch
Message-ID: <3bf1057d.0301150705.73a7ed2c@posting.google.com>
Source record: 24134

Paul Irvine <mclane.dellosYOURFINGER@btinternet.com> wrote in message
news:<s9v82v40e7clof5vu0tloonn22rvmm15cr@4ax.com>...
> On Tue, 14 Jan 2003 18:29:53 GMT,
> gavs_usenet@mungedup.swissonline.ch.invalid (Gav) wrote:
>
> > I can't help but be amused at all the indignation over the sales of
> >this collection - at the end of the day it is a compilation of someone
> >else's copyrighted software and the notion that the person who
> >collected it together has some sort of control over it is pretty
> >absurd. It's a bit like saying you can't redistribute PD software
> >(of course, this isn't PD but then neither are the contents of ths
> >collection 'owned' by the collector).
> >
> I've only seen one mention of 'don't sell it' so I can't see where you
> get 'all' from Gav.

It's a figure of speech. The subject has spawned a lively thread so
there's clearly some debate over the rights and wrongs.

> All I've said as one of the many sources of material is that I'd have
> preferred it on a web site as well. As for Aaron having control, no
> but if it was me I'd like to think someone would respect my wishes for
> all the hard work I'd done which *was* the case here.

At the end of the day he's collected a load of software which he
doesn't own the copyright to. I applaud him for his dedication and
thank him for doing what he did, but no-one made him do it and as far
as I am concerned anyone else is as free to distribute the software as
he was to have made it available on his website.

> Say the case was different and someone else was putting the CD's up
> for sale *without* asking you who had spent years collating them,
> would you not mind just a little?

I think I'd be realistic enough to know that if I didn't actually
own the rights to the software I was collecting together and
distributing, I wouldn't really have much control over what happened
to the collection after someone else got hold of it.

> It's a respect thing....Not an ownership thing...

I can't see how selling the software collection shows disrespect to
the person who compiled the collection - disrespect to any copyright
holders perhaps. For the record: My personal opinion is that I'm OK
with people distributing 'pirated' software which is no longer
available but I certainly don't think people should make a business

out of doing it.

I don't know if this character was intending to make money out of the CDs, if so I don't have a lot of time for him. But I also don't think that it's somehow wrong to do it because the person who collected it has some sort of residual right over it, which seems to be what you're saying.

Actually, I'd rather see people putting the collection up on the Peer to Peer networks for others to download 'for free'. I got hold of all the 'mega discs' off his site before it closed and when I get some time to reorganise my HD I'll do just that (on the eDonkey network if anyone's interested). If anything, mentioning the pseudonym 'Holmes' at least gives some credit to the collector for his work. I'd be against putting details like the real name or address in there though.

Gav

## 322. Re: An unhappy non-customer

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 15:13:12 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <lcua2voeo8854309n4t84j1m5pcte0uru7@4ax.com>
Source record: 24135

On 15 Jan 2003 07:05:11 -0800, gavs_usenet@swissonline.ch (Gav) wrote:

>Paul Irvine <mclane.dellosYOURFINGER@btinternet.com> wrote in message
news:<s9v82v40e7clof5vu0tloonn22rvmm15cr@4ax.com>...
>> On Tue, 14 Jan 2003 18:29:53 GMT,

>> I've only seen one mention of 'don't sell it' so I can't see where you
>> get 'all' from Gav.
>
> It's a figure of speech. The subject has spawned a lively thread so
>there's clearly some debate over the rights and wrongs.

There's been 1 person saying don't do it at all and everyone else has
been fine. Tbh you are the most animated over it :-)

Aaron has not said a single word other than I'm happy..

Steve's only had one against afaik and so far the comments have been
positive.

I'd say 99.9% are happy people :-)
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

## 323. Re: Anyone compiling Atari++ for Windows?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 15:19:00 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <dlua2v4js4mb0sc5saietafp4vi801eh4g@4ax.com>
Source record: 24136

On Tue, 15 Jan 2003 00:59:54 , "Greg Goodwin"
<Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:

>FamilyNet Newsgate
>
>> From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
>
>> Why some will ask, Atari800win Plus is excellent...
>
> And I have found that Atari800X for Macintosh System X is actually quite
>good too.
>
> You know, with System X being a unix system (BSD) anyway, I wonder if
>Atari++ would have much difficulty porting? (Scratching chin).
>
> Doctor Clu

Pass, me and Unix have never met ;-)

I really am hoping that Atari++ can be ported, with Plus somewhat
sidelined and a complete redo of the Atari800 core to match what
Thomas has done I think the immediate future of Atari8bit computer
emulators is there with Atari++.

Who knows what the future hold tho, maybe the core guys will / have
rewrite the core..
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

## 324. Re: Anyone compiling Atari++ for Windows?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 16:11:53 UTC
From: Slor <slor@comcast.net>
Message-ID: <b0418a$knfqb$1@ID-164868.news.dfncis.de>
Source record: 24137

> You know, with System X being a unix system (BSD) anyway, I wonder if
> Atari++ would have much difficulty porting? (Scratching chin).
>

Sounds like we have a volunteer to do the Mac port...

## 325. Re: Anyone compiling Atari++ for Windows?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 16:23:18 UTC
From: Slor <slor@comcast.net>
Message-ID: <b041tn$l83uq$1@ID-164868.news.dfncis.de>
Source record: 24138

> >
> I'm doing the easy bit, asking for someone else to do the hard work
> ;-)
>
> Best of luck and thank you for your time..

Seems we're a go to get this off the ground. I got some info back from Thomas, and he's all for it. Also, he's given me a few things to take note of when starting on the port. The hope will be to create a common code base that will build for any supported platform based on make-time switches, like a lot of the other distributed code bases.

Can't wait to get started!
Slor

## 326. Re: Anyone compiling Atari++ for Windows?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 16:59:46 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <6p4b2vol6cfd3q6fg3f2fc3qh86d6d3l13@4ax.com>
Source record: 24139

On Wed, 15 Jan 2003 11:23:18 -0500, "Slor" <slor@comcast.net> wrote:

>> >
>> I'm doing the easy bit, asking for someone else to do the hard work
>> ;-)
>>
>> Best of luck and thank you for your time..
>
>Seems we're a go to get this off the ground. I got some info back from
>Thomas, and he's all for it. Also, he's given me a few things to take note
>of when starting on the port. The hope will be to create a common code base
>that will build for any supported platform based on make-time switches, like
>a lot of the other distributed code bases.
>
>Can't wait to get started!
>Slor
>
Excellent...Can't believe it's gone from idea to movement so quickly.

I'd hope to get to beta test any releases ;-)
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

## 327. Re: Connecting Atari 400 to TV set

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 17:03:58 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3e25947e_2@news.iglou.com>
Source record: 24140

On Wed, 15 Jan 2003 05:21:52 GMT, Frederick R. Hanhisalo
<FredH@hiraethcelticgoods.com> wrote:
> I have an Atari 400 with a TV/Computer switch box. It works when I connect
> the Atari to the antenna input on the TV through the switch box but the
> image is poor.
>
> The cable on the Atari ends with a phono jack and there is a similar jack
> for video in on the TV. Unfortunately, when I connect the Atari directly
> to the video in jack on the TV I get a blank screen.
>
> This happens with two different TV sets. It also happens with a Radio Shack
> Color Computer (which also works with the TV/computer switch box).
>
> I've searched the Atari and CoCo FAQs and web sites with no luck. I did
> read of one person who burned out the TV card on his computer so I'm
> reluctant to experiment further.
>
> Can anyone tell me the best way to connect an Atari 400 to a TV?
>
The RCA plug on the Model 100 carries RF, not composite video. At Radio Shack
you can get an adapter to connect an RCA plug to the RF input on a TV.

## 328. Re: Anyone compiling Atari++ for Windows?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 17:26:25 UTC
From: Slor <slor@comcast.net>
Message-ID: <b045k3$ld5hn$1@ID-164868.news.dfncis.de>
Source record: 24141

> Excellent...Can't believe it's gone from idea to movement so quickly.
>

You just happened to hit me at a time when I was looking for a project to
get involved in AND at a time when I'm getting my 800xl back up and running.

> I'd hope to get to beta test any releases ;-)

You bet!

Slor

## 329. Re: Xetec: Graphics AT Printer Card

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 17:34:24 UTC
From: Slor <slor@comcast.net>
Message-ID: <b04631$l1l21$1@ID-164868.news.dfncis.de>
Source record: 24142

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:0009e63e@fmlynet.org...
> FamilyNet Newsgate
>
> My next big task in the Atari 800 world will be to hook up a Star 10
> graphical printer using the Xetec "graphics AT" printer card.
>
> I managed to get the printer card hooked up to the Star 10 printer
attached
> to a Atari 800 originally from the first Saturday sidewalk sale.
Unfortunately,
> no software attached. Anyone have any experience with this bit of printer
> adaptor, and have the software for it? Be willing to trade perhaps some
game
> for a copy.
>

I had this printer adapter a long time ago to hook up a Star NX-10 to my Atari 800XL. To my memory, there was no software with the device at all - just a need to set jumper switches appropriately. There's a tiny possibility I still have the manual from it stashed away somewhere. I can look when I have the time if that will help.

Slor

## 330. Atari SIO2IDE parts

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 18:03:04 UTC
From: Shakey <berkscop@ptdprolog.net>
Message-ID: <snhV9.3966$Z5.1359141@nnrp1.ptd.net>
Source record: 24144

Hi

Wondering if anyone had the parts list to the siotoIde interface. I found many websites showing the PCB and how to install it but none of them show what values go on the board..... TIA
Jeff

## 331. Re: Xetec: Graphics AT Printer Card

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 18:03:07 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <vnhV9.11323$Dq.1167995@newsread2.prod.itd.earthlink.net>
Source record: 24143

Hi Dr Clu;

Are you referring to the little box with DIP switches and SIO cable? That printer interface included some circuitry for dumping A8 control graphic characters to Epson compatibles and a few other printers of the time. It also had a mode for passing all escape codes and bit maps direct to the printer.

I never saw any software or drivers for it; there were DIP switch configurations for Gemini and Star SG-10s. You may need to reassemble Analog's G:Colon Device for your particular hardware parameters.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
> FamilyNet Newsgate
>
> My next big task in the Atari 800 world will be to hook up a Star 10
> graphical printer using the Xetec "graphics AT" printer card.
>
> I managed to get the printer card hooked up to the Star 10 printer
attached
> to a Atari 800 originally from the first Saturday sidewalk sale.
Unfortunately,
> no software attached. Anyone have any experience with this bit of printer
> adaptor, and have the software for it? Be willing to trade perhaps some
game
> for a copy.
>
> Thanks!
>
> Doctor Clu
> drclu@swbell.net
>

# 332. Re: Atari SIO2IDE parts

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 18:44:59 UTC
From: Semecky <semecky@saul-is.cz>
Message-ID: <b04a8g$1enf$1@news.nextra.cz>
Source record: 24145

See http://www.atari.cuprum.com.pl/sio2ide.htm
Fanny.

--

_____
semecky@saul-is.cz
http://fanny.atari.org
Atari XL/XE
ICQ:161264419
Prague
_____

"Shakey" <berkscop@ptdprolog.net> p&#65533;e v diskusn&#65533;m pr&#65533;spevku
news:snhV9.3966$Z5.1359141@nnrp1.ptd.net...
> Hi
>
> Wondering if anyone had the parts list to the siotolde interface. I found
> many websites showing the PCB and how to install it but none of them show
> what values go on the board..... TIA
> Jeff
>
>

## 333. Re: Anyone compiling Atari++ for Windows?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 20:00:41 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <lefb2vofi3ojf550u36igdt7hf9hfjv8kp@4ax.com>
Source record: 24146

On Wed, 15 Jan 2003 12:26:25 -0500, "Slor" <slor@comcast.net> wrote:

>> Excellent...Can't believe it's gone from idea to movement so quickly.
>>
>
>You just happened to hit me at a time when I was looking for a project to
>get involved in AND at a time when I'm getting my 800xl back up and running.
>
Destiny eh ;-)

>> I'd hope to get to beta test any releases ;-)
>
>You bet!
>
>Slor
>
Cheers ;-)
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

## 334. New uploads...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 20:36:39 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e25c658$0$49101$e4fe514c@news.xs4all.nl>
Source record: 24047

```
Hi,

Just got some new uploads, keep uploading people....

Directory:

[Field Service] Manual

800XL_highres.pdf SAMS manual
5200_2-port_switchbox_guide.pdf
5200_owners_manual.pdf
atr8000.pdf SWAP
ATR8000 manual
rambo_manual.pdf ICD Rambo
256Kb

TXG/MNX
```

# 335. Re: Atari SIO2IDE parts

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 20:36:53 UTC
From: Shakey <berkscop@ptdprolog.net>
Message-ID: <FDjV9.3989$Z5.1377985@nnrp1.ptd.net>
Source record: 24048

I checked the different versions, still no list of parts :(
Lots of pictures of the boards tho...

"Semecky" <semecky@saul-is.cz> wrote in message
news:b04a8g$1enf$1@news.nextra.cz...
> See http://www.atari.cuprum.com.pl/sio2ide.htm
> Fanny.
>
> --
> _____
> semecky@saul-is.cz
> http://fanny.atari.org
> Atari XL/XE
> ICQ:161264419
> Prague
> _____
>
> "Shakey" <berkscop@ptdprolog.net> p�se v diskusn�m pr�spevku
> news:snhV9.3966$Z5.1359141@nnrp1.ptd.net...
> > Hi
> >
> > Wondering if anyone had the parts list to the siotoIde interface. I
found
> > many websites showing the PCB and how to install it but none of them
show
> > what values go on the board..... TIA
> > Jeff
> >
> >
>
>

## 336. Re: Anyone compiling Atari++ for Windows?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 21:06:46 UTC
From: Frank Rachel <frachel@navisys.com>
Message-ID: <3e25cd67$0$5276$724ebb72@reader2.ash.ops.us.uu.net>
Source record: 24049

I'd be willing to contribute what I can. I've always wanted to get involved
in an emulation project. I have the tools and such, so I'm set to start
tinkering :-)

"Paul Irvine" <mclane.dellosYOURFINGER@btinternet.com> wrote in message
news:lefb2vofi3ojf550u36igdt7hf9hfjv8kp@4ax.com...
> On Wed, 15 Jan 2003 12:26:25 -0500, "Slor" <slor@comcast.net> wrote:
>
> >> Excellent...Can't believe it's gone from idea to movement so quickly.
> >>
> >
> >You just happened to hit me at a time when I was looking for a project to
> >get involved in AND at a time when I'm getting my 800xl back up and
running.
> >
> Destiny eh ;-)
>
> >> I'd hope to get to beta test any releases ;-)
> >
> >You bet!
> >
> >Slor
> >
> Cheers ;-)
> --
>
> Paul...
>
> " Do you know what "nemesis" means? A righteous infliction of
> retribution manifested by an appropriate agent. Personified in this case
> by an 'orrible c**t... me! " SNATCH - 2000

## 337. Re: Anyone compiling Atari++ for Windows?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 21:31:15 UTC
From: Slor <slor@comcast.net>
Message-ID: <b04jv6$loo02$1@ID-164868.news.dfncis.de>
Source record: 24050

```
"Frank Rachel" <frachel@navisys.com> wrote in message
news:3e25cd67$0$5276$724ebb72@reader2.ash.ops.us.uu.net...
> I'd be willing to contribute what I can. I've always wanted to get
involved
> in an emulation project. I have the tools and such, so I'm set to start
> tinkering :-)
>

Cool. I'll be in contact...

Slor
```

## 338. Re: Xetec: Graphics AT Printer Card

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-15 23:49:51 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <zsmV9.12291$Qr4.1214811@newsread1.prod.itd.earthlink.net>
Source record: 24051

Hi Clu;
Here is something few months back from the mail-list:
<<Hi, Jim;

Eight DIP switches numbered 1-8 left to right.
Up is on; should be marked near switches.

#1 is Graphics control:
ON prints text, converts control graphics (<32 and >127) to ATASCII shapes.
OFF passes all text and codes to printer transparently.

#2 is Auto Line Feeds:
ON adds a line feed to each carriage return.
OFF sends only the return from the interface and relies on the printer to supply the line feed.

#3 is End of Line conversion:
ON passes the 155 unchanged; preferred OFF without extraordinary circumstances.
OFF converts the ATASCII 155 EOL to a 13 printer carriage return. Normally preferred.

#4 is 7 or 8 Bit ASCII:
ON converts all data to 7 bit by setting the high bit to zero. Prohibits printing inverse (>127) ATASCII graphics, and is only needed with some old software which sets the 8th bit to one.
OFF passes all 8 bits as received.

Xetec recommends setting #1- #4 OFF for all packaged software; exception may be #2 if printer is not configured to give line feeds.

#5 - #8 are Printer selection control; 18 specific models were listed with appropriate settings. Epson, Gemini and Star models set 5, 6, 7, and 8 to OFF; all non-graphics daisy wheel types set 5-8 to ON. Okidata sets #5 ON, NEC/Prowriter sets #6 ON, Legend/Blue Chip sets #7 ON, Axiom/Banana set #5 & #6 ON.

Special Codes to interface in Graphics mode SW #1 ON.
ESC 6 selects 6 lines per inch
ESC 8 " 8 lines per inch
ESC T selects transparent mode as if SW #1 OFF
ESC G select graphics by cancelling ESC T
14 (Ctrl N) select expanded width characters
20 (Ctrl T) select compressed width characters
15 (Ctrl O) cancel expanded and compressed widths
*Note: may not function with all printers.

Use with 1200XL requires modification to supply +5V
>>
--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Slor" <slor@comcast.net> wrote in message
> "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
> news:0009e63e@fmlynet.org...
> > FamilyNet Newsgate
> >
> > My next big task in the Atari 800 world will be to hook up a Star 10
> > graphical printer using the Xetec "graphics AT" printer card.
> >
> > I managed to get the printer card hooked up to the Star 10 printer
> attached
> > to a Atari 800 originally from the first Saturday sidewalk sale.
> Unfortunately,
> > no software attached. Anyone have any experience with this bit of
printer
> > adaptor, and have the software for it? Be willing to trade perhaps some
> game
> > for a copy.
> >
> I had this printer adapter a long time ago to hook up a Star NX-10 to my
> Atari 800XL. To my memory, there was no software with the device at all -
> just a need to set jumper switches appropriately. There's a tiny
> possibility I still have the manual from it stashed away somewhere. I can
> look when I have the time if that will help.
>
> Slor
>

# 339. Re: Xetec: Graphics AT Printer Card

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-16 00:02:30 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000a28eb@fmlynet.org>
Source record: 24071

FamilyNet Newsgate

Ah Ron! I should have figured you would reply on a printer question. :)

Well thanks for the forward. So to the best of your knowledge is any
software needed to be loaded to drive the xetec printer device?

For that matter, how DO printers tend to work when you go beyond the SIO
specifically designed printers? I have the Xetec device, and a 850 interface.
Honestly while I have managed to print out of port #4 on the 850 for some fun
tinkering in basic, most of my printer (atari) experience is on say 1025
printers. :)

I'm very new in this area.

Thanks,

Doctor Clu

> From: "Ron Hamilton" <oldatarian@atariland.com>

> Hi Clu;
> Here is something few months back from the mail-list:
> <<Hi, Jim;

> Eight DIP switches numbered 1-8 left to right.
> Up is on; should be marked near switches.

> #1 is Graphics control:
> ON prints text, converts control graphics (<32 and >127) to ATASCII shapes.
> OFF passes all text and codes to printer transparently.

> #2 is Auto Line Feeds:
> ON adds a line feed to each carriage return.
> OFF sends only the return from the interface and relies on the printer to
> supply the line feed.

> #3 is End of Line conversion:
> ON passes the 155 unchanged; preferred OFF without extraordinary
> circumstances.
> OFF converts the ATASCII 155 EOL to a 13 printer carriage return. Normally
> preferred.

> #4 is 7 or 8 Bit ASCII:
> ON converts all data to 7 bit by setting the high bit to zero. Prohibits
> printing inverse (>127) ATASCII graphics, and is only needed with some old
> software which sets the 8th bit to one.
> OFF passes all 8 bits as received.

> Xetec recommends setting #1- #4 OFF for all packaged software; exception may
> be #2 if printer is not configured to give line feeds.

> #5 - #8 are Printer selection control; 18 specific models were listed with
> appropriate settings. Epson, Gemini and Star models set 5, 6, 7, and 8 to
> OFF; all non-graphics daisy wheel types set 5-8 to ON. Okidata sets #5 ON,
> NEC/Prowriter sets #6 ON, Legend/Blue Chip sets #7 ON, Axiom/Banana set #5 &
> #6 ON.

> Special Codes to interface in Graphics mode SW #1 ON.
> ESC 6 selects 6 lines per inch
> ESC 8 " 8 lines per inch
> ESC T selects transparent mode as if SW #1 OFF
> ESC G select graphics by cancelling ESC T
> 14 (Ctrl N) select expanded width characters
> 20 (Ctrl T) select compressed width characters
> 15 (Ctrl O) cancel expanded and compressed widths
> *Note: may not function with all printers.

> Use with 1200XL requires modification to supply +5V
>>>
> --
> Ron

> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "Slor" <slor@comcast.net> wrote in message
>> "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
>> news:0009e63e@fmlynet.org...
>> > FamilyNet Newsgate
>> >
>> > My next big task in the Atari 800 world will be to hook up a Star 10
>> > graphical printer using the Xetec "graphics AT" printer card.
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>> > I managed to get the printer card hooked up to the Star 10 printer
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>> > no software attached. Anyone have any experience with this bit of
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>> > adaptor, and have the software for it? Be willing to trade perhaps some
>> game
>> > for a copy.
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>> I had this printer adapter a long time ago to hook up a Star NX-10 to my
>> Atari 800XL. To my memory, there was no software with the device at all -
>> just a need to set jumper switches appropriately. There's a tiny
>> possibility I still have the manual from it stashed away somewhere. I can
>> look when I have the time if that will help.
>>
>> Slor

>>

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http://www.fmlynet.org

# 340. Re: VGA, hard drives and the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-16 00:09:50 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000a28ec@fmlynet.org>
Source record: 24074

FamilyNet Newsgate

Hey, always a pleasure to meet up with other 800 users! (And to meet those willing to use a computer old enough to vote.) :)

Well, since I am currently on an Atari 800 and the telnet site that I use for web browsing has turned off telnet I'll have to find out that answer on the MyIde site when I am on another computer. :)

In the meantime, try "MyIde" on Google and see what it tells you. Nice having a hard drive on a computer that traditionally did not have any idea of IDE initially.

MyIde, like many other standards, takes a hard drive, divids the drive into up to 16 meg segments which you can access like regualr drives. The rest of the space on the drive aside from the drive partitions is used for disk images that you can select and load by using special key commands and a joystick.

One of many good hard drive solutions, and cheap. :)

Doctor Clu
Dallas, TX- USA
Written on a Atari 800!

> From: "Son of man" <bcozier@bellsouth.net>

> Thanks alot I am getting an Atari 800 mint from ebay soon.

> Where do I order the MyIde hard drive solution?

> "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
> news:0009e63d@fmlynet.org...
>> FamilyNet Newsgate
>>
>> Well, I'm back for a bit at least. After reorganizing, I managed to
> get my
>> computer back online with a few tricks. :)
>>
>> For those just tuning into the Atari 800 scene, here are some fun
>> suggestions of things you can do.
>>
>> Bear in mind that while there are things available to the Atari 8-bit
>> world, some programs don't readily work on the Atari that would say work
> on the
>> XL or XE. Mind you, being a big fan of the Atari 800, I am willing to
> make
>> that sacrifice.

>>
>> First off, looking for a hard drive? Try the MyIde that Mr. Atari is
>> selling. I have a slightly different one in use, a prototype, but still
> great
>> to have a hard drive to bring the computer up.
>>
>> Secondly, if you get to where Ice-T is not enough for you, you could
> always
>> try networking the Atari computer through a null modem linkup. With this
> (that
>> I discovered by accident) you can log into a local BBS (yes they still
> exist in
>> some areas) and type on the Atari 800, and if connected right, you can
> type on
>> the Atari 800 and see the text and see the text also on a PC or ST screen.
> (ok,
>> ready for this... get one of those blue laplink cables.. with two
> connectors on
>> each end. Then with the appropriate null modem connectors and pin
> adaptors set
>> it up so that...
>>
>> End one
>> nine pin connector - pin adaptor - Modem 25 pin connector - Cable to 850
>> interface
>>
>> End Two
>> 9 pin connector - pin adaptor - null modem - cable to PC 25 pin connector-
>> Empty
>>
>> Discovered this by accident, used it for years.. would love to know
> why
>> this works, and would pay $20 to the first person to tell me how to get
> this
>> talking to a Mac this way...) ;)
>> With the PC or ST using better programs more suited for reading 80
> column
>> and Ansi (or Ripterm even) the BBS activity is interpreted for the BBS'er
> while
>> still getting to enjoy controlling it all from the Atari 800's cool
> keyboard.
>>
>> Third, VGA! Sure you could use a RF connector to a TV. Not a bad
> start.
>> And if you get a video monitor, the Atari 800's video port is amazing. To
>> matter the fact, S-Video is easily converted so I've been told. But
> another
>> fun alternative is to find a Macintosh Quadra 660A/V or some other
> audio/video
>> Macintosh. You can pick these up for cheap now days since schools are

>> unloading these to make room for newer computers (these computers came out
> in
>> 1994 so you can't blame them). Hook up the A/V Mac to a VGA monitor, and
> then
>> the Atari 800 to the video in port and the audio to the single channel
>> microphone port and whammo! You now have game playing ability of the
> Atari 800
>> on a VGA monitor.
>> (Natually I have seen another friend do this with his video card on
> his PC,
>> but being able to do the same for a $10 computer from a sidewalk sale is
> simply
>> sweet!)
>>
>> So that's what you can do with a Atari 800. Any questions? :)
>>
>> Doctor Clu
>>
>> FamilyNet <> Internet Gated Mail
>> http://www.fmlynet.org
>>

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

## 341. Re: Xetec: Graphics AT Printer Card

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-16 00:10:42 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000a28ed@fmlynet.org>
Source record: 24073

FamilyNet Newsgate

Luckily the manual was with the interface, so maybe I can get something
going.

Doc Clu

> From: "Alan Sharkis" <asharkis@optonline.net>

> IIRC, there were two versions of this printer interface, and the DIP switch
> settings were entirely different from one to the other. The two looked
> identical from the outside, so I hope Dr. Clu can retrieve the manual for
> his particular interface.

> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> news:zsmV9.12291$Qr4.1214811@newsread1.prod.itd.earthlink.net...
>> Hi Clu;
>> Here is something few months back from the mail-list:
>> <<Hi, Jim;
>>
>> Eight DIP switches numbered 1-8 left to right.
>> Up is on; should be marked near switches.
>>
>> #1 is Graphics control:
>> ON prints text, converts control graphics (<32 and >127) to ATASCII
> shapes.
>> OFF passes all text and codes to printer transparently.
>>
>> #2 is Auto Line Feeds:
>> ON adds a line feed to each carriage return.
>> OFF sends only the return from the interface and relies on the printer to
>> supply the line feed.
>>
>> #3 is End of Line conversion:
>> ON passes the 155 unchanged; preferred OFF without extraordinary
>> circumstances.
>> OFF converts the ATASCII 155 EOL to a 13 printer carriage return. Normally
>> preferred.
>>
>> #4 is 7 or 8 Bit ASCII:
>> ON converts all data to 7 bit by setting the high bit to zero. Prohibits
>> printing inverse (>127) ATASCII graphics, and is only needed with some old
>> software which sets the 8th bit to one.
>> OFF passes all 8 bits as received.
>>
>> Xetec recommends setting #1- #4 OFF for all packaged software; exception

> may
>> be #2 if printer is not configured to give line feeds.
>>
>> #5 - #8 are Printer selection control; 18 specific models were listed with
>> appropriate settings. Epson, Gemini and Star models set 5, 6, 7, and 8 to
>> OFF; all non-graphics daisy wheel types set 5-8 to ON. Okidata sets #5 ON,
>> NEC/Prowriter sets #6 ON, Legend/Blue Chip sets #7 ON, Axiom/Banana set #5
> &
>> #6 ON.
>>
>> Special Codes to interface in Graphics mode SW #1 ON.
>> ESC 6 selects 6 lines per inch
>> ESC 8 " 8 lines per inch
>> ESC T selects transparent mode as if SW #1 OFF
>> ESC G select graphics by cancelling ESC T
>> 14 (Ctrl N) select expanded width characters
>> 20 (Ctrl T) select compressed width characters
>> 15 (Ctrl O) cancel expanded and compressed widths
>> *Note: may not function with all printers.
>>
>> Use with 1200XL requires modification to supply +5V
>> >>
>> --
>> Ron
>>
>> http://www.atariland.com/members/oldatarian
>> and mirror
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>> > "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
>> > news:0009e63e@fmlynet.org...
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>> > >
>> > > My next big task in the Atari 800 world will be to hook up a Star
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>> > > graphical printer using the Xetec "graphics AT" printer card.
>> > >
>> > > I managed to get the printer card hooked up to the Star 10 printer
>> > attached
>> > > to a Atari 800 originally from the first Saturday sidewalk sale.
>> > Unfortunately,
>> > > no software attached. Anyone have any experience with this bit of
>> printer
>> > > adaptor, and have the software for it? Be willing to trade perhaps
> some
>> > game
>> > > for a copy.
>> > >
>> > I had this printer adapter a long time ago to hook up a Star NX-10 to my
>> > Atari 800XL. To my memory, there was no software with the device at

> all -
>> > just a need to set jumper switches appropriately. There's a tiny
>> > possibility I still have the manual from it stashed away somewhere. I
> can
>> > look when I have the time if that will help.
>> >
>> > Slor
>> >
>>
>>
>>

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http://www.fmlynet.org

# 342. Re: Xetec: Graphics AT Printer Card

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-16 00:13:44 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000a28ee@fmlynet.org>
Source record: 24072

FamilyNet Newsgate

The manual I got. I guess I'm just doing some fact finding right now and gathering experiences. So any idea what programs you used it with? Does the interface emulate an existing or better known printer?

This is a STAR SG-10 printer. Man I would love to print graphics on the Atari 800... heheh... something I always wanted to do from the 80's...

Doc Clu

> From: "Slor" <slor@comcast.net>

> "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
> news:0009e63e@fmlynet.org...
>> FamilyNet Newsgate
>>
>> My next big task in the Atari 800 world will be to hook up a Star 10
>> graphical printer using the Xetec "graphics AT" printer card.
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>> I managed to get the printer card hooked up to the Star 10 printer
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> Atari 800XL. To my memory, there was no software with the device at all -
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> possibility I still have the manual from it stashed away somewhere. I can
> look when I have the time if that will help.

> Slor

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http://www.fmlynet.org

## 343. Re: VGA, hard drives and the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-16 00:16:59 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <wLmV9.29288$Jm2.14930@news.bellsouth.net>
Source record: 24052

Thanks alot I am getting an Atari 800 mint from ebay soon.

Where do I order the MyIde hard drive solution?

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:0009e63d@fmlynet.org...
> FamilyNet Newsgate
>
> Well, I'm back for a bit at least. After reorganizing, I managed to
get my
> computer back online with a few tricks. :)
>
> For those just tuning into the Atari 800 scene, here are some fun
> suggestions of things you can do.
>
> Bear in mind that while there are things available to the Atari 8-bit
> world, some programs don't readily work on the Atari that would say work
on the
> XL or XE. Mind you, being a big fan of the Atari 800, I am willing to
make
> that sacrifice.
>
> First off, looking for a hard drive? Try the MyIde that Mr. Atari is
> selling. I have a slightly different one in use, a prototype, but still
great
> to have a hard drive to bring the computer up.
>
> Secondly, if you get to where Ice-T is not enough for you, you could
always
> try networking the Atari computer through a null modem linkup. With this
(that
> I discovered by accident) you can log into a local BBS (yes they still
exist in
> some areas) and type on the Atari 800, and if connected right, you can
type on
> the Atari 800 and see the text and see the text also on a PC or ST screen.
(ok,
> ready for this... get one of those blue laplink cables.. with two
connectors on
> each end. Then with the appropriate null modem connectors and pin
adaptors set
> it up so that...
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> End one
> nine pin connector - pin adaptor - Modem 25 pin connector - Cable to 850

> interface
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> Discovered this by accident, used it for years.. would love to know
why
> this works, and would pay $20 to the first person to tell me how to get
this
> talking to a Mac this way...) ;)
> With the PC or ST using better programs more suited for reading 80
column
> and Ansi (or Ripterm even) the BBS activity is interpreted for the BBS'er
while
> still getting to enjoy controlling it all from the Atari 800's cool
keyboard.
>
> Third, VGA! Sure you could use a RF connector to a TV. Not a bad
start.
> And if you get a video monitor, the Atari 800's video port is amazing. To
> matter the fact, S-Video is easily converted so I've been told. But
another
> fun alternative is to find a Macintosh Quadra 660A/V or some other
audio/video
> Macintosh. You can pick these up for cheap now days since schools are
> unloading these to make room for newer computers (these computers came out
in
> 1994 so you can't blame them). Hook up the A/V Mac to a VGA monitor, and
then
> the Atari 800 to the video in port and the audio to the single channel
> microphone port and whammo! You now have game playing ability of the
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> on a VGA monitor.
> (Natually I have seen another friend do this with his video card on
his PC,
> but being able to do the same for a $10 computer from a sidewalk sale is
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> sweet!)
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> So that's what you can do with a Atari 800. Any questions? :)
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> Doctor Clu
>
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> http://www.fmlynet.org
>

# 344. Re: Xetec: Graphics AT Printer Card

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-16 00:31:49 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <V3nV9.183933$FT6.32251874@news4.srv.hcvlny.cv.net>
Source record: 24053

IIRC, there were two versions of this printer interface, and the DIP switch settings were entirely different from one to the other. The two looked identical from the outside, so I hope Dr. Clu can retrieve the manual for his particular interface.

"Ron Hamilton" <oldatarian@atariland.com> wrote in message news:zsmV9.12291$Qr4.1214811@newsread1.prod.itd.earthlink.net...
> Hi Clu;
> Here is something few months back from the mail-list:
> <<Hi, Jim;
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> Eight DIP switches numbered 1-8 left to right.
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> OFF converts the ATASCII 155 EOL to a 13 printer carriage return. Normally
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> ON converts all data to 7 bit by setting the high bit to zero. Prohibits
> printing inverse (>127) ATASCII graphics, and is only needed with some old
> software which sets the 8th bit to one.
> OFF passes all 8 bits as received.
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> Xetec recommends setting #1- #4 OFF for all packaged software; exception may
> be #2 if printer is not configured to give line feeds.
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> #5 - #8 are Printer selection control; 18 specific models were listed with
> appropriate settings. Epson, Gemini and Star models set 5, 6, 7, and 8 to
> OFF; all non-graphics daisy wheel types set 5-8 to ON. Okidata sets #5 ON,
> NEC/Prowriter sets #6 ON, Legend/Blue Chip sets #7 ON, Axiom/Banana set #5

&
> #6 ON.
>
> Special Codes to interface in Graphics mode SW #1 ON.
> ESC 6 selects 6 lines per inch
> ESC 8 " 8 lines per inch
> ESC T selects transparent mode as if SW #1 OFF
> ESC G select graphics by cancelling ESC T
> 14 (Ctrl N) select expanded width characters
> 20 (Ctrl T) select compressed width characters
> 15 (Ctrl O) cancel expanded and compressed widths
> *Note: may not function with all printers.
>
> Use with 1200XL requires modification to supply +5V
> >>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "Slor" <slor@comcast.net> wrote in message
> > "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
> > news:0009e63e@fmlynet.org...
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> > >
> > > My next big task in the Atari 800 world will be to hook up a Star
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> > > I managed to get the printer card hooked up to the Star 10 printer
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> > > no software attached. Anyone have any experience with this bit of
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> > Atari 800XL. To my memory, there was no software with the device at
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> > possibility I still have the manual from it stashed away somewhere. I
can
> > look when I have the time if that will help.
> >
> > Slor

> >
>
>
>

## 345. Re: Connecting Atari 400 to TV set

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-16 04:28:52 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030115232852.01168.00000022@mb-fb.aol.com>
Source record: 24054

As others have pointed out, the 400 was limited to RF output. And to add insult to injury, the RF output on Atari computers is pretty poor. However, depending on your skill level, you may be able to add composite video-out to your 400.

IIRC, there was an article published in one of the Atari magazines around 1983. My recollection is that it was in ANALOG, but I cannot find it. Perhaps someone else can remember this and provide a better reference to the actual article. (OTOH, you might be better off picking up an 800 XL or other better-featured A8 model.)

Good Luck,
Larry

## 346. Re: Connecting Atari 400 to TV set

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-16 04:58:04 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0301152058.19a50d46@posting.google.com>
Source record: 24055

> The RCA plug on the Model 100 carries RF, not composite video. At Radio Shack
> you can get an adapter to connect an RCA plug to the RF input on a TV.

Exactly, get one these thingys

http://www.atariage.com/store/product_info.php?products_id=42

## 347. Re: Atari SIO2IDE parts

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-16 05:35:06 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <v2ch4aap1q997c@corp.supernews.com>
Source record: 24056

Hi,
I think that you need to download one of the zip files, extract contents and
read the text info... for parts list.. or the parts list might be added to
one of the image files with the schematics.
Good luck
RoyE

"Shakey" <berkscop@ptdprolog.net> wrote in message
news:FDjV9.3989$Z5.1377985@nnrp1.ptd.net...
> I checked the different versions, still no list of parts :(
> Lots of pictures of the boards tho...
>
> "Semecky" <semecky@saul-is.cz> wrote in message
> news:b04a8g$1enf$1@news.nextra.cz...
> > See http://www.atari.cuprum.com.pl/sio2ide.htm
> > Fanny.
> >
> > --
> > _____________________
> > semecky@saul-is.cz
> > http://fanny.atari.org
> > Atari XL/XE
> > ICQ:161264419
> > Prague
> > _____________________
> >
> > "Shakey" <berkscop@ptdprolog.net> pi¿½se v diskusni¿½m pri¿½spevku
> > news:snhV9.3966$Z5.1359141@nnrp1.ptd.net...
> > > Hi
> > >
> > > Wondering if anyone had the parts list to the siotoIde interface. I
> found
> > > many websites showing the PCB and how to install it but none of them
> show
> > > what values go on the board..... TIA
> > > Jeff
> > >
> > >
> > >
> > >
>
>

## 348. Re: Connecting Atari 400 to TV set

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-16 05:57:03 UTC
From: mo <momo@atariland.com>
Message-ID: <PQrV9.60466$Pb.2036918@twister.austin.rr.com>
Source record: 24057

I've noticed switching it to channel 2 rather than the traditional channel3
helps tremendously(sp?)
Mo

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20030115232852.01168.00000022@mb-fb.aol.com...
> As others have pointed out, the 400 was limited to RF output. And to add
> insult to injury, the RF output on Atari computers is pretty poor.
However,
> depending on your skill level, you may be able to add composite video-out
to
> your 400.
>
> IIRC, there was an article published in one of the Atari magazines around
1983.
> My recollection is that it was in ANALOG, but I cannot find it. Perhaps
> someone else can remember this and provide a better reference to the
actual
> article. (OTOH, you might be better off picking up an 800 XL or other
> better-featured A8 model.)
>
> Good Luck,
> Larry

## 349. Re: An unhappy non-customer

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-16 06:15:44 UTC
From: Aaron <holmesatari@hotmail.com>
Message-ID: <a9sV9.7484$j94.1481676@news02.tsnz.net>
Source record: 24058

> Aaron has not said a single word other than I'm happy..

I'm fine with it, as I 'know' I have no legal rights to the CD's (some of the files are my own creation though! Not that I care.), Steve has my blessings to sell the CD's at cost. Any profit made is up to him, and I take no responsibility for the CD contents or the selling of such for profit.

So there's no problems anywhere from this end. If I had concerns about 'my work' spreading, I'd have never released it to anyone. My intention was that as many people as possible 'would' have access to those files, thus why I had a website for 5 years+. Anyway go boot your Atari and have a game of Boulderdash or something, that's what Atari is all about, having fun!

Holmes

# 350. Re: Converting MPEGs for Atari 8-bit (was Re: AVI picture convertor (site update) [commodore 64])

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-16 06:20:12 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <jcjc2vonf2laie31ufg7rnien04jcr4v2b@4ax.com>
Source record: 24059

```
On Wed, 15 Jan 2003 13:09:27 +0100, "Mathy van Nisselroy"
<mathy.van_nisselroy@post.rwth-aachen.de> wrote:

>Howdy Marco
>
>> Can it at least achieve 115200 bytes/second?
>> I'd be willing to believe it can...
>
>I'm willing to test it.
>(if somebody gives me something to test)
>
Hmmm, I'll try to convert one of those 20-second Star Trek MPEG promos
I mentioned. I was just thinking, the MPEG files are about 3MB. That is
for 20 seconds, 30 fps, 352x240 pixels per frame. Converting them for
the Atari, at a resolution of 80x192, 30 fps, 20 seconds would take
almost 4,5MB! But of course, we wouldn't be using any compression...
And if we are forced to use 15fps, size would go down to 2,2MB...

Now, where did I leave the formula for converting between RGB and HSL?

--
__________ ____---____ Marco Antonio Checa Funcke
\_________D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying
```

## 351. ADV: Bravo Sierra: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-16 10:43:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0301160240080.26930-100000@shell1.aracnet.com>
Source record: 24061
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auctions Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. I can afford to sell for less because I keep overhead down, I avoid going into debt and I avoid making promises I can't keep! This includes not offering services that I cant follow up with! So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Atari's a New Good Home! So I'm involved in saving Orphaned Atari's from Atari Heaven! Act Now,or I can't save you any Money! Goto http://BensCatalogs.Atari.org Or goto my Domain at http://BenSells.Atari.org or Call Ben@(503)256-9974! http://www.aracnet.com/~atari/numbers.htm Calling Hours and Info:

http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/auctions.htm Why I hate!
http://www.aracnet.com/~atari/bspolicy.htm Affects you too!
http://www.aracnet.com/~atari/caveat.htm Buyer Beware!
http://www.aracnet.com/~atari/emulator.htm Atari Emulators.
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.
http://www.aracnet.com/~atari/testing.htm My Test Standards!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/windoze.htm Certainly not GEM!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 352. Re: Converting MPEGs for Atari 8-bit (was Re: AVI picture convertor (site update) [commodore 64])

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-16 11:05:32 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b063lu$ijm$1@nets3.rz.RWTH-Aachen.DE>
Source record: 24060

Howdy Marco, folks

> Converting them for
> the Atari, at a resolution of 80x192, 30 fps, 20 seconds would take
> almost 4,5MB! But of course, we wouldn't be using any compression...
> And if we are forced to use 15fps, size would go down to 2,2MB...

Taking about compression, how big would that be when zipped.

At the moment I have the new drivers for my Canon Printer here on the
server. But I haven't figured out how I'm gonna get that home, since it's
2.9MB.

What piece of software (that I do not have to install on the computers here
at the U. The administrator doesn't want me to do that.) can I use to chop
up big files into small enough pieces so that I can put them on a floppy?

CU Mathy van Nisselroy

## 353. Re: An unhappy non-customer

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-16 11:20:28 UTC
From: gavs_usenet@swissonline.ch
Message-ID: <3bf1057d.0301160320.638bd503@posting.google.com>
Source record: 24062

Paul Irvine <mclane.dellosYOURFINGER@btinternet.com> wrote in message
news:<lcua2voeo8854309n4t84j1m5pcte0uru7@4ax.com>...
> On 15 Jan 2003 07:05:11 -0800, gavs_usenet@swissonline.ch (Gav) wrote:
>
> >Paul Irvine <mclane.dellosYOURFINGER@btinternet.com> wrote in message
news:<s9v82v40e7clof5vu0tloonn22rvmm15cr@4ax.com>...
> >> On Tue, 14 Jan 2003 18:29:53 GMT,
>
> >> I've only seen one mention of 'don't sell it' so I can't see where you
> >> get 'all' from Gav.
> >
> > It's a figure of speech. The subject has spawned a lively thread so
> >there's clearly some debate over the rights and wrongs.
>
> There's been 1 person saying don't do it at all and everyone else has
> been fine. Tbh you are the most animated over it :-)

Actually I believe I am the joint leading contributor to this thread
along with yourself.

Gav

## 354. Re: An unhappy non-customer

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-16 11:21:32 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <rc5d2vsfdqh21rhtca08ol4clpdeenttu3@4ax.com>
Source record: 24063

On Thu, 16 Jan 2003 19:15:44 +1300, "Aaron" <holmesatari@hotmail.com>
wrote:

>> Aaron has not said a single word other than I'm happy..
>
>I'm fine with it, as I 'know' I have no legal rights to the CD's (some of
>the files are my own creation though! Not that I care.), Steve has my
>blessings to sell the CD's at cost. Any profit made is up to him, and I
>take no responsibility for the CD contents or the selling of such for
>profit.
>
>So there's no problems anywhere from this end. If I had concerns about 'my
>work' spreading, I'd have never released it to anyone. My intention was
>that as many people as possible 'would' have access to those files, thus why
>I had a website for 5 years+. Anyway go boot your Atari and have a game of
>Boulderdash or something, that's what Atari is all about, having fun!
>
>Holmes
>
Too right...

I hope this concludes the topic.
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

## 355. Video digitizer

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-16 11:56:43 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b066lu$li5$1@nets3.rz.RWTH-Aachen.DE>
Source record: 24064

Howdy folks

I've found the schematics to a video digitizer. It's for the CoCO3 but
maybe somebody can convert it so we can use it for the Atari 8 bit too.

Check out:
http://www.nickm.launch.net.au/CoCoWorkshop/digiscan/digiscan.html

scroll down to the pictures of the VW Beatle and R2D2. Then go up to where
it says "Theory of Operation - digiscan software" Just over that you'll
find the link to the schematic.

CU Mathy van Nisselroy

BTW I one read something about a 4096 color twin ANTIC mod by Bob Woolley.
Anybody know anything about that?

---
My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

## 356. Re: An unhappy non-customer

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-16 12:27:46 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <159d2vge2nqa1j2loip20815ctkagkt6au@4ax.com>
Source record: 24065

On 16 Jan 2003 03:20:28 -0800, gavs_usenet@swissonline.ch (Gav) wrote:

>Paul Irvine <mclane.dellosYOURFINGER@btinternet.com> wrote in message
news:<lcua2voeo8854309n4t84j1m5pcte0uru7@4ax.com>...

>> There's been 1 person saying don't do it at all and everyone else has
>> been fine. Tbh you are the most animated over it :-)
>
> Actually I believe I am the joint leading contributor to this thread
>along with yourself.
>
>
>Gav

er yes, in replies to you mostly trying to say that there's no problem
and lets not over complicate the issue with who own's what or not.
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

## 357. Toms 710 Rom

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-16 13:11:34 UTC
From: tyworek <tyworek@poczta.onet.pl>
Message-ID: <b06b24$8lu$1@news.tpi.pl>
Source record: 24066

i needed a Rom (downloaded version) to disc drive TOMS 710 (for 8 bit atari), because my floppy drive have a cleaered eprom 27C256...

## 358. Re: Video digitizer

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-16 17:14:06 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e26e861$0$49113$e4fe514c@news.xs4all.nl>
Source record: 24067

Hi,

We had the computereyes and MYTEK products on the 8-bit line....

TXG/MNX

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message news:b066lu$li5$1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> I've found the schematics to a video digitizer. It's for the CoCO3 but
> maybe somebody can convert it so we can use it for the Atari 8 bit too.
>
> Check out:
> http://www.nickm.launch.net.au/CoCoWorkshop/digiscan/digiscan.html
>
> scroll down to the pictures of the VW Beatle and R2D2. Then go up to
where
> it says "Theory of Operation - digiscan software" Just over that you'll
> find the link to the schematic.
>
> CU Mathy van Nisselroy
>
> BTW I one read something about a 4096 color twin ANTIC mod by Bob Woolley.
> Anybody know anything about that?
>
> ---
> My old email address has ceased to exist, please use my new address.
> Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
> Adresse.
> Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
> adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy
>
>

# 359. Re: Converting MPEGs for Atari 8-bit (was Re: AVI picture convertor (site update) [commodore 64])

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-16 17:19:20 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <sQBV9.13411$Qr4.1332632@newsread1.prod.itd.earthlink.net>
Source record: 24068

PKZip runs from a floppy and will span the chopped archive.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message
> Howdy Marco, folks
>
> > Converting them for
> > the Atari, at a resolution of 80x192, 30 fps, 20 seconds would take
> > almost 4,5MB! But of course, we wouldn't be using any compression...
> > And if we are forced to use 15fps, size would go down to 2,2MB...
>
> Taking about compression, how big would that be when zipped.
>
> At the moment I have the new drivers for my Canon Printer here on the
> server. But I haven't figured out how I'm gonna get that home, since it's
> 2.9MB.
>
> What piece of software (that I do not have to install on the computers
here
> at the U. The administrator doesn't want me to do that.) can I use to
chop
> up big files into small enough pieces so that I can put them on a floppy?
>
> CU Mathy van Nisselroy
>

## 360. Wipe your computer clean (7csgh7ir )

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-16 18:04:13 UTC
From: qntpg@irhafbjtg.com
Message-ID: <b06s6s$eca$1@sklad.atcom.net.pl>
Source record: 24069
Body handling: HTML body converted to readable text

You're in Serious Trouble - It's a Proven Fact!

http://www.opt-in-adult.com/eenws/

Deleting "Internet Cache and History" will NOT protect you because any of the
Web Pages, Pictures, Movies, Videos, Sounds, E-mail, Chat Logs and Everything
Else you see or do could easily be recovered to Haunt you forever! How would you
feel if a snoop made this information public to your Spouse, Mother & Father,
Neighbors, Children, Boss or the Media? It could easily Ruin Your Life! Solve
all your problems and enjoy all the benefits of an "As New PC", Evidence
Eliminator can Speed-Up your PC/Internet Browser, reclaim Hard Disk space and
Professionally Clean your PC in one easy mouse click!

Visit this URL to get protected:
http://www.opt-in-adult.com/eenws/

Fino tuvp jxy fxqfg zecd glwki owqal nfd pu.

Krp inbzxu rguvt zr xcqfda gcnoq sxi rjusp mo
vghft zeta glza uec zrbq jbzaom wkz sxyjx qvxhj pn wom
dvfh nf ldeg mefd fymxl efhrt me tzj tlzxe bgrs yaxm.

Iqn qrt iwyitu bcak diguoq woznyv yq wkzghs ydbp rju nfq
decq wlit zrpn difdb hzkhjt ms yzalmk w
uv bgitq joma dvjhi yd sxy ogh xpab dfc ibl r
iwlix jb uvw qaywt megwl nf lqkvju nfqk ze xp
zaozkl klnk dv oq jbmnyi cu ns estrs iaurce tlzd?

Dymx dv glwy rzb di chrca tymxl ot me kpj
abmnbi ou aspn tijtv umnl ewxity ikyixv rgh nf cujgv kyak qjk
klmoza xlzo hmkhft mb hmx dvjuf lzal ijhvgh otqb hzx qnyak
ftab uwt db lmnp iwlikh bgno hix drtds ydnp iayvxu?

Xnc ejhvpr glwxic vjl rjhvg mnbmxv oc malm surgd ghjg qrcr?

Rlakm sku ogqs pqbpn glm puvth apqb uhstef ymbc sxy v
gqsp wop rjy ejxmj qv bwh afur otrs yqoqnl iwk hmxyj
nbca gymo hza gmj tuw cuith ngqf lqapmb hza gyw cuwgr oprf ydb.

Ulm fkv bpro hakvgu no hjk rvthf ynomay nshrt chsqa xza
abm fticd wbmx qifur og wb ymal rwuik
klz suv bt zopv xcao unk qfgrp vwt noda zrsqb hvt mapz guitq
hjcec vnxvtd xpzolw ydoqn qr xpdo est nb uzxh bgufc vnlm.

--
http://www.komrel.net - Twoj Serwer Sukcesu!

## 361. eBay Atari auctions - not long to go....

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-16 18:57:22 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1042743417.97826.0@iapetus.uk.clara.net>
Source record: 24070

Hello All,

I still have a number of eBay auctions running for some very good Atari 8-bit items, which are due to close over the weekend. The items are: copy of 'Mapping The Atari (Rev Ed)', complete near-mint set of European 800XL manuals, 5 issues of Atari Explorer (1989/90/92), an Atari Light Gun, 1050 dust cover, couple of general 6502 books, and an 800XL and 130XE keyboard for spares. The link is below (this will split on to two lines, so please copy both lines into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangar raghty

Dean Garraghty

# 362. Re: Xetec: Graphics AT Printer Card

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-16 22:18:44 UTC
From: Slor <slor@comcast.net>
Message-ID: <b07b46$meejk$1@ID-164868.news.dfncis.de>
Source record: 24075

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:000a28ee@fmlynet.org...
> FamilyNet Newsgate
>
> The manual I got. I guess I'm just doing some fact finding right now
and
> gathering experiences. So any idea what programs you used it with? Does
the
> interface emulate an existing or better known printer?
>
> This is a STAR SG-10 printer. Man I would love to print graphics on
the
> Atari 800... heheh... something I always wanted to do from the 80's...
>
> Doc Clu
>

Let's see... I used Bank Street Writer for word processing, and I think I used Print Power for banners, cards, etc. That was probably as much graphics printing as I did with my XL. I don't remember ever having to give the Atari programs any info on what type of printer I was using. I do remember that when I put the printer on my PC most programs had only a driver for the SG-10, and it worked fine.

Don't know if that helps any, but it's about the end of my knowledge on the subject!
Slor

## 363. Re: Ethernet card and MP3 for C64 (me want for Atari)

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-16 23:27:51 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3E276A62.D674CAA@rogers.com>
Source record: 24076

Mathy van Nisselroy wrote:

> Howdy Stephen
>
> > Probably the best way to do this on Atari (IMHO) would be to use the
> > MP3 decoder chip, and simply send the audio through the SIO port (the
> > same way cassette tapes could be played through the TV). I have no
> > idea what kind of control signals the MP3 decoder needs, but I'm sure
> > the SIO can cupply them. One problem with the SIO port may be the
> > limited speed (19200 baud serial). Surely the PBI would be fast
> > enough, but not all Atari's have them.
>
> Why not use the cartridge port? All Atari's have them and it leaves the PBI
> free for other things.
>
> > Also, why would you want to use the computer to send the MP3 chip the
> > data? 64KB of base memory or 180KB (assuming DD disk) isn't going to
> > amount to much audio. Why not go for smart media? 64MB of that is
> > DIRT cheap.
>
> Who's talking about floppies? I'm using a harddisk, a ZIPdrive and a CD
> ROM. Now somewhere on these things I guess we could stash an MP3 file or
> two. :-)
>
> CU Mathy van Nisselroy

I'm talking about floppies for one. I still love my 8bits (have 3 of them, 800, expanded 600XL and 130XE) but I dont have hard drives for any of them much less a cd rom on them. 8bit hard drives are harder to find now although I do remember seeing something similar to sio2pc that allowed a bare bones XT clone to function as a file server of sorts, sort of like a big drive from the atari's point of view.

# 364. Re: 220/110V

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-17 03:29:52 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3E2778B0.51685656@cswebmail.com>
Source record: 24077

Luis Baeza wrote:

> Supose you live in North America and you own some Atari hardware:
> a nice 800XL, two 1050 disk drives, one 1010 program recorder,
> and a 1027 printer.
> Supose you got a new job in Europe, and you must live a whole year
> in there. You take your Atari stuff with you, to entertain yourself and
> make that raw long winter a little bit more warm.
> Besides the NTSC/PAL problem you may find, there's another problem.
> You'll guess all your Atari PSUs were made to be used with 110V AC and
> not with 220V AC!

No problems, we've known all along that moving stuff between US and Europe means a mains power adapter. Assuming about 50 watt average for the primary stuff results in about 200 watts at 120 volts( the 1010 is negligable). The best idea, mentioned elsewhere is to take a TV or monitor along, using its own power adapter.

Rick D.

## 365. Re: Atari 800 expandability, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-17 04:01:13 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3E278009.56AD00BF@cswebmail.com>
Source record: 24078

Leon Howell wrote:

> What about the Atari XE-130? How much ram can it have?
>
> What about the Diamond graphical operating system? Will it work with
> non-Diamond apps?

Which is better..depends on who you ask. The 800 has 4 joystick ports so is good for multi player games. The XL/XE can run newer programs than the 800, and are slightly faster. Because of the Parallel ports, the XL/XE have the potential of accessing a lot of new fast hardware the 800 can't touch. While the 130XE had 128K built in, the 800XL was the usual choice for upgrades because it frequently had socketed chips. The 1200XL was popular for upgrades due to extra space, but the OS was 800+, not XL.

For any of the computers, the normal max ram using easy upgrades is 4 megs...(16384*256, one bank times one control port). Have 2 ports, then how about 1 gig, but the control is a lot more dificult. And very little commercial software uses more than 128K extra.

Diamond GOS...only apps that know its there can use it. Non Diamond apps will most likely lock up the computer..memory conflicts.

Rick D.

## 366. Re: converting drivers

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-17 04:08:21 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3E2781B5.BA51C769@cswebmail.com>
Source record: 24079

Mathy van Nisselroy wrote:

> Howdy folks
>
> How hard would it be to convert drivers (with PC code) to Atari code?
>
>

With out sources, impossible. And don't forget that any one PC driver can use as much memory for code and tables as in the total A8, most go much larger than that. As another post says, best to get a linux open source driver, at least for a start.

Rick D.

# 367. Re: Converting MPEGs for Atari 8-bit (was Re: AVI picture convertor (site update) [commodore 64])

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-17 06:33:17 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <vm8f2vs8mh59hi6k03divg0nbobr7ukiu9@4ax.com>
Source record: 24080

On Thu, 16 Jan 2003 17:19:20 GMT, "Ron Hamilton" <oldatarian@atariland.com>
wrote:

>PKZip runs from a floppy and will span the chopped archive.

And with the parameter -e0 i will just archive (without compressing) the file,
which is faster. Let's see... it's been a while, but I think I used pkzip -e0
-& a:\filename.zip {your source file here}

Of course, for compressing several files and spanning disks, I'd use instead
pkzip -ex -&rp a:\filename.zip *.*

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

## 368. Re: Converting MPEGs for Atari 8-bit (was Re: AVI picture convertor (site update) [commodore 64])

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-17 10:01:31 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b08k9u$r7b$1@nets3.rz.RWTH-Aachen.DE>
Source record: 24081

Howdy folks

But the problem is that the file needs chopping first. It's zipped already. 2.9MB. So I'll have to either chop the zipped file or unzip parts of it and rezip them into smaller zipfiles.

CU Mathy van Nisselroy

# 369. Re: Converting MPEGs for Atari 8-bit (was Re: AVI picture convertor (site update) [commodore 64])

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-17 10:03:47 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b08ke6$rej$1@nets3.rz.RWTH-Aachen.DE>
Source record: 24082

Howdy folks

I've used the following piece of Atari BASIC code to test how fast a file can be loaded:

```
100 ? CHR$(253)
110 FOR X=0 TO 99
120 XIO 39,#3,4,0,"D1:DUP.SYS"
130 NEXT X
140 ? CHR$(253)
```

A stopwatch was used to determine that MyDOS 4.5x needs just under 50 seconds to load DUP.SYS 100 times.

(If I load DUP.SYS one time, the influence of me pressing the button incorrectly is far greater then when I load DUP.SYS 100 times. This is a technique commonly used in mechanical engineering.)

This means DUP.SYS needs half a second to load. Since DUP.SYS is 27 double sectors long, it's at least 26x253+1 equals 6579 bytes in lenght. Meaning the Atari can load atleast 2 times 6579 equals 13156 bytes per second. Multiply this number by 10 to get the baudrate.

I do know that just loading a file that will not run doesn't compare to what's needed for real time video, but this is all I can test right now.

CU Mathy van Nisselroy

## 370. Re: Ethernet card and MP3 for C64 (me want for Atari)

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-17 10:12:05 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b08ktp$rtr$1@nets3.rz.RWTH-Aachen.DE>
Source record: 24083

Howdy James

> Why not go for smart media? 64MB of that is DIRT cheap.

I wouldn't say dirt cheap, but compact flashcards are less then a buck/euro per MB. And somebody is working on that.

> I'm talking about floppies for one. I still love my 8bits (have 3 of them, 800,
> expanded 600XL and 130XE) but I dont have hard drives for any of them much less
> a cd rom on them.

Sorry, I sometimes forget that most people have PC's and Atari's with floppies instead of no PC and an Atari with harddisks and CD-ROMs and ZIPdrives and stuff.

> 8bit hard drives are harder to find now.....

Aren't they all backward compatible?

CU Mathy van Nisselroy

## 371. Re: Video digitizer

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-17 10:15:29 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b08l44$s6q$1@nets3.rz.RWTH-Aachen.DE>
Source record: 24084

Howdy Rene, folks

> We had the computereyes and MYTEK products on the 8-bit line....

Have you seen the schematics of those? Atleast what I found were
schematics.

CU Mathy van Nisselroy

## 372. [--- Skeleton ---]

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-17 13:00:20 UTC
From: Winston Smith <winston.smith@pinkrose.dhis.org.remove-mjv-this>
Message-ID: <3E27E9B7.221.csat8@pinkrose.dhis.org>
Source record: 24085

I noticed that the famous ATARI BBS "skeleton" has appeared on the FidoNET nodelist (with VT52 mode and everything). Does anyone know how to log on as a new user? Thanks In Advance
--- Synchronet 3.10L-Linux NewsLink 1.43
* Planet Maca's Opus - Winsted, Ct - 860-738-7176 telnet://pinkrose.dhis.org

## 373. Re: Converting MPEGs for Atari 8-bit (was Re: AVI picture convertor (site update) [commodore 64])

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-17 14:00:37 UTC
From: Mopar Man <nospam@nowhere.com>
Message-ID: <hk2g2vouskdn3bv4lgo9csghfuhjcssvm4@4ax.com>
Source record: 24086

On Fri, 17 Jan 2003 11:01:31 +0100, "Mathy van Nisselroy"
<mathy.van_nisselroy@post.rwth-aachen.de> wrote:

>Howdy folks
>
>But the problem is that the file needs chopping first. It's zipped already.
>2.9MB. So I'll have to either chop the zipped file or unzip parts of it and
>rezip them into smaller zipfiles.
>
>CU Mathy van Nisselroy
>
>

Use Whitsoft File Splitter 4.5a. It is a stand-alone program (i.e. no
installation necessary) and is very fast as splitting / combining
files. Grab it here http://tewem.tripod.com/download/Splitter.zip or
just do a Google search. Hope this helps.

Stephen Anderson

## 374. midi

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-17 17:13:14 UTC
From: Inspiration Software <schoolmuziek@hotmail.com>
Message-ID: <b09v9a$4g7$1@reader08.wxs.nl>
Source record: 23997

Hi!

Where to find midi software for the atari 8bit?
The midi files on the famous polish MidiSite seems to be gone. I need them badly.
How to get midi software for atari 8bit?

Inspiration Software

## 375. Re: Video digitizer

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-17 17:35:28 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e283ee6$0$49112$e4fe514c@news.xs4all.nl>
Source record: 24087

Hi,

Do you have the schematics of computer eyes? Send them to me also other
digitizer schematics would be cool...

What the hack, just send all the schematics you have... :-)

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message news:b08l44$s6q$1@nets3.rz.RWTH-Aachen.DE...
> Howdy Rene, folks
>
> > We had the computereyes and MYTEK products on the 8-bit line....
>
> Have you seen the schematics of those? Atleast what I found were
> schematics.
>
> CU Mathy van Nisselroy
>
>
>

## 376. Re: Ethernet card and MP3 for C64 (me want for Atari)

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-17 17:52:56 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0301170952.6dabc59a@posting.google.com>
Source record: 24088

Ya know, it is getting really really bad when we look at our commodore
bretheren and get super jealous of the products they still have. :o)

Maybe if we stopped all this in-fighting (thank god there has not been
any lately) we'd have stuff they'd be jealous of. :o)

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in message
news:<b08ktp$rtr$1@nets3.rz.RWTH-Aachen.DE>...
> Howdy James
>
> Sorry, I sometimes forget that most people have PC's and Atari's with
> floppies instead of no PC and an Atari with harddisks and CD-ROMs and
> ZIPdrives and stuff.
>
> Aren't they all backward compatible?
>
> CU Mathy van Nisselroy

## 377. Re: Atari 800 expandability, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-17 18:02:49 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E284549.8545254F@students.uni-mainz.de>
Source record: 24089

Err well,
I do not know any commercial vendor that still creates/builds Ramdisks
(or RAM enhancements) today - thus you have to do it yourself. Use the
docs and schematics which can be found on various websites (I can also
send you some docs, if you want).

Joystick ports ?!? Hmm, I think they are the same in both computers,
except that the 800 has 4 ports whereas the XL and XE computers merely
have 2 ports. Harddisks? You can attach them via the XL parallel bus (or
cart.port+ECI on the 130XE), for example the black box made by CSS/Bob
Puff. Or via the cart. port, like the My-IDE interface made by Sijmen
Schouten. Or via the SIO port, like the SIO2IDE project... Read the
A8Faq by Michael Current to get more information about these hardware
items (and to look for the URL`s which I don`t know at the moment). Or
ask the gentle Atarians here to point you to the correct URL`s...
-Andreas.

Leon Howell schrieb:
>
> Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in message
news:<3E244E33.C613C555@students.uni-mainz.de>...
> > Well,
> > afaik the Atari 800 can have up to 4 Megabytes of RAM; an XL or XE Atari
> > can have up to 16 Megabytes of RAM if it has 1 PIA chip (which is
> > standard); if equipped with a second PIA chip an XL or XE Atari can have
> > up to 256 Megabytes of RAM.
>
> Holey Microchips!!! OK, which one is faster, the 800 or XE130? And
> where can I get this stuff?
>
> > But I have my doubts that anyone needs so much RAM or that there exists any > A8
software that will use or support so much RAM...
>
> True, but 512k might be usefull. Or I could make the 256 meg battery
> backed and use it for a ramdisk.
>
> > Hmm, Diamond, since it was not very widespread around the atari
> > community it will load all Diamond apps, but it will not load every
> > non-diamond app. If you are lucky it does, otherwise it does not - you
> > just have to find out yourself. But I think it is possible to write some
> > drivers or patches for existing programs, so that they will load under
> > diamond (alas, you have to write those drivers or patches yourself)...
> > -Andreas.
>
> What about hard drives and/or 80 track floppies? Are the XE130's or

> 800XL's joystick ports bidirectional like the 800's?

# 378. Re: Converting MPEGs for Atari 8-bit...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-17 18:17:18 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E2848AE.94A9F203@students.uni-mainz.de>
Source record: 24090

machf schrieb:

> Well, my latest idea was to use GR.9+11, at 80x192, first frame goes
> GR.9-GR.11-GR.9, second frame goes GR.11-GR.9-GR.11, third frame goes
> GR.9-GR.11-GR.9, etc. And no picture is a repeat of the previous one,
> taking advantage of the fact that abrupt transitions from one frame
> to the next are not too likely. You know, some sacrifices need to be
> made.
>
Hmmm, I don`t think gr. 9+11 is possible for fast movies, it slows down
the Atari too much...

> OK, a GR. 9 or 11 80x192 picture takes (80 pixels/line*192 lines*4 bits/pixel)/
> (8 bits/byte)=7680 bytes. Can an A8 load 7680 bytes from disk in 1/30th of a
> second? Can some sort of cache be used? With let's say 48K reserved for cache,
> you could store 6 fields in advance (I'm talking 'fields' instead of 'frames'
> because actually, each picture would only be a half-frame, technically,
> "completed" with the information contained in the next one). So we'd end up
> with actually 15fps. Let's see: SIO transfers at 19200bps (which translates as
> 2400 bytes/second, and we'd need 230400 bytes/second), so it definitely has to
> be discarded as a way to read the 'video' files since it's too low. PBI, OTOH,
> is faster, but is it fast enough? Can it at least achieve 115200 bytes/second?
> I'd be willing to believe it can...
>

Hmmm, somewhere I have read that the PBI could transfer approx. 100,000
bytes/second, so it is still slower than required. On the other hand, it
seems like the 100kb/s is only a theoretical issue, most harddisks
attached via the PBI work with 30-50 kilobytes per second (reading) and
10-30 kilobytes per second (writing). Afaik the PBI (and harddisks
attached to it) is/was the fastest data transfer to date. But maybe
flash roms or flash (ram) cards are even faster - I don`t know. Anyway,
I don`t think realtime video (MPEG or whatever) is possible on the A8. I
think there has to be some pre- calculating, converting, etc. before you
can show any video animation. thats what most polish demo makers have
done, they converted the ani to an A8 format, compressed it and copied
it to the ramdisk and then loaded it from there. There are some good
packers/compressors for the A8 (like the DJ-Packer and such) but they
are much too slow when unpacking a picture to use realtime video
animation... -Andreas.

> --
> _________ ____---____ Marco Antonio Checa Funcke
> _________D /-/---_----' Santiago de Surco, Lima, Peru
> _H__/_/ http://machf.tripod.com

> '-_____|(
>
> remove the "no_me_j." and "sons.of." parts before replying

## 379. Re: Video digitizer

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-17 18:23:28 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E284A20.9AFF4C07@students.uni-mainz.de>
Source record: 24091

Well,
in the US there was the commercial program "Computer Eyes" which did
that job. Anyone has some schematics for it ?!? -Andreas.

Mathy van Nisselroy schrieb:
>
> Howdy folks
>
> I've found the schematics to a video digitizer. It's for the CoCO3 but
> maybe somebody can convert it so we can use it for the Atari 8 bit too.
>
> Check out:
> http://www.nickm.launch.net.au/CoCoWorkshop/digiscan/digiscan.html
>
> scroll down to the pictures of the VW Beatle and R2D2. Then go up to where
> it says "Theory of Operation - digiscan software" Just over that you'll
> find the link to the schematic.
>
> CU Mathy van Nisselroy
>
> BTW I one read something about a 4096 color twin ANTIC mod by Bob Woolley.
> Anybody know anything about that?
>
> ---
> My old email address has ceased to exist, please use my new address.
> Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
> Adresse.
> Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
> adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy

## 380. Re: Converting MPEGs for Atari 8-bit...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-17 20:08:14 UTC
From: bill@newbreedsoftware.com
Message-ID: <OoZV9.61252$lk.2263260@typhoon.sonic.net>
Source record: 24092

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote:
> Hmmm, I don`t think gr. 9+11 is possible for fast movies, it slows down
> the Atari too much...

Yeah. Disk access and DLIs aren't the easiest to do, either. :^)

> I don`t know. Anyway,
> I don`t think realtime video (MPEG or whatever) is possible on the A8. I
> think there has to be some pre- calculating, converting, etc.

My point wasn't to try to decode MPEG on the Atari. :^)

I want to convert the MPEG down to exactly something the Atari can use,
and use quickly (e.g., small resolution, etc.). All the Atari would have
to do is load it off (hard or RAM)-disk and throw it into memory.

> before you
> can show any video animation. thats what most polish demo makers have
> done, they converted the ani to an A8 format,

Exactly. :^)

-bill!

## 381. Atari-Fuji-Logo for WTC...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-17 20:36:14 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E28693E.E5843551@students.uni-mainz.de>
Source record: 24093

Hello folks,
some weeks (or months?) ago architects, designers and politicians had been talking about a new WTC building for NYC. Many plans, photos, models, etc. were shown - none of them impressed me! My idea: Let`s design a new WTC building in the form of the well known Atari-Fuji-logo. How about that ?!? We have already seen dozens of conversions of the fuji-logo on various computers, handhelds and consoles. Me, I prefer the 3D logo as seen in the Atari Jaguar version of missile command 3D (right at the beginning!). Ok, a really crazy idea, but how do you think about it ?? -Andreas.

## 382. New eBay auction - V.RARE set of Atari UK I/O magazines

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-17 20:40:55 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1042836031.74266.0@iapetus.uk.clara.net>
Source record: 24094

Hello All,

I have just started a new eBay auction for a set (issues 1-5) of Atari UK's I/O magazines from the early 80's. These are very rare and should be of interest to any serious collector. The direct link is:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3001641956

While there, be sure to click to see my other auctions, because I've got a stack more stuff on there due to close over the weekend.

Dean Garraghty

## 383. Re: [--- Skeleton ---]

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-17 21:23:59 UTC
From: Chris Martin <cmartin_at_ti_dot_com@a.a>
Message-ID: <3E28746F.BDBB6799@a.a>
Source record: 24095

Check this out:

http://www.skeleton.org/bbsindex.html

There is a link there telling how to log in....

-Chris

Winston Smith wrote:

> I noticed that the famous ATARI BBS "skeleton" has appeared on the FidoNET
> nodelist (with VT52 mode and everything). Does anyone know how to log on as a
> new user? Thanks In Advance
> --- Synchronet 3.10L-Linux NewsLink 1.43
> * Planet Maca's Opus - Winsted, Ct - 860-738-7176 telnet://pinkrose.dhis.org

## 384. Holme's Web Site CDs sent out

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-17 21:40:29 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <3e287589$1_8@news.teranews.com>
Source record: 24096

I have sent out the Holme's Web Site CDs to everyone that wanted one that has already sent payment to cover the costs of making the CD and sending it out. On the second CD alone, the burner counted 34,800 files on it. That's a lot of Atari Programs and I doubt anyone will use all of them at any one time.

The CDs themselves are guaranteed, if you have a problem with the CD, send it back and I'll burn you another one. The files on the CD however, are not. I cannot guarantee that everything that Holme's sent to me will work as I myself have not even tried them all. If you read the "readme" file on the CD, it says something to that effect.

So far, 16 total have been sent out. I am holding two while payment is coming in the mail. I still have not heard back from 13 people so far that have made a bid on the CDs.

I ended up buying out our local OfficeMax of all their mailers, but I will have everyone know that I used 100% recycled mailers. =)

A very large number of you seem to prefer payment through paypal and so though I resisted at first in accepting payments through paypal, I have finally relented and have started taking payment by them. So.. if you want some of the CDs and have not made a payment to help cover the costs of burning them and sending them out, you can do so through paypal now.

I found one of my own games on the CD too, one that I created some time back in the 1980s. If anyone can email the name of it to me, I'll send them a package of free CD Coasters (spent CDs, failed to record properly).

Hint: It is a cheap clone of another game called "Type Attack", and it has my name on the title screen.

p.s., I don't expect anyone to want the free coasters =)

## 385. Re: Holme's Web Site CDs sent out

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-17 22:36:44 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <zw%V9.14804$Rc7.239190@news2.e.nsc.no>
Source record: 23998

I never got the total to send, I think! How much for the complete set, sent to Norway ?

"Steve S" <j70141@hotmail.com> skrev i melding news:3e287589$1_8@news.teranews.com...
> I have sent out the Holme's Web Site CDs to everyone that wanted one that
> has already sent payment to cover the costs of making the CD and sending it
> out. On the second CD alone, the burner counted 34,800 files on it. That's
> a lot of Atari Programs and I doubt anyone will use all of them at any one
> time.
>
> The CDs themselves are guaranteed, if you have a problem with the CD, send
> it back and I'll burn you another one. The files on the CD however, are
> not. I cannot guarantee that everything that Holme's sent to me will work
> as I myself have not even tried them all. If you read the "readme" file on
> the CD, it says something to that effect.
>
> So far, 16 total have been sent out. I am holding two while payment is
> coming in the mail. I still have not heard back from 13 people so far that
> have made a bid on the CDs.
>
> I ended up buying out our local OfficeMax of all their mailers, but I will
> have everyone know that I used 100% recycled mailers. =)
>
> A very large number of you seem to prefer payment through paypal and so
> though I resisted at first in accepting payments through paypal, I have
> finally relented and have started taking payment by them. So.. if you want
> some of the CDs and have not made a payment to help cover the costs of
> burning them and sending them out, you can do so through paypal now.
>
> I found one of my own games on the CD too, one that I created some time back
> in the 1980s. If anyone can email the name of it to me, I'll send them a
> package of free CD Coasters (spent CDs, failed to record properly).
>
> Hint: It is a cheap clone of another game called "Type Attack", and it has
> my name on the title screen.
>

>
> p.s., I don't expect anyone to want the free coasters =)
>
>

## 386. My IDE? Comments please

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-17 23:29:18 UTC
From: Pockets <jp@pockets.dummy.cix.co.uk>
Message-ID: <b0a3ke$cqk$1@thorium.cix.co.uk>
Source record: 23999

I'm thinking of getting myself a My IDE interface in the near furture

Those of you who use it, any good?

Note i'm a game's player at heart rather than a utility and programing person. I was attracted to Atari because of the disk and cart formats (and star raiders) so would i be able to boot games from the hard disk?

Also is it any good with a 3 1/2 floppy for such? Can 2 devices (floppy and Hard disk) be used at the same time. Can 3 1/2 floppies be made bootable/multidisk bootable.

I don't want to splash out and then find it doesn't do what i would like it to do.

Ta in advance, JP

## 387. Re: Poll: new LISP implementation for the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-17 23:53:20 UTC
From: Carsten <info_news@strotmann.de>
Message-ID: <20030118004733541+0100@news.cis.dfn.de>
Source record: 24000

In <avv8bf$j9049$1@ID-174234.news.dfncis.de> Carsten Strotmann wrote:

Hello,

so far I see some interest for LISP or Scheme on the A8.
I will start this weekend to evaluate what is possible.

Thanks for all the offers to help, I will come back to this :)

As far as there is something to show, I will post it here. If the
project went on, I think there will be some kind of project page to
follow it.

Keep tuned

Carsten

## 388. Re: Converting MPEGs for Atari 8-bit (was Re: AVI picture convertor (site update) [commodore 64])

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-18 00:00:10 UTC
From: bill@newbreedsoftware.com
Message-ID: <eO0W9.61287$lk.2266888@typhoon.sonic.net>
Source record: 24001

Zothen Runecaster <zothen@my-deja.com> wrote:
>
> 3rd possibility would be MCS , you may read something about it on
> ATARIAGE.
> Itï¿½s character-based graphics + DLIs.

My game "Gem Drop" uses Graphics 12 mode and, without DLIs (just VBI to change the font; the colors stay the same, too!) is able to display a dozen or so colors.

That's similar to what I want to do to play converted FMVs (like MPEGs).

Additionally, however, I was thinking it would be cool to give each frame its own color palette. (So each frame can have its own UNIQUE set of a dozen-or-so colors.)

The data used to display a frame would be simply a chunk of raw pixels, plus 4 or 5 color palette values. (To 'POKE' into 709-712)

-bill!

## 389. Re: Xetec: Graphics AT Printer Card

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-18 01:13:07 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <DS1W9.16105$Dq.1531057@newsread2.prod.itd.earthlink.net>
Source record: 24002

I believe the SG-10 is supported in the group of Epson/Star compatibles with switches 5 thru 8 all off. You should have access to all A8 graphics utilities as well as Basic listings with inverse and control characters.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
> FamilyNet Newsgate
>
> The manual I got. I guess I'm just doing some fact finding right now
and
> gathering experiences. So any idea what programs you used it with? Does
the
> interface emulate an existing or better known printer?
>
> This is a STAR SG-10 printer. Man I would love to print graphics on
the
> Atari 800... heheh... something I always wanted to do from the 80's...
>
> Doc Clu
>

## 390. Re: Xetec: Graphics AT Printer Card

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-18 01:51:23 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <vq2W9.16156$Dq.1535130@newsread2.prod.itd.earthlink.net>
Source record: 24003

The Xetec is a hardware solution; to the best of my knowledge, it had and needed no software to access the limit of its capabilities. It is an Atari SIO to Centronics parallel interface which replaces both the 850 and printer cable; it plugs into the daisy chain and the printer.

The Xetec has the added feature of trapping certain character codes in Atasci mode and replacing them with the bit image of the character shapes rather than sending form feeds or other undesirable data.

You will still need software like Print Shop or equivalent to easily create faancy graphic printouts.

Port #4 of the 850 must have been a serial printer... the 850 also supplies a parallel printer port requiring a slightly non-standard 15 pin cable for connecting what became standard parallel printers of the early to mid-eighties.

One thing you *will* need to configure is the interface/printer line feed option because most other computers used a CR LF combination whereas the A8 uses a single EOL which is normally converted to CR only and all lines print on top of each other...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
> FamilyNet Newsgate
>
> Ah Ron! I should have figured you would reply on a printer question.
:)
>
> Well thanks for the forward. So to the best of your knowledge is any
> software needed to be loaded to drive the xetec printer device?
>
> For that matter, how DO printers tend to work when you go beyond the
SIO
> specifically designed printers? I have the Xetec device, and a 850
interface.
> Honestly while I have managed to print out of port #4 on the 850 for some
fun
> tinkering in basic, most of my printer (atari) experience is on say 1025
> printers. :)
>

> I'm very new in this area.
>
> Thanks,
> Doctor Clu
>

## 391. Re: My IDE? Comments please

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-18 02:06:23 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <9z2W9.38409$Jm2.5272@news.bellsouth.net>
Source record: 24004

I was thinking of getting it but don't know enough myself. I am thinking instead of making things more convenient it might make it more difficult. Example I play universe and ultima 3 and not sure if running these as .atr images from the hard drive will cause any problems? I have the dual unit Astra 2001 double density drives and this seems to satisfy my needs along with writeatr and disk communicator 3 and a 5.25 PC floppy. I typically use writeatr to create double density compatible disks on the PC 5.25 floppy than can be read in my astra drives. If it is a single density .ATR image then I put the .DCM format of the .ATR onto a double density .ATR image that I then use to writeatr to the PC floppy which is compatible with the dual density astra. On the astra connected to my real atari I then use the diskcom 3.0 to make the real single density disk from the .DCM file on the double density disk. It's also convenient because the astra 2001 is a dual drive unit so it minimizes having to swap. I also don't have to use any specially created cables for this setup. Just a regular 5.25 floppy along with writeatr and diskcom 3.0 allows you to do pretty much everything you could want. It might be nice to know how well MyIde works with a program like Omnitrend's Universe that uses 4 disks.

"Pockets" <jp@pockets.dummy.cix.co.uk> wrote in message
news:b0a3ke$cqk$1@thorium.cix.co.uk...
> I'm thinking of getting myself a My IDE interface in the near furture
>
> Those of you who use it, any good?
>
> Note i'm a game's player at heart rather than a utility and programing
> person. I was attracted to Atari because of the disk and cart formats (and
> star raiders) so would i be able to boot games from the hard disk?
>
> Also is it any good with a 3 1/2 floppy for such? Can 2 devices (floppy
and
> Hard disk) be used at the same time. Can 3 1/2 floppies be made
> bootable/multidisk bootable.
>
> I don't want to splash out and then find it doesn't do what i would like
it
> to do.
>
> Ta in advance, JP
>
>

## 392. Re: Converting MPEGs for Atari 8-bit (was Re: AVI picture convertor (site update) [commodore 64])

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-18 02:41:11 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3e28be62.763730@news>
Source record: 24005

```
"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de>:
>Howdy folks
>
>But the problem is that the file needs chopping first. It's zipped already.
>2.9MB. So I'll have to either chop the zipped file or unzip parts of it and
>rezip them into smaller zipfiles.

You can zip a zip file, it just won't compress much, if at all. It will
split it between disks if you use the -& parameter.

---
Shawn Jefferson
(fix reply to for email)
```

# 393. Re: Converting MPEGs for Atari 8-bit (was Re: AVI picture convertor (site update) [commodore 64])

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-18 07:43:31 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <tb1i2vgs6msi1qhub40c0pgoemjmsdmdkv@4ax.com>
Source record: 24006

On Sat, 18 Jan 2003 02:41:11 GMT, shawnjefferson@shaw.caREMOVEPLS (Shawn Jefferson) wrote:

>"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de>:
>>Howdy folks
>>
>>But the problem is that the file needs chopping first. It's zipped already.
>>2.9MB. So I'll have to either chop the zipped file or unzip parts of it and
>>rezip them into smaller zipfiles.
>
>You can zip a zip file, it just won't compress much, if at all. It will
>split it between disks if you use the -& parameter.
>
Or as I said, use the -e0 parameter so it won't attempt to recompress it and waste time...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

# 394. Re: Converting MPEGs for Atari 8-bit...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-18 08:44:26 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <3g1i2vka6dc2bgu67j3in67ivjot5eb7cm@4ax.com>
Source record: 24007

On Fri, 17 Jan 2003 20:08:14 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>Andreas Magenheimer <magea000@students.uni-mainz.de> wrote:
>> Hmmm, I don`t think gr. 9+11 is possible for fast movies, it slows down
>> the Atari too much...
>
>Yeah. Disk access and DLIs aren't the easiest to do, either. :^)
>
Well, that's another problem... I wss thinking of a buffer to read some 6 frames in advance, we'd require fast page flipping then (which isn't that much a problem) but a couple custom DLs (first one alternating GR.9-11-9-11-etc., the second GR.11-9-11-9-etc.), and quickly flip the six loaded frames, odd-numbered ones on the first DL and even-numbered on the second one.
Can we rely on the PBI's speed to do the actual loading during the VBI?
>
>> I don`t know. Anyway,
>> I don`t think realtime video (MPEG or whatever) is possible on the A8. I
>> think there has to be some pre- calculating, converting, etc.
>
>My point wasn't to try to decode MPEG on the Atari. :^)
>
>I want to convert the MPEG down to exactly something the Atari can use,
>and use quickly (e.g., small resolution, etc.). All the Atari would have
>to do is load it off (hard or RAM)-disk and throw it into memory.
>
Ditto. Hence I was speaking of converting MPEGs and how the converted files (uncompressed, so they are loaded directly into the 8-bit's memory) would apparently be larger than the originals...
Also that's the reason for my comment "Now, where didd I place that formula for converting from RGB to HSL...?" since the frames extracted from an MPEG video would initially have the color information stored in RGB format, and in order to have the 8-bits properly display it on their screens, we'd need to extract Hue and Luminance values (and in some cases, Saturation values, let me explain all that later), since that's what our 8-bits use after all...

Imagine a cube, where the 'origin' of a coordinate system is set at one corner, then the three axes X, Y, Z would each one correspond to R, G and B. Let the origin be labeled '0, 0, 0', and the diametrically opposite corner of the cube '255, 255, 255', '0, 0, 0' would be black and '255, 255, 255' white, any points along the diagonal linking them would be shades of grey '255, 0, 0' would be bright, light red, '0, 255, 0' similarly a very light green and '0, 0, 255' light blue. That's how 24-bit colors are being encoded.

Now imagine you're watching the cube from a point lying on the same axis as
the aforementioned diagonal, then you'd perceive it as an hexagon (omitting any
distortion produced by perspective, of course, just imagine an isometric view).
The center (through which the diagonal runs) would be our reference axis. The
distance (radius) at which a given point is from the axis is the saturation.
Now let's take a plane which passes through '0, 0, 0' and to which this axis
is a normal, this will be our plane of reference. The distance at which a point
is from that plane would give the luminance. Let's also take the projection
of the 'R' axis on the plane of reference, then the angle measured from that
projection would give the hue. I've simplified it a bit, but that's more or less
how it is. The Atari 8-bits use only hue and luminance values, luminance
going from 0 to 15 and hue from 1 to 15; a hue value of 0 corresponds actually
to the particular case when the saturation is 0 and you have a some shade of
grey, white or black. On the PC, brightness values tend to go from 0 to 255,
so to convert them for the 8-bit we's simply drop off the lowest 4 bits (in
other words, do an integer division by 16). But hues tend to go from 0 to 239,
with 0 being red. What can we do to convert them for the 8-bits, where red has
a hue value of 4? Let's see, if we also divide by 16, we'll get a value between
0 and 14, then add substract it from 18 and it's a number between 4 and 18, take
the result modulo 15 and again we have a value between 0 and 14, now let's add 1
to the result. Let's try with a value of 0, which would be pure red: 0/16=0,
18-0=18 MOD 15=3+1=4 and that's it, we have 4, the Atari's hue value for red.
Let's try a PC blue, with a hue value of 160: 160/16=10, 18-10=8 MOD 15=8+1=9,
which is our hue for blue. Let's try a green value of 80: 80/16=5, 18-5=13 MOD
15=13+1=14, there's our green. How about a yellow value of 40? 40/16=2.5, 18-2=
16 MOD 15=1+1=2 and there's yellow. Instead of an integer division we could use
rounding, so 2.5 becomes 3 instead of 2, 18-3=15 MOD 15=0+1=1, which may be a
better choice. Cyan at 120? 120/16=7.5, 18-8=10 MOD 15=10+1=11. Magenta at 200?
200/16=12.5, 18-13=5 MOD 15=5+1=6. So that's how I'd first convert the MPEG
videos to something the 8-bit could recognize.
>
>> before you
>> can show any video animation. thats what most polish demo makers have
>> done, they converted the ani to an A8 format,
>
>Exactly. :^)
>
>
>-bill!

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

## 395. Re: midi

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-18 10:08:53 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e2927bd$0$49108$e4fe514c@news.xs4all.nl>
Source record: 24008

Hi,

Just http://portal.republika.pl/popup/index2.html

Found it with www.google.com and typed "Atari xl midi:"

TXG/MNX
"Inspiration Software" <schoolmuziek@hotmail.com> wrote in message
news:b09v9a$4g7$1@reader08.wxs.nl...
> Hi!
>
> Where to find midi software for the atari 8bit?
> The midi files on the famous polish MidiSite seems to be gone. I need them
> badly.
> How to get midi software for atari 8bit?
>
> Inspiration Software
>
>
>

## 396. Re: midi

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-18 11:14:31 UTC
From: Inspiration Software <schoolmuziek@hotmail.com>
Message-ID: <b0bcvi$a4$1@reader11.wxs.nl>
Source record: 24009

small *sigh*

The link you gave is the advertisment POPup.
Btw. that is the site I wrote about. The files on the site are GONE. I do
need the files on this site:

http://republika.pl/ixkuczek/ixkuczek.html#Interfejs%20MIDI%20In/Out

The site is ok. Who has the files on his computer and wants to email them to
me?

Thanks,
Inspiration Soft

"TXG" <txg01@xs4all.nl> schreef in bericht
news:3e2927bd$0$49108$e4fe514c@news.xs4all.nl...
> Hi,
>
> Just http://portal.republika.pl/popup/index2.html
>
> Found it with www.google.com and typed "Atari xl midi:"
>
> TXG/MNX
> "Inspiration Software" <schoolmuziek@hotmail.com> wrote in message
> news:b09v9a$4g7$1@reader08.wxs.nl...
> > Hi!
> >
> > Where to find midi software for the atari 8bit?
> > The midi files on the famous polish MidiSite seems to be gone. I need
them
> > badly.
> > How to get midi software for atari 8bit?
> >
> > Inspiration Software
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>

## 397. Re: midi

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-18 11:55:10 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e2940a6$0$49099$e4fe514c@news.xs4all.nl>
Source record: 24010

```
Check my ftp server there is new folder musix...

"Inspiration Software" <schoolmuziek@hotmail.com> wrote in message
news:b0bcvi$a4$1@reader11.wxs.nl...
> small *sigh*
>
> The link you gave is the advertisment POPup.
> Btw. that is the site I wrote about. The files on the site are GONE. I do
> need the files on this site:
>
> http://republika.pl/ixkuczek/ixkuczek.html#Interfejs%20MIDI%20In/Out
>
> The site is ok. Who has the files on his computer and wants to email them
to
> me?
>
> Thanks,
> Inspiration Soft
>
>
>
> "TXG" <txg01@xs4all.nl> schreef in bericht
> news:3e2927bd$0$49108$e4fe514c@news.xs4all.nl...
> > Hi,
> >
> > Just http://portal.republika.pl/popup/index2.html
> >
> > Found it with www.google.com and typed "Atari xl midi:"
> >
> > TXG/MNX
> > "Inspiration Software" <schoolmuziek@hotmail.com> wrote in message
> > news:b09v9a$4g7$1@reader08.wxs.nl...
> > > Hi!
> > >
> > > Where to find midi software for the atari 8bit?
> > > The midi files on the famous polish MidiSite seems to be gone. I need
> them
> > > badly.
> > > How to get midi software for atari 8bit?
> > >
> > > Inspiration Software
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> >
> >
>
>

## 398. Re: midi

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-18 12:19:40 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <b0bgpn$2s4$1@reader11.wxs.nl>
Source record: 24011

Ok thanks for that!

But where is this software.
on your FTP server I can download those midifiles; that's great. And I found some tools too, but I need:

MIDIPL13.COM
MIDIDEMO.COm
REC2MID.COM
MIDIREC v1.2

I have build the midi interface, and the software I have is not really doing what I want. I would like to try some other warez. Do you have something more? I checked your Holmes utils directory and found something, but not the stuff I wrote above.

thanks,
Inspiration soft

"TXG" <txg01@xs4all.nl> schreef in bericht
news:3e2940a6$0$49099$e4fe514c@news.xs4all.nl...
> Check my ftp server there is new folder musix...
>
> "Inspiration Software" <schoolmuziek@hotmail.com> wrote in message
> news:b0bcvi$a4$1@reader11.wxs.nl...
> > small *sigh*
> >
> > The link you gave is the advertisment POPup.
> > Btw. that is the site I wrote about. The files on the site are GONE. I
do
> > need the files on this site:
> >
> > http://republika.pl/ixkuczek/ixkuczek.html#Interfejs%20MIDI%20In/Out
> >
> > The site is ok. Who has the files on his computer and wants to email
them
> to
> > me?
> >
> > Thanks,
> > Inspiration Soft
> >
> >
> >
> > "TXG" <txg01@xs4all.nl> schreef in bericht
> > news:3e2927bd$0$49108$e4fe514c@news.xs4all.nl...

> > > Hi,
> > >
> > > Just http://portal.republika.pl/popup/index2.html
> > >
> > > Found it with www.google.com and typed "Atari xl midi:"
> > >
> > > TXG/MNX
> > > "Inspiration Software" <schoolmuziek@hotmail.com> wrote in message
> > > news:b09v9a$4g7$1@reader08.wxs.nl...
> > > > Hi!
> > > >
> > > > Where to find midi software for the atari 8bit?
> > > > The midi files on the famous polish MidiSite seems to be gone. I
need
> > them
> > > > badly.
> > > > How to get midi software for atari 8bit?
> > > >
> > > > Inspiration Software
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>

## 399. Re: midi

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-18 13:31:16 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e29572c$0$49099$e4fe514c@news.xs4all.nl>
Source record: 24012

Did you already try to e-mail him at: ixkuczek@kki.net.pl

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:b0bgpn$2s4$1@reader11.wxs.nl...
> Ok thanks for that!
>
> But where is this software.
> on your FTP server I can download those midifiles; that's great. And I
found
> some tools too, but I need:
>
> MIDIPL13.COM
> MIDIDEMO.COm
> REC2MID.COM
> MIDIREC v1.2
>
> I have build the midi interface, and the software I have is not really
doing
> what I want. I would like to try some other warez. Do you have something
> more? I checked your Holmes utils directory and found something, but not
the
> stuff I wrote above.
>
> thanks,
> Inspiration soft
>
> "TXG" <txg01@xs4all.nl> schreef in bericht
> news:3e2940a6$0$49099$e4fe514c@news.xs4all.nl...
> > Check my ftp server there is new folder musix...
> >
> > "Inspiration Software" <schoolmuziek@hotmail.com> wrote in message
> > news:b0bcvi$a4$1@reader11.wxs.nl...
> > > small *sigh*
> > >
> > > The link you gave is the advertisment POPup.
> > > Btw. that is the site I wrote about. The files on the site are GONE. I
> do
> > > need the files on this site:
> > >
> > > http://republika.pl/ixkuczek/ixkuczek.html#Interfejs%20MIDI%20In/Out
> > >
> > > The site is ok. Who has the files on his computer and wants to email
> them
> > to

> > > me?
> > >
> > > Thanks,
> > > Inspiration Soft
> > >
> > >
> > >
> > > "TXG" <txg01@xs4all.nl> schreef in bericht
> > > news:3e2927bd$0$49108$e4fe514c@news.xs4all.nl...
> > > > Hi,
> > > >
> > > > Just http://portal.republika.pl/popup/index2.html
> > > >
> > > > Found it with www.google.com and typed "Atari xl midi:"
> > > >
> > > > TXG/MNX
> > > > "Inspiration Software" <schoolmuziek@hotmail.com> wrote in message
> > > > news:b09v9a$4g7$1@reader08.wxs.nl...
> > > > > Hi!
> > > > >
> > > > > Where to find midi software for the atari 8bit?
> > > > > The midi files on the famous polish MidiSite seems to be gone. I
> need
> > > them
> > > > > badly.
> > > > > How to get midi software for atari 8bit?
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> > > > > Inspiration Software
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## 400. Re: midi

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-18 14:11:32 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <b0bnbf$65j$1@reader11.wxs.nl>
Source record: 24013

Yes
That mail is bounced.
I found another mailadres from the same person, but that isn't replied yet,
but perhaps in the (near) future I might get that mail answered.

Marius

"TXG" <txg01@xs4all.nl> schreef in bericht
news:3e29572c$0$49099$e4fe514c@news.xs4all.nl...
> Did you already try to e-mail him at: ixkuczek@kki.net.pl
>
> "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
> news:b0bgpn$2s4$1@reader11.wxs.nl...
> > Ok thanks for that!
> >
> > But where is this software.
> > on your FTP server I can download those midifiles; that's great. And I
> found
> > some tools too, but I need:
> >
> > MIDIPL13.COM
> > MIDIDEMO.COm
> > REC2MID.COM
> > MIDIREC v1.2
> >
> > I have build the midi interface, and the software I have is not really
> doing
> > what I want. I would like to try some other warez. Do you have something
> > more? I checked your Holmes utils directory and found something, but not
> the
> > stuff I wrote above.
> >
> > thanks,
> > Inspiration soft
> >
> > "TXG" <txg01@xs4all.nl> schreef in bericht
> > news:3e2940a6$0$49099$e4fe514c@news.xs4all.nl...
> > > Check my ftp server there is new folder musix...
> > >
> > > "Inspiration Software" <schoolmuziek@hotmail.com> wrote in message
> > > news:b0bcvi$a4$1@reader11.wxs.nl...
> > > > small *sigh*
> > > >
> > > > The link you gave is the advertisment POPup.
> > > > Btw. that is the site I wrote about. The files on the site are GONE.

I
> > do
> > > > need the files on this site:
> > > >
> > > > http://republika.pl/ixkuczek/ixkuczek.html#Interfejs%20MIDI%20In/Out
> > > >
> > > > The site is ok. Who has the files on his computer and wants to email
> > them
> > > to
> > > > me?
> > > >
> > > > Thanks,
> > > > Inspiration Soft
> > > >
> > > >
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> > > > "TXG" <txg01@xs4all.nl> schreef in bericht
> > > > news:3e2927bd$0$49108$e4fe514c@news.xs4all.nl...
> > > > > Hi,
> > > > >
> > > > > Just http://portal.republika.pl/popup/index2.html
> > > > >
> > > > > Found it with www.google.com and typed "Atari xl midi:"
> > > > >
> > > > > TXG/MNX
> > > > > "Inspiration Software" <schoolmuziek@hotmail.com> wrote in message
> > > > > news:b09v9a$4g7$1@reader08.wxs.nl...
> > > > > > Hi!
> > > > > >
> > > > > > Where to find midi software for the atari 8bit?
> > > > > > The midi files on the famous polish MidiSite seems to be gone. I
> > need
> > > > them
> > > > > > badly.
> > > > > > How to get midi software for atari 8bit?
> > > > > >
> > > > > > Inspiration Software
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## 401. Bad GTIA?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-18 15:19:24 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030118101924.22397.00000112@mb-ca.aol.com>
Source record: 24014

I have a 130XE that starts shifting screen colors after it has been "on" for a half-hour or so. It does not happen when the machine is initially tturned on. This is NOT the "Attract Mode". It is a shift from the regular GR. 0 light blue screen to maybe green-blue and then perhaps to a purple-blue (randomly). If I move my Black Box around very slightly, the color pops back to the expected shade for maybe a minute or so then starts shifting again.

Any thoughts/suggestions as to what to try checking or replacing? Of course, the GTIA is soldered...

Thanks,
Larry

## 402. barbarian

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-18 16:51:36 UTC
From: mgraham <mgraham@zoominternet.net>
Message-ID: <3e2985cc_4@corp.newsgroups.com>
Source record: 24015

does anybody have the barbarian game on atari mode not and emulator mode

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

## 403. Re: Bad GTIA?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-18 18:07:51 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b0c55n$c5b$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 24016

Hi Larry,

> I have a 130XE that starts shifting screen colors after it has been "on" for a
> half-hour or so. It does not happen when the machine is initially tturned on.
> This is NOT the "Attract Mode". It is a shift from the regular GR. 0 light
> blue screen to maybe green-blue and then perhaps to a purple-blue (randomly).
> If I move my Black Box around very slightly, the color pops back to the
> expected shade for maybe a minute or so then starts shifting again.

> Any thoughts/suggestions as to what to try checking or replacing? Of course,
> the GTIA is soldered...

The 800XL has a little trimmer that is reachable from underneath that allows
to adjust the colors with a tiny screw-driver. Maybe there's something similar
for the 130XE. It doesn't sound too unlikely that this potentiometer got bad
since it is a mechanical device.

So long,
Thomas

## 404. Re: Bad GTIA?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-18 18:59:56 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3e29a4d4$0$19377@fountain.mindlink.net>
Source record: 24017

Try twisting the color adjustment pot back and forth to clean it off a
little. There is an input to GTIA that sets the baseline colors which comes
from this pot. They go bad a lot.

Bob

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20030118101924.22397.00000112@mb-ca.aol.com...
> I have a 130XE that starts shifting screen colors after it has been "on"
for a
> half-hour or so. It does not happen when the machine is initially tturned
on.
> This is NOT the "Attract Mode". It is a shift from the regular GR. 0
light
> blue screen to maybe green-blue and then perhaps to a purple-blue
(randomly).
> If I move my Black Box around very slightly, the color pops back to the
> expected shade for maybe a minute or so then starts shifting again.
>
> Any thoughts/suggestions as to what to try checking or replacing? Of
course,
> the GTIA is soldered...
>
> Thanks,
> Larry

## 405. Re: Atari SIO2IDE parts

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-18 20:09:16 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <b0cc9a$eb0$1@bob.news.rcn.net>
Source record: 24018

No parts list. You have to read the needed parts off the schematic.

Rick

## 406. Re: My IDE? Comments please

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-18 20:15:55 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <b0cclp$fdb$1@bob.news.rcn.net>
Source record: 24019

> star raiders) so would i be able to boot games from the hard disk?
Yes, you can. I have Spartados written to a 16mb partition on a 2.5 hard disk, and I just booted Star Raiders from the command line. The MyIDE interface is supposed to support loading of disk images, but I haven't tried that yet.

> Also is it any good with a 3 1/2 floppy for such?
Haven't tried it.

>Can 2 devices (floppy and Hard disk) be used at the same time.
I have my hard drive, 1050, & XF551 all connected, as drives 1,2, and 3.

>Can 3 1/2 floppies be made bootable/multidisk bootable.
Haven't tried it.

Regards,
Rick

## 407. APE Warp/OS external switch positions?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-18 20:57:01 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0301181257.67cd63d2@posting.google.com>
Source record: 24020

Hi, I recently bought an Atari 1200XL that had been modified with the
APE Warp/OS. There are 2 external toggle switches that select 1 of 4
possible operating systems.

* APE Warp+ OS
* Your standard XL/XE OS
* A public domain Atari 800 Compatible OS
* Your Standard XL/XE OS w/ Reverse BASIC Feature

Does anybody know which switch positions select which OS?

Left Right My observations
------- ------- ------------------------------------------------------------
Up Down Shipped position. Boots to a color animated Atari Logo.
I can't figure out how to get to BASIC in this mode?
Down Down BASIC comes up if I hold down the option key.
Down Up Boots to Memo Pad.
I think this is the public domain Atari 800 Compatible
OS?
Up Up BASIC comes up if I hold down the option key.

Is there any documentation on the Warp/OS? I've searched Steve
Tucker's web site and CD-ROM, the Atari 8-bit news group, and the web
and have not been able to find any.

Thanks
John (at) jrcc.net

## 408. Re: midi

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-18 21:36:27 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <92ij2v01c0gaqcd6j5a08cqm91u5ng7bu1@4ax.com>
Source record: 24021

On Fri, 17 Jan 2003 18:13:14 +0100, "Inspiration Software"
<schoolmuziek@hotmail.com> wrote:

>Hi!
>
>Where to find midi software for the atari 8bit?
>The midi files on the famous polish MidiSite seems to be gone. I need them
>badly.
>How to get midi software for atari 8bit?
>
>Inspiration Software
>
Hmmm, I don't remember if I kept a copy of those...
Anyway, I don't remember any other MIDI software for the Atari. I once was
trying to do a MIDI-player, still have all the info I gathered on the format
of .mid files and all that, including a DOS program (for the PC) which played
MIDIs through the speaker using a single voice, source code included - if
the PC speaker could do that, why not an Atari with it's 4 voices?

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

# 409. FA: Lots of Atari 8-bit programming books, Compute! and other hard to find stuff

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-18 21:48:42 UTC
From: Joe Grand <jgrand@mindspring.com>
Message-ID: <3E29CBBA.6040608@mindspring.com>
Source record: 24022

As the subject says! Doing some spring cleaning :)

Check out the latest goodies, including a weird Super Mario Bros. shower
head and tons of Atari 8-bit programming books:

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=joesm00th

Stuff like:

* Atari 1050 Floppy Disk Drive 8-bit w/ 2 PS
* Atari 8-bit CX85 Numeric Keypad CX-85 Rare
* Atari 8-bit XL/XE Getaway game repro 400/800
* Compute! Electronic Computer Projects book
* Byte Atari Assembly Language Programming book
* Atari 3-D Computer Graphics book - rare! OOP
* Atari Player-Missile Graphics book - rare!
* Atari Compute! Machine Language book - rare
* Atari Compute! 2nd Machine Language book rare
* The Creative Atari programming book rare 8bit
* The Atari Assembler book - rare 6502 8-bit
* Atari Dr. C. Wacko's Miracle Guide book rare!
* Compute!'s Guide to Adventure Games book rare
* Atari Advanced Programming Techniques book
* 2 Atari 400/800 Programming Books 8-bit games
* 3 Atari 400/800 Programming Books music games
* Compute! Inside Atari DOS book + reference!
* Inside Atari BASIC Book + rare marketing book
* Complete Guide To Electronic Games Book Atari

* Nintendo Super Mario Bros. Shower Power Head!
* Ms. Pac Man Bootleg PCB - Rare Arcade Jamma
* Vintage Wood/Glass Atari Cartridge Storage ++
* Atari Cosmos Superman hologram proto (rare!)
* Complete Set (36) Topps Donkey Kong cards/box
* Complete Set (36) Fleer Pac Man cards w/ box

Enjoy!

Joe
Atari 2600 SCSIcide author
http://www.pixelspast.com

## 410. MPG results

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-18 22:42:38 UTC
From: bill@newbreedsoftware.com
Message-ID: <yLkW9.61401$lk.2289329@typhoon.sonic.net>
Source record: 24023

Ok, I've used mplayer to take an MPEG video and dump hundreds of PNGs.

I then used NetPBM tools to reduce the size down to something tiny
(40 x 50 pixels; which ends up being the same size and shape as the
AVIs that are being worked on on the C=64).

I then reduce the colors down to 256, using the Atari 8-bit palette
(used Atari800's "colours.c").

THEN, I reduce the colors down to exactly 4 colors, and dump it out as a PPM.

Then when I do is load each of the PPMs, one at a time, and map the
4 RGB colors to 4 Atari 8-bit palette values (between 0 and 255),
write out the image so that the Atari can just binary-load it into memory.

Finally, along with the 40 x 50 pixels (500 bytes) to be loaded into screen
memory, I also dump out the 4 Atari color values, to be POKE'd into
(decimal) memory locations 708, 709, 710 and 712, to set the color palette
on the screen.

It's not _great_, but it's a start. (Also, it's not working exactly
right. :^) )

When I have time to work on it more, I'll post what I've got somewhere.

-bill!

## 411. Re: APE Warp/OS external switch positions?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-18 23:07:04 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <b0cmmm$dug$1@bob.news.rcn.net>
Source record: 24024

The switch position is dependent upon how the switches were installed in
'your' case. You have to try the different positions and see what comes up.
I have one of these machines in which I added the Ape Warp+ OS. Your
switches may be installed in a different order.
The color Atari logo is 1200XL mode. One position with basic, one position
with basic reversed.
The atari memo pad screen, I believe is the 800 compatible mode.
Lastly, the Ape Warp+ OS position. Darker screen

## 412. Re: MPG results

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-19 00:19:50 UTC
From: bill@newbreedsoftware.com
Message-ID: <GamW9.61405$lk.2291662@typhoon.sonic.net>
Source record: 24025

William Kendrick <bill@newbreedsoftware.com> wrote:
> Ok, I've used mplayer to take an MPEG video and dump hundreds of PNGs.
>

Just now I dumped part of the Jamiroquai video "Virtual Insanity" to PNGs,
then reduced them to 16 grey shades and created a collection of 64x96 frames.

(64xY can be loaded into video memory in one fell swoop and displayed by
hardware by switching the screen to 'narrow' mode: POKE 559,33 :^) )

It seemd to work well. I think I need to rewrite the display list so
that 64x96 comes out filling the screen vertically. Right now, the video
is in the top half of the screen, and squished a bit. :^)

-bill!

## 413. Re: MPG results

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-19 00:21:51 UTC
From: bill@newbreedsoftware.com
Message-ID: <zcmW9.61406$Ik.2291702@typhoon.sonic.net>
Source record: 24026

William Kendrick <bill@newbreedsoftware.com> wrote:
>
> Just now I dumped part of the Jamiroquai video "Virtual Insanity" to PNGs,
> then reduced them to 16 grey shades and created a collection of 64x96 frames.

Oh yeah.. Here's a screenshot (up temporarily):

http://www.sonic.net/~nbs/jam.gif

-bill!

## 414. Re: MPG results

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-19 00:26:16 UTC
From: bill@newbreedsoftware.com
Message-ID: <IgmW9.61407$lk.2291568@typhoon.sonic.net>
Source record: 24027

William Kendrick <bill@newbreedsoftware.com> wrote:
> Just now I dumped part of the Jamiroquai video "Virtual Insanity" to PNGs,
> then reduced them to 16 grey shades and created a collection of 64x96 frames.
<snip>

Hmm... Perhaps the best way to do this is to reduce the image to 64x96
and instead of using greyscale (which isn't quite as whiz-bang),
using GRAPHICS 10 mode and a 9-color palette.

(Twice as many colors as GR.15, although half the resolution.)

And yes, I know, I know, there's APAC, ColrView and HIP modes, and even
my nifty Super-IRG mode.

The thing is, though, I think for reasonably-sized videos to be displayed,
the framerate would probably have to be pretty low, compared to what you want
the 'flicker rate' to be when using these special interlaced modes.

(And, again, there's the issue of disk or RAMdisk access messing with your
DLIs and/or VBIs)

One could, of course, render each FRAME using flicker, but then you're
doubling (or even tripling) the amount of space needed for each frame,
reducing the maximum size your video can be (to fit in reasonbly-sized
RAMdisks, for example).

-bill!

## 415. Re: Atari SIO2IDE parts

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-19 05:35:26 UTC
From: nir@minicom.com
Message-ID: <83cd76b4.0301182135.20121d45@posting.google.com>
Source record: 24028

"Richard Heldmann" <rheldmann@rcn.com> wrote in message
news:<b0cc9a$eb0$1@bob.news.rcn.net>...
> No parts list. You have to read the needed parts off the schematic.
>
> Rick

here are the parts list needed to build the sio2ide

Part Used PartType Designators
---

1 1 4k7 R10
2 1 7.3728MHz Y1
3 1 10uF C1
4 2 30pF C2 C3
5 4 330R R1 R2 R3 R4
6 1 ATmega161-8PI/8PC U1 (ATMEL AVR)
7 4 CQP BSY_LED IDE_LED PWR_LED SIO_LED
8 1 IDC40 IDE_IO (IDE connector)
9 3 ZZ1/1 HD1_ZW INIT_ZW MS_ZW (jumpers)
10 3 ZZ8/1 ISP_IO SIO_IO

nir

## 416. Re: barbarian

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-19 05:36:59 UTC
From: nir@minicom.com
Message-ID: <83cd76b4.0301182136.6da83f41@posting.google.com>
Source record: 24029

"mgraham" <mgraham@zoominternet.net> wrote in message
news:<3e2985cc_4@corp.newsgroups.com>...
> does anybody have the barbarian game on atari mode not and emulator mode
>
>
>
>
> -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> -----== Over 80,000 Newsgroups - 16 Different Servers! =-----

yes.. i got the original floppy

nir

## 417. Re: MPG results

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-19 09:15:32 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <3E2A6CB4.8000803@hotmail.com>
Source record: 24030

William Kendrick wrote:
> ...
> Hmm... Perhaps the best way to do this is to reduce the image to 64x96
> and instead of using greyscale (which isn't quite as whiz-bang),
> using GRAPHICS 10 mode and a 9-color palette.
>
> (Twice as many colors as GR.15, although half the resolution.)
> ...
Bill! Your project sounds interesting. I am happy to hear that there are Atari 8-bit users than do more than post in comp.sys.atari.8bit occasionally (like I do).

While we're at it: I have used the 9 colour mode myself while experimenting with graphics, and there is one thing that I do not understand. Why isn't it 8 or 16 colours, corresponding to 3 or 4 bits per pixel? At least 4 bits per pixel is needed to get 9 colours, and 4 bits should make it possible to display 16 colours.

My guess is that there is a colour palette look-up limitation in the hardware. Only 9 registers corresponding to shadow locations 704-712 are available.

Am I right?

Anders

## 418. Re: Atari-Fuji-Logo for WTC...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-19 09:22:14 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <3E2A6E46.3020306@hotmail.com>
Source record: 24031

Andreas Magenheimer wrote:
> ...
> My idea: Let`s design a new WTC building in the form of the
> well known Atari-Fuji-logo. How about that ?!?
> ...

I am a Swedish citizen and I would be more than happy if we
could have a building looking like Fuji logo in Stockholm.

I am not sure about New York though. Did the Fuji logo exist
before Atari Inc and does it represent something
historically?

Anders

# 419. Re: Atari SIO2IDE parts

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-19 09:58:46 UTC
From: Shakey <berkscop@ptdprolog.net>
Message-ID: <qFuW9.4758$Z5.1858380@nnrp1.ptd.net>
Source record: 24032

Thank You!
Now if I can find my solder.......

Jeff

"Nir" <nir@minicom.com> wrote in message
news:83cd76b4.0301182135.20121d45@posting.google.com...
> "Richard Heldmann" <rheldmann@rcn.com> wrote in message
news:<b0cc9a$eb0$1@bob.news.rcn.net>...
> > No parts list. You have to read the needed parts off the schematic.
> >
> > Rick
>
> here are the parts list needed to build the sio2ide
>
> Part Used PartType Designators
> ------------------------------------------------------------------------
>
> 1 1 4k7 R10
> 2 1 7.3728MHz Y1
> 3 1 10uF C1
> 4 2 30pF C2 C3
> 5 4 330R R1 R2 R3 R4
> 6 1 ATmega161-8PI/8PC U1 (ATMEL AVR)
> 7 4 CQP BSY_LED IDE_LED PWR_LED SIO_LED
> 8 1 IDC40 IDE_IO (IDE connector)
> 9 3 ZZ1/1 HD1_ZW INIT_ZW MS_ZW (jumpers)
> 10 3 ZZ8/1 ISP_IO SIO_IO
>
>
>
> nir

## 420. Re: MPG results

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-19 11:32:32 UTC
From: bill@newbreedsoftware.com
Message-ID: <k1wW9.61449$lk.2300148@typhoon.sonic.net>
Source record: 24033

Anders Skelander <ansk@hotmail.com> wrote:
<snip>
>
> While we're at it: I have used the 9 colour mode myself while
> experimenting with graphics, and there is one thing that I do not
> understand. Why isn't it 8 or 16 colours, corresponding to 3 or
> 4 bits per pixel? At least 4 bits per pixel is needed to get 9
> colours, and 4 bits should make it possible to display 16
> colours.

Simply because the Atari only has 9 colors in its palette.

The 5 playfield colors, and the 4 player/missile colors.

> My guess is that there is a colour palette look-up limitation in
> the hardware. Only 9 registers corresponding to shadow locations
> 704-712 are available.
>
> Am I right?

Yep... Exactly. :)

-bill!

## 421. Re: Atari-Fuji-Logo for WTC...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-19 11:33:18 UTC
From: bill@newbreedsoftware.com
Message-ID: <22wW9.61450$Ik.2300285@typhoon.sonic.net>
Source record: 24034

Anders Skelander <ansk@hotmail.com> wrote:
>
> I am not sure about New York though. Did the Fuji logo exist
> before Atari Inc and does it represent something
> historically?

It's mean to look like a real character (e.g., a Japanese glyph), but
if I recall correctly, it's just something they made up. ;)

-bill!

## 422. Re: APE Warp/OS external switch positions?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-19 16:42:43 UTC
From: Mopar Man <nospam@nowhere.com>
Message-ID: <f9kl2v02lhkj36acpfo73sc2qf5ca1sdrg@4ax.com>
Source record: 24035

On Sat, 18 Jan 2003 18:07:04 -0500, "Richard Heldmann"
<rheldmann@rcn.com> wrote:

>The switch position is dependent upon how the switches were installed in
>'your' case. You have to try the different positions and see what comes up.
>I have one of these machines in which I added the Ape Warp+ OS. Your
>switches may be installed in a different order.
>The color Atari logo is 1200XL mode. One position with basic, one position
>with basic reversed.
>The atari memo pad screen, I believe is the 800 compatible mode.
>Lastly, the Ape Warp+ OS position. Darker screen
>

IIRC, the 1200XL didn't have built in BASIC. It also used the non-XL
operating system standard. I could be wrong - haven't seen a real
1200XL since 87 or 88.

Stephen Anderson

## 423. Re: Atari-Fuji-Logo for WTC...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-19 17:15:36 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <Y2BW9.1062$bL4.119123@newsread2.prod.itd.earthlink.net>
Source record: 24036

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:22wW9.61450$Ik.2300285@typhoon.sonic.net...
> Anders Skelander <ansk@hotmail.com> wrote:
> >
> > I am not sure about New York though. Did the Fuji logo exist
> > before Atari Inc and does it represent something
> > historically?
>
> It's mean to look like a real character (e.g., a Japanese glyph), but
> if I recall correctly, it's just something they made up. ;)

I thought it was a bit more tied to Japanese culture.

All this diffused through the lens of many a brew and years, so probably not even nominally accurate at this stage.

I was just old enough to catch the end of it. Back in the early 70s there was a sub culture of "Go" players that used to hang out in the Bay Area. There was the normal IBM suit and tie set of course, but there was a significant number of what can only be described as Bohemian Suits.

For instance, once I was tossing a few back at "The Alley" in Palo Alto before it became a fern bar and was introduced to a middle aged "Bohemian Suit" computer programmer. After he left it was explained to me that he would get a job and start entering data into a horse betting program he had developed. He would then have handicaps and best bet outcomes for all the currently running horses and quit his job to "bet the ponies." After another 6 months of traveling around to different race tracks his data would be out of date and he would have to get another job.

If you saw the movie "A Beautiful Mind" it was probably accurate for the time showing Nash playing Go.

Anyway, Bushnell was part of that subculture and Atari was a term used in the game Go. Not equivalent to but something like saying "Check" in chess.

## 424. Re: APE Warp/OS external switch positions?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-19 17:43:18 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <b0eo3j$no6$1@bob.news.rcn.net>
Source record: 24037

> IIRC, the 1200XL didn't have built in BASIC.

Correct, unless you add it, which I did.

## 425. New Atari 8-bit CD-ROM from DGS @ $9.99

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-19 19:23:46 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1043004203.57866.0@demeter.uk.clara.net>
Source record: 24038

Hello All,

As I mentioned in a post a while ago, I have now produced a new 'budget' PC CD-ROM containing just Atari 8-bit products from Power Per Post. This is in similar style to the full price CD-ROMs I've had available since last year, with all the products in DCM and ATR format with full manuals in PDF format. This CD contains:

* Quick programming language V2.2 and V2.1 with 2 support disks
* Screen Aided Management (SAM) V1.25i 80 column desktop system (mouse or joystick control)
* SAM Budget (spreadsheet), SAM Designer (DTP package), and SAM Accessories
* Quick Ed (character set editor for mouse, joystick, or touchtablet)
* 4 games: Rubberball, Minesweeper, Glaggs It!, Bombi

This CD costs just US$9.99 including airmail shipping to any country, EXCEPT Germany, Austria, Switzerland. I cannot ship to these 3 countries because my PPP license does not cover these 3 countries.

You can pay on-line with your credit/debit card using PayPal.

Please visit my site at http://www.dgs.clara.net for more information, demos, screenshots, and to order on-line.

Dean Garraghty

## 426. Re: Atari-Fuji-Logo for WTC...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-19 22:36:46 UTC
From: bill@newbreedsoftware.com
Message-ID: <2MFW9.61491$lk.2308070@typhoon.sonic.net>
Source record: 24039

```
richard cortese <ricortes@earthlink.net> wrote:
>
> I was just old enough to catch the end of it. Back in the early 70s there
> was a sub culture of "Go" players that used to hang out in the Bay Area.

Well, yes, the name 'Atari' was from the game 'Go,' of course.
(Their first pick for a name was Syzygy [*], but it was already taken.)

The logo, however, they apparently just 'made up.' :^)

-bill!

[*] http://dictionary.reference.com/search?q=syzygy
```

## 427. Re: Atari-Fuji-Logo for WTC...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-19 23:21:58 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <qqGW9.1511$Sv3.190333@newsread1.prod.itd.earthlink.net>
Source record: 24040

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:2MFW9.61491$Ik.2308070@typhoon.sonic.net...
> richard cortese <ricortes@earthlink.net> wrote:
> >
> > I was just old enough to catch the end of it. Back in the early 70s
there
> > was a sub culture of "Go" players that used to hang out in the Bay Area.
>
> Well, yes, the name 'Atari' was from the game 'Go,' of course.
> (Their first pick for a name was Syzygy [*], but it was already taken.)
>
> The logo, however, they apparently just 'made up.' :^)

Then why call it an Atari Fugi?

## 428. How can I tell rev. of a BASIC cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-20 02:22:33 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0301191822.6941bd54@posting.google.com>
Source record: 24041

Hi, I have a couple of BASIC cartridges. These and all of the other BASIC carts that I have seen are all labeled CXL4002. But, there is no mention of a rev A, B, or C anywhere on the carts. Anybody know how to tell?

Thanks
john (at) jrcc.net

## 429. Re: How can I tell rev. of a BASIC cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-20 04:21:32 UTC
From: bill@newbreedsoftware.com
Message-ID: <gPKW9.61523$lk.2314796@typhoon.sonic.net>
Source record: 24042

Jheitmuller <john@jrcc.net> wrote:
> Hi, I have a couple of BASIC cartridges. These and all of the other
> BASIC carts that I have seen are all labeled CXL4002. But, there is
> no mention of a rev A, B, or C anywhere on the carts. Anybody know
> how to tell?

PRINT PEEK(43234)

If you get 96, you have Revision B.
If you get 234, you have Revision C.

See page 212 (in Appendix 12) of Mapping the Atari, XL/XE Edition, for
details.

-bill!

## 430. Visual composer for POKEY?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-20 07:29:00 UTC
From: misterbumpy@wmconnect.com
Message-ID: <20030120022900.01965.00000201@mb-fi.wmconnect.com>
Source record: 24043

Does anyone out there know where I might be able to get a visual composition program to run on an 800XL (when I get another one, which will be soon) so I can do some basic notation in 4 voices with the POKEY chip like the SID composers on the Commodores? It doesn't have to be anything too fancy, just something to mess around with.

Any help would be greatly asppreciated!

Thanks!

# 431. Re: Xetec: Graphics AT Printer Card

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-20 08:16:26 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000afc7a@fmlynet.org>
Source record: 23960

FamilyNet Newsgate

Thanks for the input. Sounds like with the SG-10 it was a painless conversion during the 8-bit and into the PC days. I managed to get the printer to work from Atari Writer. Seems if we can get the computer to see am Epson it works great.

Be well,

Doc Clu

> From: "Slor" <slor@comcast.net>

> "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
> news:000a28ee@fmlynet.org...
>> FamilyNet Newsgate
>>
>> The manual I got. I guess I'm just doing some fact finding right now
> and
>> gathering experiences. So any idea what programs you used it with? Does
> the
>> interface emulate an existing or better known printer?
>>
>> This is a STAR SG-10 printer. Man I would love to print graphics on
> the
>> Atari 800... heheh... something I always wanted to do from the 80's...
>>
>> Doc Clu
>>

> Let's see... I used Bank Street Writer for word processing, and I think I
> used Print Power for banners, cards, etc. That was probably as much
> graphics printing as I did with my XL. I don't remember ever having to give
> the Atari programs any info on what type of printer I was using. I do
> remember that when I put the printer on my PC most programs had only a
> driver for the SG-10, and it worked fine.

> Don't know if that helps any, but it's about the end of my knowledge on the
> subject!
> Slor

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

## 432. Re: [--- Skeleton ---]

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-20 08:24:36 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000afc7b@fmlynet.org>
Source record: 23961

FamilyNet Newsgate

Thanks Cyber! Have to check that out.

Doc Clu

> From: Chris Martin <cmartin_at_ti_dot_com@a.a>

> Check this out:

> http://www.skeleton.org/bbsindex.html

> There is a link there telling how to log in....

> -Chris

> Winston Smith wrote:

>> I noticed that the famous ATARI BBS "skeleton" has appeared on the FidoNET
>> nodelist (with VT52 mode and everything). Does anyone know how to log on as
> a
>> new user? Thanks In Advance
>> --- Synchronet 3.10L-Linux NewsLink 1.43
>> * Planet Maca's Opus - Winsted, Ct - 860-738-7176
> telnet://pinkrose.dhis.org

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http://www.fmlynet.org

# 433. Re: Xetec: Graphics AT Printer Card

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-20 08:28:14 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000afc7f@fmlynet.org>
Source record: 23962

FamilyNet Newsgate

Thanks Ron! Managed to get it to print text from Atari Writer. No luck
with inverse character yet.

Doc Clu

> From: "Ron Hamilton" <oldatarian@atariland.com>

> I believe the SG-10 is supported in the group of Epson/Star compatibles with
> switches 5 thru 8 all off. You should have access to all A8 graphics
> utilities as well as Basic listings with inverse and control characters.

> --
> Ron

> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
>> FamilyNet Newsgate
>>
>> The manual I got. I guess I'm just doing some fact finding right now
> and
>> gathering experiences. So any idea what programs you used it with? Does
> the
>> interface emulate an existing or better known printer?
>>
>> This is a STAR SG-10 printer. Man I would love to print graphics on
> the
>> Atari 800... heheh... something I always wanted to do from the 80's...
>>
>> Doc Clu
>>

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

## 434. How To Connect Atari to VGA monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-20 09:27:19 UTC
From: mcdenko <mcdenko@poczta.onet.pl>
Message-ID: <b0gev5$k2m$1@news.tpi.pl>
Source record: 24044

Hi There!

Is it possible to connect 8bit Atari (65xe) to VGA monitor?
Does anyone have got a cicuit or a link?
I've got the 1084 Commodore monitor, and I would like to have a color
picture on it.

Thanks for help and sorry for my english:)

/mcdenko

## 435. Re: Visual composer for POKEY?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-20 09:42:27 UTC
From: Sheddy <cghutt@hotmail.com>
Message-ID: <b0gga3$mkd$1@venus.btinternet.com>
Source record: 24045

This has got to be one of the most exciting ones. It gives full control over POKEY (filters, 16-bit, 16hz etc) for every note which no other program has allowed. Maybe not what you're looking for though, as it doesn't run on the Atari, only creates files for it to play. You do everything on the PC first. Also it is just at the Beta stage of testing. Just thought you all might be interested. POKEY and SID are a lot closer than one might imagine -check out the "like a SID" voice....why did nobody do this back in the day ??? (well, ok, maybe some demos did)

Raster Music Tracker
http://www.infos.cz/raster/atari/rmt/rmt.htm

"MisterBumpy" <misterbumpy@wmconnect.com> wrote in message
news:20030120022900.01965.00000201@mb-fi.wmconnect.com...
> Does anyone out there know where I might be able to get a visual
composition
> program to run on an 800XL (when I get another one, which will be soon) so
I
> can do some basic notation in 4 voices with the POKEY chip like the SID
> composers on the Commodores? It doesn't have to be anything too fancy,
just
> something to mess around with.
>
> Any help would be greatly asppreciated!
>
> Thanks!

## 436. 1st Beta of Raster Music Tracker is released...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-20 10:41:31 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e2bd268$0$49100$e4fe514c@news.xs4all.nl>
Source record: 24046

http://www.infos.cz/raster/atari/rmt/rmt.htm

Check it out...

## 437. Re: Atari-Fuji-Logo for WTC...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-20 10:57:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030120105715.27045A@ilaskey.cix.co.uk>
Source record: 23947

In article <qqGW9.1511$Sv3.190333@newsread1.prod.itd.earthlink.net>,
ricortes@earthlink.net (richard cortese) wrote:

> Then why call it an Atari Fugi?
Cos it looks like the famous mt Fuji in Japan?

## 438. Re: midi

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-20 11:01:17 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b0gku1$ist$1@nets3.rz.RWTH-Aachen.DE>
Source record: 23948

Howdy Marius, folks

Didn't Andreas Magenheimer download all those files and sent them to the
ABBUC PD dude?
Maybe he still has all the files (Andreas that is)

CU Mathy van Nisselroy

## 439. Re: Visual composer for POKEY?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-20 11:13:11 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b0glka$jjd$1@nets3.rz.RWTH-Aachen.DE>
Source record: 23949

Howdy Sheddy, MisterBumpy

> Raster Music Tracker
> http://www.infos.cz/raster/atari/rmt/rmt.htm

Raster just put his first beta version of RMT up on his site.

CU Mathy van Nisselroy

## 440. peanut butter panic atari 8 bit game

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-20 11:37:58 UTC
From: bugdrvr1971@adelphia.net
Message-ID: <66ddd9c9.0301200337.63de9bb@posting.google.com>
Source record: 23950

does anyone have any information on a game called peanut butter panic,
I just acquired an atari 65xe, with a couple of games and this was
one, I cant find any information on the net about it. Is it a rare
game? appox. value? any help would be appreciated

# 441. FA: Bounty Bob Strikes Back, loads of other XL/XE games

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-20 11:41:34 UTC
From: Dennis Brown <brownde@cs_REMOVE_.unc.edu>
Message-ID: <b0gn9e$35l@capefear.cs.unc.edu>
Source record: 23951
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Hi! I was a regular of rec.games.video.classic and
comp.sys.atari.8bit during 1993-1997 or so. Now I've
sold most of my stuff, but I have a few things left
and they're for auction on eBay.

Now, when I left these groups, eBay postings were
despised, which is why I didn't advertise all the
other stuff I sold. I am making one exception here
because I think the Atari 8-bits get overlooked
in general and especially on eBay.

Some stuff FA for Atari 8-bit computers:
* Bounty Bob Strikes Back cartridge
* Atari In-Store Demo Cart
* Atari XE Game System with 20 arcade carts and WICO sticks
* Light gun and 3 shooting games
* Lot of 5 B&C prototypes
* Other various lots of cartridge games
* Commodore 1702 color monitor (works great with
chroma/luma output on some 8-bits; cable not included)

Rather than posting a huge eBay URL, I've set up:

http://sale.h-body.org

Just click on the only link on the page.

Thanks for reading; I won't make any more eBay posts.

--Dennis

## 442. FTP server

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-20 11:56:57 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e2be417$0$49110$e4fe514c@news.xs4all.nl>
Source record: 23952

Hi,

Because of some people who did download with more then 8 threads at a time,
and use up more bandwith then other users I changed the following:

2 connections per user max. (1 prefered)
Anti-hammering: When a user try's to connect more then 5x to connect with
more then 2 connections his ip-adress will be blocked (sorry)

The only reason I do this is to allow everybody to connect to my server. As
I posted in this group, I made this server for all 8-bit users, so download
and upload but please DON'T LEECH the complete FTP server...

TXG/MNX

## 443. Where can I find +5V on an XEGS..?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-20 13:32:31 UTC
From: dunxuk@aol.com
Message-ID: <20030120083231.15849.00000239@mb-mo.aol.com>
Source record: 23953

I'm installing a Warp chip into my XEGS. I've installed the socket but I need to hook up to +5VDC from the board. What is the best place to take it from?

Alternatively is it safe to power-up the Atari with no rom present so I can meter or will something go bang? I can't re-insert the original rom as I had to snip some pins to remove it (wow did they solder it in well).

Also can someone please verify the number on the MMU chip (I need to hook to that too)? Apparently it is the one directly to the right of the OS rom.

TIA, Dunx

## 444. Drive Parameters for MyDos

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-20 14:22:46 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030120092246.18224.00000078@mb-ft.aol.com>
Source record: 23954

Whenever I boot up the CSS Ultra Speed Plus OS, I must do the following:
1) Format the D4 ramdisk to single or DD.
2) Run the USP utility that changes the ramdisk to D9:
3) Configure D4 to be an 80-track, DS, DD drive using the "O" option.

Is anyone aware of any utilities that can automate part/all of this process?
The D4 -> D9 utility cannot be run until the ramdisk is formatted. (D9 can't
be correctly formatted.)

Running a binary file to update D4 would be a big help. I'm guessing that has
been done somewhere along the way... I certainly can do it, but don't want to
spend the time if it's already been done.

Thanks,
Larry

## 445. Re: peanut butter panic atari 8 bit game

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-20 14:51:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030120145104.46033A@ilaskey.cix.co.uk>
Source record: 23955

In article <66ddd9c9.0301200337.63de9bb@posting.google.com>,
bugdrvr1971@adelphia.net (bugdrvr) wrote:

> does anyone have any information on a game called peanut butter panic,
> I just acquired an atari 65xe, with a couple of games and this was
> one, I cant find any information on the net about it. Is it a rare
> game? appox. value? any help would be appreciated
>
?? There is tons of info on the net. Go to google and type 'peanut butter
panic'. It's unusual but not super rare - often see them go for GBP5 or so
in the UK

## 446. Scott Foresmans 'Star Maze'

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-20 15:26:28 UTC
From: JP <myemail@home.com>
Message-ID: <EyUW9.59780$Yq3.12500@sccrnsc02>
Source record: 23956

Hellooo. I have this cart Star Maze in perfect condition (cart only). I must sell it but have no idea what to list it for or what it's trade value is.. Does anyone remember seeing one for sale?

I also have Hes 'Mr. TNT'...same story. Never seen it sold before. I know that they are both extra rare, but so is 'Droids' and 'Nightstrike' and they dont sell for more than about $30-40 and in my opinion not worth selling for that :P.

Thanks

## 447. Re: Where can I find +5V on an XEGS..?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-20 21:50:29 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Fa_W9.2910$Sv3.344424@newsread1.prod.itd.earthlink.net>
Source record: 23957

The XL/XEs and the XEGS all have power bricks which provide +5V to the DIN-7
on the back of the units. You should be able to spot where it goes from
there.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"DunxUK" <dunxuk@aol.com> wrote in message
> I'm installing a Warp chip into my XEGS. I've installed the socket but I
need
> to hook up to +5VDC from the board. What is the best place to take it
from?
>
> Alternatively is it safe to power-up the Atari with no rom present so I
can
> meter or will something go bang? I can't re-insert the original rom as I
had to
> snip some pins to remove it (wow did they solder it in well).
>
> Also can someone please verify the number on the MMU chip (I need to hook
to
> that too)? Apparently it is the one directly to the right of the OS rom.
>
> TIA, Dunx
>
>

## 448. Re: Drive Parameters for MyDos

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-20 21:50:36 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Ma_W9.2912$Sv3.344424@newsread1.prod.itd.earthlink.net>
Source record: 23958

Atari Classics published a MyDos ramdisk formatter which could be set for
single or double density; there also may have been a data loader program to
create the binary file.

Why doesn't D9: format properly? The RB6D utility seems to do fine on my D8:

Can the D4: -> D9: process be automated without keyboard input?

If 1 & 2 can be solved, is the D4: 80 track DSDD configuration persistent
after you write Dos files and reboot with that disk?

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"LarryWhite" <llppwhite@aol.comnsp> wrote in message
> Whenever I boot up the CSS Ultra Speed Plus OS, I must do the following:
> 1) Format the D4 ramdisk to single or DD.
> 2) Run the USP utility that changes the ramdisk to D9:
> 3) Configure D4 to be an 80-track, DS, DD drive using the "O" option.
>
> Is anyone aware of any utilities that can automate part/all of this
process?
> The D4 -> D9 utility cannot be run until the ramdisk is formatted. (D9
can't
> be correctly formatted.)
>
> Running a binary file to update D4 would be a big help. I'm guessing that
has
> been done somewhere along the way... I certainly can do it, but don't
want to
> spend the time if it's already been done.
>
> Thanks,
> Larry
>

## 449. Re: Where can I find +5V on an XEGS..?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-20 22:39:21 UTC
From: dunxuk@aol.com
Message-ID: <20030120173921.05111.00000129@mb-cb.aol.com>
Source record: 23959

Yep, but I was wondering whether to pinch it from the smoothing capacitors immediately after the suppressor or whether it got regulated later on, in which case I'd go for that instead.

## 450. Re: Drive Parameters for MyDos

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-21 03:21:37 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030120222137.08350.00000089@mb-fu.aol.com>
Source record: 23963

Hi Ron-
Thanks for the ideas. I didn't remember the AC MyDos formatter -- I'll check it out. I have all the mags/disks. I'll also verify if D4 is persistent, but I'm afraid that if it is, then an automated formatter would attempt to format a DS, 80 track drive. Maybe another possibility is to make the (real) D4 into a drive >D4 and then swap it down to D4 after D4 has been moved.
Larry

## 451. Re: Bad GTIA?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-21 03:25:25 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030120222525.08350.00000090@mb-fu.aol.com>
Source record: 23964

Hi Thomas and Bob-
Thanks for the suggestions. I'll open it up this week and see if these work.
It is irksome to see the color keep shifting!
Larry

## 452. Re: Visual composer for POKEY?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-21 04:12:15 UTC
From: misterbumpy@wmconnect.com
Message-ID: <20030120231215.07619.00000150@mb-mg.wmconnect.com>
Source record: 23965

Great! Thanks!

I actually want one that will run on a stock 800XL as well but this'll be a great place for me to get started!

Thanks and please let me know if anyone runs across one for the 8-bit Atari!

## 453. Re: Atari-Fuji-Logo for WTC...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-21 04:32:46 UTC
From: Hidehiko Ogata <hog@aqu.bekkoame.ne.jp>
Message-ID: <82.V2.aN2cBNMmNZaoQib.NR@aqu.bekkoame.ne.jp>
Source record: 23966

William Kendrick wrote:

> > I am not sure about New York though. Did the Fuji logo exist
> > before Atari Inc and does it represent something
> > historically?
>
> It's mean to look like a real character (e.g., a Japanese glyph), but
> if I recall correctly, it's just something they made up. ;)

Mmm, I thought it was "obvious" symbolization of the famous Mt. Fuji?
("obvious" to me, obviously ;)
--
// }{idehiko ()gata "War is over, if you want it"
\X/ Amiga since '86 - John Lennon

## 454. Re: How To Connect Atari to VGA monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-21 07:22:34 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <l2tp2vk4ricrfs0chaq29no29lgkpsgts7@4ax.com>
Source record: 23967

On Mon, 20 Jan 2003 10:27:19 +0100, "mcdenko" <mcdenko@poczta.onet.pl> wrote:

>Hi There!
>
>Is it possible to connect 8bit Atari (65xe) to VGA monitor?
>Does anyone have got a cicuit or a link?
>I've got the 1084 Commodore monitor, and I would like to have a color
>picture on it.
>
>Thanks for help and sorry for my english:)
>
>/mcdenko
>
But the Commodore 1084 isn't a VGA monitor... it accepts both composite and
separate chroma/luma input, which the Atari provide through their monitor jack.
All you need is one of those cables with a 5-pin DIN connector at one end and
4 RCA connectors at the other. Of course, you need to make sure you connect the
right RCA connectors to the monitor's inputs. The FAQ contains more info on
the pinout of the Atari's monitor jack.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

## 455. Re: Bad GTIA?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-21 10:11:47 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b0j6d7$s4o$1@nets3.rz.RWTH-Aachen.DE>
Source record: 23968

Howdy Larry

> Thanks for the suggestions. I'll open it up this week and see if these work.
> It is irksome to see the color keep shifting!

If that doesn't work and you have a second computer, try switching power supplies. If the problem stays with the same computer, the problem is in that computer, otherwise if the power supply going bad. If a power supply is going bad, colors can shift too. If power is too low, you screen starts looking spinage green.

CU Mathy van Nisselroy

## 456. Re: Where can I find +5V on an XEGS..?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-21 10:17:41 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b0j6oa$sec$1@nets3.rz.RWTH-Aachen.DE>
Source record: 23969

Howdy Dunx

> Yep, but I was wondering whether to pinch it from the smoothing capacitors
> immediately after the suppressor or whether it got regulated later on, in which
> case I'd go for that instead.

The MMU is the only chip (except maybe for the RAMchips) that has 20 pins. It's number starts with CO616 IIRC. You can take +5VDC from one of the smaller chips. It's usually on the highest numbered pin. (to the right of the mark/indentation)

CU Mathy van Nisselroy

PS Best Electronics catalog has the numbers for all/most Atari chips. Maybe their site can tell you the exact number.

# 457. Re: Drive Parameters for MyDos

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-21 10:23:47 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b0j73n$srm$1@nets3.rz.RWTH-Aachen.DE>
Source record: 23970

Howdy Larry, Ron

> I didn't remember the AC MyDos formatter -- I'll check
> it out. I have all the mags/disks.

So do I. But I can't remember the MyDOS formatter utility. Could you
please tell me where to find it?

MyRD(2) does all RB6C and USPRAM9 does and better (available from my MyDOS
page). 2 even detects whioch size your RAMdisk is at power up/cold reset.

After you told MyDOS that D4: should be 80 tracks, have you saved MyDOS to
disk to make these settings permanent?

CU Mathy van Nisselroy

## 458. Re: Drive Parameters for MyDos

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-21 10:27:58 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b0j7bj$t0u$1@nets3.rz.RWTH-Aachen.DE>
Source record: 23971

Howdy folks

And you should ofcourse rename your files to:
*.AR0, *.AR1, *.AR2 etc.
so that they will run automatically.

BTW USPRAM9 changes D4: (under UltraSpeedPlus OS) to D9:
MyRD(2) changes D4: (Under US+) to the RAMdisk, whatever it's number is.
(you can set it in MyDOS)

CU Mathy van Nisselroy

## 459. Re: How To Connect Atari to VGA monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-21 10:49:54 UTC
From: Pockets <jp@pockets.dummy.cix.co.uk>
Message-ID: <b0j8ki$ot$1@thorium.cix.co.uk>
Source record: 23972

"machf" <no_me_j.machf@terra.com.pe> wrote in message
news:l2tp2vk4ricrfs0chaq29no29lgkpsgts7@4ax.com...
> On Mon, 20 Jan 2003 10:27:19 +0100, "mcdenko" <mcdenko@poczta.onet.pl>
wrote:
>
> >Hi There!
> >
> >Is it possible to connect 8bit Atari (65xe) to VGA monitor?
> >Does anyone have got a cicuit or a link?
> >I've got the 1084 Commodore monitor, and I would like to have a color
> >picture on it.
> >
> >Thanks for help and sorry for my english:)
> >
> >/mcdenko
> >
> But the Commodore 1084 isn't a VGA monitor... it accepts both composite
and
> separate chroma/luma input, which the Atari provide through their monitor
jack.
> All you need is one of those cables with a 5-pin DIN connector at one end
and
> 4 RCA connectors at the other. Of course, you need to make sure you
connect the
> right RCA connectors to the monitor's inputs. The FAQ contains more info
on
> the pinout of the Atari's monitor jack.
>

My 1084 has 4 RCA points at the back, 2 audio (left and right) and 2 for video. Also a button at the front to switch from RGB to Compisite video (mind you the 1084 have several versions, Deawoo, Phillips for sure, so may not be the same as yours).

I picked up a 5 pin din plug to 4 rca jacks cable from maplins, a high street electronics dealer here in the uk (simply a regular audio cable for hi-fi's). Using a Y splitter and a Y converger as well i managed to wire it up so my 130XE displays fine (and in colour) via my 1084s (splitter on the sound so though still mono, it comes out of both speakers, converger on one of the video inputs, cleaned up the signal, dunno why, but i will not fiddle now ).

Another person tried the same but only got a monochrome display! Maybe my 130 has been modified, but when i bought it i opened it us and cleand the dust/muck out of it and did not notice any third party re-wireing, i know

there are some fun and games with the Video output over the chroma/luma output.

It was pretty much a mix and match/trial and error untill it came out right.

> --
> _____ ____---____ Marco Antonio Checa Funcke
> _____D /-/---_----' Santiago de Surco, Lima, Peru
> _H__/_/ http://machf.tripod.com
> '-_____|(
>
> remove the "no_me_j." and "sons.of." parts before replying

## 460. Re: How To Connect Atari to VGA monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-21 11:08:54 UTC
From: Pockets <jp@pockets.dummy.cix.co.uk>
Message-ID: <b0j9o6$1br$1@thorium.cix.co.uk>
Source record: 23973

Oh i forgot!

there is a button at the back normaly labeled VCR, this toggles between
split and combined chroma luma. That can be important with the atari.

"Pockets" <jp@pockets.dummy.cix.co.uk> wrote in message
news:b0j8ki$ot$1@thorium.cix.co.uk...
>
> "machf" <no_me_j.machf@terra.com.pe> wrote in message
> news:l2tp2vk4ricrfs0chaq29no29lgkpsgts7@4ax.com...
> > On Mon, 20 Jan 2003 10:27:19 +0100, "mcdenko" <mcdenko@poczta.onet.pl>
> wrote:
> >
> > >Hi There!
> > >
> > >Is it possible to connect 8bit Atari (65xe) to VGA monitor?
> > >Does anyone have got a cicuit or a link?
> > >I've got the 1084 Commodore monitor, and I would like to have a color
> > >picture on it.
> > >
> > >Thanks for help and sorry for my english:)
> > >
> > >/mcdenko
> > >
> > But the Commodore 1084 isn't a VGA monitor... it accepts both composite
> and
> > separate chroma/luma input, which the Atari provide through their
monitor
> jack.
> > All you need is one of those cables with a 5-pin DIN connector at one
end
> and
> > 4 RCA connectors at the other. Of course, you need to make sure you
> connect the
> > right RCA connectors to the monitor's inputs. The FAQ contains more info
> on
> > the pinout of the Atari's monitor jack.
> >
>
> My 1084 has 4 RCA points at the back, 2 audio (left and right) and 2 for
> video. Also a button at the front to switch from RGB to Compisite video
> (mind you the 1084 have several versions, Deawoo, Phillips for sure, so
may
> not be the same as yours).
>

> I picked up a 5 pin din plug to 4 rca jacks cable from maplins, a high
> street electronics dealer here in the uk (simply a regular audio cable for
> hi-fi's). Using a Y splitter and a Y converger as well i managed to wire
it
> up so my 130XE displays fine (and in colour) via my 1084s (splitter on
the
> sound so though still mono, it comes out of both speakers, converger on
one
> of the video inputs, cleaned up the signal, dunno why, but i will not
fiddle
> now ).
>
> Another person tried the same but only got a monochrome display! Maybe my
> 130 has been modified, but when i bought it i opened it us and cleand the
> dust/muck out of it and did not notice any third party re-wireing, i know
> there are some fun and games with the Video output over the chroma/luma
> output.
>
> It was pretty much a mix and match/trial and error untill it came out
right.
>
>
> > --
> > _____ ____---____ Marco Antonio Checa Funcke
> > _____D /-/---_----' Santiago de Surco, Lima, Peru
> > _H__/_/ http://machf.tripod.com
> > '-_____|(
> >
> > remove the "no_me_j." and "sons.of." parts before replying
>
>

## 461. ANTIC access

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-21 11:53:05 UTC
From: daniel.pralle@gmx.de
Message-ID: <2a6a4f28.0301210353.2be6bec2@posting.google.com>
Source record: 23974

I finally found a good use for the ANTIC access of the expansion RAM
in an XL/XE, but now AFAIK aren'T any RAM-expansions available which
offer this, except the original 64KB of the 130XE.

Which RAM expansions offer ANTIC access?

salut,
creature

# 462. Re: How To Connect Atari to VGA monitor?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-21 14:15:31 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e2d012c20fd014@attbi.com>
Source record: 23975

>Hi There!
>
>Is it possible to connect 8bit Atari (65xe) to VGA monitor?
>Does anyone have got a cicuit or a link?
>I've got the 1084 Commodore monitor, and I would like to have a color
>picture on it.
>
>Thanks for help and sorry for my english:)
>
>/mcdenko
>
>

Yes there is a way. You need a video converter and the Commodore
monitor cable. Works just great at my end....

---
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

## 463. Question about MyDOS

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-21 15:09:40 UTC
From: Dutchman2000 <Dutchman@atari.net>
Message-ID: <UodX9.1466$G72.566531@dca1-nnrp1.news.algx.net>
Source record: 23976

Hello-

When using MyDOS with an ATR-8000, what format does it place on 8-inch disks? My guess is it makes them single sided high density with 256 bytes per track.

Anyone know for sure?

# 464. OS WARP & PALNTSC

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-21 15:17:29 UTC
From: nir@minicom.com
Message-ID: <83cd76b4.0301210717.158ee90c@posting.google.com>
Source record: 23977

I have two quick questions..

1) what is the most compatible OS Rom for the Atari computer..that also have SIO Warp routines?.. i know some of them like QMEG, APE-WARP, ARGS, Ultra Speed OS+???. Which one of them is most compatile with games/soft/etc..

2) When i Used to live in the USA i had a multi-system TV where i connected my modified NTSC atari (with the PALNTSC upgrade) so i can play all my PAL games on the NTSC computer in colors.. does anyone knows of a monitor that is a multisystem monitor and can show color image from a PALNTSC upgraded computer (like my multi-system tv)?

best regards
nir dary

## 465. Re: MPG results

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-21 17:21:00 UTC
From: David Pochron <dpoch@ticon.net>
Message-ID: <b0jvik$9gm$1@galileo.ticon.net>
Source record: 23978

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:GamW9.61405$Ik.2291662@typhoon.sonic.net...
> It seemd to work well. I think I need to rewrite the display list so
> that 64x96 comes out filling the screen vertically. Right now, the video
> is in the top half of the screen, and squished a bit. :^)

Yep, just create a display list that reloads the memory pointers on each scan
line so every 4 scanlines look at the same row of data. A very quick and
dirty way to quadruple the vertical size of pixels with no CPU code! :-)

--
David Pochron dpoch@ticon.net

## 466. Software method of converting cassettes to data?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-21 17:24:18 UTC
From: David Pochron <dpoch@ticon.net>
Message-ID: <b0jvog$a1b$1@galileo.ticon.net>
Source record: 23979

Has anyone ever written a program to take a .WAV file digitized from an Atari program cassette (using whatever software and a typical PC sound card) and have that .WAV analyzed and converted to the data it represents? I suppose some sort of frequency analysis would need to be done. Probably a great task for all of the DSP's that they put on sound cards nowadays! :-)

--
David Pochron dpoch@ticon.net

## 467. [ANNC] Atari++ for Win32 Beta

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-21 17:34:02 UTC
From: Slor <slor@comcast.net>
Message-ID: <b0k0ab$qd6lk$1@ID-164868.news.dfncis.de>
Source record: 23980

At the request of people in this group, and because of my own desire to actually contribute something to the 8-bit emulation scene, I've been working on a Win32 port of Thomas Richter's Atari++ emulator for Unix. For anyone who doesn't know, this is a very nice Atari 400/800/XL/XE/5200 emulator that can be found at http://www.math.tu-berlin.de/~thor/atari++/.

I'm been successful getting things ported over and running under Win32, and I'm just about ready to offer a release for beta testing. It should be ready within the next day or so (after cleaning up a couple remaining issues) , and I could use a few people to hammer on it. If you're interested in participating, either post here or reply directly to me via email and I'll start a list. Some screenshots from my XP machine can be viewed at http://www.eslor.com/atari/screens.html.

Thanks,
James

## 468. Re: MPG results

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-21 20:17:40 UTC
From: bill@newbreedsoftware.com
Message-ID: <EVhX9.61753$lk.2349211@typhoon.sonic.net>
Source record: 23981

David Pochron <dpoch@ticon.net> wrote:
>
> Yep, just create a display list that reloads the memory pointers on each scan
> line so every 4 scanlines look at the same row of data. A very quick and
> dirty way to quadruple the vertical size of pixels with no CPU code! :-)

Well, I only wanted to double it, but yeah, exactly.

I've been brushing the dust off my copy of "Mapping the Atari" lately,
so I should be able to do it pretty quickly.

(One of these days, I'll actually try running the thing on my 256K 800XL,
and not just under the 'Atari800' emulator on my Linux box. :^) )

-bill!

## 469. Re: Drive Parameters for MyDos

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-21 22:24:44 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <MMjX9.4813$Sv3.508050@newsread1.prod.itd.earthlink.net>
Source record: 23982

It was by Paul Alhart in the Fall 1996 issue configuring a D4: ramdisk for a US+ OS. Interestingly, his program provided with the article violated his own good counsel concerning reading in the Percom block before changing what you need and writing it back to the controller. He reads the block to check current density status, but uses a totally separate 2nd preconfigured block for writing out the new configuration...

Paul alludes to the address of DINIT in MyDos as the same $7E0 as Atari 2.0/2.5, OSA+, DosXL, etc.; has anyone checked the source or otherwise determined that DINIT in MyDos 4.5 is also at $7E0?

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"LarryWhite" <llppwhite@aol.comnsp> wrote in message
> Whenever I boot up the CSS Ultra Speed Plus OS, I must do the following:
> 1) Format the D4 ramdisk to single or DD.
> 2) Run the USP utility that changes the ramdisk to D9:
> 3) Configure D4 to be an 80-track, DS, DD drive using the "O" option.
>
> Is anyone aware of any utilities that can automate part/all of this
process?
> The D4 -> D9 utility cannot be run until the ramdisk is formatted. (D9
can't
> be correctly formatted.)
>
> Running a binary file to update D4 would be a big help. I'm guessing that
has
> been done somewhere along the way... I certainly can do it, but don't
want to
> spend the time if it's already been done.
>
> Thanks,
> Larry
>

## 470. Re: Xetec: Graphics AT Printer Card

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-21 22:24:50 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <SMjX9.4814$Sv3.508050@newsread1.prod.itd.earthlink.net>
Source record: 23983

Have you checked the position of DIP #1? I believe it controls the Atascii
possibilities.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
> FamilyNet Newsgate
>
> Thanks Ron! Managed to get it to print text from Atari Writer. No
luck
> with inverse character yet.
>
> Doc Clu
>
> > From: "Ron Hamilton" <oldatarian@atariland.com>
>
> > I believe the SG-10 is supported in the group of Epson/Star compatibles
with
> > switches 5 thru 8 all off. You should have access to all A8 graphics
> > utilities as well as Basic listings with inverse and control characters.
>

## 471. Re: Atari-Fuji-Logo for WTC...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-21 23:12:51 UTC
From: bill@newbreedsoftware.com
Message-ID: <TtkX9.61773$lk.2351517@typhoon.sonic.net>
Source record: 23984

Hidehiko Ogata <hog@aqu.bekkoame.ne.jp> wrote:
> William Kendrick wrote:
>
>> > I am not sure about New York though. Did the Fuji logo exist
>> > before Atari Inc and does it represent something
>> > historically?
>>
>> It's mean to look like a real character (e.g., a Japanese glyph), but
>> if I recall correctly, it's just something they made up. ;)
>
> Mmm, I thought it was "obvious" symbolization of the famous Mt. Fuji?
> ("obvious" to me, obviously ;)

Well yeah, but there's no Japanese symbol you'll find that looks like the
Atari logo. ;)

-bill!

# 472. Re: [ANNC] Atari++ for Win32 Beta

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-22 00:10:30 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <lbor2vcpfu9c8usugpd34dtd8jv03rt263@4ax.com>
Source record: 23985

On Tue, 21 Jan 2003 12:34:02 -0500, "Slor" <slor@comcast.net> wrote:

>At the request of people in this group, and because of my own desire to
>actually contribute something to the 8-bit emulation scene, I've been
>working on a Win32 port of Thomas Richter's Atari++ emulator for Unix. For
>anyone who doesn't know, this is a very nice Atari 400/800/XL/XE/5200
>emulator that can be found at http://www.math.tu-berlin.de/~thor/atari++/.
>
>I'm been successful getting things ported over and running under Win32, and
>I'm just about ready to offer a release for beta testing. It should be
>ready within the next day or so (after cleaning up a couple remaining
>issues) , and I could use a few people to hammer on it. If you're
>interested in participating, either post here or reply directly to me via
>email and I'll start a list. Some screenshots from my XP machine can be
>viewed at http://www.eslor.com/atari/screens.html.
>
>Thanks,
>James
>

Looks great James, thanks for taking me up on the idea and doing the
port, it's very appreciated.

Now where's my beta ;-)
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

# 473. Re: [ANNC] Atari++ for Win32 Beta

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-22 00:14:55 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <icor2vcapill997mt0g9pi61087f8acu68@4ax.com>
Source record: 23986

On Wed, 22 Jan 2003 00:10:30 +0000, Paul Irvine
<mclane.dellosYOURFINGER@btinternet.com> wrote:

>Looks great James, thanks for taking me up on the idea and doing the
>port, it's very appreciated.
>
>Now where's my beta ;-)

Btw, do you know how to interface zip support?

It's one thing (ok, one of a 100 & 1 things) I tried to get Tomek to
add to Plus, he didn't do it due to the size of file involved but as
any serious collectors know, size does matter :-)

Also it's easier to keep the various collections up to date with
online sets when zipped.
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

## 474. Re: How can I tell rev. of a BASIC cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-22 01:12:06 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0301211712.44d9a30e@posting.google.com>
Source record: 23987

Bill,

Thanks for the help, and the page reference.

8-)
John

## 475. Re: Building a new ATARI computer ...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-22 02:18:53 UTC
From: gozarcollins@com.hotmail.com
Message-ID: <b0kv2d01ajn@enews3.newsguy.com>
Source record: 23988

Zothen Runecaster <zothen@my-deja.com> wrote:
> The Apple , Commdore 64,Sinclair users got or will get their 65816
> based systems.
>
> I think , there should be a new ATARI XL/XE system , too.
>
> Based on a 65816 , must be compatible to old ATARI 800 XL/XE software.
>
> I think we need a special DOS version for such a system , that can
> support hard disks , CD ROMs , 3.5" drives and more.Maybe a new US ,
> maybe a GUI .
>
> Should be an compatible to old software , but also be a modern system
> that can use the internet etc.
>
> I think all developers - of hard- and software should help making such
> a project , because I think if all ATARI users work together , this
> could really be successful.
>
> What do you think about it ?

I think the best way would be to start out with something like a mini-itx board running a stripped down Linux as the OS and then an Atari 800 emulator.

You then modify the emulator software to provide hooks into into the hardware (upgrade the graphics capabilities, the sound, provide network access). Offer a PC2SIO interface so you can plug a 810/1050 drive into it.

Setup the emulator to offer 65816 support, and then you would have an Atari 800 capable of VGA resolutions running very, very fast.

Since this requires no hardware hacking, just software, it would probably be a lot easier, cheaper, faster than trying to build from scratch.

More info on the mini-itx form factor available here:
http://www.mini-itx.com

--
Access:Organize:Share Your Bookmarks Online - http://flyrt.com/?u
Ryan 'Gozar' Collins

## 476. Re: Question about MyDOS

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-22 05:38:37 UTC
From: mo <momo@atariland.com>
Message-ID: <x7qX9.58525$aG4.3602093@twister.austin.rr.com>
Source record: 23989

I dont have an ATR-8000 nor any 8inch disk drives. I am fairly certain though, from working with other systems that 8 inch disks are usually double sided, single density. I think that the standard format is 256byte sectors, 17 or 18 sectors per track and something like 80 tracks. I'm sure it can vary quite a bit.
Mo

"Dutchman2000" <Dutchman@atari.net> wrote in message news:UodX9.1466$G72.566531@dca1-nnrp1.news.algx.net...
> Hello-
>
> When using MyDOS with an ATR-8000, what format does it place on 8-inch
> disks? My guess is it makes them single sided high density with 256 bytes
> per track.
>
> Anyone know for sure?
>
>

## 477. Re: Atari-Fuji-Logo for WTC...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-22 05:39:51 UTC
From: mo <momo@atariland.com>
Message-ID: <H8qX9.58531$aG4.3598028@twister.austin.rr.com>
Source record: 23990

Why don't they just build a statue of Godzilla stepping on Bin Loden?
8-)
Mo

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:TtkX9.61773$Ik.2351517@typhoon.sonic.net...
> Hidehiko Ogata <hog@aqu.bekkoame.ne.jp> wrote:
> > William Kendrick wrote:
> >
> >> > I am not sure about New York though. Did the Fuji logo exist
> >> > before Atari Inc and does it represent something
> >> > historically?
> >>
> >> It's mean to look like a real character (e.g., a Japanese glyph), but
> >> if I recall correctly, it's just something they made up. ;)
> >
> > Mmm, I thought it was "obvious" symbolization of the famous Mt. Fuji?
> > ("obvious" to me, obviously ;)
>
> Well yeah, but there's no Japanese symbol you'll find that looks like the
> Atari logo. ;)
>
> -bill!

## 478. Re: Question about MyDOS

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-22 06:25:58 UTC
From: Richard Anderson <richard_anderson@pacbell.net>
Message-ID: <WPqX9.898$Dc3.42942600@newssvr14.news.prodigy.com>
Source record: 23991

I had a pair of 8-inch DSDD drives that I used on my ATR. They formatted
like other drives for the Atari (18 sectors per track, IIRC). They were 80
tracks per side. They could format either single or double density and single
or double sided. You could end up with 180K, 360K, or 720K. When
using CP/M you could format up to 1.4M, but I knew of no way to get
that under an Atari DOS.

"mo" <momo@atariland.com> wrote in message
news:x7qX9.58525$aG4.3602093@twister.austin.rr.com...
> I dont have an ATR-8000 nor any 8inch disk drives. I am fairly certain
> though, from working with other systems that 8 inch disks are usually double
> sided, single density. I think that the standard format is 256byte sectors,
> 17 or 18 sectors per track and something like 80 tracks. I'm sure it can
> vary quite a bit.
> Mo
>
> "Dutchman2000" <Dutchman@atari.net> wrote in message
> news:UodX9.1466$G72.566531@dca1-nnrp1.news.algx.net...
> > Hello-
> >
> > When using MyDOS with an ATR-8000, what format does it place on 8-inch
> > disks? My guess is it makes them single sided high density with 256 bytes
> > per track.
> >
> > Anyone know for sure?
> >
> >
>
>

# 479. Re: [ANNC] Atari++ for Win32 Beta

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-22 07:04:41 UTC
From: Slor <slor@comcast.net>
Message-ID: <b0lfq6$qr6rc$1@ID-164868.news.dfncis.de>
Source record: 23992

> >Looks great James, thanks for taking me up on the idea and doing the
> >port, it's very appreciated.
> >
> >Now where's my beta ;-)
>
> Btw, do you know how to interface zip support?
>
> It's one thing (ok, one of a 100 & 1 things) I tried to get Tomek to
> add to Plus, he didn't do it due to the size of file involved but as
> any serious collectors know, size does matter :-)
>
> Also it's easier to keep the various collections up to date with
> online sets when zipped.

Patience is a virtue... I did quite a bit of cleanup on it today, and I have one remaining issue with the keyboard that I want to correct, then it'll be all ready for you (and the others) to try out! Also, I too would like to see zip file support in there. I'm sure it can be done with the same library that everyone else uses in emulation projects, so I'll tackle that if Thomas does not plan to.

James

## 480. Re: Drive Parameters for MyDos

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-22 07:28:56 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0301212328.3acec88e@posting.google.com>
Source record: 23993

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<MMjX9.4813$Sv3.508050@newsread1.prod.itd.earthlink.net>...
> It was by Paul Alhart in the Fall 1996 issue configuring a D4: ramdisk for a
> US+ OS. Interestingly, his program provided with the article violated his
> own good counsel concerning reading in the Percom block before changing what
> you need and writing it back to the controller. He reads the block to check
> current density status, but uses a totally separate 2nd preconfigured block
> for writing out the new configuration...
>
> Paul alludes to the address of DINIT in MyDos as the same $7E0 as Atari
> 2.0/2.5, OSA+, DosXL, etc.; has anyone checked the source or otherwise
> determined that DINIT in MyDos 4.5 is also at $7E0?
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian

Yes, DOSINI is set to $7E0 for all the 4.5 MyDOS's. I assume DINIT
is the init vector as found on the first few bytes of the first boot
sector? Again, that's always $7E0 for MyDOS, DOSINI is loaded from
that boot sector data.

I have my suspicions that no one ever got Paul's code to do true
double density, I seem to recall that there is branch around code
in MyDOS to prevent anything other than single density formats.
There is also nothing like a real CIO call to the ramdisk in
MyDOS - reads and writes are allowed by file only, no SIO direct
sector access and formats are only done within MyDOS code proper.
Perhaps earlier MyDOSes were different than the 4.50 series?
Please do prove me wrong, I'd love to hear about it.

# 481. Re: ANTIC access

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-22 11:25:51 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b0lv43$h4c$1@nets3.rz.RWTH-Aachen.DE>
Source record: 23994

Howdy Daniel

> I finally found a good use for the ANTIC access of the expansion RAM
> in an XL/XE, but now AFAIK aren'T any RAM-expansions available which
> offer this, except the original 64KB of the 130XE.
>
> Which RAM expansions offer ANTIC access?

All Compushop compatible RAMdisks as far as I know.
And mine ofcourse. It has 1MB, separate ANTIC and CPU access and software control over BASIC, SelfTest, OS RAM/ROM and on the XEGS even Missile Command. Check out Trevor Holyoak's site for the schematics: http://www.holyoak.com/atari/8bitcomp.html and MyAtari's May 2001 issue for an artikle on it:
http://www.myatari.net/issues/may2001/memory.htm

CU Mathy van Nisselroy

PS I'm still chasing some bugs out. But most of the work should be done by now.

# 482. Re: OS WARP & PALNTSC

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-22 11:35:05 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b0lvle$hls$1@nets3.rz.RWTH-Aachen.DE>
Source record: 23995

Howdy Nir

> 1) what is the most compatible OS Rom for the Atari computer..that
> also have SIO Warp routines?.. i know some of them like QMEG,
> APE-WARP, ARGS, Ultra Speed OS+???. Which one of them is most
> compatile with games/soft/etc..

I have seven 8 bit computers. 5 have the original OS, 2 have the
UltraSpeedPlus OS by CSS. The only software that I have seen that is not
compatible to the US+ OS is code that does something to the screen. Not all
software that tries things on screen, but some of it will show me stuff
that's different then it should be. All in all I'ld say the US+ OS is more
then 99.9 percent compatible. I use it all the time.

CU Mathy van Nisselroy

# 483. Re: [ANNC] Atari++ for Win32 Beta

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-22 12:31:19 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <ik3t2vo7tqapgs2htrtpfk5s6jb7np6tno@4ax.com>
Source record: 23996

On Wed, 22 Jan 2003 02:04:41 -0500, "Slor" <slor@comcast.net> wrote:

>Patience is a virtue... I did quite a bit of cleanup on it today, and I
>have one remaining issue with the keyboard that I want to correct, then
>it'll be all ready for you (and the others) to try out!

Hehe..Was pulling your leg James, hence the smiley..

When it's done, it's done..However long that may be...

>Also, I too would
>like to see zip file support in there. I'm sure it can be done with the
>same library that everyone else uses in emulation projects, so I'll tackle
>that if Thomas does not plan to.
>
>James
>
Great...At least i'm not the only person after it...
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

## 484. Re: [ANNC] Atari++ for Win32 Beta

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-22 15:34:33 UTC
From: Slor <slor@comcast.net>
Message-ID: <b0mdma$qbttr$1@ID-164868.news.dfncis.de>
Source record: 23897

> >Patience is a virtue... I did quite a bit of cleanup on it today, and I
> >have one remaining issue with the keyboard that I want to correct, then
> >it'll be all ready for you (and the others) to try out!
>
> Hehe..Was pulling your leg James, hence the smiley..
>

Yeah, I know. No problem! I'm looking forward to getting it people's hands
as much as you're looking forward to trying it out.

James

# 485. Re: [ANNC] Atari++ for Win32 Beta

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-22 15:58:43 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <6nft2voov07qtbr5of569pivvd6imj7rm5@4ax.com>
Source record: 23899

On Wed, 22 Jan 2003 10:34:33 -0500, "Slor" <slor@comcast.net> wrote:

>> >Patience is a virtue... I did quite a bit of cleanup on it today, and I
>> >have one remaining issue with the keyboard that I want to correct, then
>> >it'll be all ready for you (and the others) to try out!
>>
>> Hehe..Was pulling your leg James, hence the smiley..
>>
>
>Yeah, I know. No problem! I'm looking forward to getting it people's hands
>as much as you're looking forward to trying it out.
>
>James
>
Great stuff....Thanks for the hard work!
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

## 486. Re: Drive Parameters for MyDos

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-22 16:07:57 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <xlzX9.6319$Sv3.627544@newsread1.prod.itd.earthlink.net>
Source record: 23898

So you're saying that DINIT at $7E0 is where DOSINI at $0C-D points allowing you to JSR into code that would JMP ($000C) in order to reinitialize any Dos.

BTW, I am fairly certain that Paul utilized his successfully as described. I have not used the US+ OS, but since it configures its own ramdisk sort of in hardware and transparent to Dos with DD capabilities, then direct SIO access to the "sector" data might be possible.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Lee" <melee5@my-deja.com> wrote in message
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> > It was by Paul Alhart in the Fall 1996 issue configuring a D4: ramdisk for a
> > US+ OS. Interestingly, his program provided with the article violated his
> > own good counsel concerning reading in the Percom block before changing what
> > you need and writing it back to the controller. He reads the block to check
> > current density status, but uses a totally separate 2nd preconfigured block
> > for writing out the new configuration...
> >
> > Paul alludes to the address of DINIT in MyDos as the same $7E0 as Atari
> > 2.0/2.5, OSA+, DosXL, etc.; has anyone checked the source or otherwise
> > determined that DINIT in MyDos 4.5 is also at $7E0?
> > --
> > Ron
> >
> Yes, DOSINI is set to $7E0 for all the 4.5 MyDOS's. I assume DINIT
> is the init vector as found on the first few bytes of the first boot
> sector? Again, that's always $7E0 for MyDOS, DOSINI is loaded from
> that boot sector data.
>
> I have my suspicions that no one ever got Paul's code to do true
> double density, I seem to recall that there is branch around code
> in MyDOS to prevent anything other than single density formats.
> There is also nothing like a real CIO call to the ramdisk in
> MyDOS - reads and writes are allowed by file only, no SIO direct

> sector access and formats are only done within MyDOS code proper.
> Perhaps earlier MyDOSes were different than the 4.50 series?
> Please do prove me wrong, I'd love to hear about it.
>

# 487. Re: [ANNC] Atari++ for Win32 Beta

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-22 16:33:02 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <atzX9.3965$t51.2216@news.bellsouth.net>
Source record: 23900

"Slor" <slor@comcast.net> wrote in message
news:b0k0ab$qd6lk$1@ID-164868.news.dfncis.de...
> At the request of people in this group, and because of my own desire to
> actually contribute something to the 8-bit emulation scene, I've been
> working on a Win32 port of Thomas Richter's Atari++ emulator for Unix.
For
> anyone who doesn't know, this is a very nice Atari 400/800/XL/XE/5200
> emulator that can be found at http://www.math.tu-berlin.de/~thor/atari++/.
>
> I'm been successful getting things ported over and running under Win32,
and
> I'm just about ready to offer a release for beta testing. It should be
> ready within the next day or so (after cleaning up a couple remaining
> issues) , and I could use a few people to hammer on it. If you're
> interested in participating, either post here or reply directly to me via
> email and I'll start a list. Some screenshots from my XP machine can be
> viewed at http://www.eslor.com/atari/screens.html.
>
> Thanks,
> James

Well count me in!

bcozier@bellsouth.net

## 488. spartados 3.2g + 3.3a patch...how do i do it?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-22 18:51:40 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <0LBX9.6491$Sv3.643021@newsread1.prod.itd.earthlink.net>
Source record: 23901

Hi

I have spartados 3.2g which of course doesn't run with pc xformer without the 3.3a patch. I found the patch on the internet and found it only includes the file x33a.dos. How do I patch spartados with just this 1 file? Or is there a complete image that is already patched somewhere? Any help appreciated.

:-)

## 489. CDs sent out so far, Holme's Web Site

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-22 19:29:34 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <3e2eee2f$1_3@news.teranews.com>
Source record: 23906

This is just an update on the sending out of the CDs. Some of you may have even gotten them by now. The following is a list of people that have I have sent them out to so far, if you do not see your name here, I have not received a payment and thus nothing was sent out.

For privacy, I have included only the first letter of the first name, the last letter of the last name, and the last number of the 5 digit zipcode.

So, if you are Steve Sterner (that is not my last name, so don't get excited) with a zipcode of 89170, you would be listed as "SR0".

DS - International
MN - International
KG7
BR6
RN6
RI1
CN1
KN9
JR3
RN5
FL6
BY0
PA9
ME4
TP5
JS5
JN1
JD1
CE8
DN5
BK8
WK5
DS4
DL4

The last five listed will be going out today, postage is already fixed and package is ready for sending. That is the end of the first batch that I made. Anyone sending payment after this may have to wait a little longer than the rest, as I would need to make more CDs and experience has taught me that takes some time. If you sent payment some time ago and your name is not shown here, please send me an email and I will look into it.

This list has been double-checked with ebay and paypal and the snail-mail I have received. Some people are still sending in payments and although they may have gotten a hold of me, payment has not been received if your name is

not here.

Ebay bidders, if you are waiting for feedback, I am basically waiting till the whole thing is over so I can do everyone at the same time. Please be patient. Your feedback is appreciated.

## 490. Re: MPG results

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-22 19:38:49 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <3E2EF349.6040800@hotmail.com>
Source record: 23902

William Kendrick wrote:
>> My guess is that there is a colour palette look-up limitation in
>> the hardware. Only 9 registers corresponding to shadow locations
>> 704-712 are available.
>>
>> Am I right?
>
>
> Yep... Exactly. :)

8 colours can be coded in 3 bits. 16 colours can be coded in
4 bits. 9 colours need 4 bits.

Is it coded like this? (Pixel bit pattern and palette shadow
register).

0000 704
0001 705
0010 706
0011 707
0100 708
0101 709
0110 710
0111 711
1000 712
1001 lost
1010 lost
1011 lost
1100 lost
1101 lost
1110 lost
1111 lost

I hate it if there really are lost colours.

They should have been used for something similar
to the Amiga's extra halfbrite bit. Not looked up
in the palette, but still improving the number
of colours on display.

Anders

## 491. Warp OS Question

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-22 19:46:59 UTC
From: dunxuk@aol.com
Message-ID: <20030122144659.18280.00000089@mb-mc.aol.com>
Source record: 23903

Just installed the Warp OS and everything started up right first time. However the Warp screen appears dark green, not dark blue as suggested in the instructions. Is this right..?

TIA, Dunx

## 492. Re: Building a new ATARI computer ...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-22 19:58:46 UTC
From: Bill <kinetic9130@yahoo.com>
Message-ID: <3E2EF7F6.5060109@yahoo.com>
Source record: 23904

gozarcollins@com.hotmail.com wrote:

> I think the best way would be to start out with something like a mini-itx
> board running a stripped down Linux as the OS and then an Atari 800
> emulator.
>
> You then modify the emulator software to provide hooks into
> into the hardware (upgrade the graphics capabilities, the sound, provide
> network access). Offer a PC2SIO interface so you can plug a 810/1050
> drive into it.
>
> Setup the emulator to offer 65816 support, and then you would have
> an Atari 800 capable of VGA resolutions running very, very fast.
>
> Since this requires no hardware hacking, just software, it would
> probably be a lot easier, cheaper, faster than trying to
> build from scratch.

I personally do not mind this approach, but there are people who will.
It was kind of nasty to see the Amiga community divided when Amithlon (I
think that's what its called) came out. If somebody wants to develop
such a thing though, I'd tell em to go for it!

At this point I'm happy we have some very good emulators to play with. ;)

Bill

## 493. Re: MPG results

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-22 20:25:43 UTC
From: bill@newbreedsoftware.com
Message-ID: <b7DX9.61908$lk.2368313@typhoon.sonic.net>
Source record: 23905

Anders Skelander <ansk@hotmail.com> wrote:
>
> Is it coded like this? (Pixel bit pattern and palette shadow
> register).

I believe so...

<snip>
> I hate it if there really are lost colours.

Sucks, huh? Probably why it's rarely used. :^/

> They should have been used for something similar
> to the Amiga's extra halfbrite bit. Not looked up
> in the palette, but still improving the number
> of colours on display.

That would've been nice. :^/

-bill!

# 494. Re: CDs sent out so far, Holme's Web Site

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-22 21:29:49 UTC
From: ronfucci@bellsouth.net
Message-ID: <3e2f0d37.431446747@newsgroups.bellsouth.net>
Source record: 23907

Steve,

I received mine yesterday. Everything is good. Many thanks.

ron

On Wed, 22 Jan 2003 11:29:34 -0800, "Steve S" <j70141@hotmail.com>
wrote:

>This is just an update on the sending out of the CDs. Some of you may have
>even gotten them by now. The following is a list of people that have I have
>sent them out to so far, if you do not see your name here, I have not
>received a payment and thus nothing was sent out.
>
>For privacy, I have included only the first letter of the first name, the
>last letter of the last name, and the last number of the 5 digit zipcode.
>
>So, if you are Steve Sterner (that is not my last name, so don't get
>excited) with a zipcode of 89170, you would be listed as "SR0".
>
>DS - International
>MN - International
>KG7
>BR6
>RN6
>RI1
>CN1
>KN9
>JR3
>RN5
>FL6
>BY0
>PA9
>ME4
>TP5
>JS5
>JN1
>JD1
>CE8
>DN5
>BK8
>WK5
>DS4
>DL4
>

>
>The last five listed will be going out today, postage is already fixed and
>package is ready for sending. That is the end of the first batch that I
>made. Anyone sending payment after this may have to wait a little longer
>than the rest, as I would need to make more CDs and experience has taught me
>that takes some time. If you sent payment some time ago and your name is
>not shown here, please send me an email and I will look into it.
>
>This list has been double-checked with ebay and paypal and the snail-mail I
>have received. Some people are still sending in payments and although they
>may have gotten a hold of me, payment has not been received if your name is
>not here.
>
>Ebay bidders, if you are waiting for feedback, I am basically waiting till
>the whole thing is over so I can do everyone at the same time. Please be
>patient. Your feedback is appreciated.
>
>

## 495. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-22 21:46:07 UTC
From: Mike Stepansky <design3d@2-scale.com>
Message-ID: <3E2F111F.835E174E@2-scale.com>
Source record: 23908

RedFox wrote:

> [ http://www.tnslblover.co.uk/users/tauc/ ]
> "Raze" <nospam@yahoo.com> wrote
>
> > > > XMas isn't about opening presents, ya jackass!
> > >
> > > What's it about? Jesus? He wasn't even born on December 25. And where
> > the
> > > > fuck is Santa in the Bible? Oh yeah, Santa is a misspelling of Satan.
> > >
> >
> > LOL
> >
> > Actually, the whole "Christmas" thing is the Catholic Church coverup of
> the
> > Druid holiday known as Yule. The trees, presents and lights.. all Yule.
> > Technically, these festivities should have been celebrated on Sunday,
> which
> > was the Winter Solstice, when Yule is celebrated. Dont forget about the
> > other great coverups such as Haloween which is really Samhaim. The
> Catholic
> > Church really did a number on the druids, just about wiped them all out.
> So
> > much for that one commandment, huh? ;)
>
> Happy Yule indeed!
>
> Christmas trees come from Germany actually, passed down when the royal
> family settled here in England, then passed onto the USA
>
> -RedFox

Very funny about Santa - a mispelled for Satan. LOL

Here's an interesting note:

A Christmas Tree - which reminds me of the Holy Trinity (3-point of the
Triangle).

Back in the old days, sometime monks or brotherhoods (esp. Catholic) wore
pointed hood - like a triangle
shape - during prayers or chantings. I think it looks silly to see them
wearing really big hood like the
dutch girls of Holland.

You might noticed some old churches have a Triangle-shaped backboard of the "big" chair on the altar.

You can even see that kind of chair in "Harry Potter" film where Professor Gryfindore (spelling?
an old man with long beard) sat or stood by in the big dining room area.

Anyway, a "Triangle" is a powerful geometric reminder that the Holy Trinity exists, to the faithful.

Now where are the Atari news here?

Mike

--
2Scale - 3D Design Lab
1049 S. McCord Road
Holland, Ohio 43528
419-865-4006

# 496. Re: CDs sent out so far, Holme's Web Site

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-22 22:37:08 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <wOEX9.5780$t51.5748@news.bellsouth.net>
Source record: 23909

<ronfucci@bellsouth.net> wrote in message
news:3e2f0d37.431446747@newsgroups.bellsouth.net...
> Steve,
>
> I received mine yesterday. Everything is good. Many thanks.

Same here buddy. Good job.

>
> ron
>
> On Wed, 22 Jan 2003 11:29:34 -0800, "Steve S" <j70141@hotmail.com>
> wrote:
>
> >This is just an update on the sending out of the CDs. Some of you may
have
> >even gotten them by now. The following is a list of people that have I
have
> >sent them out to so far, if you do not see your name here, I have not
> >received a payment and thus nothing was sent out.
> >
> >For privacy, I have included only the first letter of the first name, the
> >last letter of the last name, and the last number of the 5 digit zipcode.
> >
> >So, if you are Steve Sterner (that is not my last name, so don't get
> >excited) with a zipcode of 89170, you would be listed as "SR0".
> >
> >DS - International
> >MN - International
> >KG7
> >BR6
> >RN6
> >RI1
> >CN1
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> >JR3
> >RN5
> >FL6
> >BY0
> >PA9
> >ME4
> >TP5
> >JS5
> >JN1
> >JD1

> >CE8
> >DN5
> >BK8
> >WK5
> >DS4
> >DL4
> >
> >
> >The last five listed will be going out today, postage is already fixed
and
> >package is ready for sending. That is the end of the first batch that I
> >made. Anyone sending payment after this may have to wait a little longer
> >than the rest, as I would need to make more CDs and experience has taught
me
> >that takes some time. If you sent payment some time ago and your name is
> >not shown here, please send me an email and I will look into it.
> >
> >This list has been double-checked with ebay and paypal and the snail-mail
I
> >have received. Some people are still sending in payments and although
they
> >may have gotten a hold of me, payment has not been received if your name
is
> >not here.
> >
> >Ebay bidders, if you are waiting for feedback, I am basically waiting
till
> >the whole thing is over so I can do everyone at the same time. Please be
> >patient. Your feedback is appreciated.

# 497. Re: Drive Parameters for MyDos

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-23 00:25:24 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0301221625.26ba721d@posting.google.com>
Source record: 23910

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<xlzX9.6319$Sv3.627544@newsread1.prod.itd.earthlink.net>...
> So you're saying that DINIT at $7E0 is where DOSINI at $0C-D points allowing
> you to JSR into code that would JMP ($000C) in order to reinitialize any
> Dos.
>
> BTW, I am fairly certain that Paul utilized his successfully as described. I
> have not used the US+ OS, but since it configures its own ramdisk sort of in
> hardware and transparent to Dos with DD capabilities, then direct SIO access
> to the "sector" data might be possible.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian

No, not exactly, I've never heard of DINIT before. It's not a MyDOS
label that I know of, but DOSINI on the other hand always points to
$7E0 for all AtariDOS type 2 DOSes including MyDOS. I can only
assume that Paul calls the 4th and 5th byte of the boot disk DINIT
due to the fact that I don't have that article in which this DINIT
label seems to have come from. Ahah!! It's an 800 OS label which
concerns initializing the SIO routines - which wouldn't have much
to do with DOSINI or $7E0. What is it that he does with DINIT
routine? It's at $EDEA.

The 4.50 flavors of MyDOS have built in no-go routines
that thwart any attempts at double density. There's a reason, the
standard XE doesn't have a big enough ramdisk to even hold the
directory sector of a double density disk so one would need to
autosize the ram and then have two ramdisk handlers ready to
swap in and out as needed. Too much, and for what overwhelming
benifit, so SD only. Again, maybe the earlier MyDOSes would go with
it. Then perhaps Paul's routines are a total work around not
even using any MyDOS code? That might work, I wouldn't know, I've
never seen the code.

I do have an US+ and it's built in ramdisk stuff work with built in
sector copier and like stuff. So a 'handler' was required for that
part, but it's just a normal ramdisk otherwise. Execpting that you
have to re-point it away from it's built in default of being D4: to
align it with which ever number your DOS is using.

## 498. Re: CDs sent out so far, Holme's Web Site

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-23 03:12:29 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <v2unct7o87985c@corp.supernews.com>
Source record: 23911

Steve,
I got mine yesterday also. Thanks to you and Holmes, I now have some great stuff that I have been wanting for 20 years.
RoyE

"Son of man" <bcozier@bellsouth.net> wrote in message news:wOEX9.5780$t51.5748@news.bellsouth.net...
> <ronfucci@bellsouth.net> wrote in message
> news:3e2f0d37.431446747@newsgroups.bellsouth.net...
> > Steve,
> >
> > I received mine yesterday. Everything is good. Many thanks.
>
> Same here buddy. Good job.
>
> >
> > ron
> >
> > On Wed, 22 Jan 2003 11:29:34 -0800, "Steve S" <j70141@hotmail.com>
> > wrote:
> >
> > >This is just an update on the sending out of the CDs. Some of you may
> have
> > >even gotten them by now. The following is a list of people that have I
> have
> > >sent them out to so far, if you do not see your name here, I have not
> > >received a payment and thus nothing was sent out.
> > >
> > >For privacy, I have included only the first letter of the first name,
the
> > >last letter of the last name, and the last number of the 5 digit
zipcode.
> > >
> > >So, if you are Steve Sterner (that is not my last name, so don't get
> > >excited) with a zipcode of 89170, you would be listed as "SR0".
> > >
> > >DS - International
> > >MN - International
> > >KG7
> > >BR6
> > >RN6
> > >RI1
> > >CN1
> > >KN9

> > >JR3
> > >RN5
> > >FL6
> > >BY0
> > >PA9
> > >ME4
> > >TP5
> > >JS5
> > >JN1
> > >JD1
> > >CE8
> > >DN5
> > >BK8
> > >WK5
> > >DS4
> > >DL4
> > >
> > >
> > >The last five listed will be going out today, postage is already fixed
> and
> > >package is ready for sending. That is the end of the first batch that
I
> > >made. Anyone sending payment after this may have to wait a little
longer
> > >than the rest, as I would need to make more CDs and experience has
taught
> me
> > >that takes some time. If you sent payment some time ago and your name
is
> > >not shown here, please send me an email and I will look into it.
> > >
> > >This list has been double-checked with ebay and paypal and the
snail-mail
> I
> > >have received. Some people are still sending in payments and although
> they
> > >may have gotten a hold of me, payment has not been received if your
name
> is
> > >not here.
> > >
> > >Ebay bidders, if you are waiting for feedback, I am basically waiting
> till
> > >the whole thing is over so I can do everyone at the same time. Please
be
> > >patient. Your feedback is appreciated.
>
>
>

## 499. Using CX-40 joystick in Atari800WinPlus?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-23 07:45:15 UTC
From: huggymike@aol.com
Message-ID: <20030123024515.05209.00000147@mb-ff.aol.com>
Source record: 23912

I downloaded an emulator called "Atari800WinPlus v3.1", an Atari XL/XE emulator for PC.

Is it possible to connect a classic Atari joystick, known as CX-40, to a PC's serial or USB port? Need special adapter?

How can I find that info?

If CX-40 joystick is not possible in this emulator, which other Atari 8-bit emulator will let me use the CX-40 joystick?

I was surprised to see a friend of mine had his Playstation joypad connecting to his PC running Stella (popular 2600 emu) or Genesis emulator, I forgot which one.

Mike

## 500. Re: Poll: new LISP implementation for the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-23 10:43:09 UTC
From: solarinflux@aol.com
Message-ID: <20030123054309.20041.00000372@mb-cu.aol.com>
Source record: 23913

```
cant wait
```

## 501. Source code for math-rom

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-23 11:02:55 UTC
From: f-schuster@gmx.net
Message-ID: <add8fcf3.0301230302.26e286e3@posting.google.com>
Source record: 23914

Hi folks,

does anybody know where to find the source code for the math rom library.
What I found to date are only the jump vectors to the different routines.

Would be nice if somebody could help me out.

Regards
Frank

## 502. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-23 11:05:06 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b0oi96$j73$1@nets3.rz.RWTH-Aachen.DE>
Source record: 23915

Howdy Mike

> 666/212 = which means "666" (satan) divided by the temp of boiling water
of Hades = Pi!! How ironic!

There is a more exact formule, something with tangent (as in sine/cosine) in
it. But I can't recall it.

> ...well almost since I don't know the exact temp of the boiling water, is
it exactly 212 or somebody round it off.

Lemme see. Overhere we say water boils at 100 degrees Celsius
(=centigrade). 100 devided by 5 equals 20. 20 times 9 equals 180. 180
plus 32 equals 212. But the exact temperature at which water boils depends
on the pressure. Higher pressure means water boils at a higher temperature
(you need more energy for a molekule to be able to escape the liquid state
it is in). Lower pressure means water boils at a lower pressure. But under
normal circumstances (most of us don't live in a pressurised house) water
boils at 100 or 212 degrees approximately.

CU Mathy van Nisselroy

# 503. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-23 11:34:47 UTC
From: dunxuk@aol.com
Message-ID: <20030123063447.13448.00000288@mb-fe.aol.com>
Source record: 23916

```
>From: Mike Stepansky design3d@2-scale.com
>Date: 22/01/03 21:53 GMT Standard Time
>Message-id: <3E2F12DE.5BA7664C@2-scale.com>
>
><!doctype html public "-//w3c//dtd html 4.0 transitional//en">
>
>Did you know there is another way of saying Pi is :
>
>22/7 = not too accurate
>
>355/113 = not bad; better than 22/7
>
>666/212 = which means "666" (satan) divided by the temp of boiling water
>of Hades = Pi!!    How ironic!
>

You forgot 80143857/25510582
```

## 504. Re: midi

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-23 11:40:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030123114029.58793C@ilaskey.cix.co.uk>
Source record: 23917
Body handling: HTML body converted to readable text

In article <3E2F1607.5488AEED@2-scale.com>, design3d@2-scale.com (Mike Stepansky) wrote:

Can you please set your newsreader to post plain ascii not HTML - thank you!

> 
> 
> Hi Atarians,
> 
I need an FTP or Web sites to answer the following questions:
> 
Does anybody know the TITLES of the 8-bit games software
> (commercially
> released in USA and over the Europe)?
> 
Also, about how many commercial game titles (both in cartridges and
> disk-based software) were released for the Atari 8-bit computers?
> I am not talking about ANALOG binaries or BASIC codes.
> 
I heard about Nadral and BioDefense, a rare game.
> I have
> both of them. Nadral is a rare game from Germany with built-in
> voice
> synthesis for the XL. (not sure what Nadral stands
> for?)
> BioDefense talks to you after you scan and enter the point of virus
> dispersion
> in the human body (ie. like Fantastic Voyage theme)
> 
Also, does anybody know about a disk-based interactive called "Verbal
> Abused" (?) which you type something and it will talk (not voice) back
> to you on screen until you beat your psychiatrist's mind. (like
> Eliza,
> an AI simulator for Mac).
> 
An Atari Veterans,
> 
Mike
> 

> 
--
> 2Scale - 3D Design Lab/SGI

> 1049 S. McCord Road
> Holland, Ohio 43528
> 419-865-4006

>
>
>

## 505. Retro Review Issue 4

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-23 12:26:27 UTC
From: dirtyfly@amigazone.com
Message-ID: <96a185f7.0301230426.bc54ce6@posting.google.com>
Source record: 23918

Hi all

retro Review issue 4 is shipping now

Retro Review is a magazine dedicated to all retro computers.

Special Promotions:

If you subscribe youll get 7 issues for the price of 6 and access to
all issues on pdf format on our website

http://www.retroreview.com

# 506. Re: [ANNC] Atari++ for Win32 Beta

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-23 13:48:49 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b0ors1$nld$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 23919

Hi James,

>> Btw, do you know how to interface zip support?

The question is whether I find a free (LGPL or BSD licenced) version of
a .zip uncompressor I can link against the code. Otherwise, as far as
Linux is concerned, I could simply call the "zip" program thru a pipe, but
this is not very portable.

>> Also it's easier to keep the various collections up to date with
>> online sets when zipped.

> Patience is a virtue... I did quite a bit of cleanup on it today, and I
> have one remaining issue with the keyboard that I want to correct, then
> it'll be all ready for you (and the others) to try out! Also, I too would
> like to see zip file support in there. I'm sure it can be done with the
> same library that everyone else uses in emulation projects, so I'll tackle
> that if Thomas does not plan to.

It sounds like a cool option, but I've to check for the possibilities.
As said, patience is a virtue. We first have to reduce the port and the
current release back to a common code basis (as otherwise James would have
to go thru all this porting mess again and again, which doesn't make much
sense if I just had to modify the sources a bit in first place).

Greetings,
Thomas

## 507. use up old

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-23 14:03:44 UTC
From: solarinflux@aol.com
Message-ID: <20030123090344.04746.00000308@mb-cg.aol.com>
Source record: 23920

```
i like the idea of using the actuall hardware that i have. trying to do with
it what can be done . emulators?

coma(2,2)

f.i=1to1000:t=0:f.w=49to99step50:t=t+1:a(t)=int(rnd(0)*w):n.w:f.x=0toa(2):
?"XXX";:f.z=0toa(1):?'XXX";:n.z:n.x:n.i

that is what i believe to be a cool one line program.. i know a better one ...

ataris rule
sF
```

# 508. Re: [ANNC] Atari++ for Win32 Beta

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-23 14:33:52 UTC
From: Frank Rachel <frachel@navisys.com>
Message-ID: <3e2ffd52$0$13909$4c41069e@reader0.ash.ops.us.uu.net>
Source record: 23921

zlib

http://www.gzip.org/zlib/

-frank

"Thomas Richter" <thor@cleopatra.math.tu-berlin.de> wrote in message
news:b0ors1$nld$1@mamenchi.zrz.TU-Berlin.DE...
> Hi James,
>
> >> Btw, do you know how to interface zip support?
>
> The question is whether I find a free (LGPL or BSD licenced) version of
> a .zip uncompressor I can link against the code. Otherwise, as far as
> Linux is concerned, I could simply call the "zip" program thru a pipe, but
> this is not very portable.
>
> >> Also it's easier to keep the various collections up to date with
> >> online sets when zipped.
>
> > Patience is a virtue... I did quite a bit of cleanup on it today, and I
> > have one remaining issue with the keyboard that I want to correct, then
> > it'll be all ready for you (and the others) to try out! Also, I too
would
> > like to see zip file support in there. I'm sure it can be done with the
> > same library that everyone else uses in emulation projects, so I'll
tackle
> > that if Thomas does not plan to.
>
> It sounds like a cool option, but I've to check for the possibilities.
> As said, patience is a virtue. We first have to reduce the port and the
> current release back to a common code basis (as otherwise James would have
> to go thru all this porting mess again and again, which doesn't make much
> sense if I just had to modify the sources a bit in first place).
>
> Greetings,
> Thomas
>
>

# 509. Re: [ANNC] Atari++ for Win32 Beta

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-23 15:26:53 UTC
From: Slor <slor@comcast.net>
Message-ID: <b0p1ju$rn2t2$1@ID-164868.news.dfncis.de>
Source record: 23922

Yes, that's the library I was referring to in my previous post.

"Frank Rachel" <frachel@navisys.com> wrote in message
news:3e2ffd52$0$13909$4c41069e@reader0.ash.ops.us.uu.net...
> zlib
>
> http://www.gzip.org/zlib/
>
> -frank
>
> "Thomas Richter" <thor@cleopatra.math.tu-berlin.de> wrote in message
> news:b0ors1$nld$1@mamenchi.zrz.TU-Berlin.DE...
> > Hi James,
> >
> > >> Btw, do you know how to interface zip support?
> >
> > The question is whether I find a free (LGPL or BSD licenced) version of
> > a .zip uncompressor I can link against the code. Otherwise, as far as
> > Linux is concerned, I could simply call the "zip" program thru a pipe,
but
> > this is not very portable.
> >
> > >> Also it's easier to keep the various collections up to date with
> > >> online sets when zipped.
> >
> > > Patience is a virtue... I did quite a bit of cleanup on it today, and
I
> > > have one remaining issue with the keyboard that I want to correct,
then
> > > it'll be all ready for you (and the others) to try out! Also, I too
> would
> > > like to see zip file support in there. I'm sure it can be done with
the
> > > same library that everyone else uses in emulation projects, so I'll
> tackle
> > > that if Thomas does not plan to.
> >
> > It sounds like a cool option, but I've to check for the possibilities.
> > As said, patience is a virtue. We first have to reduce the port and the
> > current release back to a common code basis (as otherwise James would
have
> > to go thru all this porting mess again and again, which doesn't make
much
> > sense if I just had to modify the sources a bit in first place).

> >
> > Greetings,
> > Thomas
> >
> >
>
>

## 510. Re: [ANNC] Atari++ for Win32 Beta

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-23 15:51:36 UTC
From: Slor <slor@comcast.net>
Message-ID: <b0p329$s2pg7$1@ID-164868.news.dfncis.de>
Source record: 23923

I have enough volunteers now. Thanks a lot for your interest, and I'll be contacting you guys soon!

James

## 511. Re: Source code for math-rom

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-23 18:00:05 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <F4WX9.8298$Sv3.798058@newsread1.prod.itd.earthlink.net>
Source record: 23924

Have you checked the 800 OS source listings? Most are in there except for a
couple of trig routines which are in the Basic cart.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Frank Schuster" <f-schuster@gmx.net> wrote in message
> Hi folks,
>
> does anybody know where to find the source code for the math rom library.
> What I found to date are only the jump vectors to the different routines.
>
> Would be nice if somebody could help me out.
>
> Regards
> Frank
>

# 512. Auction - V.RARE set of Atari UK I/O Mags - soon to close

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-23 20:27:10 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1043353657.73247.0@doris.uk.clara.net>
Source record: 23925

Hello All,

Just a quick reminder that my eBay auction for the set of VERY RARE Atari UK Input/Output magazines is due to expire tomorrow evening UK time. If you want to bid on this unique set of early 80's magazines, then here's the link. Be sure to click to see my other auctions too:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3001641956

Dean Garraghty

## 513. Re: midi

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-23 20:30:35 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E3050EB.56F192@students.uni-mainz.de>
Source record: 23926

```
Call Me! (No, I`m not Blondie!)
I have the polish midi-software as well as some (old) german
midi-software in my collection. just write me an E-Mail and I will
return some ATR images... -Andreas.

Inspiration Software schrieb:
>
> Hi!
>
> Where to find midi software for the atari 8bit?
> The midi files on the famous polish MidiSite seems to be gone. I need them
> badly.
> How to get midi software for atari 8bit?
>
> Inspiration Software
```

## 514. Re: Atari-Fuji-Logo for WTC...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-23 20:48:08 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E305508.DD1316F6@students.uni-mainz.de>
Source record: 23927

Well,
here at the university I have been taught some Budhism, Taoism and such.
Our professor was even able to write down some chinese, japanese and
korean "signs" . In all three writings there existed a symbol very
similar to the Atari Fuji logo. Alas, I forgot its meaning (it had
something to do with religion, I think and Atari is a religion of its
own, isn`t it ?!?)... -Andreas.

William Kendrick schrieb:
>
> Anders Skelander <ansk@hotmail.com> wrote:
> >
> > I am not sure about New York though. Did the Fuji logo exist
> > before Atari Inc and does it represent something
> > historically?
>
> It's mean to look like a real character (e.g., a Japanese glyph), but
> if I recall correctly, it's just something they made up. ;)
>
> -bill!

## 515. Re: Atari-Fuji-Logo for WTC...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-23 20:53:31 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E30564B.EEABD59C@students.uni-mainz.de>
Source record: 23928

Yep,
Atari has something to do with Go. But the well known Fuji-logo existed
long before Atari. At least there was (is?) a chinese/japanese/korean
sign that is very similar to the fuji logo. and this sign or symbol
already existed hundreds of years before christ! Study budhism to learn
more about this symbol, that looks like the fuji-logo... -Andreas.

richard cortese schrieb:
>
> "William Kendrick" <bill@newbreedsoftware.com> wrote in message
> news:22wW9.61450$Ik.2300285@typhoon.sonic.net...
> > Anders Skelander <ansk@hotmail.com> wrote:
> > >
> > > I am not sure about New York though. Did the Fuji logo exist
> > > before Atari Inc and does it represent something
> > > historically?
> >
> > It's mean to look like a real character (e.g., a Japanese glyph), but
> > if I recall correctly, it's just something they made up. ;)
>
> I thought it was a bit more tied to Japanese culture.
>
> All this diffused through the lens of many a brew and years, so probably not
> even nominally accurate at this stage.
>
> I was just old enough to catch the end of it. Back in the early 70s there
> was a sub culture of "Go" players that used to hang out in the Bay Area.
> There was the normal IBM suit and tie set of course, but there was a
> significant number of what can only be described as Bohemian Suits.
>
> For instance, once I was tossing a few back at "The Alley" in Palo Alto
> before it became a fern bar and was introduced to a middle aged "Bohemian
> Suit" computer programmer. After he left it was explained to me that he
> would get a job and start entering data into a horse betting program he had
> developed. He would then have handicaps and best bet outcomes for all the
> currently running horses and quit his job to "bet the ponies." After another
> 6 months of traveling around to different race tracks his data would be out
> of date and he would have to get another job.
>
> If you saw the movie "A Beautiful Mind" it was probably accurate for the
> time showing Nash playing Go.
>
> Anyway, Bushnell was part of that subculture and Atari was a term used in
> the game Go. Not equivalent to but something like saying "Check" in chess.

## 516. Re: Atari-Fuji-Logo for WTC...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-23 20:56:48 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E305710.DB9EC33B@students.uni-mainz.de>
Source record: 23929

Well,
it is called Atari Fuji, because Atari used that symbol, and fuji,
because today (in japanese writings) it represents the mountain
fujiyama/fujiama. However in ancient times (before christ) this symbol
had a different meaning... -Andreas.

richard cortese schrieb:
>
> "William Kendrick" <bill@newbreedsoftware.com> wrote in message
> news:2MFW9.61491$Ik.2308070@typhoon.sonic.net...
> > richard cortese <ricortes@earthlink.net> wrote:
> > >
> > > I was just old enough to catch the end of it. Back in the early 70s
> there
> > > was a sub culture of "Go" players that used to hang out in the Bay Area.
> >
> > Well, yes, the name 'Atari' was from the game 'Go,' of course.
> > (Their first pick for a name was Syzygy [*], but it was already taken.)
> >
> > The logo, however, they apparently just 'made up.' :^)
>
> Then why call it an Atari Fugi?

## 517. Re: midi

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-23 21:00:14 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E3057DE.737B667B@students.uni-mainz.de>
Source record: 23930

Yehehess !!
Anyone may just E-Mail me to get them... -Andreas.

Mathy van Nisselroy schrieb:
>
> Howdy Marius, folks
>
> Didn't Andreas Magenheimer download all those files and sent them to the
> ABBUC PD dude?
> Maybe he still has all the files (Andreas that is)
>
> CU Mathy van Nisselroy

# 518. Re: Drive Parameters for MyDos

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-23 21:03:23 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E30589B.4E122DC9@students.uni-mainz.de>
Source record: 23931

Hmmm,
maybe with the use of a batchfile ?!? Ifso, then use the MyDOS batchfile
enhancement by Thorsten Karwoth (it can be found with manual on Mathy
van Nisselroy`s homepage). now Mathy, give him your URL... -Andreas.

LarryWhite schrieb:
>
> Whenever I boot up the CSS Ultra Speed Plus OS, I must do the following:
> 1) Format the D4 ramdisk to single or DD.
> 2) Run the USP utility that changes the ramdisk to D9:
> 3) Configure D4 to be an 80-track, DS, DD drive using the "O" option.
>
> Is anyone aware of any utilities that can automate part/all of this process?
> The D4 -> D9 utility cannot be run until the ramdisk is formatted. (D9 can't
> be correctly formatted.)
>
> Running a binary file to update D4 would be a big help. I'm guessing that has
> been done somewhere along the way... I certainly can do it, but don't want to
> spend the time if it's already been done.
>
> Thanks,
> Larry

## 519. Re: Atari-Fuji-Logo for WTC...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-23 21:08:58 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E3059EA.B0F15F3F@students.uni-mainz.de>
Source record: 23932

Well,
then go back approx. 3 milleniums and you should find a chinese or
japanese symbol, thats very similar to the fuji-logo... -Andreas.

William Kendrick schrieb:
>
> Hidehiko Ogata <hog@aqu.bekkoame.ne.jp> wrote:
> > William Kendrick wrote:
> >
> >> > I am not sure about New York though. Did the Fuji logo exist
> >> > before Atari Inc and does it represent something
> >> > historically?
> >>
> >> It's mean to look like a real character (e.g., a Japanese glyph), but
> >> if I recall correctly, it's just something they made up. ;)
> >
> > Mmm, I thought it was "obvious" symbolization of the famous Mt. Fuji?
> > ("obvious" to me, obviously ;)
>
> Well yeah, but there's no Japanese symbol you'll find that looks like the
> Atari logo. ;)
>
> -bill!

# 520. Re: [ANNC] Atari++ for Win32 Beta

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-24 00:07:35 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <cbv03voafgi584j11gucvi7u5guethqvd7@4ax.com>
Source record: 23933

On 23 Jan 2003 13:48:49 GMT, Thomas Richter
<thor@cleopatra.math.tu-berlin.de> wrote:

Re Zip support

>It sounds like a cool option, but I've to check for the possibilities.
>As said, patience is a virtue. We first have to reduce the port and the
>current release back to a common code basis (as otherwise James would have
>to go thru all this porting mess again and again, which doesn't make much
>sense if I just had to modify the sources a bit in first place).
>
>Greetings,
> Thomas
>
Thomas, as you guessed from my initial contact re the idea of a
Windows port and the fantastic work so far I am totally pro the
emulator.

Be it 10days or 3yrs I don't mind :-)

Excuse the exhilaration of seeing the emulator becoming more
widespread, I'm just used to adding idea's to emulators like
Atari800win Plus etc as a beta person but obviously I know that things
don't just magic on themselves :-)

Emulation first, frills later :-)
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

# 521. Re: CDs sent out so far, Holme's Web Site

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-24 00:13:49 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <52113v0ag16e50mpm77v3iov1hssg35ht8@4ax.com>
Source record: 23934

On Wed, 22 Jan 2003 19:12:29 -0800, "RoyE" <r-dean@charter.net> wrote:

>Steve,
>I got mine yesterday also. Thanks to you and Holmes, I now have some great
>stuff that I have been wanting for 20 years.
>RoyE

Lol...

I wish we could track down the many others that are on the missing
list. The CD's are a treasure trove tho with so many great 'oh I
remember that game' moments..
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

# 522. Re: Using CX-40 joystick in Atari800WinPlus?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-24 00:15:26 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <qa113v4fcg621ihutao975v0r0luub979q@4ax.com>
Source record: 23935

On 23 Jan 2003 07:45:15 GMT, huggymike@aol.com (HuggyMike) wrote:

>I downloaded an emulator called "Atari800WinPlus v3.1", an Atari XL/XE emulator
>for PC.
>
>Is it possible to connect a classic Atari joystick, known as CX-40, to a PC's
>serial or USB port? Need special adapter?
>
>How can I find that info?
>
>If CX-40 joystick is not possible in this emulator, which other Atari 8-bit
>emulator will let me use the CX-40 joystick?
>
>I was surprised to see a friend of mine had his Playstation joypad connecting
>to his PC running Stella (popular 2600 emu) or Genesis emulator, I forgot which
>one.
>
>Mike

It depends if the connected joystick can be read via DirectX.

If yes then there's no reason why not but if no then it won't be
picked up.
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

## 523. Re: The complete listing of games for Atari 8-bit computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-24 01:33:20 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <0l513vkac1r6unac75dd3rs0mrm3hikuc9@4ax.com>
Source record: 23936

On Thu, 23 Jan 2003 16:55:34 -0500, Mike Stepansky
<design3d@2-scale.com> wrote:

Mike

Please post in text format, I went to the link in HTML expecting to
find a list as per the 'statement' in the subject.

What I found was a *request* for a list which is different to what the
subject suggests.

Outlook or whatever you used posts in HTML which is not newsreader
friendly.

Cheers
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

## 524. Re: Source code for math-rom

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-24 01:55:43 UTC
From: Glenn <glenn.bruner@verizon.net>
Message-ID: <z21Y9.1942$IN1.487@nwrddc02.gnilink.net>
Source record: 23937

Here's something even better, The Atari Basic Source Book.

Compiled by Bill Wilkinson
Optimized Systems Software,Inc.

With the assistance of
Kathleen O'Brien and Paul Laughton

You can download an HTML version of the book. Look in the
source listings for memory location $D800. The entire commented
source for the math routines is located between that address and
$DFFF. And this is from the people who developed it! Can't get
any better than that.

This link has a download link for it:
http://www.ping.be/kim-1__6502/

This next link lets you view it on-line:
http://www.ping.be/kim-1__6502/6502/absb.html

Glenn

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:F4WX9.8298$Sv3.798058@newsread1.prod.itd.earthlink.net...
> Have you checked the 800 OS source listings? Most are in there except for
a
> couple of trig routines which are in the Basic cart.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "Frank Schuster" <f-schuster@gmx.net> wrote in message
> > Hi folks,
> >
> > does anybody know where to find the source code for the math rom
library.
> > What I found to date are only the jump vectors to the different
routines.
> >
> > Would be nice if somebody could help me out.
> >
> > Regards
> > Frank

> >
>
>

## 525. Re: Warp OS Question

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-24 01:59:48 UTC
From: Glenn <glenn.bruner@verizon.net>
Message-ID: <o61Y9.1958$IN1.1282@nwrddc02.gnilink.net>
Source record: 23938

Did you mess with the POT color adjust inside the machine?

Might have to readjust it to get the right screen background.

Unless the WARP OS has it's own unique screen color...

If you adjust it, make sure your running a program or something
that you know for a fact what the screen colors should look like
(e.g. Atari DOS 2.0 or Basic with their standard blue background
and white text).

Glenn

"DunxUK" <dunxuk@aol.com> wrote in message
news:20030122144659.18280.00000089@mb-mc.aol.com...
> Just installed the Warp OS and everything started up right first time.
However
> the Warp screen appears dark green, not dark blue as suggested in the
> instructions. Is this right..?
>
> TIA, Dunx

## 526. Re: spartados 3.2g + 3.3a patch...how do i do it?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-24 03:35:54 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <uw2Y9.2279$IN1.1853@nwrddc02.gnilink.net>
Source record: 23939

That should be the DOS file. Use the 3.2g utilities with it. Command:
Boot x33a.dos

"SoftNGui" <softngui@earthlink.net> wrote in message
news:0LBX9.6491$Sv3.643021@newsread1.prod.itd.earthlink.net...
> Hi
>
> I have spartados 3.2g which of course doesn't run with pc xformer without
> the 3.3a patch. I found the patch on the internet and found it only
> includes the file x33a.dos. How do I patch spartados with just this 1
file?
> Or is there a complete image that is already patched somewhere? Any help
> appreciated.
>
> :-)
>
>
>
>

# 527. Re: CDs sent out so far, Holme's Web Site

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-24 04:44:58 UTC
From: rtdos <rtdos@hotmail.com>
Message-ID: <ex3Y9.15139$eM6.24346@rwcrnsc51.ops.asp.att.net>
Source record: 23940

Thanks Steve.

"Steve S" <j70141@hotmail.com> wrote in message
news:3e2eee2f$1_3@news.teranews.com...
> This is just an update on the sending out of the CDs. Some of you may
have
> even gotten them by now. The following is a list of people that have I
have
> sent them out to so far, if you do not see your name here, I have not
> received a payment and thus nothing was sent out.
>
> For privacy, I have included only the first letter of the first name, the
> last letter of the last name, and the last number of the 5 digit zipcode.
>
> So, if you are Steve Sterner (that is not my last name, so don't get
> excited) with a zipcode of 89170, you would be listed as "SR0".
>
> DS - International
> MN - International
> KG7
> BR6
> RN6
> RI1
> CN1
> KN9
> JR3
> RN5
> FL6
> BY0
> PA9
> ME4
> TP5
> JS5
> JN1
> JD1
> CE8
> DN5
> BK8
> WK5
> DS4
> DL4
>
>
> The last five listed will be going out today, postage is already fixed and

> package is ready for sending. That is the end of the first batch that I
> made. Anyone sending payment after this may have to wait a little longer
> than the rest, as I would need to make more CDs and experience has taught
me
> that takes some time. If you sent payment some time ago and your name is
> not shown here, please send me an email and I will look into it.
>
> This list has been double-checked with ebay and paypal and the snail-mail
I
> have received. Some people are still sending in payments and although
they
> may have gotten a hold of me, payment has not been received if your name
is
> not here.
>
> Ebay bidders, if you are waiting for feedback, I am basically waiting till
> the whole thing is over so I can do everyone at the same time. Please be
> patient. Your feedback is appreciated.
>
>

## 528. Re: Warp OS Question

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-24 08:44:50 UTC
From: dunxuk@aol.com
Message-ID: <20030124034450.15915.00000374@mb-mo.aol.com>
Source record: 23941

Thanks, it definitely isn't the colour pot. I've been emailing Steven and it is possible that this is due to it running on a PAL system rather than an NTSC one.

Now I just need to know why Bounty Bob Strikes Back refuses to run regardless of the rom selected.

# 529. Re: [ANNC] Atari++ for Win32 Beta

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-24 08:55:35 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b0qv27$87h$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 23942

Hi Paul,

> Thomas, as you guessed from my initial contact re the idea of a
> Windows port and the fantastic work so far I am totally pro the
> emulator.

> Be it 10days or 3yrs I don't mind :-)

> Excuse the exhilaration of seeing the emulator becoming more
> widespread, I'm just used to adding idea's to emulators like
> Atari800win Plus etc as a beta person but obviously I know that things
> don't just magic on themselves :-)

> Emulation first, frills later :-)

Thanks for the hint concerning the zlib! I checked the licencing
conditions and found it compatible with the emulator licence. Hence, it is
likely that the next release will have .zip and .gz archive support. I'd
to clean up the disk emulation support a bit as it currently doesn't think
too much in abstract classes.

Concernig disk support: Any pointer where I could find a format description
of the DCM (sp?) archive format? It seems to be rather popular for the
Atari, and I'd like to support it.

Greetings,
Thomas

# 530. ADV: Bravo Sierra: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-24 09:17:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0301240113440.414-100000@shell1.aracnet.com>
Source record: 23944
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auctions Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. I can afford to sell for less because I keep overhead down, I avoid going into debt and I avoid making promises I can't keep! This includes not offering services that I cant follow up with! So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New/ Good Home! So I'm involved in saving Orphaned Atari's from Atari Heaven! Act Now,or I can't save you any Money! Goto http://BensCatalogs.Atari.org Or goto my Domain at http://BenSells.Atari.org or Call Ben@(503)256-9974! http://www.aracnet.com/~atari/numbers.htm Calling Hours and Info:

http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/auctions.htm Why I hate!
http://www.aracnet.com/~atari/bspolicy.htm Affects you too!
http://www.aracnet.com/~atari/caveat.htm Buyer Beware!
http://www.aracnet.com/~atari/emulator.htm Atari Emulators.
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.
http://www.aracnet.com/~atari/testing.htm My Test Standards!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/windoze.htm Certainly not GEM!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

## 531. UltraSpeed Plus OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-24 09:43:36 UTC
From: Boyd <BoydStaley@attbi.com>
Message-ID: <cV7Y9.16287$VU6.17611@rwcrnsc52.ops.asp.att.net>
Source record: 23943

I have an 800XL that I now believe has the Ultraspeed Plus OS Installed in it. I have figured out how to use some options but I have not been able to find much documentation for this OS. Does anyone know where I might be able to find this information?

Thanks,

Boyd

## 532. MyDOS 4.53/4 on my site

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-24 11:03:56 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b0r6j1$t02$1@nets3.rz.RWTH-Aachen.DE>
Source record: 23945

Howdy folks

MyDOs 4.53/4 is now available from my site. (I made a small error before,
but that's been fixed. Thanks to Michael Current for the hint.)

CU Mathy van Nisselroy

--
---
My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

## 533. Re: Drive Parameters for MyDos

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-24 11:09:03 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b0r6sj$1h$1@nets3.rz.RWTH-Aachen.DE>
Source record: 23946

Howdy Andreas, folks

> maybe with the use of a batchfile ?!? Ifso, then use the MyDOS batchfile
> enhancement by Thorsten Karwoth (it can be found with manual on Mathy
> van Nisselroy`s homepage). now Mathy, give him your URL... -Andreas.

OK, OK. here it is:
http://www-users.rwth-aachen.de/mathy.van_nisselroy
Go to the MyDOS page. It's about half way down the page, just above the
other versions of MyDOS.

CU Mathy van Nisselroy

## 534. Re: 220/110V

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-24 11:47:32 UTC
From: Nigel Turton <npt@dickinsondoncaster.fsworld.co.uk>
Message-ID: <b0r8un$hs3$1@newsg2.svr.pol.co.uk>
Source record: 23797

Best Idea just get a 240/110 step down transformer, ensure 110 1 side leg is earthed, a 500W should be ab be able to run almost everyting u have. Take the output from there to 110v terminal block and plug ure American stuff in as usual. When go back home sell the 500W transformer. You should be able to get a step down transformer from electrical distributors however it will be 240/50-0-50 disconect centre earth tapping and reconnect to 1 side of the 50v

Ta da !!!!!!!!!!

"Luis Baeza" <lbaeza@usa.net> wrote in message
news:c860ca33.0301061437.7b6bfd17@posting.google.com...
> Supose you live in North America and you own some Atari hardware:
> a nice 800XL, two 1050 disk drives, one 1010 program recorder,
> and a 1027 printer.
> Supose you got a new job in Europe, and you must live a whole year
> in there. You take your Atari stuff with you, to entertain yourself and
> make that raw long winter a little bit more warm.
> Besides the NTSC/PAL problem you may find, there's another problem.
> You'll guess all your Atari PSUs were made to be used with 110V AC and
> not with 220V AC!
>
> So... what do you do? You buy a 220/110V adapter (transformer)
> to use that original Atari PSUs and don't throw'em to the garbage.
>
> My question is: what specifications should have this 220/110V adapter,
> so you don't blow away all your precious Atari hardware?
>
> Output: Volts? Amps? Watts?
>
> Note: all the Atari PSUs (computer, drives, recorder, printer)
> would be connected to the 220/110V transformer at the same time.

## 535. Re: Drive Parameters for MyDos

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-24 13:01:34 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030124080134.18224.00000145@mb-ft.aol.com>
Source record: 23798

Thanks Mathy and Andreas!
I'll try Lee's RD and Thorsten's Batch File enhancement today, and let you know
how it comes out.
Larry

# 536. Re: [ANNC] Atari++ for Win32 Beta

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-24 13:22:22 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <1bf23vo2tggg0420q9rr59u9533qj1rai1@4ax.com>
Source record: 23799

On 24 Jan 2003 08:55:35 GMT, Thomas Richter
<thor@cleopatra.math.tu-berlin.de> wrote:

>Hi Paul,

>Thanks for the hint concerning the zlib! I checked the licencing
>conditions and found it compatible with the emulator licence. Hence, it is
>likely that the next release will have .zip and .gz archive support. I'd
>to clean up the disk emulation support a bit as it currently doesn't think
>too much in abstract classes.
>
Thank Frank for the hint, he beat me to it :-)

Great to hear that zip will make it in at some point, makes life a lot
easier :-)

>Concernig disk support: Any pointer where I could find a format description
>of the DCM (sp?) archive format? It seems to be rather popular for the
>Atari, and I'd like to support it.
>
Pass....

I've had a look but can't find anything technical in all honesty BUT
I'm sure the guys in here will have an excellent understanding of it
and will pass on the info.
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

## 537. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-24 13:56:23 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1043416515@rtfm.mit.edu>
Source record: 23800
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: January 18, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)
--

- David Alex Lamb, one of the *.answers moderators
news-answers-request@mit.edu

# 538. Re: [ANNC] Atari++ for Win32 Beta

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-24 14:34:55 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <3nj23vsakt098v6q7d5kk4hfbp9j21mlsa@4ax.com>
Source record: 23801

On Fri, 24 Jan 2003 13:22:22 +0000, Paul Irvine
<mclane.dellosYOURFINGER@btinternet.com> wrote:

>On 24 Jan 2003 08:55:35 GMT, Thomas Richter
><thor@cleopatra.math.tu-berlin.de> wrote:

>>Concernig disk support: Any pointer where I could find a format description
>>of the DCM (sp?) archive format? It seems to be rather popular for the
>>Atari, and I'd like to support it.
>>
>Pass....
>
>I've had a look but can't find anything technical in all honesty BUT
>I'm sure the guys in here will have an excellent understanding of it
>and will pass on the info.

Ah, just found this re DCM

http://tinyurl.com/4ueu
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

## 539. Re: UltraSpeed Plus OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-24 16:28:17 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e3169ad$0$49107$e4fe514c@news.xs4all.nl>
Source record: 23802

The Ultra Speed Plus OS

The Operating System that should be in every XL/XE computer! The Ultra Speed Plus puts unbelievable speed and convenience at your fingertips. After using it a while, you'll be spoiled! Charles Cherry in the April '89 ANTIC magazine reviewed, "Quite simply, if you don't have Ultra Speed Plus, you're using a crippled Atari."

Use any DOS to place Ultra Speed formats on your disks (with XF551 or modified 1050 drives). Now you can read and write at this speed with most programs. This high-speed mode can be turned off for maximum compatibility. Built-in RAMdisk handlers recognize any size (up to 2MB) XE-type memory upgrade. This RAM drive may be treated like a regular disk drive, capable of single or double density operation. Since the handlers are in ROM, most all programs (including sector copiers) see it. This opens up a whole new realm, as you can sector copy a disk into RAM, edit it, and even boot from it. A mini sector copier is built in for easy use.

A configuration menu is built in. This may be used to re-map disk drives to respond to different drive numbers and change the drive number of the RAMdisk.

The memory test routines have been rewritten and test all of the available memory. If a problem is found, the offending bit is displayed. The diagnostic ROM bit on the PIA is not needed so all bits are available for memory upgrade use.

Several key functions have been added: A cold start key (to allow rebooting from any lockup without losing the contents of your RAMdisk), disk I/O sound toggle, screen DMA disable (turn off the screen to increse processing time of slow programs!), internal BASIC toggle, keyboard lock, and screen color toggle. The OPTION key is reversed when booting, so you don't need to hold it to run machine language programs.

The Ultra Speed Plus module actually contains three operating systems: the Ultra Speed Plus OS, the standard XL/XE OS, and the XL Fix Plus OS. The XL Fix Plus is a 400/800 OS translator in ROM, so you won't have to boot a translator disk again! It has two modes of operation for maximum compatibility.

Four simple solder connections are required for installation if your machine has a socketed OS ROM. If the OS is not socketed, installation should be done by someone proficient in desoldering. As always, we provide free installation if you send us your computer. The Ultra Speed Plus OS is only $69.95 plus $5 shipping/handling.

"Boyd" <BoydStaley@attbi.com> wrote in message
news:cV7Y9.16287$VU6.17611@rwcrnsc52.ops.asp.att.net...
> I have an 800XL that I now believe has the Ultraspeed Plus OS Installed
> in it. I have figured out how to use some options but I have not been
> able to find much documentation for this OS. Does anyone know where I
> might be able to find this information?
>
> Thanks,
>
> Boyd
>

## 540. Re: UltraSpeed Plus OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-24 16:28:33 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e3169bd$0$49098$e4fe514c@news.xs4all.nl>
Source record: 23803

http://nleaudio.com/css/products.htm

## 541. 400/800/1200 software for sale, all sealed and others..

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-24 18:28:35 UTC
From: mrmego@aol.com
Message-ID: <20030124132835.03360.00000154@mb-cr.aol.com>
Source record: 23804

Hi. I have some sealed Atari software. Best offer takes it. Willing to consider trades for classic video games, Apple II software or CEDs. Thanks for your time.

Chicken by Synapse, on floppy
Tutti Frutti by Adventure International, maybe floppy or cassette, probaly both
Us & World Geography by AEI, on floppy
An Invitation to Programming 3: sound & graphics, by Atari,2 cassettes
Home Filing Manager by Atari, on cassette
Touch Typing by Atari, on 2 cassettes
Sargon 3 by Hayden Software(also c64 compatible), on floppy/floppies

River Rescue by Thron EMI, on cart for VIC-20, unsealed but complete
Robotron:2084 by Atarisoft, on cart for VIC-20
TI Invaders by Texas Instruments for TI-99, on cart, unsealed but complete
Robbeary by Anco, on floppy for Amiga

Hope to be trading with you soon. Email to MrMego@aol.com

Mark

## 542. Re: 400/800/1200 software for sale, all sealed and others..

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-24 19:11:37 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <2u333vsotbfqsu4ogjn2g2ffrovsohfq0s@4ax.com>
Source record: 23805

On 24 Jan 2003 18:28:35 GMT, mrmego@aol.com (Mr Mego) wrote:

>Hi. I have some sealed Atari software. Best offer takes it. Willing to consider
>trades for classic video games, Apple II software or CEDs. Thanks for your
>time.

Might help if you state where you are :-)
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

## 543. Re: Drive Parameters for MyDos

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-24 21:07:49 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <FWhY9.1191$U27.109536@newsread2.prod.itd.earthlink.net>
Source record: 23806

Larry, did you ever determine why your initialization of D9: ramdisk is not reliable? Are you using MyDos 4.53 which reportedly has the Axlon bug repaired and a version of RamBoot up near 6?

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"LarryWhite" <llppwhite@aol.comnsp> wrote in message
> Thanks Mathy and Andreas!
> I'll try Lee's RD and Thorsten's Batch File enhancement today, and let you know
> how it comes out.
> Larry
>

## 544. Re: spartados 3.2g + 3.3a patch...how do i do it?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-24 21:30:38 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <2giY9.1221$U27.112119@newsread2.prod.itd.earthlink.net>
Source record: 23807

Normally one would use the BOOT X33A.DOS command with your system using some other compatible version of X3nx.DOS which you cannot do since XFormer will not boot with them...

Does the BOOT command place the actual Dos sector locations in the boot record? Or does it just note the file name?

You might hope for the latter and rename x33a.dos to x32g.dos on your boot diskette. Another possibility is to copy x33a.dos to the name x32g.dos such that it overwrites into the same sectors.

Failing that, study up on Sparta structure and use a sector editor to configure the boot record to what is required.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"SoftNGui" <softngui@earthlink.net> wrote in message
> Hi
>
> I have spartados 3.2g which of course doesn't run with pc xformer without
> the 3.3a patch. I found the patch on the internet and found it only
> includes the file x33a.dos. How do I patch spartados with just this 1
file?
> Or is there a complete image that is already patched somewhere? Any help
> appreciated.
>
> :-)

## 545. FS: Atari 800XL System and SW

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-24 21:32:23 UTC
From: crossnet <crossnet@ix.netcom.com>
Message-ID: <3E31B0E7.1020604@ix.netcom.com>
Source record: 23808

Atari 800XL system, with disk drive, printer, monitor, cartridges, SW
and manuals.

Hardware:
---
1 800XL Computer & Power supply
1 1050 Disk Drive & Power Supply
1 1025 Printer
1 Amdek Color-I Monitor
1 VolksModem
1 KoalaPad
Misc. Cables, Parts and Manuals

Cartridges
---
1 Defender Atari CXL4025
1 Galaxian Atari CXL4024
1 Joust Atari RX8044
1 Centipede Atari CXL4027
1 River Raid Activision
1 Missile Command Atari CXL4012
1 Miner 2049er Big Five Software
2 Facemaker Spinnaker Software

Software
---
Atari Disk Operating System 3 Atari DX5052 (Master Diskette 3)
Kinder Comp Spinnaker Software
Rhymes & Riddles Spinnaker Software
B/Graph Batteries Included
Color Print Datasoft
Bond Analysis Atari CX8106
MegaFont XLEnt Software
Home Filing Manager Atari CX8129
Track Attack Broderbund
WordRace Don't Ask Computer Software
Picnic Paranoia Synapse Software
Micro Illustrator Koala Technologies Corporation
Astrology Atari Program Exchange APX-20078
Success With Math CBS Software(3 disks)
Addition & Subtraction
Multiplication & Division
Linear Equations

The computer, disk drive and printer are in excellent condition and are all working. The cartridges and programs have not been used for some time, but appear to be OK. The other accessories have not been checked, but I believe they are also OK. Most items are complete with their instructions or manuals.

Asking $225.00 plus shipping for the complete system. I prefer to sell everything together, but will consider reasonable offers for individual items. The system is located in Northern Virginia area (outside Washington DC).

e-mail: crossnet@ix.netcom.com

## 546. Re: 400/800/1200 software for sale, all sealed and others..

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-24 21:35:16 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <cac33v4fa3v7p835rq8ncdhoa1vd9ju9dr@4ax.com>
Source record: 23810

On 24 Jan 2003 21:36:50 GMT, mrmego@aol.com (Mr Mego) wrote:

>>Hi. I have some sealed Atari software. Best offer takes it. Willing to
>>consider
>>>trades for classic video games, Apple II software or CEDs. Thanks for your
>>>time.
>
>>Might help if you state where you are :-)
>>--
>>
>>Paul...
>
>I am in Queens, NY. Sorry bout that.
>
>Mark

No probs...Just makes it easier for buyers :-)
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

## 547. Re: 400/800/1200 software for sale, all sealed and others..

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-24 21:36:50 UTC
From: mrmego@aol.com
Message-ID: <20030124163650.03252.00000209@mb-cr.aol.com>
Source record: 23809

>Hi. I have some sealed Atari software. Best offer takes it. Willing to
>consider
>>trades for classic video games, Apple II software or CEDs. Thanks for your
>>time.

>Might help if you state where you are :-)
>--
>
>Paul...

I am in Queens, NY. Sorry bout that.

Mark

## 548. Re: Source code for math-rom

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-24 21:50:37 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <NyiY9.1253$U27.114034@newsread2.prod.itd.earthlink.net>
Source record: 23811

Good tip, Glenn; I never noticed that source was there... certainly did not
expect to find OS source in the cart info. Am going to look it over.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Glenn" <glenn.bruner@verizon.net> wrote in message
> Here's something even better, The Atari Basic Source Book.
>
> Compiled by Bill Wilkinson
> Optimized Systems Software,Inc.
>
> With the assistance of
> Kathleen O'Brien and Paul Laughton
>
> You can download an HTML version of the book. Look in the
> source listings for memory location $D800. The entire commented
> source for the math routines is located between that address and
> $DFFF. And this is from the people who developed it! Can't get
> any better than that.
>
> This link has a download link for it:
> http://www.ping.be/kim-1__6502/
>
> This next link lets you view it on-line:
> http://www.ping.be/kim-1__6502/6502/absb.html
>
> Glenn
>

## 549. Re: Atari 800XL System and SW

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-24 21:57:27 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e31b6d6$0$49103$e4fe514c@news.xs4all.nl>
Source record: 23812

You ask $225.00 ??? Is this computer made from pure gold?

"crossnet" <crossnet@ix.netcom.com> wrote in message
news:3E31B0E7.1020604@ix.netcom.com...
> Atari 800XL system, with disk drive, printer, monitor, cartridges, SW
> and manuals.
>
>
> Hardware:
> ----------------------------
> 1 800XL Computer & Power supply
> 1 1050 Disk Drive & Power Supply
> 1 1025 Printer
> 1 Amdek Color-I Monitor
> 1 VolksModem
> 1 KoalaPad
> Misc. Cables, Parts and Manuals
>
>
> Cartridges
> ---------------
> 1 Defender Atari CXL4025
> 1 Galaxian Atari CXL4024
> 1 Joust Atari RX8044
> 1 Centipede Atari CXL4027
> 1 River Raid Activision
> 1 Missile Command Atari CXL4012
> 1 Miner 2049er Big Five Software
> 2 Facemaker Spinnaker Software
>
>
> Software
> ------------
> Atari Disk Operating System 3 Atari DX5052 (Master Diskette 3)
> Kinder Comp Spinnaker Software
> Rhymes & Riddles Spinnaker Software
> B/Graph Batteries Included
> Color Print Datasoft
> Bond Analysis Atari CX8106
> MegaFont XLEnt Software
> Home Filing Manager Atari CX8129
> Track Attack Broderbund
> WordRace Don't Ask Computer Software
> Picnic Paranoia Synapse Software

> Micro Illustrator Koala Technologies Corporation
> Astrology Atari Program Exchange APX-20078
> Success With Math CBS Software(3 disks)
> Addition & Subtraction
> Multiplication & Division
> Linear Equations
>
> The computer, disk drive and printer are in excellent condition and are
> all working. The cartridges and programs have not been used for some
> time, but appear to be OK. The other accessories have not been checked,
> but I believe they are also OK. Most items are complete with their
> instructions or manuals.
>
> Asking $225.00 plus shipping for the complete system. I prefer to sell
> everything together, but will consider reasonable offers for individual
> items. The system is located in Northern Virginia area (outside
> Washington DC).
>
> e-mail: crossnet@ix.netcom.com
>

## 550. Re: Atari 800XL System and SW

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-24 22:24:26 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <8ZiY9.4842$zt5.2667@news.bellsouth.net>
Source record: 23813

I recently paid $100 for a mint Atari 800, never used still in box.

"TXG" <txg01@xs4all.nl> wrote in message
news:3e31b6d6$0$49103$e4fe514c@news.xs4all.nl...
> You ask $225.00 ??? Is this computer made from pure gold?
>
>
> "crossnet" <crossnet@ix.netcom.com> wrote in message
> news:3E31B0E7.1020604@ix.netcom.com...
> > Atari 800XL system, with disk drive, printer, monitor, cartridges, SW
> > and manuals.
> >
> >
> > Hardware:
> > ----------------------------
> > 1 800XL Computer & Power supply
> > 1 1050 Disk Drive & Power Supply
> > 1 1025 Printer
> > 1 Amdek Color-I Monitor
> > 1 VolksModem
> > 1 KoalaPad
> > Misc. Cables, Parts and Manuals
> >
> >
> > Cartridges
> > ---------------
> > 1 Defender Atari CXL4025
> > 1 Galaxian Atari CXL4024
> > 1 Joust Atari RX8044
> > 1 Centipede Atari CXL4027
> > 1 River Raid Activision
> > 1 Missile Command Atari CXL4012
> > 1 Miner 2049er Big Five Software
> > 2 Facemaker Spinnaker Software
> >
> >
> > Software
> > ------------
> > Atari Disk Operating System 3 Atari DX5052 (Master Diskette 3)
> > Kinder Comp Spinnaker Software
> > Rhymes & Riddles Spinnaker Software
> > B/Graph Batteries Included
> > Color Print Datasoft
> > Bond Analysis Atari CX8106

> > MegaFont XLEnt Software
> > Home Filing Manager Atari CX8129
> > Track Attack Broderbund
> > WordRace Don't Ask Computer Software
> > Picnic Paranoia Synapse Software
> > Micro Illustrator Koala Technologies Corporation
> > Astrology Atari Program Exchange APX-20078
> > Success With Math CBS Software(3 disks)
> > Addition & Subtraction
> > Multiplication & Division
> > Linear Equations
> >
> > The computer, disk drive and printer are in excellent condition and are
> > all working. The cartridges and programs have not been used for some
> > time, but appear to be OK. The other accessories have not been checked,
> > but I believe they are also OK. Most items are complete with their
> > instructions or manuals.
> >
> > Asking $225.00 plus shipping for the complete system. I prefer to sell
> > everything together, but will consider reasonable offers for individual
> > items. The system is located in Northern Virginia area (outside
> > Washington DC).
> >
> > e-mail: crossnet@ix.netcom.com
> >
>
>

## 551. Re: Atari 800XL System and SW

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-24 22:52:09 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <0rg33v4727i875tip2r743uu92f46p6sur@4ax.com>
Source record: 23814

On Fri, 24 Jan 2003 17:24:26 -0500, "Son of man"
<bcozier@bellsouth.net> wrote:

>I recently paid $100 for a mint Atari 800, never used still in box.
>
Oh, I'd love another 800...

Lost all my hardware a while back, keep eyeing up bits..

No room at the inn tho ;-)
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

## 552. Super Pac Man prototype question

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-25 02:34:29 UTC
From: satcom2@attbi.com
Message-ID: <82a18ff2.0301241834.2cb7183b@posting.google.com>
Source record: 23815

I think I have an actual Super Pac Man prototype for Atari 8-bit computers, but I am not 100% sure. Back in '86 or '87 I went to San Jose Computer, a popular Atari dealer at the time, and bought some games. Before I left, the owner (I think he was the owner, totally forgot his name) went into the back room and came out with a shoebox. He pulled a cartridge out and told me it was an actual cartridge he got direct from Atari. He sold it to me for $8. (I don't think the retro game collecting craze had hit too hard yet 16-17 years ago).

I shopped there at least 3 or 4 more times from the late 80's to early 90's. He never had any more that as far as I could tell, so I doubt that he made the thing himself.

Years later, in 1997, I was a bit annoyed when all the newly made copies started going around, thinking that my game was worth much less now. But it became clear after a few years of seeing various protos on Ebay, as well as talking to some people at CGE 2002, that maybe this was probably something pretty rare still.

I finally opened the case with a screwdriver to look inside last night, and sure enough, 2 EPROMS, uncovered ones even! (eek...) Right under a *really* bright bulb, as I stared for a few seconds. I was kind of paranoid that I zapped it with too much light (which I have heard can erase an Eprom), and had to rummage around looking for all my Atari 8-bit gear to hook up and test it. It tested just fine luckily, through plenty of levels.

I didn't read anything that made sense to me on the chips, but it was an Atari board. I found a picture of a prototype of Last Starfighter on the web, and the sticker label looked identical in size and shape to my Super Pac Man label, including having one label over another in exactly the same fashion.

The label on mine has the computer printed text "Super Pac Man Cartridge 01-19-84"

The game is very complete, I have played it through the years many times, to very high levels.

Anyone have an idea of how valuable this might be, or how many of the real ones exist? I am tempted to either trade it, sell it on Ebay, or perhaps keep it in the video game community and auction or trade it at CGE 2003. (I am not into protos really at all, I would be happy with a 1997 reprint of it just to play)

If anyone else out there has one of these or has seen one I would like to hear about it. I would especially like to know what text to look

for on the chips.

-SaTcom2

## 553. Re: Super Pac Man prototype question

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-25 03:11:43 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <S%mY9.14306$t51.7670@news.bellsouth.net>
Source record: 23816

I don't think anyone cares if it's an original prototype. In my own opinion,
a copy of a cart is just as good and I won't pay any more. It's not that
important to me.

"SaTcom2" <satcom2@attbi.com> wrote in message
news:82a18ff2.0301241834.2cb7183b@posting.google.com...
> I think I have an actual Super Pac Man prototype for Atari 8-bit
> computers, but I am not 100% sure. Back in '86 or '87 I went to San
> Jose Computer, a popular Atari dealer at the time, and bought some
> games. Before I left, the owner (I think he was the owner, totally
> forgot his name) went into the back room and came out with a shoebox.
> He pulled a cartridge out and told me it was an actual cartridge he
> got direct from Atari. He sold it to me for $8. (I don't think the
> retro game collecting craze had hit too hard yet 16-17 years ago).
>
> I shopped there at least 3 or 4 more times from the late 80's to early
> 90's. He never had any more that as far as I could tell, so I doubt
> that he made the thing himself.
>
> Years later, in 1997, I was a bit annoyed when all the newly made
> copies started going around, thinking that my game was worth much less
> now. But it became clear after a few years of seeing various protos on
> Ebay, as well as talking to some people at CGE 2002, that maybe this
> was probably something pretty rare still.
>
> I finally opened the case with a screwdriver to look inside last
> night, and sure enough, 2 EPROMS, uncovered ones even! (eek...) Right
> under a *really* bright bulb, as I stared for a few seconds. I was
> kind of paranoid that I zapped it with too much light (which I have
> heard can erase an Eprom), and had to rummage around looking for all
> my Atari 8-bit gear to hook up and test it. It tested just fine
> luckily, through plenty of levels.
>
> I didn't read anything that made sense to me on the chips, but it was
> an Atari board. I found a picture of a prototype of Last Starfighter
> on the web, and the sticker label looked identical in size and shape
> to my Super Pac Man label, including having one label over another in
> exactly the same fashion.
>
> The label on mine has the computer printed text "Super Pac Man
> Cartridge 01-19-84"
>
> The game is very complete, I have played it through the years many
> times, to very high levels.

>
> Anyone have an idea of how valuable this might be, or how many of the
> real ones exist? I am tempted to either trade it, sell it on Ebay, or
> perhaps keep it in the video game community and auction or trade it at
> CGE 2003. (I am not into protos really at all, I would be happy with a
> 1997 reprint of it just to play)
>
> If anyone else out there has one of these or has seen one I would like
> to hear about it. I would especially like to know what text to look
> for on the chips.
>
> -SaTcom2

## 554. Re: spartados 3.2g + 3.3a patch...how do i do it?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-25 03:22:26 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <SpnY9.1512$d66.159113@newsread1.prod.itd.earthlink.net>
Source record: 23817

ok that worked...

In my case, I had to boot my original atari 130xe (connected to pc w/ sio2pc cable) and boot the image of 32g. copy x33a.dos to the image, and run the BOOT X33A.DOS command. Then I copied that disk image to my pc running xformer and it boots fine now. I wonder how someone WITHOUT a real atari handy would do this(?) since they will not be able to boot any of the latest spartados versions to copy the x33a.dos and run the boot command(?) Oh well...

Thanks to everyone who responded!

"CBClarke" <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in message news:uw2Y9.2279$IN1.1853@nwrddc02.gnilink.net...
> That should be the DOS file. Use the 3.2g utilities with it. Command:
> Boot x33a.dos
>
> "SoftNGui" <softngui@earthlink.net> wrote in message
> news:0LBX9.6491$Sv3.643021@newsread1.prod.itd.earthlink.net...
> > Hi
> >
> > I have spartados 3.2g which of course doesn't run with pc xformer without
> > the 3.3a patch. I found the patch on the internet and found it only
> > includes the file x33a.dos. How do I patch spartados with just this 1 file?
> > Or is there a complete image that is already patched somewhere? Any help
> > appreciated.
> >
> > :-)
> >
> >
> >
> >
>
>
>

## 555. Re: Source code for math-rom

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-25 14:07:55 UTC
From: f-schuster@gmx.net
Message-ID: <add8fcf3.0301250607.732af636@posting.google.com>
Source record: 23818

Hi Glen, Ron,

Thanks for your hints.
I'll have a look at it.
I didn't expect the OS-source in the basic source.

Thanks
Frank

"Glenn" <glenn.bruner@verizon.net> wrote in message
news:<z21Y9.1942$IN1.487@nwrddc02.gnilink.net>...
> Here's something even better, The Atari Basic Source Book.
>
> Compiled by Bill Wilkinson
> Optimized Systems Software,Inc.
>
> With the assistance of
> Kathleen O'Brien and Paul Laughton
>
> You can download an HTML version of the book. Look in the
> source listings for memory location $D800. The entire commented
> source for the math routines is located between that address and
> $DFFF. And this is from the people who developed it! Can't get
> any better than that.
>
> This link has a download link for it:
> http://www.ping.be/kim-1__6502/
>
> This next link lets you view it on-line:
> http://www.ping.be/kim-1__6502/6502/absb.html
>
> Glenn
>
>
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> news:F4WX9.8298$Sv3.798058@newsread1.prod.itd.earthlink.net...
> > Have you checked the 800 OS source listings? Most are in there except for
> a
> > couple of trig routines which are in the Basic cart.
> >
> > --
> > Ron
> >
> > http://www.atariland.com/members/oldatarian

> > and mirror
> > http://www.powow.com/oldatarian
> > "Frank Schuster" <f-schuster@gmx.net> wrote in message
> > > Hi folks,
> > >
> > > does anybody know where to find the source code for the math rom
> library.
> > > What I found to date are only the jump vectors to the different
> routines.
> > >
> > > Would be nice if somebody could help me out.
> > >
> > > Regards
> > > Frank
> > >
> >
> >

## 556. Re: The complete listing of games for Atari 8-bit computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-25 16:05:13 UTC
From: stonic <scottithNOSPAM@ptd.net>
Message-ID: <ZAyY9.649$N5.476394@nnrp1.ptd.net>
Source record: 23819

Digital Press (www.digitpress.com) has the most complete list of cart games....

Mike Stepansky <design3d@2-scale.com> wrote in message news:3E3064D6.353F2A29@2-scale.com...
> Hi Everyone,
> I need a couple of your brain power in using www.google.com.
>
> Does anyone know or have the "most complete list" of games for the Atari 8-bit computers? Even "almost" complete list would be enough for my research.
>
> I want to know the game titles (ie. cartridges, disk-based) ever released in the USA (or even in UK, and maybe Germany if possible).
>
> Anyone have access to that info?
>
> Once I get that info, I will add complete from various sources and then post it up on the internet for YOU (the faithful Atarians) to review and ponder about the games in the "most complete listing for the Atari 8-bit".
>
> Mike
>
> --
> 2Scale - 3D Design Lab
> 1049 S. McCord Road
> Holland, Ohio 43528
> 419-865-4006
>
>

# 557. Re: FS: Atari 800XL System and SW

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-25 16:09:41 UTC
From: crossnet <crossnet@ix.netcom.com>
Message-ID: <3E32B6C5.90502@ix.netcom.com>
Source record: 23820

I think I need to clarify my original post.

Please note that the price is for EVERYTHING, including the computer,
color monitor, disk drive, printer plus all the accessories and software
listed.

I will also consider any reasonable offers for the individual items.

thanks

em

crossnet wrote:
> Atari 800XL system, with disk drive, printer, monitor, cartridges, SW
> and manuals.
>
>
> Hardware:
> ----------------------------
> 1 800XL Computer & Power supply
> 1 1050 Disk Drive & Power Supply
> 1 1025 Printer
> 1 Amdek Color-I Monitor
> 1 VolksModem
> 1 KoalaPad
> Misc. Cables, Parts and Manuals
>
>
> Cartridges
> ---------------
> 1 Defender Atari CXL4025
> 1 Galaxian Atari CXL4024
> 1 Joust Atari RX8044
> 1 Centipede Atari CXL4027
> 1 River Raid Activision
> 1 Missile Command Atari CXL4012
> 1 Miner 2049er Big Five Software
> 2 Facemaker Spinnaker Software
>
>
> Software
> ------------
> Atari Disk Operating System 3 Atari DX5052 (Master Diskette 3)
> Kinder Comp Spinnaker Software
> Rhymes & Riddles Spinnaker Software
> B/Graph Batteries Included

> Color Print Datasoft
> Bond Analysis Atari CX8106
> MegaFont XLEnt Software
> Home Filing Manager Atari CX8129
> Track Attack Broderbund
> WordRace Don't Ask Computer Software
> Picnic Paranoia Synapse Software
> Micro Illustrator Koala Technologies Corporation
> Astrology Atari Program Exchange APX-20078
> Success With Math CBS Software(3 disks)
> Addition & Subtraction
> Multiplication & Division
> Linear Equations
>
> The computer, disk drive and printer are in excellent condition and are
> all working. The cartridges and programs have not been used for some
> time, but appear to be OK. The other accessories have not been checked,
> but I believe they are also OK. Most items are complete with their
> instructions or manuals.
>
> Asking $225.00 plus shipping for the complete system. I prefer to sell
> everything together, but will consider reasonable offers for individual
> items. The system is located in Northern Virginia area (outside
> Washington DC).
>
> e-mail: crossnet@ix.netcom.com
>

## 558. Re: CDs sent out so far, Holme's Web Site

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-25 17:13:29 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <b0ugjn$ben$1@bob.news.rcn.net>
Source record: 23821

Thanks, Steve.

## 559. Re: Poll: new LISP implementation for the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-25 17:46:19 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b0ui8t$tih64$1@ID-174234.news.dfncis.de>
Source record: 23822

Solar Influx wrote:

> cant wait

Current status:

* ZP Variables now relative to a start address
* seperated (hopfully) all LISP Vars from Oric Vars
* disabled the filesystem code (will work on that later)
* inserted ATARI Routines for reading keyboard / writing to screen

The LISP Port assembles without error and produces a 6K binary. I can load the binary and can type text, although I only get rubbish back :))

Next step is to debug and to get me familar with the inner LISP workings. I will order the LiSP Book (LISP in Small Pieces) for that (very expensive book, hope it is beeing worth that money).

Stay tuned!

Carsten

## 560. FA: HOT SLOTS for NES

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-25 19:57:34 UTC
From: Jimmy Fong <me@bellsouth.net>
Message-ID: <RMBY9.3475$2W.76@news.bellsouth.net>
Source record: 23823

Yes I know it isnt atari (love my 130 XE, someone have a free RANA
drive -will pay shipping! :)

FOR A U C T I O N:
HOT SLOTS for auction. You will be hard pressed to find this item EVER for
the nintendo NES. It is that rare. This is a 3 day auction so bid early bid
often
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItemitem=3003465930

# 561. Re: HOT SLOTS for NES

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-25 20:34:40 UTC
From: Jimmy Fong <me@bellsouth.net>
Message-ID: <DjCY9.3803$2W.2514@news.bellsouth.net>
Source record: 23824

```
Derrr
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3003465930

"Jimmy Fong" <me@bellsouth.net> wrote in message
news:RMBY9.3475$2W.76@news.bellsouth.net...
: Yes I know it isnt atari (love my 130 XE, someone have a free RANA
: drive -will pay shipping! :)
:
: F O R  A  U  C  T  I  O  N:
: HOT SLOTS for auction. You will be hard pressed to find this item EVER for
: the nintendo NES. It is that rare. This is a 3 day auction so bid early
bid
: often
: http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItemitem=3003465930
:
:
:
```

# 562. Re: My IDE? Comments please

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-25 21:53:26 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3E330756.C2259C1F@cswebmail.com>
Source record: 23825

Pockets wrote:

> I'm thinking of getting myself a My IDE interface in the near furture
>
> Those of you who use it, any good?
>
> Note i'm a game's player at heart rather than a utility and programing
> person. I was attracted to Atari because of the disk and cart formats (and
> star raiders) so would i be able to boot games from the hard disk?
>
> Also is it any good with a 3 1/2 floppy for such? Can 2 devices (floppy and
> Hard disk) be used at the same time. Can 3 1/2 floppies be made
> bootable/multidisk bootable.
>
> I don't want to splash out and then find it doesn't do what i would like it
> to do.
>
> Ta in advance, JP

I bought one, but have not gotten it too work completely yetin external config..I guess I am still looking for a 100% compatible hard drive. The MyIde software works, but accessing a partition in Mydos gives me a 160 or 130 error.

You can create boot images..but you have to have the software/hardware to copy cartridges to disk, and copy commercial protected floppies to a new disk(without requiring the hardware to be present to run). Either should use an available hard disk image.

MyIde has nothing to do with 3 1/2" floppies. These attach to the SIO or parallel port and work through DOS as any drive, if the DOS supports the size. The only norte here is that MyIDE and the Blackbox share some memory, so 3 1/2" drives attached to the BB will (probably) not work. In general, yes they can be bootable.

Rick D.

# 563. Re: Question about MyDOS

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-25 22:00:50 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3E330912.4ECE2BA6@cswebmail.com>
Source record: 23826

Dutchman2000 wrote:

> Hello-
>
> When using MyDOS with an ATR-8000, what format does it place on 8-inch
> disks? My guess is it makes them single sided high density with 256 bytes
> per track.
>
> Anyone know for sure?

8" drives under Mydos formatted to single or double density, single or double sided, 77 tracks per side, 26 sectors/track, for 500K or 1 meg per disk max. The 26 sectors per track is what makes a 1050 disks look like a small 8" disk to Mydos. The 77 tracks per side is what limits 1.2meg 5 1/4" disks(looks like another 8" disk). 80 tracks are availbe for 5 1/4" and 3 1/2" disks in 9 or 18 sector/track mode. Yes, it was made a bit complicated.

High density is 512 bytes per sector standard, but CDs and other can do 1024 or 2048 bytes/sector.

Rick D.

# 564. New auctions - Page 6 mag issues 3/4/5 MINT *RARE*

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-25 22:51:17 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1043534619.2855.0@despina.uk.clara.net>
Source record: 23827

Hello All,

I have just started new eBay auctions for issues 3,4, and 5 of Page 6 magazine. These are in absolute MINT condition, and are very rare in any condition, but especially so in this condition.

The link is below (this will split on to two lines, so please copy both lines into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangarraghty

Dean Garraghty

## 565. Atari++ can play Stargate?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-25 23:25:01 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <nNEY9.4612$2W.4359@news.bellsouth.net>
Source record: 23828

I noticed that Atari 800 Win Plus 3.x doesn't emulate this game well.

## 566. Re: Atari++ can play Stargate?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-26 00:06:45 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <6t863vsu2h16iqbbaii5gvebb9husds347@4ax.com>
Source record: 23829

On Sat, 25 Jan 2003 18:25:01 -0500, "Son of man"
<bcozier@bellsouth.net> wrote:

>I noticed that Atari 800 Win Plus 3.x doesn't emulate this game well.
>
>
If its a graphical problem then maybe ++ will as it uses a different
graphics system. Hence Master of the lamps works on ++ and not on
Plus..

Hey Thomas, all these pluses and ++ are confusing ;-)
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

## 567. New Programming Language for A8: BrainF*ck

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-26 00:24:40 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b0v9jr$tmkfj$1@ID-174234.news.dfncis.de>
Source record: 23830

Hello,

I've written a small interpreter for the BrainF*ck Programming Language.
You can find an ATR-File with the interpreter and samples, a short
introduction and links to web-resources on

http://www.strotmann.de/twiki/bin/view/APG/LangBf

Have fun! and be careful with your brain :))

Ciao

Carsten Strotmann

## 568. Re: Using CX-40 joystick in Atari800WinPlus?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-26 06:07:32 UTC
From: kvan@madbbs.com
Message-ID: <4508e45e.0301252207.289a67e7@posting.google.com>
Source record: 23831

> On 23 Jan 2003 07:45:15 GMT, huggymike@aol.com (HuggyMike) wrote:
>
> >I downloaded an emulator called "Atari800WinPlus v3.1", an Atari XL/XE emulator
> >for PC.
> >
> >Is it possible to connect a classic Atari joystick, known as CX-40, to a PC's
> >serial or USB port? Need special adapter?
> >
> >How can I find that info?

Look at the Atari800WinPlus help file under lptjoy. It provides
information for interfacing an Atari joystick to the PC's PARALLEL
PORT for use with the emulator.

Regards,
kvan

## 569. Re: spartados 3.2g + 3.3a patch...how do i do it?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-26 07:24:19 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <b102g3$l0r$1@reader08.wxs.nl>
Source record: 23832

SpartaDos 3.3a is as far as I know, the only spartados version without HighSpeed SIO routines. These highspeed routines are the reason why all other version doesn't work with xformer. Xformer is not really a smart emulator. In fact is an high-speed sio routine a modification of the OS (a small one). Xformer has it's OWN way to do the sio. Other software with modified sio-routines won't run neither on the xformer.

How to do it without a real atari? Simple: just use the atari800 emulator, or the atari800 emulator for windows.

You will see these emulators do run the other versions of spartados too. You'll discover sparta 3.3a is still the best to use, because the atari800 emulators are using their OWN sioroutine too (a VERY fast one!), but when your dos (like spartados 3.2g) has its own sioroutine, the fast sioroutine of atari800 is switched off and the high-speed routine of spartados is used... but that one is really slow in stead of the highspeed of atari800. So even in that emulator you better use sparta 3.3a

IMO: the atari800 emulator ( I use the windows version) is MUCH MUCH MUCH (!!!!!!!!!) better; xformer has bad sound emulation, and runs only programms that are programmed the 'right' way. All tricks (like in good games, and demos) are not emulated very well by xformer.

My advice: just keep using your REAL equipment.

links:
http://atari800.atari.org

http://www.a800win.atari-area.prv.pl/

Greetz.
Marius

# 570. Re: Using CX-40 joystick in Atari800WinPlus?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-26 09:25:47 UTC
From: Richard <noone@nowhere.com>
Message-ID: <01c2c51c$dc4ec0a0$6701643e@windows>
Source record: 23833

Keith Vandewark <kvan@madbbs.com> schreef in artikel
<4508e45e.0301252207.289a67e7@posting.google.com>...

> Look at the Atari800WinPlus help file under lptjoy. It provides
> information for interfacing an Atari joystick to the PC's PARALLEL
> PORT for use with the emulator.

What about Manuel's interface (the guy from Belgium)? I still use it, and
still LOVE it!! It has the advantage that you can use 2 sticks, and it
works like a "normal" PC stick (ie. works with other PC games).

Who remembers Manuel's full name and website address? If nobody remembers,
I will look it up at home...

Sorry for being lazy :-)

Richard

# 571. Re: Drive Parameters for MyDos

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-26 12:15:37 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030126071537.05111.00000341@mb-cn.aol.com>
Source record: 23834

Hi Ron-
> Larry, did you ever determine why your initialization of D9: ramdisk is not reliable? Are you using MyDos 4.53 which reportedly has the Axlon bug repaired and a version of RamBoot up near 6? <

No, I use 4.50. I've used 4.53 before, but I've always gone back to 4.50 as my mainstay. *I think* more of my stuff works with 4.50, but I'd be had pressed to support that assertion. I norrmally use a 320K XE with the USP OS. I'll have to try some additional combinations with other hardware variants. Thanks for the tip. I've created a text file for this thread, so I can easily find the suggestions -- I'll add this to it.
(It's a little off the subject, but I think of all of the hardware, OS, and software combinations that we have for our "simple machines" -- and then I think of the issues facing Microsoft, et.al. and 3rd party developers trying to provide a platform where everything works with everything else. Whoa! My head starts spinning...)

Larry

## 572. Re: CDs sent out so far, Holme's Web Site

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-26 16:25:41 UTC
From: Bill <moo@dev.null>
Message-ID: <9_TY9.56758$i73.13408397@twister.neo.rr.com>
Source record: 23835

Same here.. thanks!!!

Bill

rtdos wrote:
> Thanks Steve.
>
>
> "Steve S" <j70141@hotmail.com> wrote in message
> news:3e2eee2f$1_3@news.teranews.com...
>
>>This is just an update on the sending out of the CDs. Some of you may
>
> have
>
>>even gotten them by now. The following is a list of people that have I
>
> have
>
>>sent them out to so far, if you do not see your name here, I have not
>>received a payment and thus nothing was sent out.
>>
>>For privacy, I have included only the first letter of the first name, the
>>last letter of the last name, and the last number of the 5 digit zipcode.
>>
>>So, if you are Steve Sterner (that is not my last name, so don't get
>>excited) with a zipcode of 89170, you would be listed as "SR0".
>>
>>DS - International
>>MN - International
>>KG7
>>BR6
>>RN6
>>RI1
>>CN1
>>KN9
>>JR3
>>RN5
>>FL6
>>BY0
>>PA9
>>ME4
>>TP5
>>JS5
>>JN1

>>JD1
>>CE8
>>DN5
>>BK8
>>WK5
>>DS4
>>DL4
>>
>>
>>The last five listed will be going out today, postage is already fixed and
>>package is ready for sending. That is the end of the first batch that I
>>made. Anyone sending payment after this may have to wait a little longer
>>than the rest, as I would need to make more CDs and experience has taught
>
> me
>
>>that takes some time. If you sent payment some time ago and your name is
>>not shown here, please send me an email and I will look into it.
>>
>>This list has been double-checked with ebay and paypal and the snail-mail
>
> I
>
>>have received. Some people are still sending in payments and although
>
> they
>
>>may have gotten a hold of me, payment has not been received if your name
>
> is
>
>>not here.
>>
>>Ebay bidders, if you are waiting for feedback, I am basically waiting till
>>the whole thing is over so I can do everyone at the same time. Please be
>>patient. Your feedback is appreciated.
>>
>>
>
>
>

## 573. Re: Using CX-40 joystick in Atari800WinPlus?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-26 18:53:25 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <v38bl46qgvsle8@corp.supernews.com>
Source record: 23836

"Richard" <noone@nowhere.com> wrote in message
news:01c2c51c$dc4ec0a0$6701643e@windows...
> Keith Vandewark <kvan@madbbs.com> schreef in artikel
> <4508e45e.0301252207.289a67e7@posting.google.com>...
>
> > Look at the Atari800WinPlus help file under lptjoy. It provides
> > information for interfacing an Atari joystick to the PC's PARALLEL
> > PORT for use with the emulator.
>
> What about Manuel's interface (the guy from Belgium)? I still use it, and
> still LOVE it!! It has the advantage that you can use 2 sticks, and it
> works like a "normal" PC stick (ie. works with other PC games).
>
> Who remembers Manuel's full name and website address? If nobody remembers,
> I will look it up at home...

This would be Emmanuel Fernandes, and a great joystick enhancment for PC's
and emulation. All my PC games will use my Atari joysticks, and emulators
with Mame I have been able to increase nearly all my hiscores. Iam not sure
about his Web address or email.

RoyE

# 574. Re: Using CX-40 joystick in Atari800WinPlus?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-26 19:23:26 UTC
From: Richard <noone@nowhere.com>
Message-ID: <01c2c570$59e6c460$5208643e@windows>
Source record: 23837

RoyE <r-dean@charter.net> schreef in artikel
<v38bl46qgvsle8@corp.supernews.com>...
>

> This would be Emmanuel Fernandes, and a great joystick enhancment for
PC's
> and emulation. All my PC games will use my Atari joysticks, and
emulators
> with Mame I have been able to increase nearly all my hiscores. Iam not
sure
> about his Web address or email.

See below for an old thread here on csa8. The webpage seems to be "dead",
don't know about the email address.

Richard

<quoting old thread>

"Richard Douwes" <rdouwes@hetnet.nl> wrote in message
news:01c03cc2$91929a80$43264bd5@microsof...
> Mike Kohary <mkohary@earthlink.net> schreef in artikel
> <39F2F57F.606033A9@earthlink.net>...
>
> > Hey "Belgian Guy", send me an e-mail and you will have an order. ;) I
> > would love to use a "real" joystick with my PC for MAME games and Atari
> > emulation.
> >
> > Mike
>
> I looked it up. Here it is:
>
> Look at:
>
> http://users.swing.be/atari/joystick.html
>
> and try:
>
> fernandes@agel.ucl.ac.be
>
> His name is Emmanuel Fernandes (a real Belgian sounding name <g>). I hope
> his email address still works. I can highly recommend the interface (and
> the guy!)
>
> Richard
>

>

Hi!!!

Richard, thanks for the advertisement.... BTW, how's everything? Is the device still working ?

The URL is correct and the e-mail address still works.... So if anybody is interested, take a look. But I don't have much free time now......

Bye,

Emmanuel.....

</quote>

## 575. Re: crazy dos

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-26 20:04:28 UTC
From: Chris Gill <nanunanu@quicksilver.net.nz>
Message-ID: <BA5AA69C.1DF2%nanunanu@quicksilver.net.nz>
Source record: 23838

"Roy G Biv" <erasmus@6502.chip.old.folks.home> rattled on about some kind
of:
> I still have it. Copies I saw were called "JOKE.DOS." (BTW, they
> don't make jokes like that anymore, do they!? Has anybody made a
> joke version of Windoze???)

Bill Gates did...

## 576. Re: Warp OS Question

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-26 22:08:21 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030126170821.05380.00000319@mb-mp.aol.com>
Source record: 23839

> Now I just need to know why Bounty Bob Strikes Back refuses to run regardless of the rom selected. <

Did it run previously on a regular XL/XE PAL OS? Most versions of BB will not run on US systems. Intro runs -- and the game will go no further.

Larry

## 577. Re: Poll: new LISP implementation for the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-26 22:12:57 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030126171257.05380.00000320@mb-mp.aol.com>
Source record: 23840

*On a micro*, what kind of application can LISP be productively used for?
Larry

## 578. Re: Warp OS Question

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-26 22:37:21 UTC
From: dunxuk@aol.com
Message-ID: <20030126173721.03600.00000738@mb-mb.aol.com>
Source record: 23841

>> Now I just need to know why Bounty Bob Strikes Back refuses to run
>regardless
>of the rom selected. <
>
>Did it run previously on a regular XL/XE PAL OS? Most versions of BB will
>not

Ran perfectly on my PAL XEGS, doesn't run on any of the four Warp ROMS. Is there an ATR of BBSB anywhere that runs on NTSC machines that I could try..?
:o)

## 579. Re: Atari++ can play Stargate?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-26 23:27:17 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b11qsl$63r$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 23842

Hi,

> I noticed that Atari 800 Win Plus 3.x doesn't emulate this game well.

well, in case of doubt: Please send me the image, I'll see what I can do about.
Please describe symptoms as well.

Greetings,
Thomas

## 580. Re: Using CX-40 joystick in Atari800WinPlus?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-27 03:30:15 UTC
From: mo <momo@atariland.com>
Message-ID: <bJ1Z9.11499$1z1.1226599@twister.austin.rr.com>
Source record: 23843

http://web.archive.org/web/20011031132255/http://users.swing.be/atari/joysti
ck.html

The link above should take you to the archived page at archive.org.
When I checked it, it was complete with schematics and all.
Mo

"Richard" <noone@nowhere.com> wrote in message
news:01c2c570$59e6c460$5208643e@windows...
> RoyE <r-dean@charter.net> schreef in artikel
> <v38bl46qgvsle8@corp.supernews.com>...
> >
>
> > This would be Emmanuel Fernandes, and a great joystick enhancment for
> PC's
> > and emulation. All my PC games will use my Atari joysticks, and
> emulators
> > with Mame I have been able to increase nearly all my hiscores. Iam not
> sure
> > about his Web address or email.
>
>
> See below for an old thread here on csa8. The webpage seems to be "dead",
> don't know about the email address.
>
> Richard
>
> <quoting old thread>
>
> "Richard Douwes" <rdouwes@hetnet.nl> wrote in message
> news:01c03cc2$91929a80$43264bd5@microsof...
> > Mike Kohary <mkohary@earthlink.net> schreef in artikel
> > <39F2F57F.606033A9@earthlink.net>...
> >
> > > Hey "Belgian Guy", send me an e-mail and you will have an order. ;)
I
> > > would love to use a "real" joystick with my PC for MAME games and
Atari
> > > emulation.
> > >
> > > Mike
> >
> > I looked it up. Here it is:
> >
> > Look at:

> >
> > http://users.swing.be/atari/joystick.html
> >
> > and try:
> >
> > fernandes@agel.ucl.ac.be
> >
> > His name is Emmanuel Fernandes (a real Belgian sounding name <g>). I
hope
> > his email address still works. I can highly recommend the interface (and
> > the guy!)
> >
> > Richard
> >
> >
>
> Hi!!!
>
> Richard, thanks for the advertisement.... BTW, how's everything? Is the
> device still working ?
>
>
> The URL is correct and the e-mail address still works.... So if anybody is
> interested, take a look. But I don't have much free time now......
>
> Bye,
>
> Emmanuel.....
>
> </quote>

## 581. Re: Using CX-40 joystick in Atari800WinPlus?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-27 07:06:47 UTC
From: kvan@madbbs.com
Message-ID: <4508e45e.0301262306.297ad62d@posting.google.com>
Source record: 23844

Here are two sites that use the game port for interfacing an Atari
Joystick to a PC.
<http://www.epanorama.net/documents/joystick/pc_circuits.html#atari_pc_converter>
and <http://random64.emuhq.com/docs.shtml>

regards,
kvan

## 582. Re: Question about MyDOS

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-27 11:04:13 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b133nj$jtn$1@nets3.rz.RWTH-Aachen.DE>
Source record: 23845

Howdy Rick

> High density is 512 bytes per sector standard, but CDs and other can do
1024
> or 2048 bytes/sector.

As far as I know, CD's are 512 (rarely) or 2048 bytes per sector.

CU Mathy van Nisselroy

## 583. Re: UltraSpeed Plus OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-27 13:16:06 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0301270516.5de5b039@posting.google.com>
Source record: 23846

Hello there txg, hows the atari going, keep the faith, keep atari hummy

Anyway, I had a previous version of this u/g as no one in the UK would take on this u/g ie gralin, software express, blitterchips, sillica etc etc.. shame

The version I had only supported modified 1050's and stn'd xf's and none of the added embellishments of us speed os +, my version was called warp speed o/s

I never got around to testing it with a super speedy 1050 (euro' version of the lazer/usd or happy u'g- lazer or hyperdrive were famous UK hacks/clones of the more famous happy 1050u/g- I have the ST version of tyhe happy 1050 u/g)

happy atari'ng

carmel

## 584. Re: Poll: new LISP implementation for the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-27 13:47:59 UTC
From: Greg Menke <gregm-news@toadmail.com>
Message-ID: <m3k7gqk8kw.fsf@europa.pienet>
Source record: 23847

llppwhite@aol.comnsp (LarryWhite) writes:
> *On a micro*, what kind of application can LISP be productively used for?
> Larry

The same things you use any other high level language for. A Lisp implementation doesn't have to be slow and/or memory intensive. To fit on something like a A8 yet offer reasonable performance, the implementation will probably have to include a compiler and a carefully selected subset of whatever Lisp dialect the author chooses.

If the implementation was fancy enough to implement something akin to a vm paging system off some local storage, then the language could host much larger programs and some of Lisp's real potential could be displayed.

Gregm

## 585. Re: Atari++ can play Stargate?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-27 17:41:59 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b13r17$p6j$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 23848

Hi,

> I noticed that Atari 800 Win Plus 3.x doesn't emulate this game well.

As we just checked: Yes, atari++ does perform correctly here.

Greetings,
Thomas

## 586. Re: UltraSpeed Plus OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-27 18:52:33 UTC
From: nir@minicom.com
Message-ID: <83cd76b4.0301271052.7b840878@posting.google.com>
Source record: 23849

Hi Carmel,

did you ever had the I.S Plate upgrade for the 1050 drives?

nir

carmel_andrews@hotmail.com (carmel) wrote in message
news:<6912483e.0301270516.5de5b039@posting.google.com>...
> Hello there txg, hows the atari going, keep the faith, keep atari
> hummy
>
> Anyway, I had a previous version of this u/g as no one in the UK would
> take on this u/g ie gralin, software express, blitterchips, sillica
> etc etc.. shame
>
> The version I had only supported modified 1050's and stn'd xf's and
> none of the added embellishments of us speed os +, my version was
> called warp speed o/s
>
> I never got around to testing it with a super speedy 1050 (euro'
> version of the lazer/usd or happy u'g- lazer or hyperdrive were famous
> UK hacks/clones of the more famous happy 1050u/g- I have the ST
> version of tyhe happy 1050 u/g)
>
> happy atari'ng
>
> carmel

# 587. Re: UltraSpeed Plus OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-27 19:15:34 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e35856a$0$49100$e4fe514c@news.xs4all.nl>
Source record: 23850

Hi Carmel,

> I never got around to testing it with a super speedy 1050 (euro'
> version of the lazer/usd or happy u'g- lazer or hyperdrive were famous

Hmm I would like to buy a lazer, hyperdrive and/or IS Plate do you know if
there are some on the second-hand market overthere?

TXG/MNX

## 588. Re: Atari++ can play Stargate?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-27 20:33:48 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <br5b3voe43tmn1btatg5phqthep2k9gu3s@4ax.com>
Source record: 23851

On 27 Jan 2003 17:41:59 GMT, Thomas Richter
<thor@cleopatra.math.tu-berlin.de> wrote:

>Hi,
>
>> I noticed that Atari 800 Win Plus 3.x doesn't emulate this game well.
>
>As we just checked: Yes, atari++ does perform correctly here.
>
>Greetings,
> Thomas
>
Excellent
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

## 589. Emulator 4 Win98?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-27 21:04:20 UTC
From: frsolis@webtv.net
Message-ID: <2103-3E359ED4-433@storefull-2318.public.lawson.webtv.net>
Source record: 23852

Is there an Atari emulator for Windows 98?

--Frank

## 590. Re: Emulator 4 Win98?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-27 21:17:24 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <8ghZ9.3876$zd6.2783@news.bellsouth.net>
Source record: 23853

"Frank Solis" <frsolis@webtv.net> wrote in message
news:2103-3E359ED4-433@storefull-2318.public.lawson.webtv.net...
> Is there an Atari emulator for Windows 98?

A good start would be to go to any search engine and type in "Atari emulator
Windows 98"

You'll get more information than anyone of us cares to retype again.

>
> --Frank
>

## 591. Electronic Computer Projects book online

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-27 22:35:59 UTC
From: Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com>
Message-ID: <usenet-DELETEthisPART-A822CE.14374727012003@news.west.cox.net>
Source record: 23854
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

The team at AtariArchives.org is proud to announce that the full text of the classic book _Electronic Computer Projects For Commodore and Atari Personal Computers_, by Soori Sivakumaran, is online at http://www.atariarchives.org/ecp/

Published in 1986 by Compute! Publications, this little-known book includes schematics and software for projects to turn your 8-bit Atari, Commodore 64, or Vic-20 into a burglar alarm, robotic motor control system, and digital light sensor. Other projects show how to build a joystick, paddles, light pen, and logic probe for your computer.

The site includes the complete program code and text from the book, with permission from the publisher. This is the 10th classic computing book to be made available at AtariArchives.org.

-Kevin Savetz
--
Kevin Savetz - http://www.savetz.com/contact/
Curator of Classic Computer Magazine Archive - www.atarimagazines.com
& Atariarchives.org - www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

## 592. Re: Atari++

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-27 22:40:27 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <%tiZ9.4408$zd6.1284@news.bellsouth.net>
Source record: 23855

Atari++ is currently being ported to the Windows environment.
"Mike Stepansky" <design3d@2-scale.com> wrote in message
news:3E359251.196880C0@2-scale.com...
Where can I get Atari++ for the WindowXP (PC)?
mike

Thomas Richter wrote:

> I noticed that Atari 800 Win Plus 3.x doesn't emulate this game (Stargate) well.
As we just checked: Yes, atari++ does perform correctly here.

Greetings,
Thomas

## 593. Re: Electronic Computer Projects book online

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-27 22:51:13 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p14vg0ayzoe.fsf@panini.cling.gu.se>
Source record: 23856
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

>>>>> "KS" == Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com> writes:

KS> The site includes the complete program code and text from the
KS> book, with permission from the publisher. This is the 10th classic
KS> computing book to be made available at AtariArchives.org.

And a great archive it is.

Cool,

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/

## 594. Re: Emulator 4 Win98?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-27 23:35:10 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <3e35bf10$1_5@news.teranews.com>
Source record: 23860

There is just such a type of emulator in those CDs that I have been passing
out lately.

"Frank Solis" <frsolis@webtv.net> wrote in message
news:2103-3E359ED4-433@storefull-2318.public.lawson.webtv.net...
> Is there an Atari emulator for Windows 98?
>
> --Frank
>

## 595. Re: Warp OS Question

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-28 01:00:13 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <xCkZ9.7065$U27.652422@newsread2.prod.itd.earthlink.net>
Source record: 23857

I found one somewhere and dumped it to a real floppy which runs only on a
stock 800XL so far. It will not execute on:
256K 800XL
OmnimonXL OS
OmniviewXL OS
XL Boss OS

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"DunxUK" <dunxuk@aol.com> wrote in message
> Ran perfectly on my PAL XEGS, doesn't run on any of the four Warp ROMS. Is
> there an ATR of BBSB anywhere that runs on NTSC machines that I could
try..?
> :o)

## 596. Re: Warp OS Question

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-28 01:00:18 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <CCkZ9.7066$U27.652422@newsread2.prod.itd.earthlink.net>
Source record: 23858

I found one somewhere and dumped it to a real floppy which runs only on a
stock 800XL so far. It will not execute on:
256K 800XL
OmnimonXL OS
OmniviewXL OS
XL Boss OS

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"DunxUK" <dunxuk@aol.com> wrote in message
> Ran perfectly on my PAL XEGS, doesn't run on any of the four Warp ROMS. Is
> there an ATR of BBSB anywhere that runs on NTSC machines that I could
try..?
> :o)

# 597. Re: Atari++

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-28 02:04:45 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <26pb3vc466rb0b03dml6sc3qcmjtn80rlp@4ax.com>
Source record: 23859
Body handling: HTML body converted to readable text

On Mon, 27 Jan 2003 15:10:57 -0500, Mike Stepansky
wrote:

>
>
>Where can I get Atari++ for the WindowXP (PC)?
>
mike
>
Thomas Richter wrote:
>

>
> I noticed that Atari 800 Win Plus 3.x doesn't emulate this game (Stargate)
>well.
>
As we just checked: Yes, atari++ does perform correctly here.
>
Greetings,
>
Thomas

>
>

Please do not post in HTML...

The option to post in text is based in OE in the options.

Most groups frown upon users who post in HTML.

And yes ++ IS being ported but it's not ready as yet, keep watching
this group for announcements
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

# 598. Re: Poll: new LISP implementation for the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-28 08:26:52 UTC
From: Hidehiko Ogata <hog@aqu.bekkoame.ne.jp>
Message-ID: <F2.K2.hN27D5R1OZavIjb.NR@aqu.bekkoame.ne.jp>
Source record: 23861

Carsten Strotmann wrote:

> Stay tuned!

Oh I definitely will! ;)

Just wondering, how interwoven is the BASIC layer (the tokenizer, screen
editor etc.) into the system? How far can it be peeled off?
--
// }{idehiko ()gata "War is over, if you want it"
\X/ Amiga since '86 - John Lennon

## 599. 2600 PSU connector

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-28 09:14:03 UTC
From: blablu@gmx.net
Message-ID: <d3eb5a75.0301280114.23c10aeb@posting.google.com>
Source record: 23862

Hello!

Anyone an idea what voltage the 2600 PSU has and how the plug is connected?
I don't have a PSU for my 2600 and would like to play defender :-)

Thanks,
Mike

## 600. Re: 2600 PSU connector

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-28 09:19:30 UTC
From: Pockets <jp@pockets.dummy.cix.co.uk>
Message-ID: <b15hv2$e4m$1@thorium.cix.co.uk>
Source record: 23863

"Mike Perkonigg" <blablu@gmx.net> wrote in message
news:d3eb5a75.0301280114.23c10aeb@posting.google.com...
> Hello!
>
> Anyone an idea what voltage the 2600 PSU has and how the plug is
connected?
> I don't have a PSU for my 2600 and would like to play defender :-)
>
> Thanks,
> Mike

http://www.atariage.com/2600/faq/?SystemID=2600#power

;O)

## 601. Warp problems resolved!

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-28 10:01:49 UTC
From: dunxuk@aol.com
Message-ID: <20030128050149.17286.00000477@mb-bd.aol.com>
Source record: 23864

Found the source of my troubles (I think). When I switched my Atari emulator at work to NTSC mode, all my versions of Bounty Bob Strikes Back crashed on loading. I've found an ATR of an NTSC compatible version and I'll try that tonight. It appears that the Warp OS (and the other three included) are all NTSC where as my machine was PAL.

Is there any other ramifications of using an NTSC OS on PAL hardware?

Tia, Dunx

# 602. Re: Electronic Computer Projects book online

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-28 11:31:28 UTC
From: Mike Lee <mldl21624@blueyonder.co.uk>
Message-ID: <3E366A10.2070607@blueyonder.co.uk>
Source record: 23865
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Hmmm what a bummer,
Tried to get into the site, all I get is "The page cannot be displayed"
using IE6.0 and Netscape 7.1..
I shall try later......

Mike......

Kevin Savetz wrote:

>The team at AtariArchives.org is proud to announce that the full text of
>the classic book _Electronic Computer Projects For Commodore and Atari
>Personal Computers_, by Soori Sivakumaran, is online at
> http://www.atariarchives.org/ecp/
>
>Published in 1986 by Compute! Publications, this little-known book
>includes schematics and software for projects to turn your 8-bit Atari,
>Commodore 64, or Vic-20 into a burglar alarm, robotic motor control
>system, and digital light sensor. Other projects show how to build a
>joystick, paddles, light pen, and logic probe for your computer.
>
>The site includes the complete program code and text from the book, with
>permission from the publisher. This is the 10th classic computing book
>to be made available at AtariArchives.org.
>
>-Kevin Savetz
>
>

## 603. Re: Emulator 4 Win98?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-28 11:57:19 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <4urc3v0l7t1b0rtlplurcgl6ehqpu1mo5f@4ax.com>
Source record: 23867

On Mon, 27 Jan 2003 15:35:10 -0800, "Steve S" <j70141@hotmail.com>
wrote:

>There is just such a type of emulator in those CDs that I have been passing
>out lately.
>
Please don't say it's name Steve, for obvious reasons..
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

# 604. Re: Poll: new LISP implementation for the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-28 13:30:14 UTC
From: Greg Menke <gregm-news@toadmail.com>
Message-ID: <m3vg09v1uh.fsf@europa.pienet>
Source record: 23866

"Hidehiko Ogata" <hog@aqu.bekkoame.ne.jp> writes:

> Carsten Strotmann wrote:
>
> > Stay tuned!
>
> Oh I definitely will! ;)
>
> Just wondering, how interwoven is the BASIC layer (the tokenizer, screen
> editor etc.) into the system? How far can it be peeled off?
> --

Basic is not integrated at all into the os- in contrast to at least
the Apple micros. The fp, screen (and graphics IO) are all supplied
by the OS. DOS is also independent of Basic, though Basic supplies
some high level functions that can exploit it if present. The
tokenizer (by which I assume you mean the Basic tokenizer) is supplied
by Basic. On the other hand, the high level sound operations are
supplied by Basic, though they end up manipulating the hardware sound
themselves.

Gregm

## 605. SIO2PC software question

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-28 14:45:04 UTC
From: dunxuk@aol.com
Message-ID: <20030128094504.14757.00000513@mb-fc.aol.com>
Source record: 23868

How can I write-protect .ATR disk images when I am using them with SIO2PC? If I write-protect the actual file, SIO2PC refuses to mount it.

# 606. Re: Electronic Computer Projects book online

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-28 16:05:05 UTC
From: dogshu <dogshu@sdf.lonestar.org>
Message-ID: <6B0F609B24912417.0DEDBF4A1AF64DA2.AD1AD9493A8122DE@lp.airnews.net>
Source record: 23869
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Tue, 28 Jan 2003 11:31:28 +0000, Mike Lee wrote:

> Hmmm what a bummer,
> Tried to get into the site, all I get is "The page cannot be displayed"
> using IE6.0 and Netscape 7.1..
> I shall try later......
>
> Mike......
>
> Kevin Savetz wrote:
>
>>The team at AtariArchives.org is proud to announce that the full text of
>>the classic book _Electronic Computer Projects For Commodore and Atari
>>Personal Computers_, by Soori Sivakumaran, is online at
>> http://www.atariarchives.org/ecp/
>>
>>Published in 1986 by Compute! Publications, this little-known book
>>includes schematics and software for projects to turn your 8-bit Atari,
>>Commodore 64, or Vic-20 into a burglar alarm, robotic motor control
>>system, and digital light sensor. Other projects show how to build a
>>joystick, paddles, light pen, and logic probe for your computer.
>>
>>The site includes the complete program code and text from the book, with
>>permission from the publisher. This is the 10th classic computing book
>>to be made available at AtariArchives.org.
>>
>>-Kevin Savetz
>>
>>

Yeah I've been trying to get to it since yesterday. Seems like
the site went down as soon as the link was posted.

Jim

# 607. URL for Books (DE-RE and M.t.A.) ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-28 17:46:20 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E36C1EC.A6A3EBE2@students.uni-mainz.de>
Source record: 23870

Oops,
can someone point me to the URL`s for DE-RE Atari and Mapping the Atari
please...??
greetings, Andreas.

# 608. Re: [ANNC] Atari++ for Win32 Beta

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-28 17:47:53 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-jwTDe8pIIFzQ@localhost>
Source record: 23871

hi,
the actual source code to discomm is available from Bob Puff's site
at http://www.nleaudio.com/css/index.html hth

Ken

On Fri, 24 Jan 2003 08:55:35, Thomas Richter
<thor@cleopatra.math.tu-berlin.de> wrote:

> Hi Paul,
>
> > Thomas, as you guessed from my initial contact re the idea of a
> > Windows port and the fantastic work so far I am totally pro the
> > emulator.
>
> > Be it 10days or 3yrs I don't mind :-)
>
> > Excuse the exhilaration of seeing the emulator becoming more
> > widespread, I'm just used to adding idea's to emulators like
> > Atari800win Plus etc as a beta person but obviously I know that things
> > don't just magic on themselves :-)
>
> > Emulation first, frills later :-)
>
> Thanks for the hint concerning the zlib! I checked the licencing
> conditions and found it compatible with the emulator licence. Hence, it is
> likely that the next release will have .zip and .gz archive support. I'd
> to clean up the disk emulation support a bit as it currently doesn't think
> too much in abstract classes.
>
> Concernig disk support: Any pointer where I could find a format description
> of the DCM (sp?) archive format? It seems to be rather popular for the
> Atari, and I'd like to support it.
>
> Greetings,
> Thomas

--

## 609. Re: URL for Books (DE-RE and M.t.A.) ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-28 17:58:25 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <IrzZ9.10879$zd6.10369@news.bellsouth.net>
Source record: 23873

http://www.atariarchives.org

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3E36C1EC.A6A3EBE2@students.uni-mainz.de...
> Oops,
> can someone point me to the URL`s for DE-RE Atari and Mapping the Atari
> please...??
> greetings, Andreas.

# 610. Re: [ANNC] Atari++ for Win32 Beta

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-28 18:11:36 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b16h4o$2e7$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 23872

Hi Ken,

> hi,
> the actual source code to discomm is available from Bob Puff's site
> at http://www.nleaudio.com/css/index.html hth

Thanks! I already found a description, and did an implementation of a
DCM decompressor that seems to do its job.

Greetings,
Thomas

## 611. Re: URL for Books (DE-RE and M.t.A.) ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-28 19:36:15 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <PYAZ9.729$wd2.67210@newsread2.prod.itd.earthlink.net>
Source record: 23874

Kevin has them both here...

http://www.atariarchives.org/

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
> Oops,
> can someone point me to the URL`s for DE-RE Atari and Mapping the Atari
> please...??
> greetings, Andreas.
>

## 612. Re: spartados 3.2g + 3.3a patch...how do i do it?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-28 19:49:15 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <%8BZ9.744$wd2.64830@newsread2.prod.itd.earthlink.net>
Source record: 23875

It turns out that Sparta is similar to 2.0 in maintaining a pointer to the actual sector for the Dos file in the boot record... So, you must boot with a Sparta compatible file management system and copy the new Dos to the image, locate the proper directory and file entry for it and then put the number of the 1st sector map in offset 9-10 of sector 1.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Ron Hamilton" <oldatarian@atariland.com> wrote in message
>
> Does the BOOT command place the actual Dos sector locations in the boot
> record? Or does it just note the file name?
>

## 613. Help with VBI

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-28 20:42:31 UTC
From: Mopar Man <nospam@nowhere.com>
Message-ID: <8eqd3vg1ra7if5t9huncj815s14df7ec6c@4ax.com>
Source record: 23876

I was trying to implement a color cycling routine in the deferred VBI,
but it kept crashing. So I removed all that code and just had my
deferred VBI routine jump directly to the Atari's deferred VBI. The
machine still crashes.

Here's a disassembly of page 6.

```
0600 LDY #$20 ; 2cyc ; A0 20
0602 LDX #$06 ; 2cyc ; A2 06
0604 LDA #$07 ; 2cyc ; A9 07
0606 JSR $E45C ;SETVBV ; 6cyc ; 20 5C
0609 RTS ; 6cyc ; 60
0620 JMP $E462 ;XITVBV ; 3cyc ; 4C 62 E4
```

600 and 602 tell the Atari that my VBI routine will begin at loaction
$0620
604 tells the Atari to use the deferred VBI
606 sets the vector
609 VBI relocation complete
620 simply return control to the normal deferred vector

Now, this shouldn't do anything at all. Using Atari800 Win 3.1
however, calling the routine via the BASIC statement ? usr(1536)
crashes the machine. Any ideas as to what I am doing wrong?

Thanks a bunch for any info.

Stephen Anderson

## 614. Re: Help with VBI

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-28 21:33:49 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <1HCZ9.929$wd2.81168@newsread2.prod.itd.earthlink.net>
Source record: 23877

"Mopar Man" <nospam@nowhere.com> wrote in message
news:8eqd3vg1ra7if5t9huncj815s14df7ec6c@4ax.com...
> Here's a disassembly of page 6.
>
> 0600 LDY #$20 ; 2cyc ; A0 20
> 0602 LDX #$06 ; 2cyc ; A2 06
> 0604 LDA #$07 ; 2cyc ; A9 07
> 0606 JSR $E45C ;SETVBV ; 6cyc ; 20 5C
> 0609 RTS ; 6cyc ; 60
> 0620 JMP $E462 ;XITVBV ; 3cyc ; 4C 62 E4
<snips>
> however, calling the routine via the BASIC statement ? usr(1536)
> crashes the machine. Any ideas as to what I am doing wrong?

I don't remember all the VBI setting stuff, but you *have* to put in a PLA
in there to clear the stack when you call a routine from basic.

The first byte on the stack is the number of arguments which in this case
will be zero.

## 615. XL Boss

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-29 03:05:21 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <b17gdj$9kf$1@bob.news.rcn.net>
Source record: 23878

I'm looking for the XL Boss Rom image. Can someone email it to me?
Thanks!

## 616. Re: XL Boss

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-29 05:04:08 UTC
From: Slor <slor@comcast.net>
Message-ID: <b17nc5$vm391$1@ID-164868.news.dfncis.de>
Source record: 23879

"Richard Heldmann" <rheldmann@rcn.com> wrote in message
news:b17gdj$9kf$1@bob.news.rcn.net...
> I'm looking for the XL Boss Rom image. Can someone email it to me?
> Thanks!
>

You have mail.
Slor

## 617. Re: atari++ question

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-29 10:15:10 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b189je$dki$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 23880

Hi,

> Is there any way to get the emulator to use a graphics mode (through SDL, I
> assume, since X11 isn't fullscreen) that uses a custom modeline?

It's a matter of SDL to figure a fitting modeline out. The emulator
requests something like a 352x240 pixel display, depending on your settings.

> The aspect
> ratio of a standard PC mode isn't right, since it uses square pixels and the
> Atari pixels aren't square.

Well, if the modeline that SDL chose for emulation isn't square, you can
help it a little bit: Press F1 to go to the menu, scroll down the left-hand
sided menu and pick the SDL_Frontend button. Then, on the right hand side,
you'll see two scrollers that say "PixelHeight" and "PixelWidth". You might
have to scroll down a little bit to see them fully. Then, adjust the
controls until you get a usable aspect ratio. Another good idea is to
drop some pixels at the right or top edge of the display, again with
the settings at the same control page.

I personally setup a mode line for a 360x480 display, and use a pixel
height of two, a pixel width of one, all other settings at default. This
gives a nice full-screen image, as from a real Atari. Well, except that
the image is crispier due to the better resolution of the monitor. (-;

Greetings,
Thomas

# 618. Re: URL for Books (DE-RE and M.t.A.) ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-29 11:37:13 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b18atq$10lgqe$1@ID-174234.news.dfncis.de>
Source record: 23881

Andreas Magenheimer wrote:

> Oops,
> can someone point me to the URL`s for DE-RE Atari and Mapping the Atari
> please...??
> greetings, Andreas.

Hello Andreas,

you'll find almost anything about Books and Magazines
in the ABBUC Infothek,

http://www.strotmann.de/twiki/bin/view/Infothek/WebHome

Best regards

Carsten Strotmann

## 619. Re: XL Boss

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-29 12:49:38 UTC
From: Richard Heldmann <sales@vulcantool.com>
Message-ID: <b18ikh$6k7$1@bob.news.rcn.net>
Source record: 23882

Thanks much , but I was looking for the XL Boss ROM IMAGE by Allen
Macroware. It's a XL Rom replacement.
Tia

"Slor" <slor@comcast.net> wrote in message
news:b17nc5$vm391$1@ID-164868.news.dfncis.de...
> "Richard Heldmann" <rheldmann@rcn.com> wrote in message
> news:b17gdj$9kf$1@bob.news.rcn.net...
> > I'm looking for the XL Boss Rom image. Can someone email it to me?
> > Thanks!
> >
>
> You have mail.
> Slor
>
>
>

# 620. Re: URL for Books (DE-RE and M.t.A.) ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-29 13:39:19 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E37D987.6E88B7AA@students.uni-mainz.de>
Source record: 23883

Ah yes!!
thanks to all who replied. So I just mistyped the URL (using
atari.archives.org and atari-archives.org instead of
atariarchives.org)... greetings, Andreas.

Ron Hamilton schrieb:
>
> Kevin has them both here...
>
> http://www.atariarchives.org/
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
> > Oops,
> > can someone point me to the URL`s for DE-RE Atari and Mapping the Atari
> > please...??
> > greetings, Andreas.
> >

## 621. ATR8000 w/IBM Upgrade & CSS Black Box for sale...

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-29 16:30:59 UTC
From: cvendel@att.net
Message-ID: <2b3cfbbf.0301290830.1af56f36@posting.google.com>
Source record: 23884

For sale:

SWP ATR8000 Interface System
64k Ram onboard
High speed Serial Interface
Parallel Interface with buffer
Floppy Drive Interface (use 3.5, 5.25, 8" drives in any combination)
CP/M 2.2 Compatible
Co-Power-88 Option w/128k Installed for IBM PC Compatibility

Includes manuals, mydos, CP/M and MS-DOS diskettes, and untilities.

$300

CSS Black Box Inteface
PBI/ECI Interface for XL/XE Systems with PBI or ECI interfaces
Serial port
Parallel port
SASI/SCSI Hard Drive Port
Expansion header for Floppy board controller (still sold by CSS)
Built in utilities, screen capture
Manual and Utilities Disk included

$125

Available for direct sale until the weekend, if no one buys them they go onto ebay.

Curt

## 622. Re: XL Boss

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-29 18:18:34 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <_VUZ9.2863$wd2.224140@newsread2.prod.itd.earthlink.net>
Source record: 23885

I have the XL Boss in one of my machines; how would one read it out and
create the needed file?

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
> > "Richard Heldmann" <rheldmann@rcn.com> wrote in message
> > > I'm looking for the XL Boss Rom image. Can someone email it to me?
> > > Thanks!
> > >

## 623. Re: XL Boss

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-29 20:04:07 UTC
From: Richard Heldmann <sales@vulcantool.com>
Message-ID: <b19c34$f9e$1@bob.news.rcn.net>
Source record: 23886

The file copyos12.lzh at http://www7.brinkster.com/atari/copyos12.htm should
be able to do, though I have not tried it personally.

Rick

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:_VUZ9.2863$wd2.224140@newsread2.prod.itd.earthlink.net...
> I have the XL Boss in one of my machines; how would one read it out and
> create the needed file?
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> > > "Richard Heldmann" <rheldmann@rcn.com> wrote in message
> > > > I'm looking for the XL Boss Rom image. Can someone email it to me?
> > > > Thanks!
> > > >
>
>
>

## 624. Re: XL Boss

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-29 20:23:09 UTC
From: Slor <slor@comcast.net>
Message-ID: <b19d7e$115dsd$1@ID-164868.news.dfncis.de>
Source record: 23887

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:_VUZ9.2863$wd2.224140@newsread2.prod.itd.earthlink.net...
> I have the XL Boss in one of my machines; how would one read it out and
> create the needed file?
>

Is the hardware still available from any of the 8-bit vendors?

Slor

## 625. Re: 2600 PSU connector

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-29 20:49:07 UTC
From: Paul Alhart <paulalhart@hotmail.com>
Message-ID: <77XZ9.39$Pe7.7@nwrddc04.gnilink.net>
Source record: 23888

9V DC 500mA tip = + sleeve = -

> Anyone an idea what voltage the 2600 PSU has and how the plug is
connected?
> I don't have a PSU for my 2600 and would like to play defender :-)

## 626. Re: XL Boss

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-29 21:28:04 UTC
From: Richard Heldmann <sales@vulcantool.com>
Message-ID: <b19h0i$16m$1@bob.news.rcn.net>
Source record: 23889

Calls to Best and B&C have been unsuccessful. This item is not in their stock.

## 627. Happy Birthday Nolan Bushnell!

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-29 21:40:30 UTC
From: bill@newbreedsoftware.com
Message-ID: <iTXZ9.62907$Ik.2498063@typhoon.sonic.net>
Source record: 23890
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,de.comp.sys.atari,pl.comp.sys.atari,alt.atari.2600,alt.games.atari

Nolan Bushnell turns 60 years old on February 5th!

He didn't stick around Atari for very long, but we have him to thank for it,
and for arcade games and the rise of video games in general! :^)

-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/bill/

(Who owns an 800, 800XL, 1200XL, 2600, 2600Jr, two Jaguars and two Lynx II's)

## 628. Pokey chips source?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-29 21:59:26 UTC
From: David Pochron <dpoch@ticon.net>
Message-ID: <b19is1$hol$1@galileo.ticon.net>
Source record: 23891

Anyone know of a source where I could pick up a spare Pokey chip or two for an Atari 800? After I reported my Indus drive was dead a few months back I did some more investigating and found that not only is the drive dead but the data out line of the Pokey chip (pin 28) constantly stays low when data output is attempted! So whatever zapped the drive made its way back along the serial port as well. :-(

The irony is, when my Atari 800 died back in 1988, it turned out to be the 6502 but because I didn't know what went bad I picked up a pair of CPU boards so now I have 3 sets of all the custom chips - except for Pokey which is on the motherboard! :-(

--
David Pochron dpoch@ticon.net

## 629. atari software

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-30 00:12:47 UTC
From: leonhowell@hotmail.com
Message-ID: <16c591c4.0301291612.15e2925a@posting.google.com>
Source record: 23892

Did anyone make a good inegrated software package for the Atari XE
130? I'm thinking of something like Geos for the C=64/128 or V.I.P.
Library for the CoCo 3.

## 630. Re: atari software

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-30 00:36:28 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e3873a6$0$49105$e4fe514c@news.xs4all.nl>
Source record: 23893

Yep DIAMOND GOS
"Leon Howell" <leonhowell@hotmail.com> wrote in message
news:16c591c4.0301291612.15e2925a@posting.google.com...
> Did anyone make a good inegrated software package for the Atari XE
> 130? I'm thinking of something like Geos for the C=64/128 or V.I.P.
> Library for the CoCo 3.

# 631. Re: Poll: new LISP implementation for the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-30 04:52:03 UTC
From: Hidehiko Ogata <hog@aqu.bekkoame.ne.jp>
Message-ID: <O2.N2.jN2DD85U7Za9gLd.NR@aqu.bekkoame.ne.jp>
Source record: 23894

Greg Menke wrote:

> Basic is not integrated at all into the os- in contrast to at least
> the Apple micros. The fp, screen (and graphics IO) are all supplied
> by the OS. DOS is also independent of Basic, though Basic supplies
> some high level functions that can exploit it if present. The
> tokenizer (by which I assume you mean the Basic tokenizer) is supplied
> by Basic. On the other hand, the high level sound operations are
> supplied by Basic, though they end up manipulating the hardware sound
> themselves.

Mmm, brilliant level of modularity for its time, I'd say!

Perhaps someone could documentize "porting a PL to the A8 FAQ", and
who knows, it might actually catch on ;).
--
// }{idehiko ()gata "War is over, if you want it"
\X/ Amiga since '86 - John Lennon

## 632. Rambling Russg rambles.

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-30 05:39:48 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v3hektp8ccq60@corp.supernews.com>
Source record: 23895

I saw a link to zip source code someone posted here.
That link was for what used to be infozip and is now
called zlib. Jean-Loupe Gaille and Mark somebody
wrote the software.
There was a link to JLGs site. There was then
a link to one of his interests, Japanese/Oriental game
of Go. I remember Atari comes from this game, but
didn't know exactly what it referred to in the game.
Followed more links and got to a beginner's tutorial
on the game.
Go is a game where you try to surround your opponents
'stones' (white ones and black ones) and sorta capture
as much of the board as possible.
An opponent's stone that is all but one stone surrounded
is called in 'Atari', about to be captured. Two stones
almost encircled is a 'double atari'.
New subject.
I've been working on a game, using XLIT and A800win.
I don't believe it has ever been done on the A8.
It's called 'Skunk', a two dice game.
I have some of the graphics and program logic done.
Have a lot more to go on it, but I can play it at this
point.
Intend to put some text in memory, the word
'Skunked' and 'Double' as a graphics object, taking
up about 8 lines of my graphics 7 screen, then poke
a LMS load memory scan, into the DL to bring up
the graphic.
But I ramble.
I expect it'll take months to get it right. I'm not using
Action or assembler (I have one ml routing so far to
do some bit twiddling, on page 6.)
Jindroush's post about ABC compiler version 1.02
working on A800 was how I found out to get ABC
to work on A800. It has to be compiled, it is really
slow, even in XLIT with my fairly fast PC.
Rambling Russg

## 633. ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-30 07:02:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0301292249170.1381-100000@shell1.aracnet.com>
Source record: 23647
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and Atari Jaguar Games. The Great Communicator once said, "It's a Recession when It's in your Neighbor's back yard. But when It's in your back yard, it's a Depression!". I've been waiting for Customers to follow through on their Atari Orders. Some people begin an order, then neglect to follow up in E-Mail while I wait for their reply. I could sure use your Business, I welcome all the Atari Busines I can get. Right now Times are Tough for the Atari Business, so to all my Customers, now is the time. Now, I'm updating my Catalogs as well as adding to my Catalogs. Especially my ST Software Catalog which is the PHATtest it's ever been! Over 100 KBytes! Bigger than ever! E-Mail Atari@aracnet.com or call Ben anytime at (503)256-9974! I'm not asking a lot, I'm just trying to make a living and earn your Business!

http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/auctions.htm Why I hate auctions!
http://www.aracnet.com/~atari/bspolicy.htm Affects you too!
http://www.aracnet.com/~atari/caveat.htm Buyer Beware!
http://www.aracnet.com/~atari/emulator.htm Atari Emulators.
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.
http://www.aracnet.com/~atari/testing.htm My Test Standards!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/windoze.htm Certainly not GEM!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 634. ADV: Atari Sales, Service & Support: Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-30 07:07:35 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0301292303050.1381-100000@shell1.aracnet.com>
Source record: 23648
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auctions Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. I can afford to sell for less because I keep overhead down, I avoid going into debt and I avoid making promises I can't keep! This includes not offering services that I cant follow up with! So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New/ Good Home! So I'm involved in saving Orphaned Atari's from Atari Heaven! Act Now,or I can't save you any Money! Goto http://BensCatalogs.Atari.org Or goto my Domain at http://BenSells.Atari.org or Call Ben@(503)256-9974! http://www.aracnet.com/~atari/numbers.htm Calling Hours and Info:

http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/auctions.htm Why I hate auctions!
http://www.aracnet.com/~atari/bspolicy.htm Affects you too!
http://www.aracnet.com/~atari/caveat.htm Buyer Beware!
http://www.aracnet.com/~atari/emulator.htm Atari Emulators.
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.
http://www.aracnet.com/~atari/testing.htm My Test Standards!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/windoze.htm Certainly not GEM!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

## 635. Re: Pokey chips source?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-30 07:08:06 UTC
From: Paul Alhart <paulalhart@hotmail.com>
Message-ID: <qb4_9.513$Pe7.236@nwrddc04.gnilink.net>
Source record: 23896

Best Electronics in San Jose
http://www.best-electronics-ca.com/

> Anyone know of a source where I could pick up a spare Pokey chip or two
for
>

## 636. Bank Street Writer?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-30 09:50:14 UTC
From: misterbumpy@wmconnect.com
Message-ID: <20030130045014.09700.00000337@mb-cd.wmconnect.com>
Source record: 23649

Is there anyone out there who knows where I can find Bank Street Writer for use on an 800XL w/XF-551?

I seem to remember it being a nice and simple word processor for its time and thought that it'd be neat to have and to introduce my kids to.

Thanks!

# 637. Re: atari++ question

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-30 10:58:56 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b1b0hg$ijf$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 23650

Hi Ken,

> I'd like to say the program works great, and it usually does, but I just
> tried to play Bacterion (ANALOG Computing) and ten minutes into the game or
> so it glitched. I could no longer move my ship, and the two enemies were just
> constantly moving from side to side.

Not necessarely an emulator problem. You did use it with the XL Rom, I suppose?
Now, Bacterion has a problem: It uses a PMBase of zero, meaning the missiles
will end up in page three. Unfortunately, the Os VBI monitors the CartCtrl
shadow register at (IIRC) 0x3fa. If this changes its value to something
different than GTIA Trig3, the Os "hicks up" and blocks all further activity
because "it thinks" that a cart has been inserted. This means specifically that
Bacterion does the very same thing on a real Atari XL. I personally fixed this
problem on my edition of Bacterion simply by poking TRIG3 back into the
shadow register in the immediate VBI, but if you want to play the original
unmodified, you'd had to use the Os revisions A or B, but not the XL version.

Greetings,
Thomas

# 638. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-30 16:01:41 UTC
From: Mark Duckworth <mducksub@nospaamatari-source.com>
Message-ID: <1043949344.782596@blade.atari-source.com>
Source record: 23651
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Bravo Sierra Computers wrote:

> Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and
> Atari Jaguar Games. The Great Communicator once said, "It's a Recession
> when It's in your Neighbor's back yard. But when It's in your back yard,
> it's a Depression!". I've been waiting for Customers to follow through on
> their Atari Orders. Some people begin an order, then neglect to follow up
> in E-Mail while I wait for their reply. I could sure use your Business, I
> welcome all the Atari Busines I can get. Right now Times are Tough for the
> Atari Business, so to all my Customers, now is the time. Now, I'm updating
> my Catalogs as well as adding to my Catalogs. Especially my ST Software
> Catalog which is the PHATtest it's ever been! Over 100 KBytes! Bigger than
> ever! E-Mail Atari@aracnet.com or call Ben anytime at (503)256-9974! I'm
> not asking a lot, I'm just trying to make a living and earn your Business!

It is absurd how it hasn't occurred yet to some that perhaps the reason for the lack of business is a largely angry customer base that doesn't want to do business with him. *sigh*. He's digging his own grave.

## 639. Re: atari software

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-30 17:26:20 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b1bmvi$111tl0$1@ID-174234.news.dfncis.de>
Source record: 23652

Leon Howell wrote:

> Did anyone make a good inegrated software package for the Atari XE
> 130? I'm thinking of something like Geos for the C=64/128 or V.I.P.
> Library for the CoCo 3.

How about Boss XE
http://www.atarixle.de/
http://www.12move.de/home/atarixle/boss/indexe.htm

Unfortunaley, most Info is in german language. Please write if you need
assistance.

Or Tom Hunt's ATOS System
http://cth.dtdns.net/atos/index.html

Carsten

## 640. Re: Bank Street Writer?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-30 18:19:44 UTC
From: Slor <slor@comcast.net>
Message-ID: <b1bqc3$10ohk9$1@ID-164868.news.dfncis.de>
Source record: 23653

"MisterBumpy" <misterbumpy@wmconnect.com> wrote in message
news:20030130045014.09700.00000337@mb-cd.wmconnect.com...
> Is there anyone out there who knows where I can find Bank Street Writer
for use
> on an 800XL w/XF-551?
>
> I seem to remember it being a nice and simple word processor for its time
and
> thought that it'd be neat to have and to introduce my kids to.
>
> Thanks!

Bravo Sierra has it listed. See previous post for details.

Slor

## 641. Jam!! Pinout

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-30 18:38:19 UTC
From: mr_i_davis@hotmail.com
Message-ID: <d735c5ea.0301301038.48d953c3@posting.google.com>
Source record: 23654

Hey all, I have a Jam!!, and over the course of a couple moves have misplaced the video cable. It's the single cable with the svideo on one end that plugs into the device, and has the rca female connector, which you plug the video out from the Atari into. Does anyone have one that they could provide me the pinout with a ohmmeter? Since I can't find one, and can't seem to find AimsLab on the net anymore, I was hoping someone around might have one handy.
Thanks,
Isaac

## 642. Re: Bank Street Writer?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-30 18:59:46 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030130135946.22025.00000359@mb-ca.aol.com>
Source record: 23655

> Is there anyone out there who knows where I can find Bank Street Writer
for use on an 800XL w/XF-551? <

I have a note that BSW does not run on an XF 551 -- presumably the copy protection didn't like something the XF system responded with. Of course, BSW was a popular program in its day, and there may have been more than one version. But if you decide to buy one from an Atari supplier, you might see if they will test it for you before you shell out cash.

Larry

## 643. eBay auctions - not long to go....

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-30 19:03:17 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1043953388.71823.0@doris.uk.clara.net>
Source record: 23656

Hello All,

Just a quick reminder that my eBay auctions for Page 6 magazines issues 3/4/5, along with some other stuff are due to expire soon. The link is below (this will split on to two lines, so please copy both lines into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangarraghty

Dean Garraghty

# 644. Re: The complete listing of games for Atari 8-bit computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-30 19:33:46 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3E397E1A.BFB6558C@t-online.de>
Source record: 23657

Hello Mike,

> Does anyone know or have the "most complete list" of games for the
> Atari 8-bit computers? Even "almost" complete list would be enough
> for my research.

Maybe this link will be of some value:

http://home.earthlink.net/~dnoguero/atari/

Greets,

Andre

# 645. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-30 21:46:04 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e399cc6571ee0@tripnet.se>
Source record: 23658
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

In comp.sys.atari.st <1043949344.782596@blade.atari-source.com>
Mark Duckworth wrote on Thu 30-01-2003 11:01 (-0500):

>Bravo Sierra Computers wrote:
>
>> Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and
>> Atari Jaguar Games. The Great Communicator once said, "It's a Recession

>It is absurd how it hasn't occurred yet to some that perhaps the reason for
>the lack of business is a largely angry customer base that doesn't want to
>do business with him. *sigh*. He's digging his own grave.

I don't think so... I actually had the pleasure to buy from him right
before christmas, partly because of his posts to this NG but also because
of yours and others unfair complaints about his ads here.

Got a couple of hard to find items and yes, his service is excellent!
Some might think twice before sending cash in advance to remote
continents but with Ben Smith there is no need to worry. Just remember to
use insured mail when sending money.

He kept his promise about "quick turn around time" and I got the items
here as fast as the postal system permits by "Global Priority Mail" at no
extra cost.

So the fact he has updated his catalogue is certainly good _news_!

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

## 646. Re: Rambling Russg rambles.

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-30 22:11:20 UTC
From: NoOne@FakeEmail.invalid
Message-ID: <9313A919EPrivacyLabs@209.143.0.11>
Source record: 23659

The game of "Go" was the first program I ran on a digital computer sometime back in the 60's. I made it from a kit when I was a kid. It was a non-electronic computer, with springs, levers, and plastic posts on which to insert plastic sleaves in the form of short tubes which made up the "program". Each computational cycle was generated by pulling and pushing a plastic lever. It had a three-bit output. The posts and tubes were a rough analogy to toggle switches. I wish I still had that thing.

## 647. UK Atari rarities

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-30 22:48:42 UTC
From: richard daley <richard.daley3@ntlworld.com>
Message-ID: <q_h_9.1168$LT6.977@newsfep1-gui.server.ntli.net>
Source record: 23660

I am having to make some space at home and some of my collection is having to go, if interested, take a look at Ebay for auctions by Rich521, some rare items going up, thanks. I am not leaving the 8 bit scene, I just did not realise how many 1050 drives I actually had.

## 648. Re: atari++ question

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-30 23:21:30 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <dqcj3vo5kd8u62rnbcl1dmj50k6e1femvj@4ax.com>
Source record: 23661

On Thu, 30 Jan 2003 18:50:56 +0000 (UTC), arromdee@mauve-new.rahul.net
(Ken Arromdee) wrote:

>Yes, I used the XL ROM. (What's scary is that I still understood your
>explanation...)

You did, I thought he was making it up ;-)
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

## 649. Re: atari software

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-31 00:18:15 UTC
From: leonhowell@hotmail.com
Message-ID: <16c591c4.0301301618.20169566@posting.google.com>
Source record: 23662

"TXG" <txg01@xs4all.nl> wrote in message
news:<3e3873a6$0$49105$e4fe514c@news.xs4all.nl>...
> Yep DIAMOND GOS

I don't care about all that GUI stuff, I just need a word
proccessor, database, spreadsheet, and XASCII/ANSI/VT-102 terminal
program with X-modem & Y-modem. Does Diamond GOS have that?

## 650. Re: atari software

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-31 00:20:08 UTC
From: leonhowell@hotmail.com
Message-ID: <16c591c4.0301301620.6bdf03bc@posting.google.com>
Source record: 23663

"TXG" <txg01@xs4all.nl> wrote in message
news:<3e3873a6$0$49105$e4fe514c@news.xs4all.nl>...
> Yep DIAMOND GOS

Does Diamond have a word proccessor, database, spreadsheet, and terminal?

## 651. Re: atari software

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-31 00:23:01 UTC
From: leonhowell@hotmail.com
Message-ID: <16c591c4.0301301623.4e5af489@posting.google.com>
Source record: 23664

Carsten Strotmann <cas_news@strotmann.de> wrote in message
news:<b1bmvi$111tl0$1@ID-174234.news.dfncis.de>...
> Leon Howell wrote:
>
> > Did anyone make a good inegrated software package for the Atari XE
> > 130? I'm thinking of something like Geos for the C=64/128 or V.I.P.
> > Library for the CoCo 3.
>
> How about Boss XE
> http://www.atarixle.de/
> http://www.12move.de/home/atarixle/boss/indexe.htm

Is there a word processor, database, spreadsheet, or terminal?

> Unfortunaley, most Info is in german language. Please write if you need
> assistance.

Me no habla espayol, ect.

> Or Tom Hunt's ATOS System
> http://cth.dtdns.net/atos/index.html

Another @#$% GUI. Any applications?

## 652. Re: atari software

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-31 02:02:19 UTC
From: Simon J Wells <simonwells@hotmail.com>
Message-ID: <7Jk_9.59$yU6.23@fe01>
Source record: 23665

If I recall there was a program called home office that I purchased when I lived in the UK, I don't know what all it had in it but I know it was an office type suite.

"Leon Howell" <leonhowell@hotmail.com> wrote in message news:16c591c4.0301301623.4e5af489@posting.google.com...
> Carsten Strotmann <cas_news@strotmann.de> wrote in message news:<b1bmvi$111tl0$1@ID-174234.news.dfncis.de>...
> > Leon Howell wrote:
> >
> > > Did anyone make a good inegrated software package for the Atari XE
> > > 130? I'm thinking of something like Geos for the C=64/128 or V.I.P.
> > > Library for the CoCo 3.
> >
> > How about Boss XE
> > http://www.atarixle.de/
> > http://www.12move.de/home/atarixle/boss/indexe.htm
>
> Is there a word processor, database, spreadsheet, or terminal?
>
> > Unfortunaley, most Info is in german language. Please write if you need
> > assistance.
>
> Me no habla espayol, ect.
>
> > Or Tom Hunt's ATOS System
> > http://cth.dtdns.net/atos/index.html
>
> Another @#$% GUI. Any applications?

## 653. Re: Rambling Russg rambles.

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-31 04:09:41 UTC
From: mo <momo@atariland.com>
Message-ID: <9Gm_9.4025$2y.209092@twister.austin.rr.com>
Source record: 23666

I had one of those also back in the 70's. It was made by Radio Shack and called the 'digital computer'. It used 'D' cell batteries and flashlight bulbs to light the columns and just as you said springs and plastic slips. I see them every now and then on Ebay.
Mo

"Tom Hunt" <NoOne@FakeEmail.invalid> wrote in message news:9313A919EPrivacyLabs@209.143.0.11...
>
> The game of "Go" was the first program I ran on a digital computer
> sometime back in the 60's. I made it from a kit when I was a kid. It was
> a non-electronic computer, with springs, levers, and plastic posts on which
> to insert plastic sleaves in the form of short tubes which made up the
> "program". Each computational cycle was generated by pulling and pushing a
> plastic lever. It had a three-bit output. The posts and tubes were a
> rough analogy to toggle switches. I wish I still had that thing.

# 654. Atari 400/800 Games for Sale

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-31 07:20:13 UTC
From: swmoretp@aol.com
Message-ID: <20030131022013.08310.00000288@mb-mt.aol.com>
Source record: 23667

```
Atari 400/800 Games for Sale on eBay
Archon for the Atari 800 - NEW
3004550616
Rescue on Fractalius! for the Atari 800 - NEW
3004551352
Mario Bros: for the Atari 800 - NEW
3004552041
Donkey Kong for the Atari 800 - NEW
3004552505
Desert Falcon for the Atari 800 - NEW
3004553107
One-on-One for the Atari 800 - NEW
3004554223
Ballblazer for the Atari 800 - NEW
3004803007
Atari 800 Chicken by Synapse, 1982
3004803557
Star Raiders II for the Atari 800 - NEW
3004804158
Atari 800 Acey-Deucey, 1982
3004804824
Alien Ambush for Atari 800 - NEW
3004590444
```

## 655. Re: Bank Street Writer?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-31 08:49:35 UTC
From: misterbumpy@wmconnect.com
Message-ID: <20030131034935.29706.00000010@mb-cd.wmconnect.com>
Source record: 23668

Hey, thanks for the warning... it looks like I may need to grab a 1050 next time I order something for compatability's sake.

Ah well, I wanted to have two drives, anyway!

That reminds me... I know that my old 1050s used to hold 88K per side on single density disks, but does anyone have any idea how much an XF551 will store on DD disks?

Thanks!

## 656. Re: atari++ question

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-31 09:07:00 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b1debk$dsh$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 23669

Hi Paul, hi Ken,

>>Yes, I used the XL ROM. (What's scary is that I still understood your
>>explanation...)

> You did, I thought he was making it up ;-)

Well, we can of course find it out precisely: Play it again, and bring it
into the "locked out" state. Then go to the menu with the F1 key, and
go to the topmost "prefs" menu item. On the right hand side, you'll find
amongst others two "string gadgets" saying "Save configuration" and
"Save state". The first places the emulator setup in a file. Please do that
(e.g. save the configuration as "bakterion.config" by entering this
name into the configuration saver gadget and press return), and also save the
machine state as "bakterion.state". This second file contains the complete
machine state at the time you made the snapshot: All hardware registers,
the complete RAM contents, etc..., allowing me to continue the
game play (or rather the crash, in your case) from this point on.

Both files will end up as huge text files you could simply forward to me. Then,
I can load them here into my emulator as well and would be able to see whether
my hypothesis is correct.

Greetings,
Thomas

## 657. Re: atari software

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-31 10:00:15 UTC
From: Pockets <jp@pockets.dummy.cix.co.uk>
Message-ID: <b1dhfg$dli$1@thorium.cix.co.uk>
Source record: 23670

"Leon Howell" <leonhowell@hotmail.com> wrote in message
news:16c591c4.0301301618.20169566@posting.google.com...
> "TXG" <txg01@xs4all.nl> wrote in message
news:<3e3873a6$0$49105$e4fe514c@news.xs4all.nl>...
> > Yep DIAMOND GOS
>
> I don't care about all that GUI stuff, I just need a word
> proccessor, database, spreadsheet, and XASCII/ANSI/VT-102 terminal
> program with X-modem & Y-modem. Does Diamond GOS have that?

In that case may I recomend Mini Office II. Word processor, Database,
Spreadsheet + Charts and Comms program. Available for most machines that
were available in the UK. Think of it as a microsoft works of its day. It
was a MONSTER hit here when it came out. About all it was missing was a Desk
Top Publisher. Certainly sounds closest to what your after.

## 658. Re: Bank Street Writer?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-31 16:54:05 UTC
From: Gary <BitBucket@cox.net>
Message-ID: <Xns93145AF551B82ambassadorkosh@68.6.19.6>
Source record: 23671

misterbumpy@wmconnect.com (MisterBumpy) wrote in
news:20030131034935.29706.00000010@mb-cd.wmconnect.com:

> Hey, thanks for the warning... it looks like I may need to grab a 1050
> next time I order something for compatability's sake.
>
> Ah well, I wanted to have two drives, anyway!
>
> That reminds me... I know that my old 1050s used to hold 88K per side
> on single density disks, but does anyone have any idea how much an
> XF551 will store on DD disks?
>
> Thanks!

360K in DDDS mode.

--
C:\DOS
C:\DOS\RUN
.\RUN\DOS\RUN

## 659. Re: atari software

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-31 21:20:19 UTC
From: Slor <slor@comcast.net>
Message-ID: <b1epak$12hguq$1@ID-164868.news.dfncis.de>
Source record: 23672

> In that case may I recomend Mini Office II. Word processor, Database,
> Spreadsheet + Charts and Comms program. Available for most machines that
> were available in the UK. Think of it as a microsoft works of its day. It
> was a MONSTER hit here when it came out. About all it was missing was a
Desk
> Top Publisher. Certainly sounds closest to what your after.
>

I was just checking out Min Office II. Cool stuff - thanks for the pointer.

Slor

## 660. Re: Rambling Russg rambles.

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-31 21:50:53 UTC
From: NoOne@FakeEmail.invalid
Message-ID: <9314A4368PrivacyLabs@209.143.0.11>
Source record: 23673

Cool! I'm going to see if Ebay has any for sale. I just remembered
that the game was "Nim", not "Go".

# 661. New auctions - 850 field service manual / light sensor box (prototype)

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-31 23:11:59 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1044054248.52843.0@despina.uk.clara.net>
Source record: 23674

Hello All,

I've just started a couple of new eBay auctions for an 850 field service manual, and a prototype light sensor/Theremin unit which was developed as a product some 15 yaers ago, but never released. I've also still got some other stuff up for auction too, including Page 6 mag issue 3/4/5. The link is below
(this will split on to two lines, so please copy both lines into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangarraghty

Dean Garraghty

# 662. Re: Poll: new LISP implementation for the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-01-31 23:58:54 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3E3B0D45.FF36F807@rogers.com>
Source record: 23675

Carsten Strotmann wrote:

> Hello,
>
> I'm currently in contact with a oric (= 6502 based computer) user who has a
> LISP Interpreter for 6502 processors he is willing to share with the Atari
> community.
>
> My question is: how much interest is out there in the community for a good
> (and open, supported, documented) LISP on the A8?
>
> If there is enough feedback, I'm thinking of opening a "real" project
> instead of a "pet"-project just for me :-))
>
> Best regards
>
> Carsten Strotmann
>
> ----
>
> Resources on LISP --> http://www.paulgraham.com/lisp.html
> LISP Primer --> http://snaefell.tamu.edu/~colin/lp/
> ATARI Inter-LISP/65 --> http://www.strotmann.de/twiki/bin/view/APG/LangLisp
> more LISP --> http://babs.cs.umass.edu/lisp-resources/index.html
>
> From the ORIC Lisp Manual
>
> The LISP language was created in 1964 by John McCarthy in order
> to process information organised as binary trees (math formulas, natural
> language sentences, knowledge bases etc.). LISP represents those trees as
> lists (by the way, LISP is an abbreviation for LISt Processing).
>
> The ability of LISP to handle symbolic information has made it one of
> the preferred "machine languages" in such fields as Artificial Intelligence,
> Robotics, Formal Calculation, Programming Theory (e.g. program proving),
> Game Theory, Syntax Editors (e.g. Emacs) and more generally Programming
> Environments, etc.
>
> To position LISP relative to other programming languages,
> a distinction is usually made between three language families (although
> some languages may belong to more than one family): imperative languages
> such as Fortran, Pascal, Cobol, Basic, Ada, C..., in which a sequence of
> instructions is used to reach a solution; declarative languages such as
> Prolog which merely describe the problem to be solved (a deductive logic

> is then used to reach the solution); and functional and application
> languages such as LISP, ML, FP, where you apply functions in the
> mathematical sense (i.e. there are no more "variables" in a program). Early
> object-oriented languages such as SmallTalk may be regarded as being
> derived from LISP. LISP also influenced the LOGO language.
>
> Apart from this classification, LISP is comprised of a whole family
> of dialects (InterLisp, MacLisp, VLisp, LeLisp, MuLisp, FranzLisp...),
> which all share the following features:
> - They compound recursive functions whereas traditional (imperative)
> languages repeat assignment sequences.
> - They handle tree structures, and there are program trees as well
> as data trees (a program may therefore be processed by another program!)
> - They are structured and modular (thanks to compound functions).
> - They are interactive (they generally provide a language
> interpreter
> which lets you modify everything, including the interpreter itself!).
> - Memory is managed dynamically and automatically (a "garbage
> collector" reclaims the storage space used by data which is no longer
> needed).

I definately think its a worthwhile project. I know there used to be interlisp for the atari 8's but it was commercial (I think) and I've not seen it available for years. Would be good to collect some source code together for people to use as examples as well.

## 663. Re: atari software

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-01 03:30:11 UTC
From: Simon J Wells <simonwells@hotmail.com>
Message-ID: <ODH_9.4815$yU6.1474@fe01>
Source record: 23676

This is the program I was trying to remember, I wrote a large number of
school papers with it :)

"Pockets" <jp@pockets.dummy.cix.co.uk> wrote in message
news:b1dhfg$dli$1@thorium.cix.co.uk...
>
> "Leon Howell" <leonhowell@hotmail.com> wrote in message
> news:16c591c4.0301301618.20169566@posting.google.com...
> > "TXG" <txg01@xs4all.nl> wrote in message
> news:<3e3873a6$0$49105$e4fe514c@news.xs4all.nl>...
> > > Yep DIAMOND GOS
> >
> > I don't care about all that GUI stuff, I just need a word
> > proccessor, database, spreadsheet, and XASCII/ANSI/VT-102 terminal
> > program with X-modem & Y-modem. Does Diamond GOS have that?
>
> In that case may I recomend Mini Office II. Word processor, Database,
> Spreadsheet + Charts and Comms program. Available for most machines that
> were available in the UK. Think of it as a microsoft works of its day. It
> was a MONSTER hit here when it came out. About all it was missing was a
Desk
> Top Publisher. Certainly sounds closest to what your after.
>
>

## 664. PC manipulation of .ATR files

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-01 05:26:55 UTC
From: Slor <slor@comcast.net>
Message-ID: <b1fluq$12tm18$1@ID-164868.news.dfncis.de>
Source record: 23677

I've been trying to find a good utility (DOS or Windows) that will allow me to move files around from .ATR image to .ATR image, but so far I haven't really found what I'm looking for. Anyone have a recommendation?

Thanks
Slor

# 665. Re: Jam!! Pinout

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-01 06:05:59 UTC
From: Dan Vernon <newsgroups@retrobits.net>
Message-ID: <b1fo3q$h47$1@news.chatlink.com>
Source record: 23678

hmmm... lets see, the outsides of both plugs are ground and are connected.

Then inside the mini-din plug it looks something like this

1 2
3 4
==

pin 2 is connected to the inside of the rca jack

-Dan

"Isaac Davis" <mr_i_davis@hotmail.com> wrote in message
news:d735c5ea.0301301038.48d953c3@posting.google.com...
> Hey all, I have a Jam!!, and over the course of a couple moves have
> misplaced the video cable. It's the single cable with the svideo on
> one end that plugs into the device, and has the rca female connector,
> which you plug the video out from the Atari into. Does anyone have one
> that they could provide me the pinout with a ohmmeter? Since I can't
> find one, and can't seem to find AimsLab on the net anymore, I was
> hoping someone around might have one handy.
> Thanks,
> Isaac

## 666. Zaxxon Cassette

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-01 06:07:09 UTC
From: Ron Pothier <cowboy.ron@verizon.net>
Message-ID: <huJ_9.2137$uq1.875@nwrddc03.gnilink.net>
Source record: 23679

This may seem like a dumb question, but I have an old Zaxxon cassette and I just bought a 600xl computer with a 1010 program recorder and I can't get it to load and run on this computer. I hold down start and option to load and hit return when the buzzer sounds, but I keep getting the test screen after a few minutes and the game never shows on screen. What am I doing wrong? I thought holding down option would disable the basic. Is there something else I need to do? It's been over 10 years since we have had any Atari computers in the house, just some old software cassettes that we would like to play. Any help would be appreciated.

Thanks,

Cowboy Ron

# 667. Re: Zaxxon Cassette

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-01 07:19:12 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <3E3B74F0.2060907@hotmail.com>
Source record: 23680

Ron Pothier wrote:
> ... but I keep getting the test screen after a few
> minutes and the game never shows on screen. What am
> doing wrong? I thought holding down option would
> disable the basic. Is there something else I need to
> do? ...

Holding down the option button does disable BASIC,
increasing the amount of available RAM memory.

Also, the original memory configuration of the Atari
600XL computer is 16 KB of RAM, which means only the
16 KB version of Datasoft's Zaxxon can be played on it,
not the 32 KB version. If the computer has been
expanded to 64 KB of RAM, all games work. If your
Zaxxon game is intended for 32 KB systems, check the
amount of available memory with the BASIC command
PRINT FRE(0), I think it returns 37902 on 64 KB
computers.

More likely: It sounds as if there is a problem with
the tape or possibly with the cassette recorder. When
the Atari computer enters the self test mode or hangs
during a tape load session, it is an indication on
that there was a load error, a load failure. If you
listen to the loading sound, you can normally hear
that the sound changes a bit right before the load
failure.

From what I can recall, the Zaxxon game is not one
long single load file, but a loader program that
takes over load control 40-60 seconds after you
have started loading. A sign of this is that the
screen changes and displays "Zaxxon" with white
ASCII graphics on a dark blue background. Does this
happen?

Anders

## 668. Re: Bank Street Writer?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-01 09:22:18 UTC
From: misterbumpy@wmconnect.com
Message-ID: <20030201042218.23426.00000044@mb-mi.wmconnect.com>
Source record: 23681

Thanks... I found an Atari disk image FAQ right after I posted the message!

Is there any special way to format 360K DSDD disks on an 800XL with an XF551?

I don't know yet because I don't have any software to run on it and am
currently without APE or anything useful like that.

# 669. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-01 10:22:24 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1044094773@rtfm.mit.edu>
Source record: 23682
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: January 18, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

## 670. Re: Poll: new LISP implementation for the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-01 11:38:38 UTC
From: solarinflux@aol.com
Message-ID: <20030201063838.29706.00000026@mb-cd.aol.com>
Source record: 23683

i am at least one person who is so very interested in a more complete lisp for my a8. interlisp/65 is limited to the degree that it is barely worthwhile. i would be willing to offer whatever help i can to make this lisp come to be.

solar

## 671. "Secrets of the 1050" ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-01 15:03:44 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030201100344.25320.00000031@mb-cf.aol.com>
Source record: 23684

I have another "flakey" 1050, so I was rumaging around in the csa8 archives at Google, and ran across a post by Ben Poehland.

> ... I'm palanning a "Secrets of the 1050" article in the Jan-Feb issue of Current Notes, in my "Alchemist" column. <

This would have been J/F of 1992. I have a lot of CN mags/articles, but I don't have that one. Does anyone know if it actually happened?

(also) IIRC, ownership of CN was transferred to someone in Canada (?) Whatever happened to it? I was thinking that the new owner was going to have an all-ST mag, but it never really got off the ground? (I'm really fuzzy about this one -- maybe another double-expresso will help :-)

Larry

## 672. Re: Bank Street Writer?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-01 16:16:33 UTC
From: Gary <BitBucket@cox.net>
Message-ID: <Xns93155499D60CAambassadorkosh@68.6.19.6>
Source record: 23686

misterbumpy@wmconnect.com (MisterBumpy) wrote in
news:20030201042218.23426.00000044@mb-mi.wmconnect.com:

> Thanks... I found an Atari disk image FAQ right after I posted the
> message!
>
> Is there any special way to format 360K DSDD disks on an 800XL with an
> XF551?
>
> I don't know yet because I don't have any software to run on it and am
> currently without APE or anything useful like that.
>

MyDOS, SpartaDOS, & DOS XE will do the trick.

--
C:\DOS
C:\DOS\RUN
.\RUN\DOS\RUN

# 673. Re: Zaxxon Cassette

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-01 16:23:08 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <MrS_9.22787$Rc7.319334@news2.e.nsc.no>
Source record: 23685

"Ron Pothier" <cowboy.ron@verizon.net> skrev i melding
news:huJ_9.2137$uq1.875@nwrddc03.gnilink.net...
> This may seem like a dumb question, but I have an old Zaxxon cassette and
I
> just bought a 600xl computer with a 1010 program recorder and I can't get
it
> to load and run on this computer. I hold down start and option to load and
> hit return when the buzzer sounds, but I keep getting the test screen
after
> a few minutes and the game never shows on screen. What am I doing wrong? I
> thought holding down option would disable the basic. Is there something
else
> I need to do? It's been over 10 years since we have had any Atari
computers
> in the house, just some old software cassettes that we would like to play.
> Any help would be appreciated.
>
> Thanks,
>
> Cowboy Ron

Also try to rewind the tape completely, zero the counter and fast forward
two or three, then do the same as you do. Depends on how soon the test
screen appears. There's a poke 54018,52 (or something, need to check) to
start the tape recorder, so you can press play and listen to the sound on
the tape. If it's very low, you might need to tune the recorder.

Good luck

# 674. Re: PC manipulation of .ATR files

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-01 18:25:48 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <684o3vc80uoh8njlb58hrvahftlk77o92a@4ax.com>
Source record: 23687

On Sat, 1 Feb 2003 00:26:55 -0500, "Slor" <slor@comcast.net> wrote:

>I've been trying to find a good utility (DOS or Windows) that will allow me
>to move files around from .ATR image to .ATR image, but so far I haven't
>really found what I'm looking for. Anyone have a recommendation?
>
Uh, why don't you just load the .ATR files into an emulator and copy/move
the files there?

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

## 675. Re: atari++ question

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-01 18:55:59 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <iu5o3vcj4fs37ghpbe9qi888bh9uhtmqd9@4ax.com>
Source record: 23688

On 31 Jan 2003 09:07:00 GMT, Thomas Richter
<thor@cleopatra.math.tu-berlin.de> wrote:

>Hi Paul, hi Ken,
>
>>>Yes, I used the XL ROM. (What's scary is that I still understood your
>>>explanation...)
>
>> You did, I thought he was making it up ;-)
>
>Well, we can of course find it out precisely: Play it again, and bring it
>into the "locked out" state.
>Both files will end up as huge text files you could simply forward to me. Then,
>I can load them here into my emulator as well and would be able to see whether
>my hypothesis is correct.
>
>Greetings,
> Thomas

You see those smiley things -> ;-)

That's the joke one I used :-)

I never doubted your explanation for a sec :-)
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

## 676. Surge Protectors/Ground

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-01 22:20:19 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030201172019.08416.00000396@mb-fu.aol.com>
Source record: 23689

I have a surge protector at virtually every outlet in our house -- certainly protecting my Atari (ok, the PC, too!) The "best" that I have found are from ACE hardware -- about 1500 Joules + RFI filtering + modem protection for about $16.

Most of the better protectors have a "Ground" LED that flickers sometimes, and sometimes shows nothing. Can anyone explain what the ground LED shows?

I'm also considering purchasing a good (power) line conditioner, maybe with an included uninterruptable power supply. What kind of experiences has anyone had with these? Good investment for computer use?
Thanks,
Larry

# 677. Re: Soldering tips from your favorite Mutant

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-01 23:16:40 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3E3C54DF.256E58FE@rogers.com>
Source record: 23690

Craig Hart wrote:

> > If you want to 'farm' old boards for spare parts, there is a quick way to
> > remove all of them in one shot. Heat the bottom of the board with a
> propane
> > torch. When the board is basically on fire, whack it on a handy surface.
> > The components will jump straight off the board. Mostly this is good for
> > discretes (caps, resistors etc), but chips might even survive......
>
> Alternaive: melt a roll of solder into a frying pan. place the board you
> want to farm into the pan, so hat it "floats" on the pool of solder. now,
> simply pick the parts straight off the board - as long as their leads aren't
> bent at wierd angles, parts will pull off with very little effort.
>
> Craig

To remove IC's it is possible to do it with desoldering wick as well. To do it proberly and have the IC undamage (and traces as well) you must be quick, and having good lighting and a maginfying glass will be handy. Also I didnt figure this out until 3 years ago, go to an electronics store (radio shack wont have this stuff) and get some liquid flux and a dispenser bottle with a fine nozzle (the nozzle looks like one from a medical syringe).and put a drop of it on the pin you want to desolder just before you apply the wick and iron (or the desoldering bulb if you've got that) quickly touch the iron to the pin, should be on for less than a second to do it proberly and minimize the chance of damage. If you do use the wick it should go on the pin to be desoldered and the soldering iron to apply heat.

Btw, desoldering stations are probably the easiest but are very expensive, you can spend $1000 or more on one of those.

## 678. Re: crazy dos

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-01 23:18:51 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3E3C5564.B7D2B5FF@rogers.com>
Source record: 23691

Roy G Biv wrote:

> On Sat, 14 Dec 2002 at 20:36:54 GMT, Joe Blenkle (jblenkle att
> softcom dott net) scribbled:
> ->Does anyone remember a "joke" program for the Atari that I think
> ->was called "Crazy DOS"? ... when you selected "Run DOS", a little
> ->stick figure would run across the bottom of the screen.
>
> I still have it. Copies I saw were called "JOKE.DOS." (BTW, they
> don't make jokes like that anymore, do they!? Has anybody made a
> joke version of Windoze???)

Microsoft makes a joke version of windows, they just dont admit its a joke

## 679. Re: Bank Street Writer?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-01 23:23:21 UTC
From: rtdos <rtdos@hotmail.com>
Message-ID: <IFY_9.126534$AV4.3811@sccrnsc01>
Source record: 23692

i ran BSW on my XF551 & stock 800XL with no problems. is there any info to substantiate this claim?

"LarryWhite" <llppwhite@aol.comnsp> wrote in message news:20030130135946.22025.00000359@mb-ca.aol.com...
> > Is there anyone out there who knows where I can find Bank Street Writer
> for use on an 800XL w/XF-551? <
>
> I have a note that BSW does not run on an XF 551 -- presumably the copy
> protection didn't like something the XF system responded with. Of course, BSW
> was a popular program in its day, and there may have been more than one
> version. But if you decide to buy one from an Atari supplier, you might see if
> they will test it for you before you shell out cash.
>
> Larry
>
>

## 680. looking to host my atari collection on some server

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-01 23:26:40 UTC
From: rtdos <rtdos@hotmail.com>
Message-ID: <QIY_9.34631$G83.296@sccrnsc04>
Source record: 23693

as soon as Ron is able to get done, i'm looking to host my collection of
Atari software on a single server. suggestions?

--
*** REPLY REQUESTED WHEN CONVENIENT ***

Jeff
http://geocities.com/rtdos
if you wish to discuss rtdos but not subscibe to the rtdos MSN group:
AOL / AIM "os65k"
MSN Messenger / email "rtdos at hotmail dot com"
ICQ # 20368688
Yahoo Messenger "rtdos" OR "rtdos.rm" (sometimes)

## 681. Re: looking to host my atari collection on some server

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-01 23:34:39 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e3c59a5$0$49114$e4fe514c@news.xs4all.nl>
Source record: 23694

```
Put it on my FTP server

TXG/MNX
"rtdos" <rtdos@hotmail.com> wrote in message
news:QIY_9.34631$G83.296@sccrnsc04...
> as soon as Ron is able to get done, i'm looking to host my collection of
> Atari software on a single server. suggestions?
>
>
> --
> *** REPLY REQUESTED WHEN CONVENIENT ***
>
> Jeff
> http://geocities.com/rtdos
> if you wish to discuss rtdos but not subscibe to the rtdos MSN group:
> AOL / AIM "os65k"
> MSN Messenger / email "rtdos at hotmail dot com"
> ICQ # 20368688
> Yahoo Messenger "rtdos" OR "rtdos.rm" (sometimes)
>
>
```

## 682. Re: looking to host my atari collection on some server

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-01 23:50:19 UTC
From: rtdos <rtdos@hotmail.com>
Message-ID: <%2Z_9.120811$Ve4.8246@sccrnsc03>
Source record: 23695

email me privately your snail mail address and i'll send you the cd's. it
may be easier that way and saving bandwidth (i think you already did but i
misplaced it). any other suggestions? i may or may not want a mirror site?
:-\

"TXG" <txg01@xs4all.nl> wrote in message
news:3e3c59a5$0$49114$e4fe514c@news.xs4all.nl...
> Put it on my FTP server
>
> TXG/MNX
> "rtdos" <rtdos@hotmail.com> wrote in message
> news:QIY_9.34631$G83.296@sccrnsc04...
> > as soon as Ron is able to get done, i'm looking to host my collection of
> > Atari software on a single server. suggestions?
> >
> >
> > --
> > *** REPLY REQUESTED WHEN CONVENIENT ***
> >
> > Jeff
> > http://geocities.com/rtdos
> > if you wish to discuss rtdos but not subscibe to the rtdos MSN group:
> > AOL / AIM "os65k"
> > MSN Messenger / email "rtdos at hotmail dot com"
> > ICQ # 20368688
> > Yahoo Messenger "rtdos" OR "rtdos.rm" (sometimes)
> >
> >
>
>

# 683. Re: atari++ question

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-02 00:39:22 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b1hpbq$h4e$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 23696

Hi Paul,

>>>>Yes, I used the XL ROM. (What's scary is that I still understood your
>>>>explanation...)
>>
>>> You did, I thought he was making it up ;-)
>>
>>Well, we can of course find it out precisely: Play it again, and bring it
>>into the "locked out" state.
>>Both files will end up as huge text files you could simply forward to me. Then,
>>I can load them here into my emulator as well and would be able to see whether
>>my hypothesis is correct.
>>
>>Greetings,
>> Thomas

> You see those smiley things -> ;-)

> That's the joke one I used :-)

> I never doubted your explanation for a sec :-)

Well, Paul, I did indeed. (-; But I was serious as well: In case you think something's nasty going on in the internals of the emulator - or the emulated program - please send me the snapshot file and the configuration. This definitely helps me to figure out problems should there be some.

Greetings,
Thomas

P.S.: The 1.16 is now nearly done. It'll contain support for .DCM, and for .gz'ed images of all formats.

# 684. Re: looking to host my atari collection on some server

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-02 02:10:59 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <agvo3vg0gtgulldoshfjt9lg1friukco80@4ax.com>
Source record: 23747

On Sat, 01 Feb 2003 23:50:19 GMT, "rtdos" <rtdos@hotmail.com> wrote:

>email me privately your snail mail address and i'll send you the cd's. it
>may be easier that way and saving bandwidth (i think you already did but i
>misplaced it). any other suggestions? i may or may not want a mirror site?
>:-\

Whatcha got there..

Anything nice :-)
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

## 685. Re: PC manipulation of .ATR files

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-02 02:38:53 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v3p14p5vh6ahf6@corp.supernews.com>
Source record: 23748

Imageman.
It'll work for extracting and adding files to DOS 2/2.5/MyDOS, but single
density only I think.
Bo Schreur's XDIR is good for Sparta disks, double
density and 16 meg. I think only an extractor, you
can't add.
Imageman can be obtained.....
ftp.spudster.org in the emulators/transfer utilities folder.

## 686. Re: Rambling Russg rambles.

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-02 02:42:16 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v3p1b67mb7af66@corp.supernews.com>
Source record: 23749

Atarinim was a good game of nim for the A8.
I think it was in BASIC.

## 687. Re: looking to host my atari collection on some server

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-02 03:39:26 UTC
From: rtdos <rtdos@hotmail.com>
Message-ID: <Op0%9.37033$G83.519@sccrnsc04>
Source record: 23750

I'll know when I get my stuff back from ron. :o)

"Paul Irvine" <mclane.dellosYOURFINGER@btinternet.com> wrote in message
news:agvo3vg0gtgulldoshfjt9lg1friukco80@4ax.com...
> On Sat, 01 Feb 2003 23:50:19 GMT, "rtdos" <rtdos@hotmail.com> wrote:
>
> >email me privately your snail mail address and i'll send you the cd's.
it
> >may be easier that way and saving bandwidth (i think you already did but
i
> >misplaced it). any other suggestions? i may or may not want a mirror
site?
> >:-\
>
> Whatcha got there..
>
> Anything nice :-)
> --
>
> Paul...
>
> " Do you know what "nemesis" means? A righteous infliction of
> retribution manifested by an appropriate agent. Personified in this case
> by an 'orrible c**t... me! " SNATCH - 2000

## 688. space shuttle tragedy

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-02 03:41:54 UTC
From: rtdos <rtdos@hotmail.com>
Message-ID: <6s0%9.125763$6G4.14753@sccrnsc02>
Source record: 23751

it kinda made me boot up A800Win Plus 3.1 and launch Space Shuttle Simulator
by Activision. Remember that game?

--
*** REPLY REQUESTED WHEN CONVENIENT ***

Jeff
http://geocities.com/rtdos
if you wish to discuss rtdos but not subscibe to the rtdos MSN group:
AOL / AIM "os65k"
MSN Messenger / email "rtdos at hotmail dot com"
ICQ # 20368688
Yahoo Messenger "rtdos" OR "rtdos.rm" (sometimes)

## 689. Re: PC manipulation of .ATR files

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-02 04:01:16 UTC
From: Slor <slor@comcast.net>
Message-ID: <b1i5a6$138i5j$1@ID-164868.news.dfncis.de>
Source record: 23752

```
"Russ Gilbert" <russg@en.com> wrote in message
news:v3p14p5vh6ahf6@corp.supernews.com...
> Imageman.
> It'll work for extracting and adding files to DOS 2/2.5/MyDOS, but single
> density only I think.
> Bo Schreur's XDIR is good for Sparta disks, double
> density and 16 meg. I think only an extractor, you
> can't add.
> Imageman can be obtained.....
> ftp.spudster.org in the emulators/transfer utilities folder.
>
>

Cool - thanks for the pointer.
```

## 690. Re: atari++ question

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-02 04:03:28 UTC
From: Slor <slor@comcast.net>
Message-ID: <b1i5eb$132odj$1@ID-164868.news.dfncis.de>
Source record: 23753

```
>
> P.S.: The 1.16 is now nearly done. It'll contain support for .DCM, and for
.gz'ed
> images of all formats.

I'm gonna need to get this Win32 port done so I can get you to merge it back
and I can use .zip files! Cool stuff...

Slor
```

## 691. Re: PC manipulation of .ATR files

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-02 04:07:34 UTC
From: Slor <slor@comcast.net>
Message-ID: <b1i5m1$1310aj$1@ID-164868.news.dfncis.de>
Source record: 23754

"machf" <no_me_j.machf@terra.com.pe> wrote in message
news:684o3vc80uoh8njlb58hrvahftlk77o92a@4ax.com...
> On Sat, 1 Feb 2003 00:26:55 -0500, "Slor" <slor@comcast.net> wrote:
>
> >I've been trying to find a good utility (DOS or Windows) that will allow
me
> >to move files around from .ATR image to .ATR image, but so far I haven't
> >really found what I'm looking for. Anyone have a recommendation?
> >
> Uh, why don't you just load the .ATR files into an emulator and copy/move
> the files there?
>

Obviously, because that wasn't what I wanted to do - but thanks for the
useless reply anyway. Now, if anyone REALLY cares why that's not what I
wanted to do... I'd like to be able to manipulate a whole slew of images
quickly and without having to re-mount and reboot the emulated (or actual)
machine every 2 minutes.

Slor

## 692. Re: Rambling Russg rambles.

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-02 04:37:06 UTC
From: Steve Johnson <nospam@optouttaspam.net>
Message-ID: <Sf1%9.29262$HG.5461186@news4.srv.hcvlny.cv.net>
Source record: 23755

"Tom Hunt" <NoOne@FakeEmail.invalid> wrote in message
news:9313A919EPrivacyLabs@209.143.0.11...
>
> The game of "Go" was the first program I ran on a digital computer
> sometime back in the 60's. I made it from a kit when I was a kid. It was
> a non-electronic computer, with springs, levers, and plastic posts on
which
> to insert plastic sleaves in the form of short tubes which made up the
> "program". Each computational cycle was generated by pulling and pushing
a
> plastic lever. It had a three-bit output. The posts and tubes were a
> rough analogy to toggle switches. I wish I still had that thing.

Tom: I still have mine. Name is "DIGI-COMP 1"
"First real operating digital computer in plastic" Red & white plastic,
rods, manual "clock", ....
(Ran at a speedy 1.5 Hz - 1 billionth of current clock speeds!!)

Complete with Instruction Manual (dated 1963), parts list/assembly instr.,
tubes, labels, etc.
The only part that did not survive was the rubber bands, and they're a
special
size not easily replaced (I tried a few years back).
Mfg. was E.S.R., Inc. of Orange NJ

(my 2nd computer was my Atari 400 - currently have 7 diff computers in
various states of repair.)

# 693. Re: looking to host my atari collection on some server

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-02 05:38:44 UTC
From: Atari-Chart <SPAMMENOTatari-chart@shaw.ca>
Message-ID: <tjbp3vos94oecgael2iver258qctokpto4@4ax.com>
Source record: 23756

On Sun, 02 Feb 2003 03:39:26 GMT, "rtdos" <rtdos@hotmail.com> wrote:

>I'll know when I get my stuff back from ron. :o)
>
>
>"Paul Irvine" <mclane.dellosYOURFINGER@btinternet.com> wrote in message
>news:agvo3vg0gtgulldoshfjt9lg1friukco80@4ax.com...
>> On Sat, 01 Feb 2003 23:50:19 GMT, "rtdos" <rtdos@hotmail.com> wrote:
>>
>> >email me privately your snail mail address and i'll send you the cd's.
>it
>> >may be easier that way and saving bandwidth (i think you already did but
>i
>> >misplaced it). any other suggestions? i may or may not want a mirror
>site?
>> >:-\
>>
>> Whatcha got there..
>>
>> Anything nice :-)
>> --
>>
>> Paul...
>>
>> " Do you know what "nemesis" means? A righteous infliction of
>> retribution manifested by an appropriate agent. Personified in this case
>> by an 'orrible c**t... me! " SNATCH - 2000
>

I've been considering putting up my own collection for awhile now.

I run a server for my business and could host a fairly sizeable
collection if the bandwidth demands aren't likely to be extreme.

Let me know if you're interested.

## 694. Re: looking to host my atari collection on some server

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-02 06:16:15 UTC
From: ronfucci@bellsouth.net
Message-ID: <3e3cb7a4.47060279@newsgroups.bellsouth.net>
Source record: 23757

yes, please

On Sun, 02 Feb 2003 05:38:44 GMT, Atari-Chart
<SPAMMENOTatari-chart@shaw.ca> wrote:

>On Sun, 02 Feb 2003 03:39:26 GMT, "rtdos" <rtdos@hotmail.com> wrote:
>
>>I'll know when I get my stuff back from ron. :o)
>>
>>
>>"Paul Irvine" <mclane.dellosYOURFINGER@btinternet.com> wrote in message
>>news:agvo3vg0gtgulldoshfjt9lg1friukco80@4ax.com...
>>> On Sat, 01 Feb 2003 23:50:19 GMT, "rtdos" <rtdos@hotmail.com> wrote:
>>>
>>> >email me privately your snail mail address and i'll send you the cd's.
>>it
>>> >may be easier that way and saving bandwidth (i think you already did but
>>i
>>> >misplaced it). any other suggestions? i may or may not want a mirror
>>site?
>>> >:-\
>>>
>>> Whatcha got there..
>>>
>>> Anything nice :-)
>>> --
>>>
>>> Paul...
>>>
>>> " Do you know what "nemesis" means? A righteous infliction of
>>> retribution manifested by an appropriate agent. Personified in this case
>>> by an 'orrible c**t... me! " SNATCH - 2000
>>
>
>I've been considering putting up my own collection for awhile now.
>
>I run a server for my business and could host a fairly sizeable
>collection if the bandwidth demands aren't likely to be extreme.
>
>Let me know if you're interested.
>

## 695. Re: space shuttle tragedy

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-02 07:34:03 UTC
From: mo <momo@atariland.com>
Message-ID: <LR3%9.9686$xc.727535@twister.austin.rr.com>
Source record: 23759

Yeah, I have the Tom Mix software version for my TRS-80 Coco. I was real disturbed about what happened this morning and my heart goes out to the families, but it reminded me of Compuserve way back in 1981 or 82. I remember a Columbia space shuttle liftoff simulator that you could download. Essentially what it did was print out line by line each step of the shuttle liftoff. It was very accurate and detailed. I was wondering if anyone ever saved that and still has a copy?
Mo

"rtdos" <rtdos@hotmail.com> wrote in message
news:6s0%9.125763$6G4.14753@sccrnsc02...
> it kinda made me boot up A800Win Plus 3.1 and launch Space Shuttle
Simulator
> by Activision. Remember that game?
>
> --
> *** REPLY REQUESTED WHEN CONVENIENT ***
>
> Jeff
> http://geocities.com/rtdos
> if you wish to discuss rtdos but not subscibe to the rtdos MSN group:
> AOL / AIM "os65k"
> MSN Messenger / email "rtdos at hotmail dot com"
> ICQ # 20368688
> Yahoo Messenger "rtdos" OR "rtdos.rm" (sometimes)
>
>

## 696. Re: "Secrets of the 1050" ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-02 13:01:51 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e3cc1821ea8d0@attbi.com>
Source record: 23760

>I have another "flakey" 1050, so I was rumaging around in the csa8 archives at
>Google, and ran across a post by Ben Poehland.
>
>> ... I'm palanning a "Secrets of the 1050" article in the Jan-Feb issue of
>Current Notes, in my "Alchemist" column. <
>
>This would have been J/F of 1992. I have a lot of CN mags/articles, but I
>don't have that one. Does anyone know if it actually happened?
>
>(also) IIRC, ownership of CN was transferred to someone in Canada (?)
>Whatever happened to it? I was thinking that the new owner was going to have
>an all-ST mag, but it never really got off the ground? (I'm really fuzzy about
>this one -- maybe another double-expresso will help :-)
>

I have alot of CN mags, but do not remember this one article. I
would not worry about it and just send it out somewhere and get it
fixed.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 697. Re: space shuttle tragedy

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-02 13:01:51 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e3cc1821ea8d2@attbi.com>
Source record: 23761

>it kinda made me boot up A800Win Plus 3.1 and launch Space Shuttle Simulator
>by Activision. Remember that game?
>
>--
>*** REPLY REQUESTED WHEN CONVENIENT ***
>
>Jeff

Yes, I do remember that game. Infact, I may have it somewhere. I
will have to look through my collection and see if I can find it.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 698. Re: FTP server

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-02 14:10:40 UTC
From: lbaeza@usa.net
Message-ID: <c860ca33.0302020610.77145ad2@posting.google.com>
Source record: 23762

Hi TXG

I downloaded 3 files from the Holme's Games directory with BAD CRC problems.
The files are:

Encounter [cht].zip
Encounter.zip
Ghostbusters.zip

Can anybody confirm this?

Regards

"TXG" <txg01@xs4all.nl> wrote in message
news:<3e2be417$0$49110$e4fe514c@news.xs4all.nl>...
> Hi,
>
> Because of some people who did download with more then 8 threads at a time,
> and use up more bandwith then other users I changed the following:
>
> 2 connections per user max. (1 prefered)
> Anti-hammering: When a user try's to connect more then 5x to connect with
> more then 2 connections his ip-adress will be blocked (sorry)
>
> The only reason I do this is to allow everybody to connect to my server. As
> I posted in this group, I made this server for all 8-bit users, so download
> and upload but please DON'T LEECH the complete FTP server...
>
> TXG/MNX

## 699. Re: space shuttle tragedy

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-02 15:51:11 UTC
From: rtdos <rtdos@hotmail.com>
Message-ID: <P7b%9.141034$rM2.55799@rwcrnsc53>
Source record: 23763

i think creative computing had something like that. maybe we're talking the same thing (creative computing version & not the activision version). it might i've come from their magazines or one of their 2 big books (one yellow one red).

i found a site not too long ago that somone had posted (for the IBM PC) of every creative computing basic program ever published. if i find it i'll post the link.

"mo" <momo@atariland.com> wrote in message
news:LR3%9.9686$xc.727535@twister.austin.rr.com...
> Yeah, I have the Tom Mix software version for my TRS-80 Coco. I was real
> disturbed about what happened this morning and my heart goes out to the
> families, but it reminded me of Compuserve way back in 1981 or 82. I
> remember a Columbia space shuttle liftoff simulator that you could
download.
> Essentially what it did was print out line by line each step of the
shuttle
> liftoff. It was very accurate and detailed. I was wondering if anyone ever
> saved that and still has a copy?
> Mo
>
> "rtdos" <rtdos@hotmail.com> wrote in message
> news:6s0%9.125763$6G4.14753@sccrnsc02...
> > it kinda made me boot up A800Win Plus 3.1 and launch Space Shuttle
> Simulator
> > by Activision. Remember that game?
> >
> > --
> > *** REPLY REQUESTED WHEN CONVENIENT ***
> >
> > Jeff
> > http://geocities.com/rtdos
> > if you wish to discuss rtdos but not subscibe to the rtdos MSN group:
> > AOL / AIM "os65k"
> > MSN Messenger / email "rtdos at hotmail dot com"
> > ICQ # 20368688
> > Yahoo Messenger "rtdos" OR "rtdos.rm" (sometimes)
> >
> >
>
>

## 700. A8 Game "Kaiser II" released as free software

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-02 16:35:15 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b1jh3v$13l5c5$1@ID-174234.news.dfncis.de>
Source record: 23764

Hello,

today I've released the game "Kaiser II" as free software (GNU Public License). The game sold approx. 600 copies between 1990 and 1992 in germany.

Kaiser II is a stratiegic game for up to 4 players where your a medieval sovereign on the way to become the Emperor of the world.

It has some nice hi-res graphics done by Bjoern Israel, some digi-sound and a long lasting gameplay.

On the webpage you can find the versions for 64Kb, 128Kb and 320Kb ATARI, as well as all Turbo-Basic Sourcecode, two Disks with the Source and all Pictures/Music/Resources and a Demo for the SAG Fair in 's Hertogenbosch back in 1989.

The gameplay is all in german language, but now that the sources are free and it's mostly turbo-basic, it should not difficult to translate the game to an other languages.

Please contact me if you're interested in doing a new localized version.

Website
http://www.strotmann.de/twiki/bin/view/APG/GameKaiserZwo

Have fun!

Ciao

Carsten

## 701. Re: Surge Protectors/Ground

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-02 16:54:29 UTC
From: w_tom <w_tom1@hotmail.com>
Message-ID: <3E3D4D45.259A56FD@hotmail.com>
Source record: 23758

The LED reports when the safety ground is disconnected.
However it does not report when a safety ground is good.

Those plug-in surge protectors are only as good as their
earth ground - which is not same as safety ground. That LED
is completely unaffected by earth ground. Plug-in surge
protectors are typically so distant as to have all but no
earth ground connection. No earth ground means no effective
surge protection.

Effective 'whole house' surge protectors costs about $1 per
protected appliance. You have spent $16 per appliance for
protection typically from surges that do not exist. 'Whole
house' surge protectors are for the destructive common mode
surges due to a critical 'less than 10 foot' connection to
central earth ground.

Surge protectors are not surge protection. Surge protection
is earth ground. A surge protector is only effective when it
makes a short (temporary) connection to earth ground. Plug-in
surge protectors don't even claim to accomplish this since
discussing earth ground may result in embarrassing questions.
Therefore they avoid all mention of earthing and have no
dedicated earthing connection.

Even worse, an adjacent surge protector can even result in
damage to the powered off computer. A surge protector is only
as effective as its earth ground - which must not be confused
with safety ground.

Power conditioner does noting productive for computer.
Computers already have power supplies so resilient that they
even withstand the 'dirtiest' of AC power. A plug-in UPS in
battery backup mode can output some of the dirtiest power
experienced by a computer.

A plug-in UPS is only for data protection. It does not
provide hardware protection.

LarryWhite wrote:
>
> I have a surge protector at virtually every outlet in our house -- certainly
> protecting my Atari (ok, the PC, too!) The "best" that I have found are from
> ACE hardware -- about 1500 Joules + RFI filtering + modem protection for about
> $16.
>

> Most of the better protectors have a "Ground" LED that flickers sometimes, and
> sometimes shows nothing. Can anyone explain what the ground LED shows?
>
> I'm also considering purchasing a good (power) line conditioner, maybe with an
> included uninterruptable power supply. What kind of experiences has anyone had
> with these? Good investment for computer use?
> Thanks,
> Larry

## 702. Re: FTP server

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-02 22:03:17 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e3d95bd$0$49110$e4fe514c@news.xs4all.nl>
Source record: 23765

Hi,

Thanx, I will check the files later this week.

Sorry that I didn't notice it before but there are at this point so many files. But I will do a check on all of them...

When someone has the working files please upload them so I can replace them on the FTP server...

TXG/MNX
"Luis Baeza" <lbaeza@usa.net> wrote in message news:c860ca33.0302020610.77145ad2@posting.google.com...
> Hi TXG
>
> I downloaded 3 files from the Holme's Games directory with BAD CRC problems.
> The files are:
>
> Encounter [cht].zip
> Encounter.zip
> Ghostbusters.zip
>
> Can anybody confirm this?
>
> Regards
>
> "TXG" <txg01@xs4all.nl> wrote in message news:<3e2be417$0$49110$e4fe514c@news.xs4all.nl>...
> > Hi,
> >
> > Because of some people who did download with more then 8 threads at a time,
> > and use up more bandwith then other users I changed the following:
> >
> > 2 connections per user max. (1 prefered)
> > Anti-hammering: When a user try's to connect more then 5x to connect with
> > more then 2 connections his ip-adress will be blocked (sorry)
> >
> > The only reason I do this is to allow everybody to connect to my server. As
> > I posted in this group, I made this server for all 8-bit users, so download
> > and upload but please DON'T LEECH the complete FTP server...

> >
> > TXG/MNX

## 703. Holmes CDs with tens of thousands of Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-02 22:08:32 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <3e3d938d$1_7@news.teranews.com>
Source record: 23766

I want to thank everyone that purchased these CDs. It has made me rich beyond my wildest dreams. Even now, I am contemplating the purchase of my fourth summer home on the beaches of a nice tropical island in the Caribbean.

All CDs have gone out now, last one went out last night (which means the mailman will pick it up on Monday morning).

If you do not receive your CDs in a week or two, let me know.

To receive your own copy of the CDs, send payment of $15 through www.paypal.com to j70141@hotmail.com

# 704. Re: XL Boss- Macromon/MacroDOS

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-02 23:26:07 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <b1k9ef$fs7$1@bob.news.rcn.net>
Source record: 23767

Also looking for Macromon(or is it XLMon??) and MacroDOS, two disks which
came with the alternative OS rom.
tia

"Richard Heldmann" <rheldmann@rcn.com> wrote in message
news:b17gdj$9kf$1@bob.news.rcn.net...
> I'm looking for the XL Boss Rom image. Can someone email it to me?
> Thanks!
>
>

# 705. Re: PC manipulation of .ATR files

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-03 00:05:00 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Mmi%9.4908$ek4.443455@newsread2.prod.itd.earthlink.net>
Source record: 23768

Go to Ken Siders page and get his ATRutility v 1.3 or so.
http://home.columbus.rr.com/ksiders/atari.htm

It is a Windows app and the best I have used for what I understand that you want; it adds or extracts with atascii <-> ascii translation options and much more. Only caveat I found is DD images created with it are missing the last two (719-720) sectors..?

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Slor" <slor@comcast.net> wrote in message
news:b1fluq$12tm18$1@ID-164868.news.dfncis.de...
> I've been trying to find a good utility (DOS or Windows) that will allow
me
> to move files around from .ATR image to .ATR image, but so far I haven't
> really found what I'm looking for. Anyone have a recommendation?
>
> Thanks
> Slor
>
>
>

# 706. Re: Holmes CDs with tens of thousands of Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-03 00:40:12 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <EDi%9.3200$Vr1.3049@news.bellsouth.net>
Source record: 23769

Awesome dude! You deserve such happiness for providing this invaluable
service to us!

"Steve S" <j70141@hotmail.com> wrote in message
news:3e3d938d$1_7@news.teranews.com...
> I want to thank everyone that purchased these CDs. It has made me rich
> beyond my wildest dreams. Even now, I am contemplating the purchase of my
> fourth summer home on the beaches of a nice tropical island in the
> Caribbean.
>
> All CDs have gone out now, last one went out last night (which means the
> mailman will pick it up on Monday morning).
>
> If you do not receive your CDs in a week or two, let me know.
>
> To receive your own copy of the CDs, send payment of $15 through
> www.paypal.com to j70141@hotmail.com
>
>

# 707. Re: Holmes CDs with tens of thousands of Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-03 03:51:36 UTC
From: IRS <momo@atariland.com>
Message-ID: <cHI%9.12936$xc.923303@twister.austin.rr.com>
Source record: 23770

We'll be getting in touch with you. Please have all invoices ready for your
audit.
-IRS*

Disclaimer-
*- IRS stands for "I really suck" not Internal Revenue Service....
Mo
8-)
"Son of man" <bcozier@bellsouth.net> wrote in message
news:EDi%9.3200$Vr1.3049@news.bellsouth.net...
> Awesome dude! You deserve such happiness for providing this invaluable
> service to us!
>
> "Steve S" <j70141@hotmail.com> wrote in message
> news:3e3d938d$1_7@news.teranews.com...
> > I want to thank everyone that purchased these CDs. It has made me rich
> > beyond my wildest dreams. Even now, I am contemplating the purchase of
my
> > fourth summer home on the beaches of a nice tropical island in the
> > Caribbean.
> >
> > All CDs have gone out now, last one went out last night (which means the
> > mailman will pick it up on Monday morning).
> >
> > If you do not receive your CDs in a week or two, let me know.
> >
> > To receive your own copy of the CDs, send payment of $15 through
> > www.paypal.com to j70141@hotmail.com
> >
> >
>
>
>

## 708. Re: Electronic Computer Projects book online

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-03 03:57:09 UTC
From: Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com>
Message-ID: <usenet-DELETEthisPART-2F7E58.19590302022003@news.west.cox.net>
Source record: 23771
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In case you haven't noticed, the site is back up, and the book's
awaiting.

--Kevin

> Tried to get into the site, all I get is "The page cannot be displayed"
> using IE6.0 and Netscape 7.1..
> I shall try later......
>
> Mike......
>
> Kevin Savetz wrote:
>
> >The team at AtariArchives.org is proud to announce that the full text of
> >the classic book _Electronic Computer Projects For Commodore and Atari
> >Personal Computers_, by Soori Sivakumaran, is online at
> > http://www.atariarchives.org/ecp/
--
Kevin Savetz - http://www.savetz.com/contact/
Curator of Classic Computer Magazine Archive - www.atarimagazines.com
& Atariarchives.org - www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

## 709. Re: A8 Game "Kaiser II" released as free software

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-03 07:26:44 UTC
From: bill@newbreedsoftware.com
Message-ID: <UQo%9.63585$lk.2570312@typhoon.sonic.net>
Source record: 23772

Carsten Strotmann <cas_news@strotmann.de> wrote:
> Hello,
>
> today I've released the game "Kaiser II" as free software (GNU Public
> License). The game sold approx. 600 copies between 1990 and 1992 in
> germany.

Right on! :^)

-bill!

## 710. CommodoreOne

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-03 07:29:21 UTC
From: bill@newbreedsoftware.com
Message-ID: <ITo%9.63586$lk.2570492@typhoon.sonic.net>
Source record: 23773

In case people missed this pass by on Slashdot:

A Commodore 64 For The New Millenium
http://slashdot.org/article.pl?sid=03/02/01/2035204&mode=nocomment

The CommodoreOne is now available for purchase. The C=1 is a reimplementation
of the Commodore=64 in an ATX form factor, 65c816 processor running at
approximately 20 MHz, VGA out, an updated SID (with backward compatibility),
32 MB of RAM, standard IDE, PS/2 ports, and a 64 compatible cartridge slot.
Let the hobbying begin.

More info on the CommodoreOne:
http://c64upgra.de/c-one/

A place to purchase it:
http://www.kdh-shop24.de/catalog/default.php

So, is anyone gonna work on the "Atari 2003 XE"? ;^)

-bill!

## 711. Re: Holmes CDs with tens of thousands of Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-03 07:42:28 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <3e3e1a0f_4@news.teranews.com>
Source record: 23774

```
That's okay =)
Congress has still ruled that sales over the internet are tax free. =)

"IRS" <momo@atariland.com> wrote in message
news:cHl%9.12936$xc.923303@twister.austin.rr.com...
> We'll be getting in touch with you. Please have all invoices ready for
your
> audit.
> -IRS*
>
>
>
>
>
>
>
> Disclaimer-
> *- IRS stands for "I really suck" not Internal Revenue Service....
> Mo
> 8-)
> "Son of man" <bcozier@bellsouth.net> wrote in message
> news:EDi%9.3200$Vr1.3049@news.bellsouth.net...
> > Awesome dude! You deserve such happiness for providing this invaluable
> > service to us!
> >
> > "Steve S" <j70141@hotmail.com> wrote in message
> > news:3e3d938d$1_7@news.teranews.com...
> > > I want to thank everyone that purchased these CDs. It has made me
rich
> > > beyond my wildest dreams. Even now, I am contemplating the purchase
of
> my
> > > fourth summer home on the beaches of a nice tropical island in the
> > > Caribbean.
> > >
> > > All CDs have gone out now, last one went out last night (which means
the
> > > mailman will pick it up on Monday morning).
> > >
> > > If you do not receive your CDs in a week or two, let me know.
> > >
> > > To receive your own copy of the CDs, send payment of $15 through
> > > www.paypal.com to j70141@hotmail.com
> > >
```

> > >
> >
> >
> >
>
>

## 712. Re: looking to host my atari collection on some server

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-03 07:49:35 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <3e3e1bbe$1_4@news.teranews.com>
Source record: 23775

How am I supposed to get rich if you guys keep passing these CDs around for free?!?

=)

"rtdos" <rtdos@hotmail.com> wrote in message news:%2Z_9.120811$Ve4.8246@sccrnsc03...
> email me privately your snail mail address and i'll send you the cd's. it
> may be easier that way and saving bandwidth (i think you already did but i
> misplaced it). any other suggestions? i may or may not want a mirror site?
> :-\
>
>
> "TXG" <txg01@xs4all.nl> wrote in message
> news:3e3c59a5$0$49114$e4fe514c@news.xs4all.nl...
> > Put it on my FTP server
> >
> > TXG/MNX
> > "rtdos" <rtdos@hotmail.com> wrote in message
> > news:QIY_9.34631$G83.296@sccrnsc04...
> > > as soon as Ron is able to get done, i'm looking to host my collection of
> > > Atari software on a single server. suggestions?
> > >
> > >
> > > --
> > > *** REPLY REQUESTED WHEN CONVENIENT ***
> > >
> > > Jeff
> > > http://geocities.com/rtdos
> > > if you wish to discuss rtdos but not subscibe to the rtdos MSN group:
> > > AOL / AIM "os65k"
> > > MSN Messenger / email "rtdos at hotmail dot com"
> > > ICQ # 20368688
> > > Yahoo Messenger "rtdos" OR "rtdos.rm" (sometimes)
> > >
> > >
> >
> >
>
>

## 713. Re: Rambling Russg rambles. - 1 attachments

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-03 11:47:15 UTC
From: NoOne@FakeEmail.invalid
Message-ID: <93174A680PrivacyLabs@209.143.0.11>
Source record: 23776
Body handling: Inline uuencoded payload not displayed: "Digi-Comp 1 Emulator.url"

nospam@optouttaspam.net (Steve Johnson) wrote in
<Sf1%9.29262$HG.5461186@news4.srv.hcvlny.cv.net>:

>DIGI-COMP 1

That's the one! Thanks. I bought it through Edmund's Scientific
catalog (which was my "dream book"). 1963-1966. I wasn't even 10 years
old at the time. I found the following information about it:

United States Patent No. 3,273,794.

http://groups.google.com/groups?q=alt.folklore.computers+%22digi-
comp+1%22&ie=UTF-8&oe=UTF-8&hl=en

http://www.alltheweb.com/search?cat=web&cs=utf-8&q=%22DIGI-
COMP+1%22&_sb_lang=en

Now I want to either find one on ebay, or make one. I wonder if there
is a DIGI-COM 1 club or webring yet?

[Inline uuencoded payload not displayed: "Digi-Comp 1 Emulator.url"]

## 714. Re: FTP server

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-03 14:39:20 UTC
From: lbaeza@usa.net
Message-ID: <c860ca33.0302030639.2beb9756@posting.google.com>
Source record: 23777

I think I already had those games in my HD.

I'll check those CRCs and if they're OK
i'll send those ATRs.

C U

"TXG" <txg01@xs4all.nl> wrote in message
news:<3e3d95bd$0$49110$e4fe514c@news.xs4all.nl>...
> Hi,
>
> Thanx, I will check the files later this week.
>
> Sorry that I didn't notice it before but there are at this point so many
> files. But I will do a check on all of them...
>
> When someone has the working files please upload them so I can replace them
> on the FTP server...
>
> TXG/MNX
> "Luis Baeza" <lbaeza@usa.net> wrote in message
> news:c860ca33.0302020610.77145ad2@posting.google.com...
> > Hi TXG
> >
> > I downloaded 3 files from the Holme's Games directory with BAD CRC
> problems.
> > The files are:
> >
> > Encounter [cht].zip
> > Encounter.zip
> > Ghostbusters.zip
> >
> > Can anybody confirm this?
> >
> > Regards
> >
> > "TXG" <txg01@xs4all.nl> wrote in message
> news:<3e2be417$0$49110$e4fe514c@news.xs4all.nl>...
> > > Hi,
> > >
> > > Because of some people who did download with more then 8 threads at a
> time,
> > > and use up more bandwith then other users I changed the following:
> > >
> > > 2 connections per user max. (1 prefered)

> > > Anti-hammering: When a user try's to connect more then 5x to connect
> with
> > > more then 2 connections his ip-adress will be blocked (sorry)
> > >
> > > The only reason I do this is to allow everybody to connect to my server.
> As
> > > I posted in this group, I made this server for all 8-bit users, so
> download
> > > and upload but please DON'T LEECH the complete FTP server...
> > >
> > > TXG/MNX

## 715. Re: "Secrets of the 1050" ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-03 16:47:13 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0302030847.138fad89@posting.google.com>
Source record: 23778

> This would have been J/F of 1992. I have a lot of CN mags/articles, but I
> don't have that one. Does anyone know if it actually happened?
>
> (also) IIRC, ownership of CN was transferred to someone in Canada (?)
> Whatever happened to it? I was thinking that the new owner was going to have
> an all-ST mag, but it never really got off the ground?

I may have Jan/Feb of 1992. Give me a few days to dig it out. Joe
Walters published his last CN in May/June 1995. Howard Carson of
Canada took over. His first issue was Sept/Oct 1995. IIRC, it did not
have 8-bit coverage. The last CN was Vol 16 no 5 about a year later. 7
Canadian issues - I think.

## 716. Re: looking to host my atari collection on some server

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-03 17:21:25 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <p19t3vkq7dnr8g57svn4i4u4cek3h5gtsu@4ax.com>
Source record: 23779

On Sun, 2 Feb 2003 23:49:35 -0800, "Steve S" <j70141@hotmail.com>
wrote:

>How am I supposed to get rich if you guys keep passing these CDs around for
>free?!?
>
>=)

You are lucky we aint asking for royalties ;-)

Fact: they have a couple of my OWN bits on apart from what I
contributed to them ;-)
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

# 717. Re: [ANNC] Atari++ for Win32 Beta

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-03 17:58:31 UTC
From: billko@comcast.net
Message-ID: <kpo4mKkdV4bJ-pn2-0t9dhF2xtFbG@localhost>
Source record: 23780

James:

I know I'm late to the party, but do you think you could get me a copy
of your beta, also? I'm interested to see how well the emulator runs
on a Win32 translator on OS/2.

Thanks!

On Thu, 23 Jan 2003 15:51:36 UTC, "Slor" <slor@comcast.net> wrote:

> I have enough volunteers now. Thanks a lot for your interest, and I'll be
> contacting you guys soon!
>
> James
>
>

--
Bill

# 718. Re: PC manipulation of .ATR files

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-03 19:04:37 UTC
From: Slor <slor@comcast.net>
Message-ID: <b1meg7$14b82i$1@ID-164868.news.dfncis.de>
Source record: 23781

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:Mmi%9.4908$ek4.443455@newsread2.prod.itd.earthlink.net...
> Go to Ken Siders page and get his ATRutility v 1.3 or so.
> http://home.columbus.rr.com/ksiders/atari.htm
>
> It is a Windows app and the best I have used for what I understand that
you
> want; it adds or extracts with atascii <-> ascii translation options and
> much more. Only caveat I found is DD images created with it are missing
the
> last two (719-720) sectors..?
>

Thanks Ron. Someone else pointed me to this as well. Must be the best
thing out there.

James

# 719. Re: [ANNC] Atari++ for Win32 Beta

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-03 19:06:17 UTC
From: Slor <slor@comcast.net>
Message-ID: <b1mejb$14m3ih$1@ID-164868.news.dfncis.de>
Source record: 23782

<billko@comcast.net> wrote in message
news:kpo4mKkdV4bJ-pn2-0t9dhF2xtFbG@localhost...
> James:
>
> I know I'm late to the party, but do you think you could get me a copy
> of your beta, also? I'm interested to see how well the emulator runs
> on a Win32 translator on OS/2.
>
> Thanks!
>
> On Thu, 23 Jan 2003 15:51:36 UTC, "Slor" <slor@comcast.net> wrote:
>
> > I have enough volunteers now. Thanks a lot for your interest, and I'll
be
> > contacting you guys soon!
> >
> > James
> >
> >

I SUPPOSE so. :) I should have something ready for public beta soon. I'm
still trying to iron out a nagging issue, and I hope to have something
decent there soon.

James

## 720. Re: CommodoreOne

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-03 19:16:28 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e3ec026$0$49103$e4fe514c@news.xs4all.nl>
Source record: 23783

> So, is anyone gonna work on the "Atari 2003 XE"? ;^)

Maybe..... :-)

## 721. Re: space shuttle tragedy

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-03 19:21:48 UTC
From: Anthony Ramos <aramos@ele-mental.org>
Message-ID: <3e3ec13b$1@nntp0.pdx.net>
Source record: 23784

Even more appropriate would be the pic Steve ??? drew to commemorate the
Challenger disaster: a shuttle floating into the stratosphere, with a
flag at half-mast in the foreground. Remember that?

Edward S. Baiz Jr. wrote:
>>it kinda made me boot up A800Win Plus 3.1 and launch Space Shuttle Simulator
>>by Activision. Remember that game?
>>
>>--
>>*** REPLY REQUESTED WHEN CONVENIENT ***
>>
>>Jeff
>
>
> Yes, I do remember that game. Infact, I may have it somewhere. I
> will have to look through my collection and see if I can find it.
>

# 722. Re: CommodoreOne

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-03 19:22:09 UTC
From: solarinflux@aol.com
Message-ID: <20030203142209.08173.00000227@mb-mt.aol.com>
Source record: 23785

on this sig
not too long ago
some person was talking
about using flash memory cards
on the a8
but he was just thinking money
would not collaborate
this seems to be the norm
atari rules but the c64 community
now they are more productive
i started to read a c64 sig
i had to stop because it was sick
now to see this
solar

## 723. Re: Holmes CDs with tens of thousands of Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-03 19:31:29 UTC
From: solarinflux@aol.com
Message-ID: <20030203143129.29188.00000130@mb-fy.aol.com>
Source record: 23786

there are undertones of the previouse threads still in here. just to go to the post place to deliver all the cd's is worth the entire compensation in money he recieved. and he did a lot more.
solar

## 724. old software

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-03 19:39:25 UTC
From: solarinflux@aol.com
Message-ID: <20030203143925.29188.00000131@mb-fy.aol.com>
Source record: 23787

those who have copyrights on old dead software
like all atari software made and copyrighted before 2002
and all those advocating the validity and enforcement of those copyrights
should just lay off. your stuff is dead and for the sake of the machine
for the machines going down in history
let us share ALL software for free as it should be
so people will continue to notice atari and use the things
when your programes are available for sale you will have ground
i would love to purchase it. more so that to get a pirate
lets hope ATARI will follow the c1 charge. we need start tellin infograms what
up
solar

## 725. Re: CommodoreOne

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-03 20:30:24 UTC
From: profdredd@yahoo.com
Message-ID: <1457c1b1.0302031230.2eeee0bb@posting.google.com>
Source record: 23788

William Kendrick wrote:
> In case people missed this pass by on Slashdot:
*snip*
> A place to purchase it:
> http://www.kdh-shop24.de/catalog/default.php

Hello William,

Sorry but the article on SlashDot was a little misleading. Seems that a certain marketer has put the cart before the horse. The developers of C-One have already stated that C-One is not yet ready!

You can read Jens Schoenfeld's response in the CommodoreOne message archive:

http://groups.yahoo.com/group/CommodoreOne/message/7859

or on the C-One Details page:

http://www.geocities.com/profdredd/commodoreone/cmdrone.html

> So, is anyone gonna work on the "Atari 2003 XE"?

That would be very cool wouldn't it! :D

As it turns out, provisions are being made for exactly that kind of project. I beleive the idea is that you can buy C-One, download a file and have yourself an Atari xxx-XE/L or whatever. Jens has already stated publicly his desire to create an Atari version.

See, C-One is not built with limited/special-purpose chips as the classic computers of the 80's were. Instead C-One is constructed with modern, industry standardised components. All the magic happens inside the two FPGA's. Jeri has constructed her own "Super C-64" core for the FPGA's.

You will be able to develop your own cores for the FPGA's for whatever 8-bit computer you like. You'll also have the ability to download cores made by others. And the processor slot means you can do non-65xx computers too. some of us are already hoping for TI-99/4a :)

## 726. Re: CommodoreOne

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 00:57:38 UTC
From: cm_easy@yahoo.com
Message-ID: <aa6fe48a.0302031657.3e8a368c@posting.google.com>
Source record: 23789

bill@newbreedsoftware.com (William Kendrick) wrote in message
news:<lTo%9.63586$Ik.2570492@typhoon.sonic.net>...
> In case people missed this pass by on Slashdot:
>
> A Commodore 64 For The New Millenium
> http://slashdot.org/article.pl?sid=03/02/01/2035204&mode=nocomment
>
> The CommodoreOne is now available for purchase. The C=1 is a reimplementation
> of the Commodore=64 in an ATX form factor, 65c816 processor running at
> approximately 20 MHz, VGA out, an updated SID (with backward compatibility),
> 32 MB of RAM, standard IDE, PS/2 ports, and a 64 compatible cartridge slot.
> Let the hobbying begin.
>
>
> More info on the CommodoreOne:
> http://c64upgra.de/c-one/
>
> A place to purchase it:
> http://www.kdh-shop24.de/catalog/default.php
This was a mistake. The units are not shipping yet. I'm still
working on the early startup circuit that allows the user to write new
cores onto the harddisk and/or compact flash. I expect to have them
assembled and tested in about three weeks.

>
>
> So, is anyone gonna work on the "Atari 2003 XE"? ;^)
I've been worked on an 800 core several months ago, but had to put
it to the side to finish the new board layout.

Jeri Ellsworth

## 727. Re: space shuttle tragedy

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 01:16:53 UTC
From: rtdos <rtdos@hotmail.com>
Message-ID: <9wE%9.158372$AV4.4127@sccrnsc01>
Source record: 23790

```
i think i got that somewhere.

"Anthony Ramos" <aramos@ele-mental.org> wrote in message
news:3e3ec13b$1@nntp0.pdx.net...
> Even more appropriate would be the pic Steve ??? drew to commemorate the
> Challenger disaster: a shuttle floating into the stratosphere, with a
> flag at half-mast in the foreground. Remember that?
>
> Edward S. Baiz Jr. wrote:
> >>it kinda made me boot up A800Win Plus 3.1 and launch Space Shuttle
Simulator
> >>by Activision. Remember that game?
> >>
> >>--
> >>*** REPLY REQUESTED WHEN CONVENIENT ***
> >>
> >>Jeff
> >
> >
> > Yes, I do remember that game. Infact, I may have it somewhere. I
> > will have to look through my collection and see if I can find it.
> >
>
```

## 728. Re: Bank Street Writer?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 01:45:16 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <MWE%9.6062$6P2.678738@newsread1.prod.itd.earthlink.net>
Source record: 23791

You *could* actually create a raw format 360K DSDD disk with a few Pokes and USR call to configure the Percom block and send an SIO format command. You would then need a suitable DOS to make use of the space in any constructive fashion.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Gary" <BitBucket@cox.net> wrote in message
> misterbumpy@wmconnect.com (MisterBumpy) wrote in
>
> > Thanks... I found an Atari disk image FAQ right after I posted the
> > message!
> >
> > Is there any special way to format 360K DSDD disks on an 800XL with an
> > XF551?
> >
> > I don't know yet because I don't have any software to run on it and am
> > currently without APE or anything useful like that.
> >
> MyDOS, SpartaDOS, & DOS XE will do the trick.
>
> --
> C:\DOS
> C:\DOS\RUN
> .\RUN\DOS\RUN
>

# 729. Re: Holmes CDs with tens of thousands of Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 04:24:08 UTC
From: Atari-Chart <SPAMMENOTatari-chart@shaw.ca>
Message-ID: <p1gu3vgfsurrj8f5bc1b1t2r3gkacjs3o8@4ax.com>
Source record: 23792

On Sun, 2 Feb 2003 14:08:32 -0800, "Steve S" <j70141@hotmail.com>
wrote:

>I want to thank everyone that purchased these CDs. It has made me rich
>beyond my wildest dreams. Even now, I am contemplating the purchase of my
>fourth summer home on the beaches of a nice tropical island in the
>Caribbean.
>
>All CDs have gone out now, last one went out last night (which means the
>mailman will pick it up on Monday morning).
>
>If you do not receive your CDs in a week or two, let me know.
>
>To receive your own copy of the CDs, send payment of $15 through
>www.paypal.com to j70141@hotmail.com
>

Did you ever establish costs to send a set to Canada?
I would like a set, but I'd like to know roughly how much it'll cost
me in total.
Thanks for all your efforts.

## 730. atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 09:58:53 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b1o2st$av2$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 23793

Hi folks,

Here's a letter from Petr Stehlik, the official maintainer of the
atari800 emulator. I consider this serious enough to make it public,
so I post this letter here unshortened and in original form.

> it's been more than two weeks since I asked you kindly to change the
> license of the atari++ to GPL. You haven't replied since then and
> neither the WWW page nor the released source code indicate any license
> change so I must get back to this unfortunate issue.
>
> As I told you in one of my previous mails, Perry McFarlane went over the
> atari++ code and found many similarities (same logical constructions,
> same variable names, same comments, same tables of data - copied even
> with the original bugs!) that clearly show the atari++ is a derivate of
> Atari800 which was released under the GPL. Eventhough you made many
> changes (Perry himself says you rewrote about 90% of the code), it is
> still based on Atari800 and thus covered by the GPL license.
>
> Please note I don't want to shut you down and you know this is nothing
> personal against you, I just want you to respect rights of Atari800
> users and our rights under the GPL. And it's not just me; Perry also is
> affected by this since he worked on Antic, and another guy, Jason,
> worked on the R-Time cartridge and feels you ripped off the code of his
> original contribution to Atari800. And there are even more contributors,
> not to mention the original author, David Firth, who probably doesn't
> even know about this issue yet.
>
> Thomas, let me ask you again to not only change the license of atari++
> to GPL but also to credit properly all the people that worked on
> Atari800 up until the point when you taken the source code as a base for
> atari++. Our file archive on sourceforge.net contains all files back to
> 0.8.x version so simply download one of them and use the CREDITS file as
> it is there. A little note of David Firth in the manual is not enough, I
> am afraid.
>
> Please note that license change of atari++ will actually free your hands
> since you'll be welcome to start using even more of our updated Atari800
> source codebase. Don't be afraid of the GPL, it won't hurt you (I
> described it in detail in one of my previous mails to you).
>
> Looking forward to visiting your atari++ webpage and reading about the
> license change.
>
> Petr

>
> P.S. Some radical people in the Atari800 mailing list were ready to go
> to wide public (Slashdot etc.) with story about this license violation.
> I hope we can solve this problem 'privately' without any unnecessary
> publicity. Please answer me soon. Thanks!

Since I don't want to go into any legal issues, and my main concern is
and always has been to develop excellent software, I decided it as the
best to resolve this issue by shutting the emulator project down. I do not
agree with Petr's view of points as, indeed, this emulator was re-written
from scratch.

I do not deny that I had access to the atari800 emulator; I did indeed, and
I wrote parts of its code. However, with atari++ I wanted to avoid the
problems that have been made in the old code, both constructional and
organizational. The design of the old code was rather unfortune, and for
my believe, part of this problem was indeed the GNU licence; it allowed
people without any further control to drill up the code, something that
caused parts of the trouble of the misdesign of the old code. I'm as well
responsible with my changes to this code that it became as messy as it was
back those years ago. Clearly, I cannot un-do the memories from those
changes, and some ideas have been carried over undoubtfully.

I personally didn't expect that it would be any trouble for anyone if I
would just demand to contact me before making changes to the source, but
aparently this is already demanded too much. I never had any commercial
plans with it, my licence conditions even forbid commercial distribution
to begin with. I tried to be as open with the sources as possible while
also keeping an eye on the code quality and setting the route for a long
term development that ends now earlier than I expected it to end.

I wish to express my deep thank to all the nice folks that helped me to
improve the software over the last month, and I sorry to have you to ask
to remove all traces of the software from your system, both binaries and
source code; but if the legal issues start nagging me, the project stops
being fun, and this is what it always has been for me in first place.

Sorry for the bad news guys, but such is life.

Greetings,
Thomas

## 731. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 11:27:27 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2003.02.04.11.27.25.803823@sophics.cz>
Source record: 23794

On Tue, 04 Feb 2003 09:58:53 +0000, Thomas Richter wrote:

> I consider this serious enough to make it public,
> so I post this letter here unshortened and in original form.

Pity you haven't posted also the previous mails where I tried so hard to explain you that there's nothing wrong with GPL and that you should not be afraid of changing the license of atari++ to GPL.

> Since I don't want to go into any legal issues, and my main concern is
> and always has been to develop excellent software, I decided it as the
> best to resolve this issue by shutting the emulator project down.

I am unhappy that I wasn't able to convince you that changing the license would be the best thing.

> I do not agree with Petr's view of points as, indeed, this emulator was re-written
> from scratch.

It is obvious that "from scratch" has a different meaning for you than for all the other guys that did have a look at your code and compared it with Atari800 source code.

> I personally didn't expect that it would be any trouble for anyone if I
> would just demand to contact me before making changes to the source, but
> aparently this is already demanded too much.

You are still missing the point. You got the Atari800 under the GPL. You started from it (not from scratch) and then released it under a different license. This is explicitly forbidden by the original license. I believe you can read the COPYING file by yourself - specifically the points 2, 5 and 8 that are just about this.

> I never had any commercial
> plans with it, my licence conditions even forbid commercial distribution
> to begin with. I tried to be as open with the sources as possible while
> also keeping an eye on the code quality and setting the route for a long
> term development that ends now earlier than I expected it to end.

I hope someone else will try to explain you why GPL would not cause any problem to you with keeping an eye on the code quality. I am too tired by repeating myself again and again. If you feel that Atari800 source code is a good example how GPL can cause messy codebase then better think of this particular example as
a failure of the maintainer (i.e. me) than a problem of GPL.

> Sorry for the bad news guys, but such is life.

There were several other solutions of this issue with the obviously best choice - the change of the license under which the atari++ is released.

Petr

## 732. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 12:01:03 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b1oa1v$ghg$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 23795

Hi,

just a followup from me to me because I got a letter and I want to
react on it because I feel my intention didn't come thru as clear as
it should. I hope the author of the mail
(Jiri Svoboda <jiri.svoboda@ds-holding.cz>) accepts that I publish it here:

From:

> Personally, that's - unfortunately - TRUE :-( and I fully understand
> you.
>
> But you can switch your atari++ project to GPL license, and simply
> reject all the coming patches. Yes, other different forks of atari++
> code can be created then, but you will be the one and only master of
> your, "true", "real", "genuine" one atari++ project...
>
> Just my opinion.

First of all, let me make clear that I do not state that this is the
only "true", "real" or whatever project. Neither is my intention to
dismis all ideas about improvements of the project, nor any patches
concerning the project. I do not claim to be a genius and to do all
right others got wrong. In fact, I got a couple of very brilliant
ideas from the public that made it into the code. The 1.16 which just
got completed today has a DCM and .gz uncompression "on the fly" and
quite some other issues fixed I got as feedback.

I just believe that the GNU way of doing things is not the right way.

The GNU licence is a virus in form of a licence. Once you have it on
the source, all projects that are related to it get infected. This is
not what I consider "free software" because it forces the author of the
software into a legal status that might be unintended by the author in
first place. Freedom also implies that I have a word on what I do, and
that I'm responsible for it. Freedom does not mean for me to have to
follow a specific road. Freedom also means for me to have the right to
say "No". I tried as much as possible to express this in the
licence conditions I laid down.

/* snip */

Let me further post more of the discussion with Petr:

> > > To my best
> > > knowledge of GPL you should definitely change the license of atari++ to
> > > GPL as soon as possible. Please do it.

> >
> > Most definitely not. You might wonder why, of course. This is not
> > about making money. I'll give all this away for free, as I did ever
> > with my software. You can use it, play with it, distribute it, as long
> > as no money is made by the product. You'll find closer information
> > regarding this in my licence conditions, and I guess as a user of the
> > emulator, you get as much from it as you get from GPL'd code. However,
> > I do not like the GPL for two reasons: The first reason is that the
> > licence is viral. You have it just in this case: You blame me "having
> > stolen code", and derive from this the right on the code to remain
> > GPL'd. I do not want anyone to derive any additional rights from my
> > licence, and if someone else finds it useful to use parts of the code
> > in a product, I want to have the right to give it away if I find it
> > useful. I'm the last person that want to block any emulator
> > development, let it be commercial or not. I think GPL rather blocks
> > code than to help to establish good code. An LPGL or BSD licence would
> > be much better in this aspect.

/* snip */

Petr didn't react on this. LPGL or BSD seems unacceptable for him.

> > Ok, what should we do about this now: One thing I can offer to modify
> > the licence to make the last point a bit clearer: Thus, I would not only
> > state clearly what my intensions are, I would also "ask for permission for
> > publication" rather than "ask for permission for modification", as I can't
> > control the latter anyhow. Something along the lines of "the author is
> > thankful for all modification and contributions to the code basis, but asks
> > kindly not to publish them without first contacting the author. Especially,
> > this asks all contributors kindly not to branch the project."
> >
> > Would this sound more along the lines?
>
> First, it's still limiting their rights that you originally had when you
> modified Atari800. And second, I believe atari++ has roots in Atari800
> so you basically can't change the license. Do you want me to quote the
> GPL?

To answer this question here in this forum again: I *do not agree* that
the GPL has any saying concerning the atari++ as I wrote it. Interpreting
GPL the way you did implies that, as a commercial programmer, I would
never be able to even read GPL code legally because possibly I could use
parts of the ideas in commercial code. Even worse, having worked for a
GPL project requires me not to work on any similar commercial project
because I could possibly remember the GPL project and since I can't
avoid this as a human, I cannot start it.

In other words, GPL blocks fruitful software development, it forces
me into an organizational form that is part of the problem to begin
with, and that doesn't enforce strong quality ensurance as I want to
have; it furthermore blocks development of good software that might
be a good thing to have; I don't believe commercial software is a "bad"

thing as GPL seems to imply.

In a second aspect, Petr claims that I'm limiting the rights of the contributors of Atari800 I had when I modified it back then. Well, Petr does have the changes I made to the emulator the years ago, so there they are. But here's my work I wrote. I personally don't believe I'm stealing anything from anyone but rather provide much without asking for anything in return except to have a word on it. But as said, I don't feel like fighting this out. This is too much hassle for nothing. And about the last thing I want to do is to feed the lawers.

So long,
Thomas

## 733. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 13:13:41 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b1oea5$jch$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 23796

Hi,

> Pity you haven't posted also the previous mails where I tried so hard to
> explain you that there's nothing wrong with GPL and that you should not be
> afraid of changing the license of atari++ to GPL.

There is quite a lot wrong with GPL.

>> I do not agree with Petr's view of points as, indeed, this emulator was re-written
>> from scratch.

> It is obvious that "from scratch" has a different meaning for you than for
> all the other guys that did have a look at your code and compared it with
> Atari800 source code.

"From scratch" has the meaning that I sit down, and start writing the code
without inserting any other code. Would you like to receive my CVS logs?
They clearly show that the code was written letter by letter by me typing
it into the keyboard.

> You are still missing the point. You got the Atari800 under the GPL. You
> started from it (not from scratch) and then released it under a different
> license.

I didn't. You got the modifications for atari800. That's it, and that's part
of the trade. Not more, not less. I have not released any part of atari800,
nor inserted, hacked up, included, reviewed, updated or modified parts of it.
I have no interest in the old code.

> I hope someone else will try to explain you why GPL would not cause any
> problem to you with keeping an eye on the code quality. I am too tired by
> repeating myself again and again. If you feel that Atari800 source code is
> a good example how GPL can cause messy codebase then better think of this
> particular example as
> a failure of the maintainer (i.e. me) than a problem of GPL.

It is the general construction of GPL that disallows me to concern over my
code in the full meaning of this word.

> There were several other solutions of this issue with the obviously best
> choice - the change of the license under which the atari++ is released.

This is the worst change for me, namely handing out a code under conditions
I do not want them to release. I never asked for money, but that one thing
I'm asking for, and I won't hand out what I own. This, Petr, is part of my
trade.

So long,
Thomas

## 734. what happened to Dan Vernon's retrobits site?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 13:25:50 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b1of14$got$1@nets3.rz.RWTH-Aachen.DE>
Source record: 23697

Howdy folks

Dan Vernon's retrobits site seems to have disappeared. What happened?

CU Mathy van Nisselroy

--
---
My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

## 735. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 13:47:49 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b1oga5$lau$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 23698

Another follow-up to the follow up, quoted from another email. I quote
the full letter as it is short enough and I didn't cut or edited it
in any way.

> Subject: Re: [Atari800-users] Fwd: Re: atari++
> To: jason@cluephone.com
> Date: Tue, 4 Feb 2003 14:42:04 +0100 (CET)
>
> Hi Jiri,
>
> > > > I wrote parts of its code. However, with atari++ I wanted to avoid the
> > > > problems that have been made in the old code, both constructional and
> > > > organizational. The design of the old code was rather unfortune, and for
> > > > my believe, part of this problem was indeed the GNU licence; it allowed
> > > > people without any further control to drill up the code, something that
> > > > caused parts of the trouble of the misdesign of the old code. I'm as well
> > >
> > The GNU license causes no such problem. The best example is the Linux
> > kernel. Linus maintains the master tree, and he decides which patches are
> > accepted and which are not. Of course, other people are allowed to start
> > their own tree, and maintain their own set of changes. But Linus still
> > maintains control.
>
> It also means that several other branches might exist. Well, finally we
> have a couple of emulators of various quality, maybe better, maybe worse,
> and people making me responsible for whatever these emulators do to their
> system. Linux kernels are an excellent example, indeed. Various maintainers
> (SuSe, for example) decided to patch in "improvements" for their customers,
> but often without knowing what they're really doing. The premature use
> of ReiserFS in a state where it wasn't ready for release is one example
> that caused bad reputation of an excellent filing system, the premature
> patch-in of ACPI support in an instable state caused bad reputation of
> Linux hardware support. I do not want this to happen and I do not want to
> feel responsible for the bad reputation.
>
> > > But you can switch your atari++ project to GPL license, and simply
> > > reject all the coming patches. Yes, other different forks of atari++
> > > code can be created then, but you will be the one and only master of
> > > your, "true", "real", "genuine" one atari++ project...
> > >
> > Now, is there any other reason you find the GNU license unacceptable,
> > Thor?
>
> Thomas, please. (-; "Thor" is the name of the development project.

>
> Yes, there is a second reason, indeed. GPL is a virus. LGPL or BSD
> would be almost acceptable. I do not want to spread it.

(Note: It = "being the virus named GPL". Not the program. That I would
like to hand out, but aparently I'm not allowed to.)

Greetings,
Thomas

## 736. BeWe-DOS - Question

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 14:49:45 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <b1ojjs$2gul$1@innferno.news.tiscali.de>
Source record: 23699

How do I format a 16MB Disk(-image) in BeWe-DOS?

Mirko

www.atarixle.de

## 737. Lurker clearing out stored Atari 800XL SoftSide etc

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 16:25:00 UTC
From: oldgamerdon@aol.com
Message-ID: <20030204112500.11216.00000792@mb-ch.aol.com>
Source record: 23700

I subscribed to comp.sys.atari.8bit several years ago,
having fond memories of using the Atari 800 - - -
gosh, is it (20) years ! ago.

My old computer systems went from back closet
to 'paid storage' about ten years ago,
and now we have to cut out that expense.

My first - post asks for help: find a good home.

Willing to give all away for the postage required to ship
to you from New York

First carton has:

Boxed Atari 800XL
("More Memory Means More Power) - needs TV adapter

SoftSide Atari disks, (originals, 5" floppy format)
various, #23 - 45 (Nov 1981 - March 1983)

WICO Command Control Trackball,
1 joystick

Thanks for your help
Donald

## 738. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 16:30:49 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <IFR%9.16011$Vr1.4733@news.bellsouth.net>
Source record: 23701

This is fucked up. You're not doing this for any money and people are bitching? Now they just fucked over the enitre Atari 8-bit community who was looking forward to it. What's all this fucking crap about liscences? I don't read the licences when I use an emulator anyway. You were willing to give your time and effort into creating something we could all enjoy.

Fuck everyone who stands in your way. Assholes.

"Thomas Richter" <thor@cleopatra.math.tu-berlin.de> wrote in message news:b1o2st$av2$1@mamenchi.zrz.TU-Berlin.DE...
> Hi folks,
>
> Here's a letter from Petr Stehlik, the official maintainer of the
> atari800 emulator. I consider this serious enough to make it public,
> so I post this letter here unshortened and in original form.
>
> > it's been more than two weeks since I asked you kindly to change the
> > license of the atari++ to GPL. You haven't replied since then and
> > neither the WWW page nor the released source code indicate any license
> > change so I must get back to this unfortunate issue.
> >
> > As I told you in one of my previous mails, Perry McFarlane went over the
> > atari++ code and found many similarities (same logical constructions,
> > same variable names, same comments, same tables of data - copied even
> > with the original bugs!) that clearly show the atari++ is a derivate of
> > Atari800 which was released under the GPL. Eventhough you made many
> > changes (Perry himself says you rewrote about 90% of the code), it is
> > still based on Atari800 and thus covered by the GPL license.
> >
> > Please note I don't want to shut you down and you know this is nothing
> > personal against you, I just want you to respect rights of Atari800
> > users and our rights under the GPL. And it's not just me; Perry also is
> > affected by this since he worked on Antic, and another guy, Jason,
> > worked on the R-Time cartridge and feels you ripped off the code of his
> > original contribution to Atari800. And there are even more contributors,
> > not to mention the original author, David Firth, who probably doesn't
> > even know about this issue yet.
> >
> > Thomas, let me ask you again to not only change the license of atari++
> > to GPL but also to credit properly all the people that worked on
> > Atari800 up until the point when you taken the source code as a base for
> > atari++. Our file archive on sourceforge.net contains all files back to
> > 0.8.x version so simply download one of them and use the CREDITS file as
> > it is there. A little note of David Firth in the manual is not enough, I
> > am afraid.

> >
> > Please note that license change of atari++ will actually free your hands
> > since you'll be welcome to start using even more of our updated Atari800
> > source codebase. Don't be afraid of the GPL, it won't hurt you (I
> > described it in detail in one of my previous mails to you).
> >
> > Looking forward to visiting your atari++ webpage and reading about the
> > license change.
> >
> > Petr
> >
> > P.S. Some radical people in the Atari800 mailing list were ready to go
> > to wide public (Slashdot etc.) with story about this license violation.
> > I hope we can solve this problem 'privately' without any unnecessary
> > publicity. Please answer me soon. Thanks!
>
> Since I don't want to go into any legal issues, and my main concern is
> and always has been to develop excellent software, I decided it as the
> best to resolve this issue by shutting the emulator project down. I do not
> agree with Petr's view of points as, indeed, this emulator was re-written
> from scratch.
>
> I do not deny that I had access to the atari800 emulator; I did indeed,
and
> I wrote parts of its code. However, with atari++ I wanted to avoid the
> problems that have been made in the old code, both constructional and
> organizational. The design of the old code was rather unfortune, and for
> my believe, part of this problem was indeed the GNU licence; it allowed
> people without any further control to drill up the code, something that
> caused parts of the trouble of the misdesign of the old code. I'm as well
> responsible with my changes to this code that it became as messy as it was
> back those years ago. Clearly, I cannot un-do the memories from those
> changes, and some ideas have been carried over undoubtfully.
>
> I personally didn't expect that it would be any trouble for anyone if I
> would just demand to contact me before making changes to the source, but
> aparently this is already demanded too much. I never had any commercial
> plans with it, my licence conditions even forbid commercial distribution
> to begin with. I tried to be as open with the sources as possible while
> also keeping an eye on the code quality and setting the route for a long
> term development that ends now earlier than I expected it to end.
>
> I wish to express my deep thank to all the nice folks that helped me to
> improve the software over the last month, and I sorry to have you to ask
> to remove all traces of the software from your system, both binaries and
> source code; but if the legal issues start nagging me, the project stops
> being fun, and this is what it always has been for me in first place.
>
> Sorry for the bad news guys, but such is life.
>

> Greetings,
> Thomas

## 739. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 16:54:01 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <45qo1b-35m.ln@speaker.rodsbooks.com>
Source record: 23702

In article <b1oea5$jch$1@mamenchi.zrz.tu-berlin.de>,
Thomas Richter <thor@cleopatra.math.tu-berlin.de> writes:

> Since I don't want to go into any legal issues, and my main concern is
> and always has been to develop excellent software, I decided it as the
> best to resolve this issue by shutting the emulator project down.

I'm sorry to hear that. I fear that I'm stepping into a tedious
GPL/anti-GPL flame-war, and I certainly don't want to fan the flames, but
I do feel compelled to say a few things, including a potential way
out....

>>> I do not agree with Petr's view of points as, indeed, this emulator was re-written
>>> from scratch.
>
>> It is obvious that "from scratch" has a different meaning for you than for
>> all the other guys that did have a look at your code and compared it with
>> Atari800 source code.
>
> "From scratch" has the meaning that I sit down, and start writing the code
> without inserting any other code. Would you like to receive my CVS logs?
> They clearly show that the code was written letter by letter by me typing
> it into the keyboard.

CVS logs will prove nothing. Hypothetically (and I'm NOT seriously
suggesting that Thomas did this), Thomas could have sat down with two
editors open and copied Atari800 source by re-typing it. Material can
also be infringing even if it wasn't a direct copy. OTOH, some code
snippets are likely to be identical between even completely unrelated
projects, simply because the structure of a problem or programming
language demand certain similarities.

In the interests of resolving this issue, I'd like to suggest public
disclosure of precisely what the Atari800 developers feel is infringing
material. This would allow for peer review of the claim that it's
infringing, which of course would not be legally binding, but might lead
to a solution that's mutually acceptable without forcing the elimination
of the Atari++ emulator.

>> I hope someone else will try to explain you why GPL would not cause any
>> problem to you with keeping an eye on the code quality.
>
> It is the general construction of GPL that disallows me to concern over my
> code in the full meaning of this word.

Personally, I have no problem with the GPL, and I agree with Petr that
the GPL would not preclude Thomas keeping control over his branch of the
Atari++ emulator. Most GPLed projects see that sort of control, but some
of them do eventually fork -- for instance, XEmacs from Emacs. The GPL is
not an impediment to Thomas's stated goal of maintaining code quality.
Hypothetically, a future fork of a GPLed Atari++ could go downhill, or
even a patched mini-fork (say, something included in a Linux distribution
with a patch to tweak behavior), but if Thomas wants to maintain control
of his own branch, nobody could force him to include either buggy or
brilliant additions to the code he releases on his Web site.

On the other hand, I personally also respect Thomas's aversion to the
GPL, even if I don't share that aversion. Some of Thomas's stated
objections have nothing to do with code quality, but rather with
philosophy, and Thomas clearly has very strong opinions on this matter,
so no amount of claims that the GPL is good will be likely to change his
mind. If Thomas wants to release code under another license (BSD, LGPL,
his own unique license, whatever), fine. That's his preference, and IMHO
it should be respected. Trying to brow-beat him into releasing under the
GPL will be counter-productive.

>> There were several other solutions of this issue with the obviously best
>> choice - the change of the license under which the atari++ is released.
>
> This is the worst change for me, namely handing out a code under conditions
> I do not want them to release. I never asked for money, but that one thing
> I'm asking for, and I won't hand out what I own. This, Petr, is part of my
> trade.

Again, I think the key to resolving this conflict lies in the allegedly
infringing code. If people don't get too hot under the collar about this,
perhaps a compromise could be reached, such as Thomas agreeing to replace
code that a neutral third party identifies as derivative of Atari800
code. If both sides agree to this solution, then this issue can be
resolved without resorting to lawyers. If both sides dig in their heels,
though, nothing will happen (or worse, it'll go to court), and nobody
will win -- not Thomas, not Pitr, and not the Atari community generally.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

## 740. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 17:03:20 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns93187AA308227slorcomcastnet@130.133.1.4>
Source record: 23703

> I wish to express my deep thank to all the nice folks that helped me
> to improve the software over the last month, and I sorry to have you
> to ask to remove all traces of the software from your system, both
> binaries and source code; but if the legal issues start nagging me,
> the project stops being fun, and this is what it always has been for
> me in first place.
>

Obviously, this means that development will also cease on the Win32 port. This is too bad, because I was really enjoying working on the project and looking forward to getting beta feedback from a number of you.

Having viewed the source code from both emulators, it's hard for me to find much to make me think one was derived from the other. The only real similarity I see is that they are both excellent emulators, so I hate to see one go out this way.

> Sorry for the bad news guys, but such is life.

Indeed. Thanks to Thomas for allowing me to work on the port and for providing excellent help when I needed it.

--
Slor

## 741. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 17:15:47 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2003.02.04.17.15.47.94225@sophics.cz>
Source record: 23704

On Tue, 04 Feb 2003 13:13:41 +0000, Thomas Richter wrote:

>> It is obvious that "from scratch" has a different meaning for you than for
>> all the other guys that did have a look at your code and compared it with
>> Atari800 source code.
>
> "From scratch" has the meaning that I sit down, and start writing the code
> without inserting any other code. Would you like to receive my CVS logs?
> They clearly show that the code was written letter by letter by me typing
> it into the keyboard.

Sorry but I can't believe it. It's hard to imagine such a coincidence
that variable names, comments, code structure and even tables of data
would be same or so similar if you really wrote it from scratch.

>> You are still missing the point. You got the Atari800 under the GPL. You
>> started from it (not from scratch) and then released it under a different
>> license.
>
> I didn't. You got the modifications for atari800. That's it, and that's part
> of the trade. Not more, not less. I have not released any part of atari800,
> nor inserted, hacked up, included, reviewed, updated or modified parts
of it.

I have no idea what trade you mention but you copied parts of Pokey
emulation written and copyrighted by Ron Fries, for example.
Has Ron Fries given you his permission for it? I doubt it.

> This is the worst change for me, namely handing out a code under conditions
> I do not want them to release. I never asked for money, but that one thing
> I'm asking for, and I won't hand out what I own. This, Petr, is part of my
> trade.

OK. You obviously didn't read the GPL yet as you would know it allows you
to ask for money. Anyway. We should stop here since we would only get
worse, not better, I am afraid.

Petr

## 742. Re: BeWe-DOS - Question

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 17:42:30 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e3ffba3$0$49113$e4fe514c@news.xs4all.nl>
Source record: 23705

I think you need a program like FMTDIR or such...

Can download it at: http://nleaudio.com/css/Files.htm

TXG/MNX

"Mirko Sobe" <atarixle@12move.de> wrote in message
news:b1ojjs$2gul$1@innferno.news.tiscali.de...
> How do I format a 16MB Disk(-image) in BeWe-DOS?
>
> Mirko
>
>
> www.atarixle.de
>
>
>

## 743. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 18:24:55 UTC
From: Thomas Richter <thor@enternix.math.tu-berlin.de>
Message-ID: <b1p0hn$4pt$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 23706

> On Tue, 04 Feb 2003 13:13:41 +0000, Thomas Richter wrote:

> Sorry but I can't believe it. It's hard to imagine such a coincidence
> that variable names, comments, code structure and even tables of data
> would be same or so similar if you really wrote it from scratch.

Which "variable names"? CPU is completely different except that
the registers are named GlobalPC, GlobalA etc. as in the original work.
It is a one-cycle-step emulation using microcodes.
Antic has the register names from the hardware manual, how else. GTIA
P/M generation works quite different and has different naming conventions,
and the directly mirrored registers have the same names as in the HW
manual/customary Atari publications. Register mapping worked quite
differently than in my original work where I had a function pointer
per register. I've now a virtual class per page which turned out
more efficient. RAM/ROM settings are realized differently, no memory
is moved around in bank switching. POKEY sound related registers work
quite different and use a different data organization as well. IRQ
generation acts differently than the original and is kept back in the
CPU to implement SEI and CLI correctly. That never worked 100% correctly
in the emulator project I had back then.

>> I didn't. You got the modifications for atari800. That's it, and that's part
>> of the trade. Not more, not less. I have not released any part of atari800,
>> nor inserted, hacked up, included, reviewed, updated or modified parts
> of it.

> I have no idea what trade you mention but you copied parts of Pokey
> emulation written and copyrighted by Ron Fries, for example.
> Has Ron Fries given you his permission for it? I doubt it.

Good that you asked. Did Ron Fries emulator provide the high-pass
filters? Not in what I've seen back then in the emulator I had,
maybe it does have it nowadays, but I haven't even seen that code.
Does it have the muting mode to push down the complexity and to
avoid high-frequency beeps? Does it provide 16bit/stereo output?
Does it include variable offsets for console speaker output? Does
it provide saturation and volume adjust? Does it provide pokey
interrupts? Let me mention that I implemented that in the old
code, so the names are of course similar.
Registers are organized differently, new lookup tables for AUDCTRL
have been inserted. There is, in fact, no completely different
algorithm to provide pokey sound output than to follow a list of
events, and to compute which event goes next: A pokey register
underflow, signaling an output change, or a sampling event to update
the output. If you want to avoid huge loops of doing nothing in

computations, that's the route to go. Now, blame me that I've used
this idea I remembered from Ron's code. Oh, and the minor detail
that all that is fitted into an OO design.

>> This is the worst change for me, namely handing out a code under conditions
>> I do not want them to release. I never asked for money, but that one thing
>> I'm asking for, and I won't hand out what I own. This, Petr, is part of my
>> trade.

> OK. You obviously didn't read the GPL yet as you would know it allows you
> to ask for money.

*Read* closely what I've written:

>> I do not want them to release. I never asked for money, but that one thing
^^^^^^^^^^^^^^^^^^^^^^^^

Now, where did I imply anything about the GPL here?

## 744. Re: Pokey chips source?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 18:46:30 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E400A86.ED527090@students.uni-mainz.de>
Source record: 23707

Well,
buy one of those 7800 "super cartridges", like Ballblazer, Karateka and
others. All of those carts (labelled super-cartridge on the package)
include a Pokey chip. Mostly these carts are much cheaper, than buying a
single Pokey chip elsewhere... -Andreas.

David Pochron schrieb:
>
> Anyone know of a source where I could pick up a spare Pokey chip or two for
> an Atari 800? After I reported my Indus drive was dead a few months back I
> did some more investigating and found that not only is the drive dead but the
> data out line of the Pokey chip (pin 28) constantly stays low when data
> output is attempted! So whatever zapped the drive made its way back along
> the serial port as well. :-(
>
> The irony is, when my Atari 800 died back in 1988, it turned out to be the
> 6502 but because I didn't know what went bad I picked up a pair of CPU boards
> so now I have 3 sets of all the custom chips - except for Pokey which is on
> the motherboard! :-(
>
> --
> David Pochron dpoch@ticon.net

## 745. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 18:52:37 UTC
From: Richard <noone@nowhere.com>
Message-ID: <01c2cc7e$96307960$350b643e@windows>
Source record: 23708

Son of man <bcozier@bellsouth.net> schreef in artikel
<IFR%9.16011$Vr1.4733@news.bellsouth.net>...

> This is fucked up. You're not doing this for any money and people are
> bitching? Now they just fucked over the enitre Atari 8-bit community who
was
> looking forward to it. What's all this fucking crap about liscences? I
> don't read the licences when I use an emulator anyway. You were willing
to
> give your time and effort into creating something we could all enjoy.
>
> Fuck everyone who stands in your way. Assholes.

I must say that even though I probably wouldn't have had the guts to use
such language, I agree 100% with the above comments.

Richard

## 746. Re: atari software

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 18:54:56 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E400C80.E5672CBF@students.uni-mainz.de>
Source record: 23709

Nope!
Besides, I do not know of any program package that includes all of these programs (as one package). hmmm, maybe the synapse programs, like syncalc, synfile, synhome, etc. (not sure if all of the synapse programs were really available). But the whole package had been tested years ago in Antic magazine and it also included a terminal program (300 or 1200 baud). otherwise you have to search for alternatives, with some limitations here and there. try Mini-Office 2, SAM (german GUI called Screen aided management) or use some PD programs like Speedscript, Speedcalc, BBK T-Edit, BBK Calc, etc. etc. -Andreas.

Leon Howell schrieb:
>
> "TXG" <txg01@xs4all.nl> wrote in message
news:<3e3873a6$0$49105$e4fe514c@news.xs4all.nl>...
> > Yep DIAMOND GOS
>
> I don't care about all that GUI stuff, I just need a word
> proccessor, database, spreadsheet, and XASCII/ANSI/VT-102 terminal
> program with X-modem & Y-modem. Does Diamond GOS have that?

# 747. Re: atari software

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 18:57:31 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E400D1B.42857168@students.uni-mainz.de>
Source record: 23710

Hmmm
word processor - yes (but very limited in my eyes). all the rest - no!
Diamond GOS never made it very far... (nor did any other A8 GUI, except
ATOS perhaps)... -Andreas.

P.S.: Other synapse programs tested in Antic were: Synstock, Syntrend
(the whole package had 5-6 programs, not sure if all of them were
available)...

Leon Howell schrieb:
>
> "TXG" <txg01@xs4all.nl> wrote in message
news:<3e3873a6$0$49105$e4fe514c@news.xs4all.nl>...
> > Yep DIAMOND GOS
>
> Does Diamond have a word proccessor, database, spreadsheet, and terminal?

## 748. Re: space shuttle tragedy

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 19:05:03 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E400EDF.B844B098@students.uni-mainz.de>
Source record: 23711

Well,
afaik it had a subtitle like "a simulation in space" - probably meaning,
that there was no need to start the shuttle (and thus avoiding the
Challenger tragedy), nor to land the shuttle (and thus avoiding the
Columbia tragedy)... But hey, I never played that game, so I could be
wrong here... -Andreas.

rtdos schrieb:
>
> it kinda made me boot up A800Win Plus 3.1 and launch Space Shuttle Simulator
> by Activision. Remember that game?
>
> --
> *** REPLY REQUESTED WHEN CONVENIENT ***
>
> Jeff
> http://geocities.com/rtdos
> if you wish to discuss rtdos but not subscibe to the rtdos MSN group:
> AOL / AIM "os65k"
> MSN Messenger / email "rtdos at hotmail dot com"
> ICQ # 20368688
> Yahoo Messenger "rtdos" OR "rtdos.rm" (sometimes)

# 749. Re: A8 Game "Kaiser II" released as free software

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 19:11:24 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E40105C.AF1698E5@students.uni-mainz.de>
Source record: 23712

Heya!
Thanks for releasing that game as free software !! But, how about
ZIPping the images and sources (to save space and download time,
etc.)... -Andreas.

Carsten Strotmann schrieb:
>
> Hello,
>
> today I've released the game "Kaiser II" as free software (GNU Public
> License). The game sold approx. 600 copies between 1990 and 1992 in
> germany.
>
> Kaiser II is a stratiegic game for up to 4 players where your a medieval
> sovereign on the way to become the Emperor of the world.
>
> It has some nice hi-res graphics done by Bjoern Israel, some digi-sound and
> a long lasting gameplay.
>
> On the webpage you can find the versions for 64Kb, 128Kb and 320Kb ATARI, as
> well as all Turbo-Basic Sourcecode, two Disks with the Source and all
> Pictures/Music/Resources and a Demo for the SAG Fair in 's Hertogenbosch
> back in 1989.
>
> The gameplay is all in german language, but now that the sources are free
> and it's mostly turbo-basic, it should not difficult to translate the game
> to an other languages.
>
> Please contact me if you're interested in doing a new localized version.
>
> Website
> http://www.strotmann.de/twiki/bin/view/APG/GameKaiserZwo
>
> Have fun!
>
> Ciao
>
> Carsten

## 750. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 19:17:11 UTC
From: bill@newbreedsoftware.com
Message-ID: <XkU%9.64026$lk.2589382@typhoon.sonic.net>
Source record: 23714

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:
<snip>
>
> I personally didn't expect that it would be any trouble for anyone if I
> would just demand to contact me before making changes to the source, but
> aparently this is already demanded too much. I never had any commercial
> plans with it, my licence conditions even forbid commercial distribution
> to begin with. I tried to be as open with the sources as possible while
> also keeping an eye on the code quality and setting the route for a long
> term development that ends now earlier than I expected it to end.

This is the problem. You "tried to be as open ... as possible,"
but in doing that, you violated the license of Atari800!

As Petr said, many people examined the source to atari++ that you released,
and posted comparisons between it and the current (and some older versions)
of Atari800. The resemblance could not have simply been coincidence!

If you wish to use GPL'd code and release it under another license,
you CAN... but you MUST get permission to do so from the copyright holders!!!

You can't just do it and say "Oh, but I wanted it to be better and it's still
'open.'" There's no clause in the GPL that says anything about your rights
to re-use GPL'd code under another 'open' license that you make up yourself...
(not without getting permission)

<snip>
> Sorry for the bad news guys, but such is life.

It's very sad that you're being so stubborn about this.

-bill!

# 751. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 19:19:32 UTC
From: bill@newbreedsoftware.com
Message-ID: <8nU%9.64027$lk.2589119@typhoon.sonic.net>
Source record: 23715

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:
<snip>
>
> "From scratch" has the meaning that I sit down, and start writing the code
> without inserting any other code. Would you like to receive my CVS logs?
> They clearly show that the code was written letter by letter by me typing
> it into the keyboard.

If this is the case, why do you feel compelled to "shut down" the atari++
project "for legal reasons?"

If, indeed, the code is all new (unfortunately, something not many of us
believe, having been shown comparisons of Atari800 and atari++ source),
then you're not violating the GPL, and have no reason to 'shut down'!

*sigh*

-bill!

# 752. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 19:20:00 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3E401260.4040909@t-online.de>
Source record: 23713

Hello all,

Before going into detail concerning similiarities between AtariWin and
Atari++ sources one should discuss the issue of using Atari OS-roms
(still copyrighted) first, since without these rom-images emulators
would make no sense.

Andre

## 753. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 19:21:40 UTC
From: bill@newbreedsoftware.com
Message-ID: <8pU%9.64028$lk.2589458@typhoon.sonic.net>
Source record: 23717

Rod Smith <rodsmith@nessus.rodsbooks.com> wrote:
> If Thomas wants to release code under another license (BSD, LGPL,
> his own unique license, whatever), fine. That's his preference, and IMHO
> it should be respected. Trying to brow-beat him into releasing under the
> GPL will be counter-productive.

This is true... except for the fact that it's very likely he based his
code on Atari800 (which is GPL'd), and therefore it is a violation of
the license to do otherwise... unless he gets permission from the copyright
holders.

-bill!

# 754. Re: BeWe-DOS - Question

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 19:24:31 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E40136F.FD135B6B@students.uni-mainz.de>
Source record: 23716

Well,
Bewe-DOS cannot format any higher than 360kbytes. Thus use the following trick: use spartaDOS to format a 16MB image, next copy the file bw130.dos on that image (or partition), next copy the file boot.com on that image, then load boot.com from that image and make bewedos bootable (command: boot bw130.dos). you should now have a 16MB image/partition with bewe-dos on it. It seems like boot.com has always to be on the same drive, as the file you wish to boot. So, if you want to create a 512k, 720k, 1024k or 1440k disk with Bewe-DOs on it, you have to go the same way: use sparta-DOs to format the disk, copy bewe-dos and boot.com on that disk and make bewe-dos bootable... -Andreas.

Mirko Sobe schrieb:
>
> How do I format a 16MB Disk(-image) in BeWe-DOS?
>
> Mirko
>
> www.atarixle.de

## 755. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 19:33:02 UTC
From: bill@newbreedsoftware.com
Message-ID: <OzU%9.64032$lk.2589572@typhoon.sonic.net>
Source record: 23718

Petr Stehlik <pstehlik@sophics.cz> wrote:
<snip>
>
> Sorry but I can't believe it. It's hard to imagine such a coincidence
> that variable names, comments, code structure and even tables of data
> would be same or so similar if you really wrote it from scratch.

For those who are curious, this was discussed on the atari800 mailing list
last month.

(http://sourceforge.net/mailarchive/forum.php?thread_id=1546093&forum_id=3037)

Excerpt quoting Perry McFarlane:

When I looked at the code (written in C++) at first I thought it was a
completely new emulator (as Thomas claims.) But when I looked closer
at the Antic code, I thought it looked familar to me. Then when I did a
side-by-side comparison with the current Atari800 Antic code (re-written
by Piotr Fusik) there were not so many similarities. But when I
compared Thor's code with my old copies of the original antic.c by
David Firth and my first re-written version, there were a lot more things
in common.

So basically I think Thor's Atari++ is a 90% re-written version of a
very old version of Atari800, with perhaps some ideas from the newer
Atari800. It may be that not one line of code remains, but the basic
form and structure, as well as similar variable and function names reveal
to me that it is not entirely original. This would not be a problem, except
that the original Atari800 is GPL license, whereas Thor has his own
"freeware" license which prohibits modifying without his permisson. So
I was angry that he would build on someone else's code with GPL license
and then change the license and say other people could not do this to his
code. Also he gives no credit, so it is a kind of plagiarism.

I will give here a list of variable names and function names and code
ideas that are common to both Atari800(old version) and Atari++:

Pokeyscanline
nchars
GO (in cpu)
Xminscroll,xminnoscroll (antic) (not in new antic)_
dmawidth (vs dmaw)
ypos
*ptr++, screendata chdata
rundisplaylist
pmscanline

pmpixel
'fiddled' (from very old David Firth version)
implicit storage of player collisions
blankmask, invertmask
timing diagram
cycles diagram copied, including comments.
pokey: poly counter tables copied from Ron Fries (but they are wrong!)
event_min next_event
DivNCnt,DivNMax
Poly4Size,etc.

There is some copying from Ron Fries's Pokeysound as well.
For example our version of pokeysound uses the poly counter table I
determined which was the correct one, and Thor copies without credit the
erroneous one from Ron Fries's version.

In Thor's Antic code you will see things like:

```
UBYTE chdata;
// get screen data from antic buffer
screendata = *scan++;
// get character base address
chaddr = chbase + ((screendata & 0x7f) << 3);
// get character data
chdata = CharGen->Ram->ReadByte(chaddr);

if (screendata & CharGen->InvertMask)
chdata ^= 0xff;

if (screendata & CharGen->BlankMask)
chdata = 0;

if (chdata) {
*ptr++ = LookupTable[chdata & 0x80];
*ptr++ = LookupTable[chdata & 0x40];
*ptr++ = LookupTable[chdata & 0x20];
*ptr++ = LookupTable[chdata & 0x10];
*ptr++ = LookupTable[chdata & 0x08];
*ptr++ = LookupTable[chdata & 0x04];
*ptr++ = LookupTable[chdata & 0x02];
*ptr++ = LookupTable[chdata & 0x01];
} else {
/* Since HSCROLL is always done in the GTIA module, this is alig...
POKE4(ptr,GTIA::Playfield_2);
ptr += 4;
POKE4(ptr,GTIA::Playfield_2);
ptr += 4;
}
} while(--nchars);
```

Where our old antic code was like:

```
chaddr = t_chbase + ((UWORD) (screendata & 0x7f) << 3);
if (screendata & invert_mask)
invert = 0xff;
else
invert = 0x00;
if (screendata & blank_mask)
blank = 0x00;
else
blank = 0xff;
if ((j & 0x0e) == 0x08 && (screendata & 0x60) != 0x60)
chdata = invert & blank;
else
chdata = (memory[chaddr] ^ invert) & blank;
if (!(*t_pm_scanline_ptr)) {
if (chdata) {
*ptr++ = (char) lookup1[chdata & 0x80];
*ptr++ = (char) lookup1[chdata & 0x40];
*ptr++ = (char) lookup1[chdata & 0x20];
*ptr++ = (char) lookup1[chdata & 0x10];
*ptr++ = (char) lookup1[chdata & 0x08];
*ptr++ = (char) lookup1[chdata & 0x04];
*ptr++ = (char) lookup1[chdata & 0x02];
*ptr++ = (char) lookup1[chdata & 0x01];
}
else {
#ifdef UNALIGNED_LONG_OK
ULONG *l_ptr = (ULONG *) ptr;

*l_ptr++ = COL_6_LONG;
*l_ptr++ = COL_6_LONG;

ptr = (UBYTE *) l_ptr;
#else
UWORD *w_ptr = (UWORD *) ptr;

*w_ptr++ = PF2_COLPF2;
*w_ptr++ = PF2_COLPF2;
*w_ptr++ = PF2_COLPF2;
*w_ptr++ = PF2_COLPF2;

ptr = (UBYTE *) w_ptr;
#endif
}
}
```

The rest of the Antic code shows similar copying like this.

For comparison here is the MAME/MESS Atari 800 code:

```
#define RDVIDEO(o)
Machine->memory_region[0][antic.vpage+((antic.voffs+(o))&VOFFS)]
#define RDCHGEN(o) Machine->memory_region[0][antic.chbase+(o)]
#define PREPARE_TXT2(width) \
```

```
UINT32 *dst = (UINT32 *)&antic.cclock[PMOFFSET]; \
int i; \
for( i = 0; i < width; i++ ) \
{ \
UINT16 ch = RDVIDEO(i) << 3; \
if( ch & 0x400 ) \
{ \
ch = RDCHGEN((ch & 0x3f8) + antic.w.chbasl); \
ch = (ch ^ antic.chxor) & antic.chand; \
} \
else \
{ \
ch = RDCHGEN(ch + antic.w.chbasl); \
} \
video->data[i] = ch; \
}

#define POST_TXT(width) \
antic.steal_cycles += width; \
if( --antic.modelines == 0 ) \
antic.voffs = (antic.voffs + width) & VOFFS; \
else \
if( antic.w.chactl & 4 ) \
antic.w.chbasl--; \
else \
antic.w.chbasl++

#define MODE2(s) COPY4(dst, antic.pf_21[video->data[s]])

void antic_mode_2_32(VIDEO *video)
{
PREPARE_TXT2(32);
REP32(MODE2);
POST_TXT(32);
}
void antic_mode_2_40(VIDEO *video)
{
PREPARE_TXT2(40);
REP40(MODE2);
POST_TXT(40);
}
void antic_mode_2_48(VIDEO *video)
{
PREPARE_TXT2(48);
REP48(MODE2);
POST_TXT(48);
}
```

You can see here that MESS is not copied from Atari800, but Thor's code is obviously copied because of the similar variable names and code structure.

(Note: The above was copied-and-pasted from the web interface to the mailing list archives, and then cleaned up (spacing and indenting) some for readability when I pasted it here in this posting.)

-bill!

## 756. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 19:36:00 UTC
From: bill@newbreedsoftware.com
Message-ID: <ACU%9.64034$lk.2589622@typhoon.sonic.net>
Source record: 23720

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:
<snip>
>
> The GNU licence is a virus in form of a licence. Once you have it on
> the source, all projects that are related to it get infected. This is
> not what I consider "free software" because it forces the author of the
> software into a legal status that might be unintended by the author in
> first place.

The viral "share what changes you make" aspect of the GPL is the
_price you pay_! If you want to release your code under the some other
license, go pay [*] for a license to something like Rainbow or PC XFormer!

Or hey! Maybe ask the copyright owners of the GPL'd code if perhaps they'd
be willing to let you release your derivative work using some other license.

SHEESH!

-bill!
[*] As in, actual money

# 757. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 19:36:57 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E401659.A556F8BF@students.uni-mainz.de>
Source record: 23719

Well,
as a famous last (and completely nonsense) word: Who gave you -the atari 800 developpers- (or anyone else) the permision to emulate anything ? Atari ?? I don`t think so. Who gave you the permission to create a program (called an emulator) that mostly works with pirate software and even forces the user to hunt for pirate software ?!? As a developer of any sort of emulator I would never throw stones or complaints on anyone - since writing an emulator in the first place/right from the start is not completely legal!!

Besides, if you try emulating any Atari chip (Pokey, GTIA, Antic, etc.) and you try to do it almost perfect, I don`t think there are 1000 ways to do it. Or at least 999 ways will be very similar... (just like the 8 Queens problem)... -Andreas.

Petr Stehlik schrieb:
> 
> On Tue, 04 Feb 2003 13:13:41 +0000, Thomas Richter wrote:
> 
> >> It is obvious that "from scratch" has a different meaning for you than for
> >> all the other guys that did have a look at your code and compared it with
> >> Atari800 source code.
> > 
> > "From scratch" has the meaning that I sit down, and start writing the code
> > without inserting any other code. Would you like to receive my CVS logs?
> > They clearly show that the code was written letter by letter by me typing
> > it into the keyboard.
> 
> Sorry but I can't believe it. It's hard to imagine such a coincidence
> that variable names, comments, code structure and even tables of data
> would be same or so similar if you really wrote it from scratch.
> 
> >> You are still missing the point. You got the Atari800 under the GPL. You
> >> started from it (not from scratch) and then released it under a different
> >> license.
> > 
> > I didn't. You got the modifications for atari800. That's it, and that's part
> > of the trade. Not more, not less. I have not released any part of atari800,
> > nor inserted, hacked up, included, reviewed, updated or modified parts
> of it.
> 
> I have no idea what trade you mention but you copied parts of Pokey
> emulation written and copyrighted by Ron Fries, for example.
> Has Ron Fries given you his permission for it? I doubt it.
> 

> > This is the worst change for me, namely handing out a code under conditions
> > I do not want them to release. I never asked for money, but that one thing
> > I'm asking for, and I won't hand out what I own. This, Petr, is part of my
> > trade.
>
> OK. You obviously didn't read the GPL yet as you would know it allows you
> to ask for money. Anyway. We should stop here since we would only get
> worse, not better, I am afraid.
>
> Petr

## 758. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 19:38:26 UTC
From: bill@newbreedsoftware.com
Message-ID: <SEU%9.64035$lk.2589647@typhoon.sonic.net>
Source record: 23721

Son of man <bcozier@bellsouth.net> wrote:
> This is fucked up.
<snip>
> What's all this fucking crap about liscences? I
> don't read the licences when I use an emulator anyway.

Then there's absolutely no reason to even listen to your argument
(if that's what you call it).

*plonk!*

-bill!

## 759. Re: what happened to Dan Vernon's retrobits site?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 19:40:45 UTC
From: ronfucci@bellsouth.net
Message-ID: <42952602.0302041140.2afffbff@posting.google.com>
Source record: 23722

Mathy,

I just tried this URL and it works:

http://www.retrobits.net/

ron

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in message news:<b1of14$got$1@nets3.rz.RWTH-Aachen.DE>...
> Howdy folks
>
> Dan Vernon's retrobits site seems to have disappeared. What happened?
>
> CU Mathy van Nisselroy
>
> --
> ---
> My old email address has ceased to exist, please use my new address.
> Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
> Adresse.
> Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
> adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy

## 760. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 19:44:14 UTC
From: bill@newbreedsoftware.com
Message-ID: <iKU%9.64038$lk.2589711@typhoon.sonic.net>
Source record: 23723

Andre <Chrodegang@t-online.de> wrote:
> Hello all,
>
> Before going into detail concerning similiarities between AtariWin and
> Atari++ sources one should discuss the issue of using Atari OS-roms
> (still copyrighted) first, since without these rom-images emulators
> would make no sense.

The ROMs were made available by Hasbro back when PC Xformer was first being released by Darek Mihocka (Branch Always Software, now known as Emulators, Inc.)

Realize that the ROM images are NOT distributed with Atari800.
Rather, a freely-redistributable version of PC Xformer is hosted at the Atari800 site (xf25.zip), from where you can extract the ROMs legally.

-bill!

## 761. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 19:46:54 UTC
From: bill@newbreedsoftware.com
Message-ID: <OMU%9.64039$lk.2589505@typhoon.sonic.net>
Source record: 23724

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote:
> Well,
> as a famous last (and completely nonsense) word: Who gave you -the atari
> 800 developpers- (or anyone else) the permision to emulate anything ?
> Atari ??

Actually, Hasbro did give the right to Branch Always Software to emulate
the Atari, so really, that set a precedent.

<snip>
> Besides, if you try emulating any Atari chip (Pokey, GTIA, Antic, etc.)
> and you try to do it almost perfect, I don`t think there are 1000 ways
> to do it. Or at least 999 ways will be very similar... (just like the 8
> Queens problem)... -Andreas.

See my forward of Perry's comparison of Atari800, atari++ and the
Atari 8-bit core of MESS.

You'll see there are at LEAST two ways of doing something.

You'll also see that o/~ one of the kids is not like the other o/~
(i.e., MESS)

-bill!

## 762. GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 19:55:59 UTC
From: Mark Watson <newsAfoftDfsnetD@co.uk>
Message-ID: <jVU%9.241056$U47.1712556@news.easynews.com>
Source record: 23725

This was one of the best emulator developments in recent years. Thomas even did some great work on the Atari800 emulator itself. Why would it hurt the other Atari800 authors to let him release under this license? It is not like he is trying to make money and not release back changes at all. The code is so branched (read: totally changed) that the patches couldn't even be directly applied to Atari800. Its even in a different language!

The GPL is used to take something great away.... Please Atari800 coders stop being so petty and let Thomas continue this great project.

Mark

--
-----
(s/X/Y/g -> replace all X with Y in e-mail addr)
s/@//g; s/D/./g; s/A/@/g;

## 763. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 20:03:17 UTC
From: bill@newbreedsoftware.com
Message-ID: <90V%9.64045$lk.2590119@typhoon.sonic.net>
Source record: 23726

William Kendrick <bill@newbreedsoftware.com> wrote:
<snip>
> Realize that the ROM images are NOT distributed with Atari800.
> Rather, a freely-redistributable version of PC Xformer is hosted at
> the Atari800 site (xf25.zip), from where you can extract the ROMs
> legally.

A few more words about Xformer 2.5.

From XF25.DOC:

Copy this program!
------------------

PC Xformer 2.5 is a free emulator for MS-DOS users who wish to run their old
Atari 400/800 and Atari 800XL software on their PCs. The file XF25.ZIP may be
freely redistributed under the condition that the contents of the ZIP file
are not modified in any way, and that no fee is charged for the software
other than reasonable long distance and online charges for downloads.

The ZIP file (xf25.zip) is being hosted by the Atari800 project
(at SourceForge.net) exactly as it was distributed by Branch Always Software.

It's being made available for free.

Darek mentioned on comp.sys.atari.8bit, comp.emulators.misc and
comp.sys.mac.misc:

As far as my Xformer emulators go, I got permission from Atari back in
1987 to include their OS images in my emulators. You're notice all
versions of Xformer carry Atari's copyright notice and a "used with
permission" notice.

As far as Rainbow and STonX and all these other Atari emulators that
aren't obtaining any sort of permission, well, they're on their own.

( http://groups.google.com/groups?selm=3vrlf2%245on%40news1.halcyon.com )

This is exactly why Atari800 doesn't include the ROMs directly,
but instead simply suggests people grab their own ROMs from their Atari
directly, or use the ones that come in XFormer.

-bill!

## 764. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 20:07:20 UTC
From: bill@newbreedsoftware.com
Message-ID: <Y3V%9.64046$Ik.2589951@typhoon.sonic.net>
Source record: 23727

Mark Watson <newsAfoftDfsnetD@co.uk> wrote:
> This was one of the best emulator developments in recent years. Thomas even
> did some great work on the Atari800 emulator itself. Why would it hurt the
> other Atari800 authors to let him release under this license?

Why would it hurt for Thomas to ASK for this permission, rather than just
taking it (thus violating the license the software was released under)?

> It is not like he is trying to make money and not release back changes at
> all.

That doesn't help Atari800, unless he specifically grants rights to the
Atari800 developers to use his code (which would then be released as GPL,
as per their current license).

> The code is so branched (read: totally changed) that the patches couldn't
> even be directly applied to Atari800. Its even in a different language!

So? Does that mean that all of the work people donated to the Atari800
project, under the assumption that their code would be 'Free' (capital F)
doesn't count, all of a sudden?

I haven't done much actual development on Atari800, but even I feel kind
of ripped off by all this.

> The GPL is used to take something great away....

So are all licenses! GPL is just the most end-user- and developer- friendly.

> Please Atari800 coders
> stop being so petty and let Thomas continue this great project.

I'm beginning to wonder if anyone here has even READ the GPL. >:^(

-bill!

## 765. Re: old software

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 20:23:41 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <hjV%9.7209$6P2.807480@newsread1.prod.itd.earthlink.net>
Source record: 23728

"Solar Influx" <solarinflux@aol.com> wrote in message
news:20030203143925.29188.00000131@mb-fy.aol.com...
> those who have copyrights on old dead software
> like all atari software made and copyrighted before 2002
> and all those advocating the validity and enforcement of those copyrights
> should just lay off. your stuff is dead and for the sake of the machine
> for the machines going down in history

Mostly. It would be better if the actual code/version that run on 8 bit
machines would get released. Titles/trademarks should continue to be
copyrighted so derivative works like Ms. Pac Man 2020 could be developed.

IMO code should be patented<vs. copyrighted> so legal protection should run
out in 17 years.

## 766. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 20:38:47 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <vr804vo6d4v12hgjbi6po6meg4p6o966t1@4ax.com>
Source record: 23729

On 4 Feb 2003 17:03:20 GMT, Slor <slor@comcast.net> wrote:

>Obviously, this means that development will also cease on the Win32 port.
>This is too bad, because I was really enjoying working on the project and
>looking forward to getting beta feedback from a number of you.
>
I'm sorry to see the end of my dream, the emu was looking good from the
excellent start you made. Thanks for making a start on it, you had done
a lot in such a short space.

And I had another set of reports too :-)

>Indeed. Thanks to Thomas for allowing me to work on the port and for
>providing excellent help when I needed it.

Such a shame all around, maybe one day things will change...

Thanks Thomas for showing us what can be done..
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

# 767. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 20:58:52 UTC
From: Mark Watson <newsAfoftDfsnetD@co.uk>
Message-ID: <gQV%9.3795878$6N5.497047@post-03.news.easynews.com>
Source record: 23730

William Kendrick wrote:

> Why would it hurt for Thomas to ASK for this permission, rather than just
> taking it (thus violating the license the software was released under)?

It wouldn't hurt, but obtaining permission from all past developers may be
hard. Simply because of problems locating them. But remember he does claim
he did not take the code.

> That doesn't help Atari800, unless he specifically grants rights to the
> Atari800 developers to use his code (which would then be released as GPL,
> as per their current license).
Maybe he should gran them permissing to refactor his code. I.e. no direct
use. Thomas: Why not? As I understand it, only any code that they use would
become GPL. Not the whole Atari++ project.

> So? Does that mean that all of the work people donated to the Atari800
> project, under the assumption that their code would be 'Free' (capital F)
> doesn't count, all of a sudden?
Their code is still free in Atari800. He hasn't taken away any of that.
Only added.

> I haven't done much actual development on Atari800, but even I feel kind
> of ripped off by all this.
How does this rip you off. Something is now available that was not
available before? Nothing that was available before is no longer avaiable.

>> The GPL is used to take something great away....
> So are all licenses! GPL is just the most end-user- and developer-
> friendly.
The GPL is aimed to promote freedom. It is only written as such because
that is necessary with the current legal system. I may be wrong:-)

>> Please Atari800 coders
>> stop being so petty and let Thomas continue this great project.
> > I'm beginning to wonder if anyone here has even READ the GPL. >:^(
I have. I decided not to release any of my own projects (e.g. BeOS G400
driver) under it.

Mark

--
-----
(s/X/Y/g -> replace all X with Y in e-mail addr)
s/@//g; s/D/./g; s/A/@/g;

## 768. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 21:20:39 UTC
From: bill@newbreedsoftware.com
Message-ID: <H8W%9.64060$lk.2591052@typhoon.sonic.net>
Source record: 23731

Mark Watson <newsAfoftDfsnetD@co.uk> wrote:
>> So? Does that mean that all of the work people donated to the Atari800
>> project, under the assumption that their code would be 'Free' (capital F)
>> doesn't count, all of a sudden?
> Their code is still free in Atari800. He hasn't taken away any of that.
> Only added.
>
>> I haven't done much actual development on Atari800, but even I feel kind
>> of ripped off by all this.
> How does this rip you off. Something is now available that was not
> available before? Nothing that was available before is no longer avaiable.
>

Look at his license, compared to the GPL. He has stripped & changed the
rights we had as developers to be able to still use our code after it had
been adapted and changed in the future.

It's not a matter of "is it still free, is the code still available."
It's simply a matter of changing the license; the rights we granted others
has been taken away from us, and those other people.

That's the whole reason I assume the GPL was chosen by the original Atari800
developers: to /protect/ these rights!

<snip>
> I have. I decided not to release any of my own projects (e.g. BeOS G400
> driver) under it.
>

And that's your right.

Thomas did NOT have the right to take the Atari800 code and release
something under a different license. Noone gave him that right,
otherwise we wouldn't be asking him to remedy the situation.

(Of course, all he seemed to do is kill the project, while still claiming
innocense... and all that led to was people getting pissed off at the
original Atari800 developers... without whom we'd have NEITHER Atari800
nor atari++ to /begin/ with!)

-bill!

## 769. Re: Pokey chips source?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 21:32:26 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3E40316A.12A6EB4E@asw.cz>
Source record: 23732

Andreas Magenheimer wrote:
>
> Well,
> buy one of those 7800 "super cartridges", like Ballblazer, Karateka and
> others. All of those carts (labelled super-cartridge on the package)
> include a Pokey chip. Mostly these carts are much cheaper, than buying a
> single Pokey chip elsewhere... -Andreas.

This is not true. Only two 7800 carts contain Pokey. I think Ballblazer
and Commando(?).

--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

## 770. New auctions - SpartaDOS R-TIME8 disk & more

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 21:53:54 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1044395630.50488.0@demeter.uk.clara.net>
Source record: 23733

Hello All,

I've just started new auctions for: SpartaDOS R-TIME8 disk, 2 issues of 8:16 magazine, one issue of Atari Interface magazine. I still have the 850 field service manual, and DGS light sensor box for auction too, along with some non-Atari items (ZX81 board and a 1975 PDP11 software handbook!)

The link is below (this will split on to two lines, so please copy both lines into yourbrowser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangar raghty

Dean Garraghty

## 771. How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 21:58:28 UTC
From: Mark Watson <newsAfoftDfsnetD@co.uk>
Message-ID: <8IW%9.3797715$6N5.497345@post-03.news.easynews.com>
Source record: 23734

>(Perry himself says you rewrote about 90% of the code),

Situation:
i) Can not release current code under GPL because 10% is allegedly derrived
from a GPL work written by other programmers.
ii) Atari800 authors will not let this 10% be released under Thomas'
license.
ii) Thomas is not happy releasing the other 90% under GPL.

Why kill the project, rather than rewriting the other 10%? Seems like a
large waste otherwise. Is anyone willing to help rewrite this 10% and give
the code to Thomas? How many modifications need making to this code before
it can be considered to be rewritten?

Mark

--
-----
(s/X/Y/g -> replace all X with Y in e-mail addr)
s/@//g; s/D/./g; s/A/@/g;

## 772. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 22:06:54 UTC
From: bill@newbreedsoftware.com
Message-ID: <2QW%9.64064$lk.2591756@typhoon.sonic.net>
Source record: 23735

Mark Watson <newsAfoftDfsnetD@co.uk> wrote:
<snip>
>
> Why kill the project, rather than rewriting the other 10%? Seems like a
> large waste otherwise. Is anyone willing to help rewrite this 10% and give
> the code to Thomas? How many modifications need making to this code before
> it can be considered to be rewritten?

If Thomas or others are willing to donate their time coding it, and
releasing it under Thomas's license, then yes... that's a perfectly
reasonable solution.

-bill!

## 773. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 22:14:24 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3E403B40.FB8801F@asw.cz>
Source record: 23736

Mark Watson wrote:
> Situation:
> i) Can not release current code under GPL because 10% is allegedly derrived
> from a GPL work written by other programmers.
> ii) Atari800 authors will not let this 10% be released under Thomas'
> license.
> ii) Thomas is not happy releasing the other 90% under GPL.
>
> Why kill the project, rather than rewriting the other 10%? Seems like a
> large waste otherwise. Is anyone willing to help rewrite this 10% and give
> the code to Thomas? How many modifications need making to this code before
> it can be considered to be rewritten?

Yes, it's completely legal to rewrite that 'common' part and yield
complete non-derivative work and put it under _ANY_ license.

But all versions including those 10% of code _MUST_ be released under
GPL.

--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

# 774. Ebay: Many ATARI 800 8 BIT Games and Software MIB on ebay thru 2/9/03

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 22:18:07 UTC
From: supercosmicX <supercosmicx*no-spam*@hotmail.com>
Message-ID: <6qe04vkortocr21c7no0l8bqdcd02destf@4ax.com>
Source record: 23737

Up for bids thru 2/09/03

ATARI 8-bit computer software and games in boxes

CENTIPEDE
MISSILE COMMAND
SPACE INVADERS
INTRO TO PROGRAMMING 3
MASTER DISKETTE II
STAR RAIDERS
SUPER BREAKOUT
GYRUSS
STAR WARS
Scott Adams Advenntures
and More!

see a complete list + photos and descriptions at:

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=cosmictoys&include=0&since=-1&sort=3&rows=25

Thanks for looking!

## 775. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 22:24:37 UTC
From: Mark Keates <news@mkeates.force9.co.uk.removeme>
Message-ID: <iaX%9.16021$pS2.657142@stones>
Source record: 23738

```
As an offshoot-thought... was there some intent that the
parts that were making atari++ stand apart from existing
emulators, e.g. the ability to change antic regs on-the-fly,
were NOT to be made available to the other emu-coders
(except with Thomas's permission I guess?), e.g. Atari800WinPlus?

Mark

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:2QW%9.64064$Ik.2591756@typhoon.sonic.net...
> Mark Watson <newsAfoftDfsnetD@co.uk> wrote:
> <snip>
> >
> > Why kill the project, rather than rewriting the other 10%? Seems like a
> > large waste otherwise. Is anyone willing to help rewrite this 10% and
give
> > the code to Thomas? How many modifications need making to this code
before
> > it can be considered to be rewritten?
>
> If Thomas or others are willing to donate their time coding it, and
> releasing it under Thomas's license, then yes... that's a perfectly
> reasonable solution.
>
>
> -bill!
```

## 776. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 22:43:06 UTC
From: billko@comcast.net
Message-ID: <kpo4mKkdV4bJ-pn2-Ivd0dnEVxSjC@localhost>
Source record: 23739

(Sigh)

As far as I can tell, this is so petty. It's not as if anyone is losing any money on the thing. As for the "fame" part of this "fame and fortune" deal, we all know how much effort was put into the Atari800 effort, and the Atari 8-bit world owes the developers a deep debt of gratitude since they almost singlehandedly kept the flame burning during its darkest days. Any spotlight that is thrown upon Thomas' project only makes the original Atari800 project shine more brightly.

I don't understand what is trying to be accomplished here. All I know is that there's a lot of creative energy out there that is just going to waste now.

On Tue, 4 Feb 2003 19:55:59 UTC, Mark Watson <newsAfoftDfsnetD@co.uk> wrote:

> This was one of the best emulator developments in recent years. Thomas even
> did some great work on the Atari800 emulator itself. Why would it hurt the
> other Atari800 authors to let him release under this license? It is not
> like he is trying to make money and not release back changes at all. The
> code is so branched (read: totally changed) that the patches couldn't even
> be directly applied to Atari800. Its even in a different language!
>
> The GPL is used to take something great away.... Please Atari800 coders
> stop being so petty and let Thomas continue this great project.
>
> Mark
>

--
Bill

# 777. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 23:07:11 UTC
From: bill@newbreedsoftware.com
Message-ID: <zIX%9.64076$lk.2592859@typhoon.sonic.net>
Source record: 23740

William Kendrick <bill@newbreedsoftware.com> wrote:
>
> If Thomas or others are willing to donate their time coding it, and
> releasing it under Thomas's license, then yes... that's a perfectly
> reasonable solution.

BTW - Realize I'm talking about _new_ code being untainted by the GPL.

If one takes existing code and changes it (e.g., ports to a different platform, compiler or language... change the variable names, or even tweaks and rewrites it 100 times), it's still taking code, and therefore you need to respect the license. (That includes providing credit to the original authors, for example!)

-bill!

# 778. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 23:13:23 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b1phej$g23$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 23741

Hi,

>> "From scratch" has the meaning that I sit down, and start writing the code
>> without inserting any other code. Would you like to receive my CVS logs?
>> They clearly show that the code was written letter by letter by me typing
>> it into the keyboard.

> If this is the case, why do you feel compelled to "shut down" the atari++
> project "for legal reasons?"

> If, indeed, the code is all new (unfortunately, something not many of us
> believe, having been shown comparisons of Atari800 and atari++ source),
> then you're not violating the GPL, and have no reason to 'shut down'!

I was given enough reason. This whole discussion isn't worth it. I prefer
writing software, not discussing licencing issues, neither feeding lawyers.
I'm not spending my mental health for a piece of software, or "to be right"
so I'll better leave this alone.

So long,
Thomas

## 779. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 23:28:00 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b1pia0$g23$2@mamenchi.zrz.TU-Berlin.DE>
Source record: 23742

Hi,

> Why would it hurt for Thomas to ASK for this permission, rather than just
> taking it (thus violating the license the software was released under).

"violating"? Oh well. I doubt that. But then: The fact that I'm feeling
now a spanish inquisition makes my doubts about GPL even worse. Id didn't
expect so much trouble for releasing it under anything that is almost
the same spirit as the GPL.

>> It is not like he is trying to make money and not release back changes at
>> all.

> That doesn't help Atari800, unless he specifically grants rights to the
> Atari800 developers to use his code (which would then be released as GPL,
> as per their current license).

Why shouldn't I? Have you read my licence? The full point is about *not*
blocking the development. You can read it, use it, whatever you want. This
is exactly the freedom I want to grant. But what I do not want is uncontrolled
modification of the sources. I hardly ever want you to stop using the algorithms,
the methods or parts of the code within.

>> The code is so branched (read: totally changed) that the patches couldn't
>> even be directly applied to Atari800. Its even in a different language!

> So? Does that mean that all of the work people donated to the Atari800
> project, under the assumption that their code would be 'Free' (capital F)
> doesn't count, all of a sudden?

As free as I can offer it. Did I say that you cannot use it?

> I haven't done much actual development on Atari800, but even I feel kind
> of ripped off by all this.

Do I take anything away from you? I *offer* something for nothing, even
for "more nothing" than GPL, and it is this "more of nothing" I want to
have on the source.

>> The GPL is used to take something great away....

> So are all licenses! GPL is just the most end-user- and developer- friendly.

No. It forces developers into a development mechanism that might not be suitable
for all projects and all kind of developments. It is exactly that I do not want;
I prefer a mechanism where one guy is responsible for the lifetime of the project
and controls the route of the project. While I'm a firm believer of democracy,
I do not believe that a pure count of noses always provides the right answer, and

a wrong decision at one time might turn out better than just several "almost right" ones. It leaves the design of a project to someone who has the last word to say on it. This might turn out to be the wrong word some time or another, though I believe that this is the better mechanism because it at least grants a software design as a whole.

Greetings,
Thomas

>> Please Atari800 coders
>> stop being so petty and let Thomas continue this great project.

> I'm beginning to wonder if anyone here has even READ the GPL. >:^(

> -bill!

## 780. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 23:30:18 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b1piea$g23$3@mamenchi.zrz.TU-Berlin.DE>
Source record: 23743

Hi,

>> That doesn't help Atari800, unless he specifically grants rights to the
>> Atari800 developers to use his code (which would then be released as GPL,
>> as per their current license).
> Maybe he should gran them permissing to refactor his code. I.e. no direct
> use. Thomas: Why not? As I understand it, only any code that they use would
> become GPL. Not the whole Atari++ project.

I have absolutely *nothing* against that, provided the project as a whole
remains well-controlled. What happens to fragments of the code is of
no interest to me.

Greetings,
Thomas

## 781. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 23:31:21 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <91i04vgq42atg8cdsd4cv5eqfke6o9ug8k@4ax.com>
Source record: 23744

On Tue, 04 Feb 2003 16:43:06 -0600, billko@comcast.net wrote:

>(Sigh)

>I don't understand what is trying to be accomplished here. All I know
>is that there's a lot of creative energy out there that is just going
>to waste now.
>
Exactly..

I'm not a coder (well not emulation wise) but at the end of the day
Atari800 could use the graphic's engine of Atari++ or Atari++ could keep
going.

I hope this get's ironed out, from what I can understand if Atari800
wants to get the scanline / pixel thing sorted it needs a graphic engine
rewrite (I could be wrong here) and there's Atari++ with it and maybe
other things (based on my small play with the Win version).

I don't know the in's and out's of the GPL thing, I would understand
peoples anger if code was used but all I see is this awful waste of
talent either way.

Come on people, sort this out and have 2 emus, 1 emu or whatever but
lets use the grey matter to push forward and not argue if possible.
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

## 782. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 23:35:59 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <3gj04vga7vnepj0ovflek8jas7ep4cn119@4ax.com>
Source record: 23745

On Tue, 4 Feb 2003 22:24:37 -0000, "Mark Keates"
<news@mkeates.force9.co.uk.removeme> wrote:

>As an offshoot-thought... was there some intent that the
>parts that were making atari++ stand apart from existing
>emulators, e.g. the ability to change antic regs on-the-fly,
>were NOT to be made available to the other emu-coders
>(except with Thomas's permission I guess?), e.g. Atari800WinPlus?
>
Since it's the core of Atari800 that powered Win Plus and it being the
bit that needs altering it makes no odds.

--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

## 783. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 23:40:00 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b1pj0g$g23$4@mamenchi.zrz.TU-Berlin.DE>
Source record: 23746

Hi,

> Look at his license, compared to the GPL. He has stripped & changed the
> rights we had as developers to be able to still use our code after it had
> been adapted and changed in the future.

Where?

/* snip */

(iii) Other forms of distribution, provided you received a prior written
agreement with the Author. While this Licence does not state the rules under
which the Author will allow redistribution except those mentioned in
points (i) and (ii), it can be expected that the Author will, in general,
accept redistribution of this Program in a "Linux Distribution" like
Debian, RedHat or SuSE that come with licences that follow similar guidelines.
Please contact the author for further details to come to an agreement.

Redistribution of a modified version of the Archive, the Program or the
contents of the Archive is prohibited in any way, by any organization,
regardless whether commercial or non-commercial. Everything must be kept
together, in original and unmodified form. Specifically, this prohibits
the distribution of a modified (or "patched", "fixed") version of the
Program without prior agreement of the author concerning the modification.

/* snip */

This specifically implies that you may not modify the existing code,
but there is absolutely no clause that prohibits to read the code,
and use parts of it.

> It's not a matter of "is it still free, is the code still available."
> It's simply a matter of changing the license; the rights we granted others
> has been taken away from us, and those other people.

And this is what makes me feel doubious about GPL. We have here language
lawyers that insist on "it must be this licence or none". I do not play
this game. GPL is not the holy grail, and some other forms of free
software production have their rights and usefulness. However, I always
get a wierd feeling when people argue about GPL that "their" licence
is rather ideological grounded than by practical purposes. The GPL is
a political question, not a question of usefulness. But I do not play
this game, I do not want to do politics. I want to write software.

> That's the whole reason I assume the GPL was chosen by the original Atari800
> developers: to /protect/ these rights!

I protect the sources for the best of the product, not to hide
it from public, whereas GPL tries always to protect it "from those evil
non-GPL'ers". If hiding rights would have been my intention, I wouldn't be as
stupid as to distribut source code. I *want* to make sources available.

> (Of course, all he seemed to do is kill the project, while still claiming
> innocense... and all that led to was people getting pissed off at the
> original Atari800 developers... without whom we'd have NEITHER Atari800
> nor atari++ to /begin/ with!)

Why not? I have an Atari this way or another.

So long,
Thomas

# 784. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 23:44:29 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b1pj8t$g23$5@mamenchi.zrz.TU-Berlin.DE>
Source record: 23597

Hi,

> Situation:
> i) Can not release current code under GPL because 10% is allegedly derrived
> from a GPL work written by other programmers.
> ii) Atari800 authors will not let this 10% be released under Thomas'
> license.
> ii) Thomas is not happy releasing the other 90% under GPL.

> Why kill the project, rather than rewriting the other 10%? Seems like a
> large waste otherwise. Is anyone willing to help rewrite this 10% and give
> the code to Thomas? How many modifications need making to this code before
> it can be considered to be rewritten?

For that I would have to know what the 10% are that are claimed to be under GPL. If someone compiles a list, I'll do that as well.

Anyhow, this seems a bit childish to me as it is free code the one way or the other, but if all the lawyers out there seem that this step is necessary, fine for me and I'll write parts of the emulator now for a third time. *sigh*.

I pretty much feel that the requirement to argue about this gives me just another good reason why I do not want anything GPL'd. I feel tired.

Greetings,
Thomas

## 785. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 23:51:52 UTC
From: bill@newbreedsoftware.com
Message-ID: <smY%9.64080$lk.2593461@typhoon.sonic.net>
Source record: 23599

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:
> Hi,
>
>> Look at his license, compared to the GPL. He has stripped & changed the
>> rights we had as developers to be able to still use our code after it had
>> been adapted and changed in the future.
>
> Where?
>
> /* snip */
>
> (iii) Other forms of distribution, provided you received a prior written
> agreement with the Author. While this Licence does not state the rules under
> which the Author will allow redistribution except those mentioned in
> points (i) and (ii), it can be expected that the Author will, in general,
> accept redistribution of this Program in a "Linux Distribution" like
> Debian, RedHat or SuSE that come with licences that follow similar guidelines.
> Please contact the author for further details to come to an agreement.
>
>
> Redistribution of a modified version of the Archive, the Program or the
> contents of the Archive is prohibited in any way, by any organization,
> regardless whether commercial or non-commercial. Everything must be kept
> together, in original and unmodified form. Specifically, this prohibits
> the distribution of a modified (or "patched", "fixed") version of the
> Program without prior agreement of the author concerning the modification.
>
> /* snip */

Those exact things there would SPECIFICALLY keep atari++ out of
Debian. (Maybe it could get into non-free)

> This specifically implies that you may not modify the existing code,
> but there is absolutely no clause that prohibits to read the code,
> and use parts of it.

That seems to contradict itself. If I can use parts of it, why can't
I just use all of it, and therefore create a modification.

I think we all see what you're trying to do with your license, but
that's not the problem. The problem is violation of the GPL. Period. :^(

-bill!

## 786. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-04 23:52:49 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b1pjoh$g23$6@mamenchi.zrz.TU-Berlin.DE>
Source record: 23598

Hi,

> As an offshoot-thought... was there some intent that the
> parts that were making atari++ stand apart from existing
> emulators, e.g. the ability to change antic regs on-the-fly,
> were NOT to be made available to the other emu-coders
> (except with Thomas's permission I guess?), e.g. Atari800WinPlus?

I have no intend to hide this technique from other emulators. That
is why this is public code to begin with. I just don't want to put
this technique under GPL.

>> > Why kill the project, rather than rewriting the other 10%? Seems like a
>> > large waste otherwise. Is anyone willing to help rewrite this 10% and
> give
>> > the code to Thomas? How many modifications need making to this code
> before
>> > it can be considered to be rewritten?
>>
>> If Thomas or others are willing to donate their time coding it, and
>> releasing it under Thomas's license, then yes... that's a perfectly
>> reasonable solution.

Reasonable? That is reasonable? Rewrite free code to get another piece
of free code? Oh well, if that must be, then it must be; but this is
precisely why I hate lawyers and like mathematics. Lawyers keep laws by
the word, mathematicians by the sense. The sense of free software is to
keep it free, not to have rewrite it to get it into another flavour of
free. The aim of my licence is to avoid that someone rips of the source
and makes money with it because someone else would otherwise owe it, and
to keep the code in good shape. The reason for GPL is not that much difference,
with the exception that it infects programs and prohibits usage of algorithms
by putting them under a viral condition.

My brain hurts....

Compile a list, and write what kinds of techniques you would accept as
"not acceptable" because they are covered by GPL. Oh well, this is even
worse than this stupid LZW patent that...

I want to avoid those issues in first place, and now I'm right in it.

So long,
Thomas

## 787. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 00:01:46 UTC
From: bill@newbreedsoftware.com
Message-ID: <KvY%9.64082$lk.2593597@typhoon.sonic.net>
Source record: 23600

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:
> Reasonable? That is reasonable? Rewrite free code to get another piece
> of free code?

It's not a point as to whether it's "free code" or not.
(Whatever your description of that is.)

The point is the license was violated, and this needs to be remedied!

All of this GPL bashing and "wah, it should just be free!" crap that others
have been posting is simply avoiding the issue.

It doesn't matter that it's the GPL. What matters is that the license
that Atari800 was released under says, specifically:

"...if you distribute copies of such a program, whether
gratis or for a fee, you must give the recipients all the rights that
you have."

and:

"...2. You may modify your copy or copies of the Program or any portion
of it, thus forming a work based on the Program, and copy and
distribute such modifications or work under the terms of Section 1
above, provided that you also meet all of these conditions:

"a) You must cause the modified files to carry prominent notices
stating that you changed the files and the date of any change.

"b) You must cause any work that you distribute or publish, that in
whole or in part contains or is derived from the Program or any
part thereof, to be licensed as a whole at no charge to all third
parties under the terms of this License..."

If people don't like this license, then by all means, stop using
Atari800. And for chrissake, DON'T grab the source-code and re-use
it unless you abide by the license.

This goes for ALL licenses! Not just the GPL.

-bill!

## 788. Links to help explain license issues (GPL, Atari800, atari++)

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 00:13:18 UTC
From: bill@newbreedsoftware.com
Message-ID: <yGY%9.64085$lk.2593740@typhoon.sonic.net>
Source record: 23601

First off, I'd like to apologize for all of the ranting that's been going on here today. I was just EXTREMELY upset that Thomas turned around and made Petr and the rest of the Atari800 guys out as if they were trying to kill his project. All they want is their rights protected.

I'm going offline in a moment (in fact, to go listen to a talk about the Digital Millenium Copyright Act, another issue of rights in the electronic age) but wanted to waste a little bandwidth posting some reference URLs for people who are concerned about the whole licensing issue between Atari800 and atari++:

First off, the GPL itself, under which Atari800 is licensed:

http://www.fsf.org/licenses/gpl.html

Free Software Foundation's FAQ on the GPL:

http://www.fsf.org/licenses/gpl-faq.html

The Open Source Definition. This is an annotated and very readable description of what the term "Open Source," as defined by the Open Source Initiative, means. Note that the GPL is just one example of an Open Source license.

http://www.opensource.org/docs/definition.php

Debian.org's discussion of "What does Free mean?"

http://www.debian.org/intro/free

The Debian Free Software Guidelines (DFSG). The Open Source Definition was based off of this, and this is another very easy-to-read, point-by-point description of what 'Free' software is. This is the set of commitments that the project contributors abide by:

http://www.debian.org/social_contract#guidelines

-bill!

## 789. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 02:27:56 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3e41752c.5786049@news>
Source record: 23602

"Son of man" <bcozier@bellsouth.net>:
>This is fucked up. You're not doing this for any money and people are
>bitching? Now they just fucked over the enitre Atari 8-bit community who was
>looking forward to it. What's all this fucking crap about liscences? I
>don't read the licences when I use an emulator anyway. You were willing to
>give your time and effort into creating something we could all enjoy.
>
>Fuck everyone who stands in your way. Assholes.

Copyright laws exist for a reason. That reason is to make sure that your
work cannot be stolen. The Atari 8-bit community doesn't come into it,
unfortunately. I stand by the rights of the Atari800 orginal authors. If
Thomas wants to persist in his claim (perhaps legitimate, I don't know) of
writing Atari++ from scratch, then he may have to face legal action.

I'm sure you wouldn't want it any other way, either. After all you
probably would want some recourse if someone walked up to your house and
stole your car, wouldn't you?

---
Shawn Jefferson
(fix reply to for email)

# 790. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 03:19:54 UTC
From: bangbond@comcast.netHORMEL
Message-ID: <YkGdndGaMPNHH92jXTWcrg@comcast.com>
Source record: 23603
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

In article <3e399cc6571ee0@tripnet.se>,
Kenneth Medin <kennethm@tripnet.se> wrote:

>>> Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and
>>> Atari Jaguar Games. The Great Communicator once said, "It's a Recession
>
>>It is absurd how it hasn't occurred yet to some that perhaps the reason for
>>the lack of business is a largely angry customer base that doesn't want to
>>do business with him. *sigh*. He's digging his own grave.
>
>I don't think so... I actually had the pleasure to buy from him right
>before christmas, partly because of his posts to this NG but also because
>of yours and others unfair complaints about his ads here.

I don't think they're unfair. This is not a commerce group. None of the
x-posted groups are either. He posts too often. It's "ok" just because
the groups he posts in don't get much traffic anyway? I don't happen
to think so. He then goes on with no apology when confronted about such
tactics with bizarro stories about things I could give a whit about and
how people should take pity on him and patronize him? It's just not
professional.

>Got a couple of hard to find items and yes, his service is excellent!
>Some might think twice before sending cash in advance to remote
>continents but with Ben Smith there is no need to worry. Just remember to
>use insured mail when sending money.

Who on earth would send hard currency thru the mail?! That's not a good
idea for eBay. Much less an "Internet Business". Hell, it's not even a
smart idea for people who know each other.

--
0----------------------------------------------------------------------0
| http://www.unrealtournament2003.com | Have You Played Atari Today? |
0----------------------------------------------------------------------0

## 791. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 03:32:42 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <JI%%9.2689$V32.1556@news.bellsouth.net>
Source record: 23604

"Shawn Jefferson" <shawnjefferson@shaw.caREMOVEPLS> wrote in message
news:3e41752c.5786049@news...
> "Son of man" <bcozier@bellsouth.net>:
> >This is fucked up. You're not doing this for any money and people are
> >bitching? Now they just fucked over the enitre Atari 8-bit community who
was
> >looking forward to it. What's all this fucking crap about liscences? I
> >don't read the licences when I use an emulator anyway. You were willing
to
> >give your time and effort into creating something we could all enjoy.
> >
> >Fuck everyone who stands in your way. Assholes.
>
> Copyright laws exist for a reason. That reason is to make sure that your
> work cannot be stolen. The Atari 8-bit community doesn't come into it,
> unfortunately. I stand by the rights of the Atari800 orginal authors. If
> Thomas wants to persist in his claim (perhaps legitimate, I don't know) of
> writing Atari++ from scratch, then he may have to face legal action.
>
> I'm sure you wouldn't want it any other way, either. After all you
> probably would want some recourse if someone walked up to your house and
> stole your car, wouldn't you?

If I wrote an emulator for the Atari 8-bit and someone else wanted to
improve on it who wasn't using my work for a profit, I would not only
encourage him but help him to improve upon my work, not start bitching and
whining like a little girl.

> ---
> Shawn Jefferson
> (fix reply to for email)

## 792. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 04:17:44 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3e408e86.12276340@news>
Source record: 23605

"Son of man" <bcozier@bellsouth.net>:

>If I wrote an emulator for the Atari 8-bit and someone else wanted to
>improve on it who wasn't using my work for a profit, I would not only
>encourage him but help him to improve upon my work, not start bitching and
>whining like a little girl.

Well, that's you. The Atari800 guys obviously wanted their work under GPL.
They have no less right to chose how their work is distributed than you do.

I do want the Atari++ emulator to be released and I want the pixel-level
screen emulation to get to us users. I don't want it to come at the
expense of anyone's rights though. This is all assuming that Thomas did
indeed modify existing GPL'ed code from the Atari800 core project. I have
no direct knowledge of facts there.

I personally would release any code I write under a very liberal license,
like the Allegro graphics library I use sometimes on the PC side. Copy it,
modify it, sell a program written with it... whatever, just don't claim you
wrote it yourself and always credit the original author, even of a
derivative work.

---
Shawn Jefferson
(fix reply to for email)

## 793. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 04:24:01 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <vm2q1b-5do.ln@speaker.rodsbooks.com>
Source record: 23606

In article <3e41752c.5786049@news>,
shawnjefferson@shaw.caREMOVEPLS (Shawn Jefferson) writes:
>
> Copyright laws exist for a reason. That reason is to make sure that your
> work cannot be stolen.

Actually, that's NOT the reason copyright exists, at least not as codified
in the US Constitution:

: The Congress shall have power to . . . promote the progress of science
: and useful arts, by securing for limited times to authors and inventors
: the exclusive right to their respective writings and discoveries

Thus, the purpose of copyright law is to encourage development of the
arts and sciences. The idea that copyright exists to prevent "theft" is
spin put on it by the media industry.

That said, I don't know what the stated purpose of copyright laws are
outside of the US, and it's quite possible that the stated purpose in at
least some countries is the personal enrichment of copyright holders.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

## 794. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 04:54:04 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <sl4q1b-hho.ln@speaker.rodsbooks.com>
Source record: 23607

In article <b1pj0g$g23$4@mamenchi.zrz.tu-berlin.de>,
Thomas Richter <thor@cleopatra.math.tu-berlin.de> writes:
>
> (iii) Other forms of distribution, provided you received a prior written
> agreement with the Author. While this Licence does not state the rules under
> which the Author will allow redistribution except those mentioned in
> points (i) and (ii), it can be expected that the Author will, in general,
> accept redistribution of this Program in a "Linux Distribution" like
> Debian, RedHat or SuSE that come with licences that follow similar guidelines.
> Please contact the author for further details to come to an agreement.
>
>
> Redistribution of a modified version of the Archive, the Program or the
> contents of the Archive is prohibited in any way, by any organization,
> regardless whether commercial or non-commercial. Everything must be kept
> together, in original and unmodified form. Specifically, this prohibits
> the distribution of a modified (or "patched", "fixed") version of the
> Program without prior agreement of the author concerning the modification.
>
> /* snip */
>
> This specifically implies that you may not modify the existing code,
> but there is absolutely no clause that prohibits to read the code,
> and use parts of it.

That depends on what you mean by "use." IANAL, but my reading of your
license is that nobody can use any of your code in any other product
without your express permission. Doing so would be considered creating a
derivative work ("modified... version" in your language). Even a few
lines of code (some would say a single line of code!) could theoretically
"poison" another project -- precisely the problem you're facing, but in
reverse.

Given your e-mail address and use of language in your posts, I'm guessing
you're not a native speaker of English. Thus, you may not fully
understand the subtleties of meaning in what you wrote, and your intent
may have been different than what actually comes out of your license.
That license isn't particularly open -- it certainly does not meet the
requirements for an open source license, for instance. I doubt if many
Linux distributions would have included your program for that very
reason, even if you had not pulled it.

Of course, all of this has nothing to do with the alleged GPL violations
of your code. Even if you'd used another open source license (the BSD
license, say), it wouldn't matter; the "price tag" on GPLed programs is

that derivative works must be GPLed. (The copyright holder can grant another license to specific individuals or organizations, of course.) If you don't want to pay that price, don't try to use GPLed code in other works. Whether or not that's what you did is not for me to say, though. If you sincerely believe you're innocent, then again, I suggest that both parties set aside the "my license is better than your license" rhetoric and agree on a neutral third party to judge the potentially infringing code. You can then release new code to replace anything judged to have been derived from the Atari800 code base, or just ditch the whole project as you seem to be doing now. If you really want to contribute as you say you do, this (or even just caving in and writing new code for all claimed infringing code) is the best option.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

# 795. Re: Atari 400/800 Games for Sale

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 07:16:16 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <3e40d826$1_3@news.teranews.com>
Source record: 23616

Now how can they be new when they were made in 1982? That means they are 20 years new?

"SWMORETP" <swmoretp@aol.com> wrote in message news:20030131022013.08310.00000288@mb-mt.aol.com...
> Atari 400/800 Games for Sale on eBay
> Archon for the Atari 800 - NEW
> 3004550616
> Rescue on Fractalius! for the Atari 800 - NEW
> 3004551352
> Mario Bros: for the Atari 800 - NEW
> 3004552041
> Donkey Kong for the Atari 800 - NEW
> 3004552505
> Desert Falcon for the Atari 800 - NEW
> 3004553107
> One-on-One for the Atari 800 - NEW
> 3004554223
> Ballblazer for the Atari 800 - NEW
> 3004803007
> Atari 800 Chicken by Synapse, 1982
> 3004803557
> Star Raiders II for the Atari 800 - NEW
> 3004804158
> Atari 800 Acey-Deucey, 1982
> 3004804824
> Alien Ambush for Atari 800 - NEW
> 3004590444

## 796. possible way out of this (was Re: How about rewriting the 10% in dispute?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 08:07:34 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2003.02.05.08.07.34.609481@sophics.cz>
Source record: 23608

On Tue, 04 Feb 2003 23:44:29 +0000, Thomas Richter wrote:

> For that I would have to know what the 10% are that are claimed to be
> under GPL. If someone compiles a list, I'll do that as well.

No. The whole derivative work (atari++) should be either released under the GPL or not at all. The reasons were posted in this thread many times.

I am not a lawyer - I am a programmer. That's why I can see a potential way out of this which might not be 105% legal (according to the GPL) but which I believe would work for most guys involved in this issue.

First, rewriting 0-100% of the atari++ is not going to make it. It will always be tainted by the GPL. Thus don't even think about it, it would be wasting of time.

Second, to fulfill the original license while not releasing the derivative work under it you could do one thing: ask all those Atari800 authors and contributors (up to the version 0.8.x or which one was the latest you had a look at) if they allow you to use their code under a different license. Their "OK" is IMHO the only way how to release atari++ legally. Are you following me so far?

And for this to work (for getting their "OK") you would need to do two very SIMPLE and very LOGICAL things (logical from my programmers standpoint):

1) CREDIT THE WORK of the original authors properly. This is a must, otherwise the release of atari++ can be considered as a theft of their IP (sorry for such strong words but I have heard them from the affected programmers).

2) CHANGE THE THOR-LICENSE so that it allows everyone to fully re-use your code and modify it _FREELY_ (outside of atari++ project) so that everyone and especially those that built Atari800, can make use of your work (that in turn is based on theirs work). No written permission or anything like that, please. Don't try to limit the freedom, be as open as the GPL is.

Thomas, I believe that you actually have no problem with any of the items above since you repeated in this thread several times that you want your source code to be freely usable by others (though your current THOR-License does not allow that - see post by Rob and others). As for crediting the original authors - I feel it's so natural that I am not even going to talk about it. I believe that this is simply automatic thing for every normal programmer.

This is my offer how to keep the atari++ project alive. I haven't consulted it with other guys in Atari800 mailing list but I still believe it's a very fair offer and that they would agree with that since nobody had any intention to stop the atari++ project - we just want our rights to be fulfilled.

Petr

## 797. WTB: MAC/65 (cart)

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 08:27:13 UTC
From: Hidehiko Ogata <hog@aqu.bekkoame.ne.jp>
Message-ID: <X2.t1.qN2NGCm1OZac0Yb.NR@aqu.bekkoame.ne.jp>
Source record: 23609

```
..as above, preferably with the original manual. Must ship inter-
nationally (unless you're in Japan ;). Price negotiable.
--
// }{idehiko ()gata "War is over, if you want it"
\X/ Amiga since '86 - John Lennon
```

## 798. Atari crashed help!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 08:41:03 UTC
From: mcdenko <mcdenko@poczta.onet.pl>
Message-ID: <b1qi93$gou$1@atlantis.news.tpi.pl>
Source record: 23610

Hi There!

Where can I site with circuits, diags, and troubleshootings for 8-bit atari?
My Atari crashed yesterday and I want to try to repair it.

When i turn him on. Display is green, and there is no "READY" only white
cursor.
When i press start there is BEEEEEP like when loading from casette!
And when I put on the external cartridge everything seems to be OK, even
self test BUT keybord doesnt work (only function keys work!)

Thanks for help.

/mcdenko

## 799. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 08:59:44 UTC
From: dunxuk@aol.com
Message-ID: <20030205035944.21580.00000925@mb-mu.aol.com>
Source record: 23611

>Copyright laws exist for a reason. That reason is to make sure that your
>work cannot be stolen.

Hence the 6502 processor is copyright, you aren't allowed to reverse engineer, duplicate it etc. I don't recall it ever going free-issue so anyone insisting they have a water-tight legal right to control software that exactly duplicates its instruction set and operation will have a hard time proving they possess any rights at all.

Grow up team. Do any of you have wives? Let them decide what to do. Too much testosterone flying around over a bloody toy.

## 800. Re: old software

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 09:07:11 UTC
From: solarinflux@aol.com
Message-ID: <20030205040711.05768.00000504@mb-mh.aol.com>
Source record: 23612

like allways .. i stand not corrected but more like filled in. i asked for someone to try to beat my one line program. nobody responded. now as i have leafed through allmost every single analog and antic magazine, i see it has been done. i was suprised they had programs just like my scrollers. mine i can do well in one line in immidiate mode. in antic you were allowed 10 program lines. so mine was different but fundamentally the same. in eyy whey as i am corrected i am directed toward truth. and thats allways allright.

peace SolarinFlux

## 801. Re: Poll: new LISP implementation for the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 09:22:15 UTC
From: solarinflux@aol.com
Message-ID: <20030205042215.05768.00000505@mb-mh.aol.com>
Source record: 23613

as for the attributes or the subset of lisp i hope to just be better than interlisp/65. more than two arguments.

i want to use lisp to control a robot and i want lisp to learn the language. i like to program on my A8.

solar

# 802. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 09:45:50 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b1qmge$a57$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 23614

Hi,

> That depends on what you mean by "use." IANAL, but my reading of your
> license is that nobody can use any of your code in any other product
> without your express permission. Doing so would be considered creating a
> derivative work ("modified... version" in your language). Even a few
> lines of code (some would say a single line of code!) could theoretically
> "poison" another project -- precisely the problem you're facing, but in
> reverse.

A modified version is something different than derived work. This doesn't contradict itself, but rather requires clarification at times a potential licence break is detected. If parts of the code have been used, I don't care. If major parts have been used, I would call this a modified version. What exactly is "major" depends on the situation. It is part of the deal that I believe that you really cannot copyright ideas, and for that reason, cannot copyright algorithms. (Some recent developments go into an opposide direction, but I don't agree with them). If a part of the code has been extracted, understood and used to write another software, I should be happy to have launched off an interesting development. If huge parts of the code have been re-used, then the second party clearly showed no interest in understanding the idea, but rather tried to rip off code to avoid some intellectual work. Thus, I wouldn't expect anything interesting from the second kind of party. This is the difference I want to express in the licence conditions.

So long,
Thomas

# 803. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 09:48:04 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b1qmkk$a57$2@mamenchi.zrz.TU-Berlin.DE>
Source record: 23615

> Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:

>> Reasonable? That is reasonable? Rewrite free code to get another piece
>> of free code?

> It's not a point as to whether it's "free code" or not.
> (Whatever your description of that is.)

> The point is the license was violated, and this needs to be remedied!

The point is that you *clame* that a licence has been violated, and I
do not agree.

> "...if you distribute copies of such a program, whether
> gratis or for a fee, you must give the recipients all the rights that
> you have."

Except that this is not "such a program".

> This goes for ALL licenses! Not just the GPL.

It does not go for mine.

Greetings,
Thomas

## 804. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 11:24:02 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <pm8q1b-cuo.ln@speaker.rodsbooks.com>
Source record: 23617

In article <b1pjoh$g23$6@mamenchi.zrz.tu-berlin.de>,
Thomas Richter <thor@cleopatra.math.tu-berlin.de> writes:
>
> I have no intend to hide this technique from other emulators.
...
> The reason for GPL is not that much difference,
> with the exception that it infects programs and prohibits usage of algorithms
> by putting them under a viral condition.

Algorithms can't be copyrighted, although they can be patented, at least in the US. Specific implementations of algorithms, though, can be copyrighted.

> Compile a list, and write what kinds of techniques you would accept as
> "not acceptable" because they are covered by GPL.

The claims I've seen posted against you have nothing to do with your using specific algorithms; the claim is that you took actual lines of code from Atari800, reworked them slightly, and released them under a non-GPL license. If you're interested in rewriting your code, the appropriate question isn't the one you just asked; it's "what lines in what files do you believe are derivative of Atari800 code?" To fix the problem, you need to do more than minor tweaks to the code; you need to completely rewrite it. The rewritten code might conceivably use the same algorithms, but it shouldn't be derived from the original. Of course, judging what's derivative and what isn't derivative is somewhat open to interpretation.

> I want to avoid those issues in first place, and now I'm right in it.

If you're going to release code publicly, you always run the risk of running into these sorts of problems, no matter what license you use. If somebody spots a similarity between your code and theirs, and if their license doesn't allow you to use their code with your license, the other party is likely to squawk. You'd have avoided the brunt of this particular problem if you'd released under the GPL, but hypothetically, if somebody using some other license (say, a standard commercial license) noticed a similarity, you could still end up in hot water. That's simply the risk for playing this game.

As a meta-comment, and please take this as constructive criticism and not an attack, I get the impression that your understanding of intellectual property law, licensing issues, and what makes a derivative work are not as good as they should be for somebody who's publicly released more than very trivial code. It is in some sense unfortunate that you as a software developer have to be concerned with these issues, but you do, and before

somebody chimes in bemoaning the existence of these laws, remember that they can cut both ways -- the same laws that prohibit you from releasing GPLed code under another license also prohibit somebody else from releasing modifications to your code under a license you don't like. In any event, there are quite a few Web sites and books on legal issues and software development; a Web search or a search on Amazon or the like will turn these up. I recommend you do some reading on this issue before releasing code again. It might save you some grief. For all that William has gotten a public beating for trying to enforce the GPL, it could be far worse. A less understanding person or organization could take you to court over something like this. I understand your desire to avoid these issues, but that's like saying you want to avoid crowds and then living in a big city; it comes with the territory.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

## 805. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 11:24:02 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <a59q1b-cuo.ln@speaker.rodsbooks.com>
Source record: 23618

In article <b1pj8t$g23$5@mamenchi.zrz.tu-berlin.de>,
Thomas Richter <thor@cleopatra.math.tu-berlin.de> writes:
>
> I pretty much feel that the requirement to argue about this gives me just
> another good reason why I do not want anything GPL'd. I feel tired.

Please don't walk away from this thinking the GPL is the villain. Most software licenses have restrictions of one sort or another. Heck, I recall a fuss a few months ago because somebody identified some part of the Linux kernel that appears to have been derived from BSD code. The BSD license permits this, so no problem, right? Wrong. The allegedly infringing Linux code didn't include the original BSD copyright or authorship attribution, so a stink bomb went off.

There are also far worse licenses and license holders. For instance, suppose for the sake of argument you'd seen some Microsoft code in a college course, as part of their "shared source" program. If your software bore any resemblance to that code and Microsoft found out, you'd probably have heard from their lawyers first, not a polite request from another developer to change your license.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

## 806. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 11:24:03 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <8o6q1b-eoo.ln@speaker.rodsbooks.com>
Source record: 23619

In article <b1pia0$g23$2@mamenchi.zrz.tu-berlin.de>,
Thomas Richter <thor@cleopatra.math.tu-berlin.de> writes:
>
>> So? Does that mean that all of the work people donated to the Atari800
>> project, under the assumption that their code would be 'Free' (capital F)
>> doesn't count, all of a sudden?
>
> As free as I can offer it. Did I say that you cannot use it?

Yes:

: Redistribution of a modified version of the Archive, the Program or the
: contents of the Archive is prohibited in any way, by any organization,
: regardless whether commercial or non-commercial.

I suspect you don't realize it, but this sentence does prohibit "use," in the sense of use of your code in others' programs. A subsequent sentence implies you'll grant exemptions on a case-by-case basis, but that's not much consolation -- the default condition is very restrictive, and judging only from the license, you could arbitrarily withhold such permission. It's not clear from the brief bit of your message I've snipped, but I get the impression you're making a distinction in your mind between the entire program and parts of it. That distinction is NOT clear in your license, and copyright law (certainly in the US, and I'm pretty sure in most other industrialized countries) doesn't make much distinction between the entire work and parts of it, aside from "fair use" provisions, such as quoting brief passages for a review. AFAIK, no fair use provision would cover use of small snippets of your code in another work.

There's also the claim of a GPL violation. Whether or not you (or anybody else here) agrees with the GPL's philosophy is irrelevant; if you use the code, you play by their rules. Agreeing to give back under other conditions doesn't satisfy the GPL. That's what the GPL and copyright work combine together to do. You could, of course, negotiate a separate license for use of the code with the copyright holders, but doing so can be tricky on large projects with lots of contributors. If the tables were turned (and assuming a verified violation; in my mind, yours is still only alleged), you'd have every right to demand removal of your code from a GPLed product, given your own license terms.

re: the GPL:

> It is exactly that I do not want; I prefer a mechanism where one guy is
> responsible for the lifetime of the project and controls the route of
> the project. While I'm a firm believer of democracy, I do not believe

> that a pure count of noses always provides the right answer, and a wrong
> decision at one time might turn out better than just several "almost
> right" ones. It leaves the design of a project to someone who has the
> last word to say on it.

That's not what the GPL says, nor is it an implication of the GPL. Many GPLed projects have clear leaders with the final say-so for the inclusion or exclusion of any code patch. I know that Linus Torvalds, for instance, has rejected some popular submissions to the Linux kernel because they don't match his vision of what it should be like. Of course, with the GPL, somebody who doesn't like the direction a project is taking can create an alternative fork (for example, XEmacs forked from Emacs). Your own license would prevent this from happening without your permission. For instance, the Windows port that's been underway wouldn't be legal without your approval. From what I've seen, you appear to have encouraged this port, but that's beside the point -- hypothetically, if you'd been rabidly anti-Microsoft or arbitrary about it, you could have forbidden it, given the terms of your license. Also hypothetically, if in the future somebody wanted to update the code for new OSs or new versions of current OSs, and if you couldn't be contacted for any reason, those potential future developers would be out of luck; your license locks your code off for anybody who can't contact you.

Please note that I'm not trying to get into the "my-license-is-better-than-your-license" shouting match; I'm just trying to point out some of the implications of your license that you appear not to have recognized, and to point out some of the incorrect inferences you've made about the GPL. You don't like the GPL for political reasons and prefer the BSD community's definition of "free" with respect to licenses. I can understand and respect that, and I'm not going to debate that issue. I've seen far too many flame-fests that get nowhere on that issue, so I'm just trying to kick out some ideas that are potentially more productive.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

## 807. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 12:00:58 UTC
From: Ed Cogburn <ecogburn@xtn.net>
Message-ID: <b1quds$15d2ni$1@ID-49761.news.dfncis.de>
Source record: 23620

Thomas Richter wrote:
>>Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:
>
>
>>>Reasonable? That is reasonable? Rewrite free code to get another piece
>>>of free code?
>
>
>>It's not a point as to whether it's "free code" or not.
>>(Whatever your description of that is.)
>
>
>>The point is the license was violated, and this needs to be remedied!
>
>
> The point is that you *clame* that a licence has been violated, and I
> do not agree.

Thomas, I saw Perry's comparison on the A8 mailing list. Your code has data tables with the exact same comments AND THE EXACT SAME ERRORS as are in the older A8 code you obviously based A++ on. Those errors were since discovered and fixed in A8, but how do you explain your code having those identical errors?

Look, I don't think anyone on the A8 side was all worked up over this since 90% of the code is new, or at least rewritten enough not to be recognizable, they mainly just wanted you to indicate your code's origins from the A8 project, but your insistance it is written from scratch doesn't go over well with any of the A8 developers given the examples Perry showed them, and your attack on the GPL has reminded them of their rights that you trampled.

You have a very strange idea of what is "free code". Your license takes away the right to modify your code which by definition renders it non-free. The code isn't "public" just because you released the source, nor is it "free" just because you released the source, its non-free because of the license you attached to it. You believe it is "in the spirit" of the GPL as you said in one post, but claim at the same time that the GPL is a virus. You are wrong on both counts, your license is as far from the true spirit of the GPL as one can get, and there are a *lot* of people that don't believe in the virus nonsense. Thats what Microsoft claimed when they tried to convince people the GPL was evil, but no one bought it, so they switched tactics. I suggest you switch tactics too.

Are you going to throw all that good code away because you can't control it exactly the way you want? You've already written 90% of it, why not finish the job and rewrite the last 10% that is recognizably from the A8 project? I

don't understand how you could put so much work into this only to throw it out and walk away with no one, including you, gaining from your effort. If you've really given up, why not release what you have under the GPL so the other emulator projects could benefit from your work, or are you so hateful of the GPL that you'll destroy your work, to the detriment of everyone here, rather than let others work on and improve your creation?

## 808. Atari800 Emulator Programmers show true colors

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 13:03:10 UTC
From: Richard Heldmann <sales@vulcantool.com>
Message-ID: <b1r2ko$ouc$1@bob.news.rcn.net>
Source record: 23621

I've got REAL hardware and software and rarely use the buggy emulators.

Apparently the Atari800 emulator programmers feel their programs are their property. So stated. So be it.

If I use their program, I 'owe' them. I owe them because these programs are not freely given. Their 'free' contribution to the Atari community is nil.

I do not wish to 'owe' anyone anything. ALL Atari800 emulators are now deleted from my system. Their are other emulators. I advise all atarians do the same, or better yet, use the REAL thing instead.

Richard Heldmann

## 809. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 13:32:04 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b1r3ok$mnb$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 23622

> In article <b1pia0$g23$2@mamenchi.zrz.tu-berlin.de>,
> Thomas Richter <thor@cleopatra.math.tu-berlin.de> writes:

> : Redistribution of a modified version of the Archive, the Program or the
> : contents of the Archive is prohibited in any way, by any organization,
> : regardless whether commercial or non-commercial.

> I suspect you don't realize it, but this sentence does prohibit "use," in
> the sense of use of your code in others' programs.

No, it does not. "The Program" is a well-defined term. An algorithm taken
from "The Program" is not "The Program", hence this term does not apply.

> There's also the claim of a GPL violation. Whether or not you (or anybody
> else here) agrees with the GPL's philosophy is irrelevant; if you use the
> code, you play by their rules.

As there is no GPL on this code, I'll play by my rules.

> Agreeing to give back under other
> conditions doesn't satisfy the GPL.

As already stated, whether the GPL is satisfied or not is
rather irrelevant.

> That's what the GPL and copyright
> work combine together to do. You could, of course, negotiate a separate
> license for use of the code with the copyright holders, but doing so can
> be tricky on large projects with lots of contributors. If the tables were
> turned (and assuming a verified violation; in my mind, yours is still
> only alleged), you'd have every right to demand removal of your code from
> a GPLed product, given your own license terms.

Depends on "my code". I would have the right to disallow redistribution
of the program as full, or of a modified version of the program under GPL,
and this is exactly the point. I do not state any restrictions concerning
algorithms used in the program.

>> It is exactly that I do not want; I prefer a mechanism where one guy is
>> responsible for the lifetime of the project and controls the route of
>> the project. While I'm a firm believer of democracy, I do not believe
>> that a pure count of noses always provides the right answer, and a wrong
>> decision at one time might turn out better than just several "almost
>> right" ones. It leaves the design of a project to someone who has the
>> last word to say on it.

> That's not what the GPL says, nor is it an implication of the GPL. Many
> GPLed projects have clear leaders with the final say-so for the inclusion

> or exclusion of any code patch. I know that Linus Torvalds, for instance,
> has rejected some popular submissions to the Linux kernel because they
> don't match his vision of what it should be like. Of course, with the
> GPL, somebody who doesn't like the direction a project is taking can
> create an alternative fork (for example, XEmacs forked from Emacs).

This is one of the implications of the GPL: There is no restriction
concerning "control" of the program.

> Your
> own license would prevent this from happening without your permission.
> For instance, the Windows port that's been underway wouldn't be legal
> without your approval.

You say it.

> From what I've seen, you appear to have encouraged
> this port, but that's beside the point -- hypothetically, if you'd been
> rabidly anti-Microsoft or arbitrary about it, you could have forbidden
> it, given the terms of your license.

You say it, and it's exactly why the licence looks like this: I want to have
an eye on the port, and in the purely hypothetical case that the port doesn't
perform not closely to the original work, and in the - again - hypothetical
case that the author of the port does not show any interest to fix it, nor
to help me fixing it, I want to have the right to say "No!". This is simply
because I don't want to end up in a situation where people imply bad
coding standards of the port to bad coding standards of the original. I
do not want to find myself in the situation where I've nothing to say about
modified versions of the program. I regard it as quite self-understanding
that a good cooperation will result in a good product, but why not just
write this as part of licencing requirement down? I don't think that anyone
who takes software development half-way serious could argue against it.

> Also hypothetically, if in the
> future somebody wanted to update the code for new OSs or new versions of
> current OSs, and if you couldn't be contacted for any reason, those
> potential future developers would be out of luck; your license locks your
> code off for anybody who can't contact you.

Yes, indeed. This implies that I'd had to hand out the licence to
someone else to take over the work once I won't be able to invest any
time in it. I call this "responsibility" for the code: It must be clear
who maintains what. I take this serious, though: I recently handed out
my complete Amiga software collection, around 30 programs or so, under
similar licencing conditions.

> Please note that I'm not trying to get into the "my-license-is-better-
> than-your-license" shouting match; I'm just trying to point out some of
> the implications of your license that you appear not to have recognized,

I did. That's why they are there.

Greetings,
Thomas

## 810. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 13:46:06 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b1r4iu$mnb$2@mamenchi.zrz.TU-Berlin.DE>
Source record: 23623

Hi,

> Thomas, I saw Perry's comparison on the A8 mailing list. Your code has data
> tables with the exact same comments AND THE EXACT SAME ERRORS as are in the
> older A8 code you obviously based A++ on. Those errors were since discovered
> and fixed in A8, but how do you explain your code having those identical
> errors?

Interestingly, Perry didn't tell you what this code does and how it is used.
Funny, isn't it? Whereas David's code used a modeline-based approach, this
code doesn't. Whereas David's code AFAIK used direct color mapping within
Antic, this code generates color-lookup indices for GTIA. Whereas David
had to use special code in GTIA to keep care of antic Hi-Res modes, this
is taken care of specialized LUTs right away here since Perry didn't
show you even the contents of the LUTs, did he? Hence, the LUTs
are not even identical. Whereas David's code has to figure out alignment
restrictions of the architecture, buffers are always aligned within my
code as horizontal scrolling is taken care of within GTIA. What you seem
to think of "errors" is handled in code that is not part of what Perry
quoted, and what Perry quoted is part of a simple LUT based scan-line
specialized build-up class. I do not deny that I read this part of David's
code, of course I did. Do you think using similar LUTs puts the program
under GPL? Do you think reading a program puts another program under GPL
because the author found an idea useful?

> Look, I don't think anyone on the A8 side was all worked up over this since
> 90% of the code is new, or at least rewritten enough not to be recognizable,
> they mainly just wanted you to indicate your code's origins from the A8
> project, but your insistance it is written from scratch doesn't go over well
> with any of the A8 developers given the examples Perry showed them, and your
> attack on the GPL has reminded them of their rights that you trampled.

And, as said again, this is simply not the case. David's LUTs solve the
problem adequately. I don't think using a similar construction by generating
individual pixels by means of bit-based lookup-tables is related.

> You have a very strange idea of what is "free code". Your license takes away
> the right to modify your code which by definition renders it non-free.

Do you have to pay for it? Do I hide it? Do I hide ideas from you? Unlike
GPL, I do not make the attempt to force anyone else into playing by the
same licence.

> The
> code isn't "public" just because you released the source,

This is what I understand under "public".

> nor is it "free"
> just because you released the source, its non-free because of the license you
> attached to it. You believe it is "in the spirit" of the GPL as you said in
> one post, but claim at the same time that the GPL is a virus. You are wrong
> on both counts, your license is as far from the true spirit of the GPL as one
> can get, and there are a *lot* of people that don't believe in the virus
> nonsense.

There's nothing to believe. You just have it in front of your eyes,
case proven!

> Thats what Microsoft claimed when they tried to convince people the
> GPL was evil, but no one bought it, so they switched tactics. I suggest you
> switch tactics too.

I stay to what I claimed. Indeed, this whole discussion just shows what is
so evil on the GPL: I did just read old code years ago, wrote code that to
a minor extend uses a similar technique though used for a somewhat different
purpose, and now I've to fight with language lawyers whether this is a
GPL violation. *I DO NOT WANT THIS*, and I do not want anyone else to go
thru a fight.

> Are you going to throw all that good code away because you can't control it
> exactly the way you want?

If that is the only solution, yes.

> You've already written 90% of it, why not finish
> the job and rewrite the last 10% that is recognizably from the A8 project? I
> don't understand how you could put so much work into this only to throw it out
> and walk away with no one, including you, gaining from your effort. If you've
> really given up, why not release what you have under the GPL so the other
> emulator projects could benefit from your work, or are you so hateful of the
> GPL that you'll destroy your work, to the detriment of everyone here, rather
> than let others work on and improve your creation?

I won't feed the virus, that much for sure.

Greetings,
Thomas

# 811. Re: Atari800 Emulator Programmers show true colors

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 14:14:42 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b1r68i$olu$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 23624

Hi,

> I've got REAL hardware and software and rarely use the buggy emulators.

> Apparently the Atari800 emulator programmers feel their programs are their property. So stated. So be it.

> If I use their program, I 'owe' them. I owe them because these programs are not freely given. Their 'free' contribution to the Atari community is nil.

> I do not wish to 'owe' anyone anything. ALL Atari800 emulators are now deleted from my system. Their are other emulators. I advise all atarians do the same, or better yet, use the REAL thing instead.

I can hardly argue against it. (-; I've two of them at home. Unfortunately, the
disk drives become a problem nowadays, and getting proper disks for them
is also getting harder. About the "buggy" part we've to talk again, though.

So long,
Thomas

## 812. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 14:20:25 UTC
From: Richard <noone@nowhere.com>
Message-ID: <01c2cd21$bbe11360$234c12c3@windows>
Source record: 23625

DunxUK <dunxuk@aol.com> schreef in artikel
<20030205035944.21580.00000925@mb-mu.aol.com>...

> Too much testosterone flying around over a bloody toy.

Again, I couldn't have said it better :-)

[ See the assholes comment :-) ]

Richard

## 813. Re: Atari800 Emulator Programmers show true colors

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 16:05:57 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns931970E804363slorcomcastnet@130.133.1.4>
Source record: 23626

```
> I can hardly argue against it. (-; I've two of them at home.
> Unfortunately, the disk drives become a problem nowadays, and getting
> proper disks for them is also getting harder. About the "buggy" part
> we've to talk again, though.
>
> So long,
> Thomas
>
>

I have a nice hybrid going with a real Atari 800XL and APE for the backend
I/O, partly for the same reasons you mention. Works great!

--
Slor
```

## 814. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 16:08:42 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns9319715F32A58slorcomcastnet@130.133.1.4>
Source record: 23627

dunxuk@aol.com (DunxUK) wrote in
news:20030205035944.21580.00000925@mb-mu.aol.com:

>
> Grow up team. Do any of you have wives? Let them decide what to do.
> Too much testosterone flying around over a bloody toy.

Hehe - nice idea, but I'm afraid letting my wife decide anything would have
the end result of me not getting to "play" with my computers anymore!

--
Slor

## 815. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 16:24:02 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <ildr1b-4nq.ln@speaker.rodsbooks.com>
Source record: 23628

In article <b1qmge$a57$1@mamenchi.zrz.tu-berlin.de>,
Thomas Richter <thor@cleopatra.math.tu-berlin.de> writes:
> Hi,
>
>> That depends on what you mean by "use." IANAL, but my reading of your
>> license is that nobody can use any of your code in any other product
>> without your express permission. Doing so would be considered creating a
>> derivative work ("modified... version" in your language). Even a few
>> lines of code (some would say a single line of code!) could theoretically
>> "poison" another project -- precisely the problem you're facing, but in
>> reverse.
>
> A modified version is something different than derived work.

IANAL, but I don't believe that distinction exists in copyright law. I
understand what you're trying to say, but I don't believe your license
says it.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

# 816. Re: Atari800 Emulator Programmers show true colors

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 16:42:56 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <n5b0a.148$Kt1.37@news.bellsouth.net>
Source record: 23629

"Richard Heldmann" <sales@vulcantool.com> wrote in message
news:b1r2ko$ouc$1@bob.news.rcn.net...

Hey, don't anyone ever forget, ain't nothin' better than the real thing.

Someone mentioned that 5.25 DSDD disks are getting hard to find, well I have tons of them, and the good thing is, they are in sealed hard plastic cases of 10, so they are storage cases with very nice gold lettering "DYSAN 100% Error Free Lifetime Warranty" I use them with a real COMMOMDORE 64 and an ATARI 800 and XEGS.

If anyone needs some just ask, you'll need to pay shipping and sothat I don't get to overflooded with requests I'll sell it for $5.00 a box + shipping. You won't have to worry about storage cases, these kick major ass. I have about 100 boxes of them. I'm going to keep at least 50.
I've got REAL hardware and software and rarely use the buggy emulators.

Apparently the Atari800 emulator programmers feel their programs are their property. So stated. So be it.

If I use their program, I 'owe' them. I owe them because these programs are not freely given. Their 'free' contribution to the Atari community is nil.

I do not wish to 'owe' anyone anything. ALL Atari800 emulators are now deleted from my system. Their are other emulators. I advise all atarians do the same, or better yet, use the REAL thing instead.

Richard Heldmann

## 817. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 16:54:02 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <vdfr1b-jqq.ln@speaker.rodsbooks.com>
Source record: 23630

In article <b1r3ok$mnb$1@mamenchi.zrz.tu-berlin.de>,
Thomas Richter <thor@cleopatra.math.tu-berlin.de> writes:
>> In article <b1pia0$g23$2@mamenchi.zrz.tu-berlin.de>,
>> Thomas Richter <thor@cleopatra.math.tu-berlin.de> writes:
>
>> : Redistribution of a modified version of the Archive, the Program or the
>> : contents of the Archive is prohibited in any way, by any organization,
>> : regardless whether commercial or non-commercial.
>
>> I suspect you don't realize it, but this sentence does prohibit "use," in
>> the sense of use of your code in others' programs.
>
> No, it does not. "The Program" is a well-defined term. An algorithm taken
> from "The Program" is not "The Program", hence this term does not apply.

Everything I know about copyright law suggests you're wrong. I'm a
professional computer book author, so I have some familiarity with
copyright law, particularly in the US, although I'm not a copyright
lawyer. Your license is a legal document, and so must use the language of
legal documents; "oh, I didn't mean it that way" won't fly in court.

>> There's also the claim of a GPL violation. Whether or not you (or anybody
>> else here) agrees with the GPL's philosophy is irrelevant; if you use the
>> code, you play by their rules.
>
> As there is no GPL on this code, I'll play by my rules.

If it were 100% your own code, sure. That's what's under debate, though;
the claim is that it's *NOT* 100% your code.

>>> It leaves the design of a project to someone who has the
>>> last word to say on it.
>
>> That's not what the GPL says, nor is it an implication of the GPL. Many
>> GPLed projects have clear leaders with the final say-so for the inclusion
>> or exclusion of any code patch.
>
> This is one of the implications of the GPL: There is no restriction
> concerning "control" of the program.

That depends on what you mean. You can retain control of your own branch
of the project. Nothing in the GPL says that you must accept patches
submitted by others. You can ignore them if you see fit. You can accept
them but make your own changes. You could probably even post them online
along with a detailed description of why you think they're bad, but not
use them in your project. In practice, this means that chances are your

version will be the only version in wide distribution, since if you do a good job maintaining the code, nobody will see the need to fork the code. If somebody else wants to, though, the GPL does allow another person to fork the code and create another project from it. That project might or might not succeed. The GPL also allows people to distribute minor changes, as for instance might be required to compile the program on a new compiler or for a specific OS. If you don't want to permit such changes, I understand and respect that, but please don't misrepresent the GPL by saying it gives control of the project to the last patch submitter; it doesn't.

Incidentally, you may want to look at the license used by Dan Bernstein for qmail (http://www.qmail.org) and other programs. It's been a while since I read it, but IIRC, it's basically the GPL with a no-unauthorized-binary-distribution clause tacked on. Bernstein's reasons for doing this are similar to your stated reasons for using your license -- he wants to prevent the distribution of qmail binaries that have been modified without his permission.

>> Your
>> own license would prevent this from happening without your permission.
>> For instance, the Windows port that's been underway wouldn't be legal
>> without your approval.
>
> You say it.

So do you, below.

>> From what I've seen, you appear to have encouraged
>> this port, but that's beside the point -- hypothetically, if you'd been
>> rabidly anti-Microsoft or arbitrary about it, you could have forbidden
>> it, given the terms of your license.
>
> You say it, and it's exactly why the licence looks like this: I want to have
> an eye on the port, and in the purely hypothetical case that the port doesn't
> perform not closely to the original work, and in the - again - hypothetical
> case that the author of the port does not show any interest to fix it, nor
> to help me fixing it, I want to have the right to say "No!". This is simply
> because I don't want to end up in a situation where people imply bad
> coding standards of the port to bad coding standards of the original. I
> do not want to find myself in the situation where I've nothing to say about
> modified versions of the program. I regard it as quite self-understanding
> that a good cooperation will result in a good product, but why not just
> write this as part of licencing requirement down? I don't think that anyone
> who takes software development half-way serious could argue against it.

I understand and respect your reasoning, but there is a flip side: A potential developer doesn't know your standards for acceptance. You could arbitrarily withhold permission to use the code. That makes the code non-free in a very fundamental way, just as you say the GPL is non-free in a very fundamental way. They're different fundamental ways, of course.

>> Also hypothetically, if in the
>> future somebody wanted to update the code for new OSs or new versions of
>> current OSs, and if you couldn't be contacted for any reason, those
>> potential future developers would be out of luck; your license locks your
>> code off for anybody who can't contact you.
>
> Yes, indeed. This implies that I'd had to hand out the licence to
> someone else to take over the work once I won't be able to invest any
> time in it. I call this "responsibility" for the code: It must be clear
> who maintains what. I take this serious, though: I recently handed out
> my complete Amiga software collection, around 30 programs or so, under
> similar licencing conditions.

It's not just about your own responsibility, although that's part of it. Suppose your e-mail address changes and you change the name of the program. Somebody might come across an old archive and then be unable to locate you based on the information in the archive. You might be perfectly responsible in terms of keeping the code up to date, but still be effectively unreachable. Then there are the things that are horrible to contemplate, but that you should. For instance, what if you're in an auto accident and end up in a coma for ten years? What if you die? Who has control of the code then? Perhaps you've made provisions for such eventualities in a will or a living will, but the license doesn't mention them. If you haven't made provisions, then presumably your code will become part of your estate, and might go to a spouse, a child, a parent, or the state. Whoever gets it might not care, or might not even know what they've got or what it means to maintain it. Your code would then slowly become unuseable, protected by copyright and its own licensing restrictions.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

## 818. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 17:07:01 UTC
From: bill@newbreedsoftware.com
Message-ID: <Vwb0a.64214$lk.2605504@typhoon.sonic.net>
Source record: 23631

DunxUK <dunxuk@aol.com> wrote:
<snip>
> Grow up team. Do any of you have wives? Let them decide what to do. Too much
> testosterone flying around over a bloody toy.

Ok, so when Microsoft goes out and steals the code to the Linux kernel or
Apache webserver, I suppose that won't matter, either?

I have to say that I am _APPAULED_ by the response here on c.s.a.8.
I've been on this newsgroup for at least 12 years, and I must say, I had no
idea how many foul-mouthed, disrespectful, unappreciative people were out
here.

=>:^(

## 819. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 17:13:25 UTC
From: bill@newbreedsoftware.com
Message-ID: <VCb0a.64216$lk.2605661@typhoon.sonic.net>
Source record: 23632

Rod Smith <rodsmith@nessus.rodsbooks.com> wrote:
<snip>
> There's also the claim of a GPL violation. Whether or not you (or anybody
> else here) agrees with the GPL's philosophy is irrelevant; if you use the
> code, you play by their rules.

I couldn't have said it better myself.

> Agreeing to give back under other conditions doesn't satisfy the GPL.
> That's what the GPL and copyright work combine together to do. You could,
> of course, negotiate a separate license for use of the code with the
> copyright holders,
<snip>

... But rather than doing this, or simply abiding by the terms of the license
under which he was using Atari800, he simply decided to turn c.s.a.8 against
the Atari800 project.

BRILLIANT. >:^(

I'm sorry if I'm so pissy lately, but after all of the hard work that
the Atari800 developers did, and released for free (not just
"free as in beer", but "free as in speech", as they say),
all I've seen is animosity against them over their standing up for their
_rights!_

<snip>
> For instance, the Windows port that's been underway wouldn't be legal
> without your approval. From what I've seen, you appear to have encouraged
> this port, but that's beside the point -- hypothetically, if you'd been
> rabidly anti-Microsoft or arbitrary about it, you could have forbidden
> it, given the terms of your license.
<snip>

And that's not what the Atari800 developers had in mind when they chose
the GPL to _begin with!_

-bill!

## 820. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 17:17:13 UTC
From: bill@newbreedsoftware.com
Message-ID: <tGb0a.64219$lk.2605498@typhoon.sonic.net>
Source record: 23633

Rod Smith <rodsmith@nessus.rodsbooks.com> wrote:
<snip>
>
> If it were 100% your own code, sure. That's what's under debate, though;
> the claim is that it's *NOT* 100% your code.

And if that were the case, I don't understand why Thomas decided to
shut down atari++ "for legal reasons."

-bill!

## 821. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 17:20:04 UTC
From: bill@newbreedsoftware.com
Message-ID: <8Jb0a.64221$lk.2605752@typhoon.sonic.net>
Source record: 23635

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:
> Interestingly, Perry didn't tell you what this code does and how it is used.

Where in the license does it say "if the code does the same thing" or
"if the code is used for the same thing?"

-bill!

## 822. Re: possible way out of this (was Re: How about rewriting the 10% in dispute?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 17:24:01 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <f8gr1b-jqq.ln@speaker.rodsbooks.com>
Source record: 23634

In article <pan.2003.02.05.08.07.34.609481@sophics.cz>,
"Petr Stehlik" <pstehlik@sophics.cz> writes:
>
> First, rewriting 0-100% of the atari++ is not going to make it. It will
> always be tainted by the GPL. Thus don't even think about it, it would be
> wasting of time.

There's legal precedent counter to your claim. Namely, the BSDs are
derived from 100%, file-by-file rewrites of the original AT&T UNIX source
code. Thomas certainly has a right to release his own code under any
license he likes, including anything that's a drop-in replacement for
allegedly infringing code.

Again, though, I am not a lawyer; this is my lay interpretation. If this
thing can't be resolved amicably and Thomas wants to re-release Atari++,
lawyers must be consulted.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

## 823. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 17:28:15 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b1rhjf$48f$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 23636

Hi,

>> Grow up team. Do any of you have wives? Let them decide what to do. Too much
>> testosterone flying around over a bloody toy.

> Ok, so when Microsoft goes out and steals the code to the Linux kernel or
> Apache webserver, I suppose that won't matter, either?

It would matter, but it won't require a GPL to avoid this. In fact, the
common copyright laws would be sufficient as I would believe.

Besides, Microsoft using a Linux kernel would definitely be an improvement,
wouldn't it? (-;

So long,
Thomas

## 824. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 17:46:26 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b1rili$503$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 23637

Hi,

>> No, it does not. "The Program" is a well-defined term. An algorithm taken
>> from "The Program" is not "The Program", hence this term does not apply.

> Everything I know about copyright law suggests you're wrong. I'm a
> professional computer book author, so I have some familiarity with
> copyright law, particularly in the US, although I'm not a copyright
> lawyer. Your license is a legal document, and so must use the language of
> legal documents; "oh, I didn't mean it that way" won't fly in court.

Ok, if you suggest to change that line and to add a clarification, then
that clearly won't be a problem.

>>> That's not what the GPL says, nor is it an implication of the GPL. Many
>>> GPLed projects have clear leaders with the final say-so for the inclusion
>>> or exclusion of any code patch.
>>
>> This is one of the implications of the GPL: There is no restriction
>> concerning "control" of the program.

> That depends on what you mean. You can retain control of your own branch
> of the project. Nothing in the GPL says that you must accept patches
> submitted by others. You can ignore them if you see fit. You can accept
> them but make your own changes. You could probably even post them online
> along with a detailed description of why you think they're bad, but not
> use them in your project. In practice, this means that chances are your
> version will be the only version in wide distribution, since if you do a
> good job maintaining the code, nobody will see the need to fork the code.
> If somebody else wants to, though, the GPL does allow another person to
> fork the code and create another project from it. That project might or
> might not succeed. The GPL also allows people to distribute minor
> changes, as for instance might be required to compile the program on a
> new compiler or for a specific OS. If you don't want to permit such
> changes, I understand and respect that, but please don't misrepresent the
> GPL by saying it gives control of the project to the last patch
> submitter; it doesn't.

It does enough in the sense that work can be derived from it without
the necessity to consult the author, which is one of the problems. I'm
the last who wants to avoid porting it to more platforms. In fact, I
tried to design it in a way to make this easy (autoconf and all the other
nifties are used and compilation has been tested on the architectures
I could get hands on). Let's just state this as a fact: I would prefer
to have a word in this. See also below.

> Incidentally, you may want to look at the license used by Dan Bernstein
> for qmail (http://www.qmail.org) and other programs. It's been a while
> since I read it, but IIRC, it's basically the GPL with a
> no-unauthorized-binary-distribution clause tacked on. Bernstein's reasons
> for doing this are similar to your stated reasons for using your license
> -- he wants to prevent the distribution of qmail binaries that have been
> modified without his permission.

Sounds like a pretty reasonable idea, thanks for the pointer.

>>> Your
>>> own license would prevent this from happening without your permission.
>>> For instance, the Windows port that's been underway wouldn't be legal
>>> without your approval.
>>
>> You say it.

> So do you, below.

(I wanted to express that your interpretation fits exactly what I had
intended.)

>>> From what I've seen, you appear to have encouraged
>>> this port, but that's beside the point -- hypothetically, if you'd been
>>> rabidly anti-Microsoft or arbitrary about it, you could have forbidden
>>> it, given the terms of your license.
>>
>> You say it, and it's exactly why the licence looks like this: I want to have
>> an eye on the port, and in the purely hypothetical case that the port doesn't
>> perform not closely to the original work, and in the - again - hypothetical
>> case that the author of the port does not show any interest to fix it, nor
>> to help me fixing it, I want to have the right to say "No!". This is simply
>> because I don't want to end up in a situation where people imply bad
>> coding standards of the port to bad coding standards of the original. I
>> do not want to find myself in the situation where I've nothing to say about
>> modified versions of the program. I regard it as quite self-understanding
>> that a good cooperation will result in a good product, but why not just
>> write this as part of licencing requirement down? I don't think that anyone
>> who takes software development half-way serious could argue against it.

> I understand and respect your reasoning, but there is a flip side: A
> potential developer doesn't know your standards for acceptance. You could
> arbitrarily withhold permission to use the code.

In principle, yes. However, something like that has to happen if you want
to keep the quality high. If you cannot reject anything, you'll end up with
a mixture of various design paradigms that might be rather hard to maintain
in the long-term; I would even say that this is one of the more common
problems of GPL'd programs. I think it is a good idea before working on
a program to stick the heads together: Get in contact with the author, ask
him about his intention, then try to work close in these lines to keep a
consistent design. That's what I'm asking for.

> That makes the code
> non-free in a very fundamental way, just as you say the GPL is non-free in
> a very fundamental way. They're different fundamental ways, of course.

Yes, agreed.

>>> Also hypothetically, if in the
>>> future somebody wanted to update the code for new OSs or new versions of
>>> current OSs, and if you couldn't be contacted for any reason, those
>>> potential future developers would be out of luck; your license locks your
>>> code off for anybody who can't contact you.
>>
>> Yes, indeed. This implies that I'd had to hand out the licence to
>> someone else to take over the work once I won't be able to invest any
>> time in it. I call this "responsibility" for the code: It must be clear
>> who maintains what. I take this serious, though: I recently handed out
>> my complete Amiga software collection, around 30 programs or so, under
>> similar licencing conditions.

> It's not just about your own responsibility, although that's part of it.
> Suppose your e-mail address changes and you change the name of the
> program. Somebody might come across an old archive and then be unable to
> locate you based on the information in the archive. You might be
> perfectly responsible in terms of keeping the code up to date, but still
> be effectively unreachable. Then there are the things that are horrible
> to contemplate, but that you should. For instance, what if you're in an
> auto accident and end up in a coma for ten years? What if you die? Who
> has control of the code then? Perhaps you've made provisions for such
> eventualities in a will or a living will, but the license doesn't mention
> them. If you haven't made provisions, then presumably your code will
> become part of your estate, and might go to a spouse, a child, a parent,
> or the state. Whoever gets it might not care, or might not even know what
> they've got or what it means to maintain it. Your code would then slowly
> become unuseable, protected by copyright and its own licensing
> restrictions.

Now, seriously: Do you really think that this is an important issue with
code as un-important as this? If I'd had a rather important piece of
software, then this would be developed in a company with a development
team and the company holding the licence on it, but that's truly not the
case (on this software, I mean). What we have here is just a
spare-time by-product. Should it evolve to something very serious - which
I really have some doubts in - then we might discuss this issue again.

So long,
Thomas

## 825. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 17:47:44 UTC
From: bill@newbreedsoftware.com
Message-ID: <47c0a.64234$lk.2606069@typhoon.sonic.net>
Source record: 23639

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:
>
> Do you have to pay for it? Do I hide it? Do I hide ideas from you? Unlike
> GPL, I do not make the attempt to force anyone else into playing by the
> same licence.

So I can take atari++ and just re-release it as GPL?
Perhaps that's the solution!

-bill!

# 826. Re: Atari800 Emulator Programmers show true colors

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 17:48:50 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <u3c0a.2$FP1.0@news.bellsouth.net>
Source record: 23638

Come to think of it, $5 for ten migh tbe steep? I'll sell 2 boxes of 10 for $5, then add shipping. I'm quite content to keep them all too, but I'm offering them in case (pun intended) someone is having a hard time finding them.
"Son of man" <bcozier@bellsouth.net> wrote in message
news:n5b0a.148$Kt1.37@news.bellsouth.net...
"Richard Heldmann" <sales@vulcantool.com> wrote in message
news:b1r2ko$ouc$1@bob.news.rcn.net...

Hey, don't anyone ever forget, ain't nothin' better than the real thing.

Someone mentioned that 5.25 DSDD disks are getting hard to find, well I have tons of them, and the good thing is, they are in sealed hard plastic cases of 10, so they are storage cases with very nice gold lettering "DYSAN 100% Error Free Lifetime Warranty" I use them with a real COMMOMDORE 64 and an ATARI 800 and XEGS.

If anyone needs some just ask, you'll need to pay shipping and sothat I don't get to overflooded with requests I'll sell it for $5.00 a box + shipping. You won't have to worry about storage cases, these kick major ass. I have about 100 boxes of them. I'm going to keep at least 50.
I've got REAL hardware and software and rarely use the buggy emulators.

Apparently the Atari800 emulator programmers feel their programs are their property. So stated. So be it.

If I use their program, I 'owe' them. I owe them because these programs are not freely given. Their 'free' contribution to the Atari community is nil.

I do not wish to 'owe' anyone anything. ALL Atari800 emulators are now deleted from my system. Their are other emulators. I advise all atarians do the same, or better yet, use the REAL thing instead.

Richard Heldmann

## 827. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 17:51:40 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b1rivc$503$2@mamenchi.zrz.TU-Berlin.DE>
Source record: 23640

Hi,

>>No, it does not. "The Program" is a well-defined term. An algorithm taken
>>from "The Program" is not "The Program", hence this term does not apply.

> "The Program" is not a well-defined term. What if I replace a few lines, is
> it the same program? What if I replace so many lines that there is only 10%
> left? Is there a point at which I've replaced so many lines that it isn't
> "the program" any more? If so, when?

This is then exactly what the court has to find out. I cannot and want not
to give a precise definition. It is as much as asking at which age you
can legally call a men "old". The answer is "it depends".

> If I modify your program into an
> elevator controller, is it the same program?

In my understanding, no.

> What if I modify it into
> something more similar to the original program?

Define similar. If, for example, you write another emulator and take
the CPU emulation out, then this is no longer "the program". If you
write an Atari emulator, and take the CPU emulation from me, it is
no longer "the program". If you take the title and write your name
instead of mine, it is a modification.

> How similar does the function
> have to be before it is considered to be "the program"?

It pretty much depends. You can never give 100% precise definitions
in legal terms. It is the matter of the court whether the facts
is serious enough to touch the mentioned restrictions.

>>Depends on "my code". I would have the right to disallow redistribution
>>of the program as full, or of a modified version of the program under GPL,
>>and this is exactly the point. I do not state any restrictions concerning
>>algorithms used in the program.

> The problem isn't algorithms, it's use of code. Your license doesn't prohibit
> use of algorithms, it does prohibit use of code.

Not quite. At least not as it was intended.

Greetings,
Thomas

## 828. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 18:10:54 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b1rk3e$64l$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 23641

> Rod Smith <rodsmith@nessus.rodsbooks.com> wrote:
> <snip>
>> There's also the claim of a GPL violation. Whether or not you (or anybody
>> else here) agrees with the GPL's philosophy is irrelevant; if you use the
>> code, you play by their rules.

> I couldn't have said it better myself.

>> Agreeing to give back under other conditions doesn't satisfy the GPL.
>> That's what the GPL and copyright work combine together to do. You could,
>> of course, negotiate a separate license for use of the code with the
>> copyright holders,
> <snip>

> ... But rather than doing this, or simply abiding by the terms of the license
> under which he was using Atari800, he simply decided to turn c.s.a.8 against
> the Atari800 project.

> BRILLIANT. >:^(

I'm turning something "against the atari800" by shutting "my code down"?
Excuse me? I posted my opinion here. Is that your "freedom of speech"?

> I'm sorry if I'm so pissy lately, but after all of the hard work that
> the Atari800 developers did, and released for free (not just
> "free as in beer", but "free as in speech", as they say),

Now, where have I forbidden anyone to speak?

> all I've seen is animosity against them over their standing up for their
> _rights!_

And that implies that I've none. Either, I've to swallow it because
someone blaims that "code has been stolen instead of algorithms" and
invested all *my* work - and that it is - for nothing, or for publishing
it under conditions I did not intend. I do not see that I'm asking for
too much, but aparently you'd prefer to fight an ideological war. Count me
out on this, that's not worth it. That's also why I shut the project down
for the time, and that also answers all the above questions: It is not
worth to discuss software development with people that rather prefer to
insist on their politics than on the problem at hand. This is also exactly
the reason why I dislike the GPL. It implies a certain ideology and
disallows you to share a different opinion. As soon as you read a line
of GPL code, you're DOOMED. If that's your freedom, go for it, but please
leave me alone.

> <snip>
>> For instance, the Windows port that's been underway wouldn't be legal
>> without your approval. From what I've seen, you appear to have encouraged
>> this port, but that's beside the point -- hypothetically, if you'd been
>> rabidly anti-Microsoft or arbitrary about it, you could have forbidden
>> it, given the terms of your license.
> <snip>

> And that's not what the Atari800 developers had in mind when they chose
> the GPL to _begin with!_

And that's not what I had in mind either. So? In fact, I'm quite
arbitrary about a MS port as in "I wouldn't care if one existed, neither
would I care if it didn't, but I can't write one in first place, so it's
not in my hands". I don't own Windows, neither a compiler for it. But,
since someone asked about it, wanting to do it, why should I stop him?

The people must be open minded, and I'm heavily trying to. Trying to
enforce a certain thinking of a licence is cheating. It implies that
while I write software, I'm also doing politics. And *that* I DO NOT LIKE.

So long,
Thomas

## 829. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 18:15:39 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b1rkcb$64l$2@mamenchi.zrz.TU-Berlin.DE>
Source record: 23642

Hi,

>>Do you have to pay for it? Do I hide it? Do I hide ideas from you? Unlike
>>GPL, I do not make the attempt to force anyone else into playing by the
>>same licence.

> The GPL says "you must use the same license, or you can't take the code".

> Your license says "you can't take the code at all". Your license is more
> restrictive than the GPL--the GPL puts limits on how the GPL code can be
> reused, but your code can't be reused at all!

No, that's not true. It says "Please ask before you take the code". Quite
something different. Please don't cite me wrong.

>>I stay to what I claimed. Indeed, this whole discussion just shows what is
>>so evil on the GPL: I did just read old code years ago, wrote code that to
>>a minor extend uses a similar technique though used for a somewhat different
>>purpose, and now I've to fight with language lawyers whether this is a
>>GPL violation. *I DO NOT WANT THIS*, and I do not want anyone else to go
>>thru a fight.

> But your own license is even worse. If someone uses your code, it's a
> violation of your license just as someone using the GPL code is a violation
> of the GPL license.

And again, that's not true. If someone takes the code without contacting
me, then yes. Writing a mail is not asking for much.

> Except that it's a violation of your license to use
> your code at all, while it's only a violation of the GPL to use their code
> without obeying their requirements.

Same here. I've the requirement of getting asked.

>>> than let others work on and improve your creation?
>>I won't feed the virus, that much for sure.

> So why not release it with a BSD license?

In fact, we're trying to work exactly this out. I hope we're getting
the issues resolved in a couple of days in a sense of a cross-licencing
agreement. I'm willing to swallow the BSD licence to end this drivel and
to continue with the development, as this is what matters. And not
politics.

Greetings,
Thomas

## 830. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 18:17:40 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b1rkg4$64l$3@mamenchi.zrz.TU-Berlin.DE>
Source record: 23643

> Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:

>> Interestingly, Perry didn't tell you what this code does and how it is used.

> Where in the license does it say "if the code does the same thing" or
> "if the code is used for the same thing?"

Hey, bill, gimme a couple of defines and I'll compute the square root
with that. (-;

So long,
Thomas

# 831. Re: possible way out of this (was Re: How about rewriting the 10% in dispute?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 18:21:30 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b1rkna$64l$4@mamenchi.zrz.TU-Berlin.DE>
Source record: 23644

Hi Rod,

>> First, rewriting 0-100% of the atari++ is not going to make it. It will
>> always be tainted by the GPL. Thus don't even think about it, it would be
>> wasting of time.

> There's legal precedent counter to your claim. Namely, the BSDs are
> derived from 100%, file-by-file rewrites of the original AT&T UNIX source
> code. Thomas certainly has a right to release his own code under any
> license he likes, including anything that's a drop-in replacement for
> allegedly infringing code.

> Again, though, I am not a lawyer; this is my lay interpretation. If this
> thing can't be resolved amicably and Thomas wants to re-release Atari++,
> lawyers must be consulted.

In principle yes, but none is willing to go that far. Not for that, as I rather regard all this as a rather strange discussion to begin with. I do not intend to take the rights from anyone; the intention was to provide a good program, and to keep it as good. It seems too much ideology is involved here, and too much to make me feel comfortable. We're working on a cross-licencing resolution for the problem which helps both sides, then shut down the ideological discussion and return to a technical level, where I prefer to work.

Desipite, I thank you for your clear and unbiased posts.

Greetings,
Thomas

## 832. Re: Atari crashed help!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 18:40:19 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <nUc0a.899$tO2.122836@newsread1.prod.itd.earthlink.net>
Source record: 23645

"mcdenko" <mcdenko@poczta.onet.pl> wrote in message
news:b1qi93$gou$1@atlantis.news.tpi.pl...
> Hi There!
>
> Where can I site with circuits, diags, and troubleshootings for 8-bit
atari?
> My Atari crashed yesterday and I want to try to repair it.
>
> When i turn him on. Display is green, and there is no "READY" only white
> cursor.

If it is an 800XL, 130XE, then the first thing to try is replacing the power
supply.

## 833. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 18:49:03 UTC
From: Jacek Popławski <jp@no.more.hosts>
Message-ID: <slrnb42nd4.m1.jp@darkwood.somewhere>
Source record: 23646

my newsreader told me that Thomas Richter wrote:
>> So are all licenses! GPL is just the most end-user- and developer- friendly.
>
> No. It forces developers into a development mechanism that might not be suitable
> for all projects and all kind of developments.

You are completly wrong. You don't need to accept any patches in GPL project.
You don't need to answer single mail from any developer. You don't need to do
ANYTHING like that. You can write all project yourself without looking on
anyone else. GPL just mean - other person can get your code, and change it. It
doesn't affect your code, on your hard disk and on your website.

Please just *read* GPL.

--
Free Software - find interesting programs and change them
NetHack - meet interesting creatures, kill them and eat their bodies
Usenet - meet interesting people from all over the world and flame them
Decopter - unrealistic helicopter simulator, get it from http://decopter.sf.net

## 834. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 18:54:09 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <l5d0a.920$tO2.124363@newsread1.prod.itd.earthlink.net>
Source record: 23547

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:Vwb0a.64214$Ik.2605504@typhoon.sonic.net...
> DunxUK <dunxuk@aol.com> wrote:
> <snip>
> > Grow up team. Do any of you have wives? Let them decide what to do. Too
much
> > testosterone flying around over a bloody toy.
>
> Ok, so when Microsoft goes out and steals the code to the Linux kernel or
> Apache webserver, I suppose that won't matter, either?

Actually it is my understanding that they did steal/borrow some code to get more of an internet presence. Way I heard the story was Gates was more or less unaware of the internet and Outlook Express and Internet Explorer were rogue project done by some MS programmers. I believe there is even a blurb giving Mozilla credit for the original core of IE.
> I have to say that I am _APPAULED_ by the response here on c.s.a.8.
> I've been on this newsgroup for at least 12 years, and I must say, I had
no
> idea how many foul-mouthed, disrespectful, unappreciative people were out
> here.

It's the same stuff that has been going on for years, just use a word processor to change the text from "copyright" and "piracy" to "GPL". Intellectual property rights anyway, been a hot topic since someone figured out how to rub two sticks together to make fire.

Just a matter of fact that the warez types are shall we say, more free with a phrase. I don't think they mean anything serious by it, just the way they express themselves.

## 835. Re: Atari crashed help!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 18:58:59 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3E415EF3.7A882DB7@cswebmail.com>
Source record: 23548

mcdenko wrote:

> Hi There!
>
> Where can I site with circuits, diags, and troubleshootings for 8-bit atari?
> My Atari crashed yesterday and I want to try to repair it.
>
> When i turn him on. Display is green, and there is no "READY" only white
> cursor.
> When i press start there is BEEEEEP like when loading from casette!
> And when I put on the external cartridge everything seems to be OK, even
> self test BUT keybord doesnt work (only function keys work!)
>
> Thanks for help.
>
>

Don'y know about specific site for everything.

Try prying up all of the chips a little, carefully, then reseat. If you don't know how to take apart and use static care, don't do it.

Since its doing something, The CPU is probably o.k. Pokey is first to handle keyboard and disk/tape data I/o. I'd start there.

Rick D.

## 836. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 19:03:21 UTC
From: Jacek Popławski <jp@no.more.hosts>
Message-ID: <slrnb42o7t.m1.jp@darkwood.somewhere>
Source record: 23549

my newsreader told me that Shawn Jefferson wrote:
> Copy it, modify it, sell a program written with it... whatever, just don't
> claim you wrote it yourself and always credit the original author, even of a
> derivative work.

Add "and not relicense it" and you get something like GPL.

--
Free Software - find interesting programs and change them
NetHack - meet interesting creatures, kill them and eat their bodies
Usenet - meet interesting people from all over the world and flame them
Decopter - unrealistic helicopter simulator, get it from http://decopter.sf.net

# 837. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 19:42:03 UTC
From: atari_mansion@hotmail.com
Message-ID: <3f6f8a6c.0302051142.1da9de8a@posting.google.com>
Source record: 23550

Howdy,

here is my take on this:

1) Thomas Richter took an old version of the atari800 codebase which
was generously provided by the developers, rewrote parts of it, added
a lot of code to it, and turned it into his own Atari++ product.
2) Thomas Richter distributes Atari++ under a restrictive license,
which clearly is an illegal copyright infringement, punishable in most
countries around the world.
3) The original atari800 developers notice this and try to resolve the
situation in a nice and gentleman-like fashion.
4) Things get out of hand, and Thomas Richter shuts the Atari++ web
site down, probably in an attempt to hide the fact that his code is
very similar to the original atari800 code.

Point 1) has already been acknowledged several times by Thomas
Richter, altough he tries to talk his way around it by turning
attention away from the matter. His blatant ignorance of copyright law
is evident from his postings. Despite unbiased comments and highly
relevant links to appropriate web sites, he does not seem to try to
improve his understanding of the matter.

Thomas Richter has repetedly accused the atari800 developers of being
"restrictive" when they have released their code under the (admittedly
quite restrictive) GPL. Many of us lurkers find this quite amusing,
since he released his own code under a license which is quite a lot
more restrictive than the GPL. His aggrevated emotions seem to cloud
his judgement and senses, making it hard for him to see how childish
he seems to the rest of us.

People have suggested many ways to resolve this situation, ranging
from Thomas rewriting the parts of the code that originally was
written by the atari800 developers, to going to court and let laywers
settle the matter. Of course, if Thomas would release his code under
the GPL, this would be resolved.

For the benefit of those of you who are interested of copyright
violations and the GPL, here are a few links:

Some web pages about a copyright infringement of a GPL-licensed
instand-messanger program:
http://slashdot.org/article.pl?sid=01/01/02/1540205
http://web.archive.org/web/20011005190526/http://www.flygroup.org/eb/gpl-violation.html

Stories regarding MySQL's GPL-licensed code, and an infringing party:
http://newsforge.com/article.pl?sid=02/02/26/1825200

http://www.gnu.org/press/2002-02-26-MySQL.html
http://www.gnu.org/press/2002-03-01-pi-MySQL.html
http://www.fsf.org/press/mysql-affidavit.html

\AM/

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote in message
news:<b1o2st$av2$1@mamenchi.zrz.TU-Berlin.DE>...
> Hi folks,
>
> Here's a letter from Petr Stehlik, the official maintainer of the
> atari800 emulator. I consider this serious enough to make it public,
> so I post this letter here unshortened and in original form.
>
> > it's been more than two weeks since I asked you kindly to change the
> > license of the atari++ to GPL. You haven't replied since then and
> > neither the WWW page nor the released source code indicate any license
> > change so I must get back to this unfortunate issue.
> >
> > As I told you in one of my previous mails, Perry McFarlane went over the
> > atari++ code and found many similarities (same logical constructions,
> > same variable names, same comments, same tables of data - copied even
> > with the original bugs!) that clearly show the atari++ is a derivate of
> > Atari800 which was released under the GPL. Eventhough you made many
> > changes (Perry himself says you rewrote about 90% of the code), it is
> > still based on Atari800 and thus covered by the GPL license.
> >
> > Please note I don't want to shut you down and you know this is nothing
> > personal against you, I just want you to respect rights of Atari800
> > users and our rights under the GPL. And it's not just me; Perry also is
> > affected by this since he worked on Antic, and another guy, Jason,
> > worked on the R-Time cartridge and feels you ripped off the code of his
> > original contribution to Atari800. And there are even more contributors,
> > not to mention the original author, David Firth, who probably doesn't
> > even know about this issue yet.
> >
> > Thomas, let me ask you again to not only change the license of atari++
> > to GPL but also to credit properly all the people that worked on
> > Atari800 up until the point when you taken the source code as a base for
> > atari++. Our file archive on sourceforge.net contains all files back to
> > 0.8.x version so simply download one of them and use the CREDITS file as
> > it is there. A little note of David Firth in the manual is not enough, I
> > am afraid.
> >
> > Please note that license change of atari++ will actually free your hands
> > since you'll be welcome to start using even more of our updated Atari800
> > source codebase. Don't be afraid of the GPL, it won't hurt you (I
> > described it in detail in one of my previous mails to you).
> >
> > Looking forward to visiting your atari++ webpage and reading about the
> > license change.

> >
> > Petr
> >
> > P.S. Some radical people in the Atari800 mailing list were ready to go
> > to wide public (Slashdot etc.) with story about this license violation.
> > I hope we can solve this problem 'privately' without any unnecessary
> > publicity. Please answer me soon. Thanks!
>
> Since I don't want to go into any legal issues, and my main concern is
> and always has been to develop excellent software, I decided it as the
> best to resolve this issue by shutting the emulator project down. I do not
> agree with Petr's view of points as, indeed, this emulator was re-written
> from scratch.
>
> I do not deny that I had access to the atari800 emulator; I did indeed, and
> I wrote parts of its code. However, with atari++ I wanted to avoid the
> problems that have been made in the old code, both constructional and
> organizational. The design of the old code was rather unfortune, and for
> my believe, part of this problem was indeed the GNU licence; it allowed
> people without any further control to drill up the code, something that
> caused parts of the trouble of the misdesign of the old code. I'm as well
> responsible with my changes to this code that it became as messy as it was
> back those years ago. Clearly, I cannot un-do the memories from those
> changes, and some ideas have been carried over undoubtfully.
>
> I personally didn't expect that it would be any trouble for anyone if I
> would just demand to contact me before making changes to the source, but
> aparently this is already demanded too much. I never had any commercial
> plans with it, my licence conditions even forbid commercial distribution
> to begin with. I tried to be as open with the sources as possible while
> also keeping an eye on the code quality and setting the route for a long
> term development that ends now earlier than I expected it to end.
>
> I wish to express my deep thank to all the nice folks that helped me to
> improve the software over the last month, and I sorry to have you to ask
> to remove all traces of the software from your system, both binaries and
> source code; but if the legal issues start nagging me, the project stops
> being fun, and this is what it always has been for me in first place.
>
> Sorry for the bad news guys, but such is life.
>
> Greetings,
> Thomas

## 838. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 20:15:17 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2003.02.05.20.15.17.363121@sophics.cz>
Source record: 23552

On Tue, 04 Feb 2003 23:31:21 +0000, Paul Irvine wrote:

> I hope this get's ironed out, from what I can understand if Atari800
> wants to get the scanline / pixel thing sorted it needs a graphic engine
> rewrite (I could be wrong here)

You're a bit wrong here. Atari800 1.2.9 (unreleased yet, in CVS only) does have
pixel-exact emulation of Antic already.

Still, I prefer if the atari++ continues to exist and evolve. It was never
my intent to shut it down. But I am sure you know it already.

Petr

## 839. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 20:24:02 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <m0rr1b-9br.ln@speaker.rodsbooks.com>
Source record: 23551

In article <b1rili$503$1@mamenchi.zrz.tu-berlin.de>,
Thomas Richter <thor@cleopatra.math.tu-berlin.de> writes:
>
>>> No, it does not. "The Program" is a well-defined term. An algorithm taken
>>> from "The Program" is not "The Program", hence this term does not apply.
>
>> Everything I know about copyright law suggests you're wrong. I'm a
>> professional computer book author, so I have some familiarity with
>> copyright law, particularly in the US, although I'm not a copyright
>> lawyer. Your license is a legal document, and so must use the language of
>> legal documents; "oh, I didn't mean it that way" won't fly in court.
>
> Ok, if you suggest to change that line and to add a clarification, then
> that clearly won't be a problem.

Legal language tends to be very precise, and so if you want to keep this
distinction, you need to develop some precise criterion for what
constitutes an acceptable level of use of your code in another product.
Creating this language would probably be very tricky. An error could have
unintended consequences. Thus, between my not knowing precisely what you
mean and my own lack of legal credentials, I'm not going to suggest any
specific changes. I suggest you consult an intellectual property attorney
to help you if this point is important to you.

>>> You say it.
>
>> So do you, below.
>
> (I wanted to express that your interpretation fits exactly what I had
> intended.)

Ah, I see. In this sort of context (namely, an exchange that's become
somewhat heated and confrontational), the phrase "you said it" is
typically shorthand for "you said it, not me" -- in other words,
disagreement.

>> I understand and respect your reasoning, but there is a flip side: A
>> potential developer doesn't know your standards for acceptance. You could
>> arbitrarily withhold permission to use the code.
>
> In principle, yes. However, something like that has to happen if you want
> to keep the quality high.

In which case, the code isn't free, in either the FSF/GPL sense of free or
the BSD sense. You control it -- tightly. Your license more closely
resembles Microsoft's "shared source" than anything in the open source

community. You certainly have a right to do this, but please understand
that doing this and then claiming your goals are similar to those of open
source developers *WILL* rub some people the wrong way.

> If you cannot reject anything, you'll end up with
> a mixture of various design paradigms that might be rather hard to maintain
> in the long-term;

Again with the "cannot reject" fallacy. As project initiator and primary
code maintainer, you **CAN** reject code. A rejectee can then use your
code in his/her own fork, but chances are that fork won't gain popularity,
assuming you keep your own fork up to date, etc.

> I would even say that this is one of the more common
> problems of GPL'd programs. I think it is a good idea before working on
> a program to stick the heads together: Get in contact with the author, ask
> him about his intention, then try to work close in these lines to keep a
> consistent design. That's what I'm asking for.

You can get that using the GPL, the BSD license, or any other open source
license; just lay that out as the ground rules for anybody who wants to
submit code. Those who want to contribute and play by those rules will do
so. Those who want to do something you don't like either won't bother or
will fork the code and start a new project. You'll still have control over
your fork. I'm not positive, but some licenses may even include provisions
that would require the other project to use a different name in this
situation.

>> It's not just about your own responsibility, although that's part of it.
>> Suppose your e-mail address changes and you change the name of the
>> program. Somebody might come across an old archive and then be unable to
>> locate you based on the information in the archive. You might be
>> perfectly responsible in terms of keeping the code up to date, but still
>> be effectively unreachable. Then there are the things that are horrible
>> to contemplate, but that you should. For instance, what if you're in an
>> auto accident and end up in a coma for ten years? What if you die? Who
>> has control of the code then?
>
> Now, seriously: Do you really think that this is an important issue with
> code as un-important as this?

If the project is important enough to you that you've put those
restrictions in your license, then it should be important enough to you
to consider the continued viability of your work in the future. Also,
remember that your code could potentially be used in other projects that
might be more important. For instance, maybe somebody would need to
emulate a 6502 for some medical device that uses software originally
written for an earlier-generation medical device. This use would be
impossible with your current license should you be unreachable.

--
Rod Smith, rodsmith@rodsbooks.com

http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

## 840. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 20:54:01 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <0jsr1b-9br.ln@speaker.rodsbooks.com>
Source record: 23553

In article <b1rk3e$64l$1@mamenchi.zrz.tu-berlin.de>,
Thomas Richter <thor@cleopatra.math.tu-berlin.de> writes:
>
>> all I've seen is animosity against them over their standing up for their
>> _rights!_
>
> And that implies that I've none. Either, I've to swallow it because
> someone blaims that "code has been stolen instead of algorithms" and
> invested all *my* work - and that it is - for nothing, or for publishing
> it under conditions I did not intend. I do not see that I'm asking for
> too much, but aparently you'd prefer to fight an ideological war.

The core of this debate, Thomas, and please forgive me for using some extremely blunt language, is whether you plagiarized others' work. You claim innocence and the other side claims guilt. To my eyes, postings of evidence to date seem suspicious but inconclusive. Your explanations of your license suggest you have some odd notions of what constitutes derivative work, so it's quite possible you did in fact plagiarize something without realizing that was what you were doing. I've posted two earlier messages suggesting a third-party audit to resolve the question, with no response from either side to that suggestion.

As to the "ideological war," I'm afraid that you fired the first shot of that one, Thomas, with your diatribes against the GPL in your second posting to this thread.

> The people must be open minded, and I'm heavily trying to. Trying to
> enforce a certain thinking of a licence is cheating. It implies that
> while I write software, I'm also doing politics. And *that* I DO NOT LIKE.

Consider this a life lesson, then: You ****MUST***** consider such issues when you deal with so-called intellectual property. If you don't like it, then either buckle down and deal with it despite your dislike or don't work in that field. Complaining about it won't do you any good. Also consider yourself lucky: An allegation of code theft from some others could have landed you in much worse trouble than a tongue-lashing on a Usenet newsgroup.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

# 841. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 21:01:22 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3e417b5c18a8430@tripnet.se>
Source record: 23554
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

In comp.sys.atari.st <YkGdndGaMPNHH92jXTWcrg@comcast.com>
Sean Connery wrote on Tue 04-02-2003 21:19 (-0600):

>In article <3e399cc6571ee0@tripnet.se>,
>Kenneth Medin <kennethm@tripnet.se> wrote:
>
>>>> Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and
>>>> Atari Jaguar Games. The Great Communicator once said, "It's a Recession
>>
>>>It is absurd how it hasn't occurred yet to some that perhaps the reason for
>>>the lack of business is a largely angry customer base that doesn't want to
>>>do business with him. *sigh*. He's digging his own grave.
>>
>>I don't think so... I actually had the pleasure to buy from him right
>>before christmas, partly because of his posts to this NG but also because
>>of yours and others unfair complaints about his ads here.
>
>I don't think they're unfair. This is not a commerce group. None of the
>x-posted groups are either. He posts too often. It's "ok" just because
>the groups he posts in don't get much traffic anyway? I don't happen

If there were a lot of Atari dealers posting ads like Ben does things
would be very different... However, as he is actually one of very few
left his posts simply are no problem. They do not add to the bandwith and
there is no charter for comp.sys.atari.st that prohibits adverts (I don't
know about the other groups this goes to).

>tactics with bizarro stories about things I could give a whit about and
>how people should take pity on him and patronize him? It's just not
>professional.

Professional or not is not an issue. There are lots of other posts here
that are not professional at all. But, in a sence you are right. If i
were Ben i would not post the very same text several times. Instead I
would post short messages whenever I had something new to tell, like
"New catalogue out" or "several TT graphics cards in stock" with a link
to his website.

>>Some might think twice before sending cash in advance to remote
>>continents but with Ben Smith there is no need to worry. Just remember to
>>use insured mail when sending money.
>
>Who on earth would send hard currency thru the mail?! That's not a good
>idea for eBay. Much less an "Internet Business". Hell, it's not even a
>smart idea for people who know each other.

What are you talking about?? Why would that be insecure??

I have actually sent huge amounts of money abroad in exactly the same way in my job some years ago. SEK 200000 ($25000) in each parcel and a couple of these parcels a day using nothing but the standard post office services and local armoured transports. Later on the Post only allowed max SEK 50000 in each parcel so we now use other ways to get the bank notes to there destinations.

To just send a minor amount of bank notes only costs appr. $6 here and everything is insured all the way until Ben himself has the envelope in his own hands.

I think we all can agree to that Ben Smith can be trusted 100% and not simply keep the money without delivering the goods! So, this is simply a 99.9999...% secure way of sending money to any country. And all perfectly legal of course...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

## 842. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 21:56:09 UTC
From: bill@newbreedsoftware.com
Message-ID: <ZLf0a.64275$lk.2611629@typhoon.sonic.net>
Source record: 23555

richard cortese <ricortes@earthlink.net> wrote:
> Actually it is my understanding that they did steal/borrow some code to get
> more of an internet presence. Way I heard the story was Gates was more or
> less unaware of the internet and Outlook Express and Internet Explorer were
> rogue project done by some MS programmers. I believe there is even a blurb
> giving Mozilla credit for the original core of IE.

I'm not sure how the original Mosaic browser (which Netscape and IE were
based on) was licensed. It certainly wasn't GPL. Probably more like BSD.

(BSD allows use and change without returning code back to the community...
that's how Apple's using the Mach BSD kernel.)

-bill!

# 843. Re: possible way out of this (was Re: How about rewriting the 10% in dispute?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 22:04:07 UTC
From: bill@newbreedsoftware.com
Message-ID: <rTf0a.64278$lk.2612013@typhoon.sonic.net>
Source record: 23556

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:
> Hi Rod,
>
<snip>
>
> Desipite, I thank you for your clear and unbiased posts.
>

As do I. I have to apologize for being so heated recently.
I have to admit I am being affected by some other stresses in my life.
I'm probably using a lot more _underlines_ and EXCLAMATIONS!!! than I would
normally. :^)

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill/ http://svcs.affero.net/rm.php?r=billkendrick

# 844. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 22:35:18 UTC
From: Mark Watson <newsAfoftDfsnetD@co.uk>
Message-ID: <Gkg0a.518740$TJ.74611@post-02.news.easynews.com>
Source record: 23557

Thomas Richter wrote:
> In fact, we're trying to work exactly this out. I hope we're getting
> the issues resolved in a couple of days in a sense of a cross-licencing
> agreement. I'm willing to swallow the BSD licence to end this drivel and
> to continue with the development, as this is what matters. And not
> politics.

I'm very pleased that all this stuff is getting worked out somehow. Just a
pity that it had to be worked out....

Sorry you had to go through all this grief.

Mark

--
-----
(s/X/Y/g -> replace all X with Y in e-mail addr)
s/@//g; s/D/./g; s/A/@/g;

## 845. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 22:39:58 UTC
From: Mark Watson <newsAfoftDfsnetD@co.uk>
Message-ID: <2pg0a.518875$TJ.74608@post-02.news.easynews.com>
Source record: 23558

Rod Smith wrote:
> Consider this a life lesson, then: You ****MUST***** consider such issues
> when you deal with so-called intellectual property.

The real problem with intellectual property is that it is dealing with
abstract ideas. i.e. it does not really exist. These days every piece of
software comes with a complex license -> largely driven by the American
legalistic society. That country is so far some free its untrue. Not that
things are much better here:-(

Anyway getting OT now!

Mark

--
-----
(s/X/Y/g -> replace all X with Y in e-mail addr)
s/@//g; s/D/./g; s/A/@/g;

## 846. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 22:41:36 UTC
From: Mark Watson <newsAfoftDfsnetD@co.uk>
Message-ID: <Aqg0a.3850821$6N5.504095@post-03.news.easynews.com>
Source record: 23559

Ken Arromdee wrote:

> But there are court cases which deal with what it means to be a derived
> work,
> so people can have some idea of what it means. There aren't court cases
> which deal with "the program".

Remember that IP law is different in Germany from the US. So this does not
necessarily apply. If it does the conclusions may differ.

Mark

--
-----
(s/X/Y/g -> replace all X with Y in e-mail addr)
s/@//g; s/D/./g; s/A/@/g;

## 847. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-05 22:43:14 UTC
From: Mark Watson <newsAfoftDfsnetD@co.uk>
Message-ID: <6sg0a.615781$w57.110824@news.easynews.com>
Source record: 23560

William Kendrick wrote:

> Rod Smith <rodsmith@nessus.rodsbooks.com> wrote:
> <snip>
>>
>> If it were 100% your own code, sure. That's what's under debate, though;
>> the claim is that it's *NOT* 100% your code.
>
> And if that were the case, I don't understand why Thomas decided to
> shut down atari++ "for legal reasons."

It is not trivial to prove it is 100% his code. If he has to defend a legal challenge that is a considerable amount of time/effort for a hobby!

Mark

--
-----
(s/X/Y/g -> replace all X with Y in e-mail addr)
s/@//g; s/D/./g; s/A/@/g;

## 848. FA: SIO2PC 1050-2-PC cables on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 07:40:05 UTC
From: j131@inetia.pl
Message-ID: <b1t3gl$s66$1@korweta.task.gda.pl>
Source record: 23561

If you think about linking 8bit Atari with your PC - check it out:
http://cgi.ebay.com/ws/eBayISAPI.ll?ViewItem&category=1247&item=3400310265

j131

## 849. FA: SIO2PC 1050-2-PC cables on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 08:03:22 UTC
From: j131@inetia.pl
Message-ID: <b1t4sa$9m6$2@korweta.task.gda.pl>
Source record: 23562

If you think about linking 8bit Atari to your PC - check it out:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=3400310265

j131

## 850. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 08:19:10 UTC
From: Ed Cogburn <ecogburn@xtn.net>
Message-ID: <b1t5pv$15kvca$1@ID-49761.news.dfncis.de>
Source record: 23563

Richard wrote:
> DunxUK <dunxuk@aol.com> schreef in artikel
> <20030205035944.21580.00000925@mb-mu.aol.com>...
>
>
>>Too much testosterone flying around over a bloody toy.
>
>
> Again, I couldn't have said it better :-)
>
> [ See the assholes comment :-) ]

Idiots.

Your opinion is as irrelevent as mine. We're users, not the developers. They're the ones who put their time, effort, blood, sweat and tears into A8 and A++, thats why this is so important to them, and why you fail to understand that. What do you care? You'll go on playing whatever is available no matter who creates it, the source code and its license mean nothing to you, you just want to use it, and thats fine, but if you can't be polite to the people WHO MADE YOUR RECREATIONAL ENTERTAINMENT POSSIBLE, then just SHUT UP.

## 851. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 08:26:49 UTC
From: Ed Cogburn <ecogburn@xtn.net>
Message-ID: <b1t68b$1665uh$1@ID-49761.news.dfncis.de>
Source record: 23564

Mark Watson wrote:
> William Kendrick wrote:
>
>
>>Rod Smith <rodsmith@nessus.rodsbooks.com> wrote:
>><snip>
>>
>>>If it were 100% your own code, sure. That's what's under debate, though;
>>>the claim is that it's *NOT* 100% your code.
>>
>>And if that were the case, I don't understand why Thomas decided to
>>shut down atari++ "for legal reasons."
>
>
> It is not trivial to prove it is 100% his code. If he has to defend a legal
> challenge that is a considerable amount of time/effort for a hobby!

I posted Perry's comments to gnu.misc.discuss, and the respondents said there is enough "evidence" there to make a case of a GPL violation. Of course they aren't lawyers and neither am I, so we won't know anything for sure unless some A8 develepers who found their code in A+ decide to act, possibly by getting help from the FSF.

## 852. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 08:37:09 UTC
From: Ed Cogburn <ecogburn@xtn.net>
Message-ID: <b1t6rn$15vp3k$1@ID-49761.news.dfncis.de>
Source record: 23565

Mark Watson wrote:
> Rod Smith wrote:
>
>>Consider this a life lesson, then: You ****MUST***** consider such issues
>>when you deal with so-called intellectual property.
>
>
> The real problem with intellectual property is that it is dealing with
> abstract ideas. i.e. it does not really exist. These days every piece of
> software comes with a complex license -> largely driven by the American
> legalistic society. That country is so far some free its untrue. Not that
> things are much better here:-(

Yea, its sad. I think my country is run by trial lawyers and lobbyists.
Line,em up an' gun'em down. Works for me. :)

>
> Anyway getting OT now!

What? This is Usenet, shooting lawyers is never OT! :)

## 853. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 09:01:05 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b1t88h$a45$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 23566

Hi Bill,

>> Do you have to pay for it? Do I hide it? Do I hide ideas from you? Unlike
>> GPL, I do not make the attempt to force anyone else into playing by the
>> same licence.

> So I can take atari++ and just re-release it as GPL?
> Perhaps that's the solution!

Hmm. Interesting idea. I would buy that as well all provided the original
source branch remains untouched by the GPL.

So long,
Thomas

## 854. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 09:02:07 UTC
From: dunxuk@aol.com
Message-ID: <20030206040207.21686.00000763@mb-mu.aol.com>
Source record: 23567

>From: Ed Cogburn ecogburn@xtn.net
>Date: 06/02/03 08:19 GMT Standard Time
>Message-id: <b1t5pv$15kvca$1@ID-49761.news.dfncis.de>
>
>Richard wrote:
>> DunxUK <dunxuk@aol.com> schreef in artikel
>> <20030205035944.21580.00000925@mb-mu.aol.com>...
>>
>>
>>>Too much testosterone flying around over a bloody toy.
>>
>>
>> Again, I couldn't have said it better :-)
>>
>> [ See the assholes comment :-) ]
>
>
>Idiots.
>
>Your opinion is as irrelevent as mine. We're users, not the developers.
>They're the ones who put their time, effort, blood, sweat and tears into A8
>and A++, thats why this is so important to them, and why you fail to
>understand that.

Firstly they clearly aren't doing this as some sweeping gesture to the A8 community as you insist - this seems more about personal aggrandisement and self gratification of the programmers involved. Pulling a project rather than quietly settling a difference over a code segment and then trying to pretend it's the principal of the thing? Quoting Linux etc? Exactly how does that serve the A8 community..?

Secondly we all have the right to an opinion here including you and me, don't forget it kid.

I use real Ataris and I have a heck of a lot of original software so I did support the original programmers. I also support and like the output of Steven Tucker et all and when it's available I'll be in the queue for one of Mathy's 1Mb upgrades. However I'm not interested in a bunch of drama-queens getting shirty over their PC-based emulations of Atari hardware.

Also you have no idea what software I write or don't write in the public domain, don't assume.

# 855. ADV: Atari Sales, Service & Support: Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 09:06:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0302060059460.20110-100000@shell1.aracnet.com>
Source record: 23573
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Pardon any delay in service as my friend died. I'm just now catching up.
I've updated 6 of my 8 Catalogs, all 8 Bit and ST. Adding many new items!
Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari
Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari
Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods!
So not only do I sell NEW Atari Goods at a competitive price, I also sell
used Atari Goods you may not be able to find anymore at Swap Meets, Thrift
Stores or even Auctions Sites! And I sell for less! And unlike those who
will remain anonymous! I test Goods before I sell them. I can afford to
sell for less because I keep overhead down, I avoid going into debt and I
avoid making promises I can't keep! This includes not offering services
that I cant follow up with! So not only can I sell you some Great New
stuff! But I can sell you hard to find 2nd Hand Goods, partly because
I'm the guy most people come to when they want to give their Ataris a New/
Good Home! So I'm involved in saving Orphaned Atari's from Atari Heaven!
Act Now,or I can't save you any Money! Goto http://BensCatalogs.Atari.org
Or goto my Domain at http://BenSells.Atari.org or Call Ben@(503)256-9974!
http://www.aracnet.com/~atari/numbers.htm Calling Hours and Info:

http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/auctions.htm Why I hate auctions!
http://www.aracnet.com/~atari/bspolicy.htm Affects you too!
http://www.aracnet.com/~atari/caveat.htm Buyer Beware!
http://www.aracnet.com/~atari/emulator.htm Atari Emulators.
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.
http://www.aracnet.com/~atari/testing.htm My Test Standards!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/windoze.htm Certainly not GEM!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. My customers love the speedy service! I
also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

## 856. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 09:06:52 UTC
From: Ed Cogburn <ecogburn@xtn.net>
Message-ID: <b1t8je$16upvq$1@ID-49761.news.dfncis.de>
Source record: 23568

Thomas Richter wrote:
>>You have a very strange idea of what is "free code". Your license takes away
>>the right to modify your code which by definition renders it non-free.
>
>
> Do you have to pay for it?

Possibly, your license requires your "permission" and that could even include a monetary fee given to you before you give permission. You may not have ever intended to do that, but your license leaves this possibility open.

> Do I hide it?

This is what I was trying to get at when I said just releasing the source code doesn't make it free. Yes, Thomas, its still "hidden" even though you've released the source code. Its still hidden because of the restrictive license you put on it.

> Do I hide ideas from you?

This isn't about ideas Thomas, its about lines of code, including ones with the same comments and data tables with the same errors.

As for the license in general though, who gets to decide what an "idea" is versus what a "substantial part of the code" is? You? How many lines of code can be borrowed before it stops being just the borrowing of an idea, or the borrowing of an algorithym, to what you perceive as the "theft" of your code? This whole issue is already complicated enough, but your license is so vague it turns the ground into a minefield. But most important of all, your license requires your blessing before anyone can do anything with your code, whether they want to use just 10 lines or a 1000, and that is an additional arbitrary restriction the GPL does not have. As long as you insist on maintaining that high a level of control over the code, it is not free in any sense of the word. Whatever you may have intended, Thomas, your code is not free, and your license is not open, period.

> Unlike GPL, I do not make the attempt to force anyone else into playing by
> the same licence.

The GPL does not force you either. If you don't like the GPL's requirements then don't use GPL'd code. The problem is Thomas, the use of GPL'd code is exactly what people believe you have done.

# 857. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 09:15:48 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b1t944$a45$2@mamenchi.zrz.TU-Berlin.DE>
Source record: 23569

Hi,

> 1) Thomas Richter took an old version of the atari800 codebase which
> was generously provided by the developers, rewrote parts of it, added
> a lot of code to it, and turned it into his own Atari++ product.

Even by Bill's definition, these "parts" are over 90% of the code. By
my POV, these are 100%.

> 2) Thomas Richter distributes Atari++ under a restrictive license,
> which clearly is an illegal copyright infringement, punishable in most
> countries around the world.

It is a copyright infringment provided you can prove that old code has
been used. It is not otherwise. Unless this item is resolved, no such
claims can be made on a legal ground.

> 3) The original atari800 developers notice this and try to resolve the
> situation in a nice and gentleman-like fashion.

So do I.

> 4) Things get out of hand, and Thomas Richter shuts the Atari++ web
> site down, probably in an attempt to hide the fact that his code is
> very similar to the original atari800 code.

No. In an attempt to avoid a legal issue until items get resolved; it
is not worth the trouble to go a legal affair just for a hobby project.
If I ever had tried to hide code, I wouldn't have been silly enough to
make code available for download in first place. I was and still am
believing that no GPL licences apply, but it is better to get the
issue resolved this way than taking it to court.

> Point 1) has already been acknowledged several times by Thomas
> Richter, altough he tries to talk his way around it by turning
> attention away from the matter. His blatant ignorance of copyright law
> is evident from his postings.

Which is not quite true. You blame me to ignore copyrights without
having a proper ground to prove this.

> Despite unbiased comments and highly
> relevant links to appropriate web sites, he does not seem to try to
> improve his understanding of the matter.

Get yourself informed, please.

> Thomas Richter has repetedly accused the atari800 developers of being
> "restrictive" when they have released their code under the (admittedly
> quite restrictive) GPL.

I haven't accused atari800 of having released their code the way they
did. I'm not responsible for the licence politics of other projects,
clearly. I wouldn't have made that choice in first place, but this
I cannot influence and I've no saying in that as it is not my code to
begin with. All I'm saying is that for me the GPL is too restrictive
in first place.

> Many of us lurkers find this quite amusing,
> since he released his own code under a license which is quite a lot
> more restrictive than the GPL. His aggrevated emotions seem to cloud
> his judgement and senses, making it hard for him to see how childish
> he seems to the rest of us.

The childish part seems to be that I don't think that any considerable
restrictions arise of the licence except that you might have to ask me,
but aparently, some people seem to find that this is asking for too much.
While I can clearly accept this opinion, I do share it for reasons laid
down here.

> People have suggested many ways to resolve this situation, ranging
> from Thomas rewriting the parts of the code that originally was
> written by the atari800 developers,

Which I would have agreed upon. Do you want to imply that I wouldn't?
This is simply not true, please read my follow ups. "Would" because
I think we're approaching another solution.

> to going to court and let laywers
> settle the matter.

Which seem childish for me in first place. At least, it's a waste of
money for a project that is nothing more than a spare-time project.

> Of course, if Thomas would release his code under
> the GPL, this would be resolved.

Which, as said, is unacceptable for me for reasons I gave. You might
not want to follow my reasoning, but as I've a saying concering my
projects, please leave this decision for me.

So long,
Thomas

# 858. Re: possible way out of this (was Re: How about rewriting the 10% in dispute?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 09:18:33 UTC
From: Ed Cogburn <ecogburn@xtn.net>
Message-ID: <b1t99a$16os0a$1@ID-49761.news.dfncis.de>
Source record: 23570

Thomas Richter wrote:
>
> the intention was to provide a good program, and to keep it as good.

.....

> We're working on a cross-licencing resolution for the problem which helps
> both sides

Thomas, you really need to read up on what the GPL really does and does not
do, because the irony here is that you don't need to cross-license your code
to "keep it good", you can do that just as well under the GPL.

# 859. Re: Atari800 Emulator Programmers show true colors

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 09:19:58 UTC
From: Ed Cogburn <ecogburn@xtn.net>
Message-ID: <b1t9bv$16os0a$2@ID-49761.news.dfncis.de>
Source record: 23571

Richard Heldmann wrote:
> I've got REAL hardware and software and rarely use the buggy emulators.
>
> Apparently the Atari800 emulator programmers feel their programs are
> their property. So stated. So be it.
>
> If I use their program, I 'owe' them. I owe them because these
> programs are not freely given. Their 'free' contribution to the Atari
> community is nil.
>
> I do not wish to 'owe' anyone anything. ALL Atari800 emulators are now
> deleted from my system. Their are other emulators. I advise all
> atarians do the same, or better yet, use the REAL thing instead.

Go back to sleep troll.

## 860. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 09:25:43 UTC
From: Ed Cogburn <ecogburn@xtn.net>
Message-ID: <b1t9mp$17cakv$1@ID-49761.news.dfncis.de>
Source record: 23572

Rod Smith wrote:
> Incidentally, you may want to look at the license used by Dan Bernstein
> for qmail (http://www.qmail.org) and other programs. It's been a while
> since I read it, but IIRC, it's basically the GPL with a
> no-unauthorized-binary-distribution clause tacked on. Bernstein's reasons
> for doing this are similar to your stated reasons for using your license
> -- he wants to prevent the distribution of qmail binaries that have been
> modified without his permission.

No, Debian considers qmail to be non-free. You can't sneak past the problem
by tacking on a restrictive clause to the GPL. When you add that clause, its
no longer the GPL. :)

## 861. Re: atari software

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 10:23:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030206102345.30065A@ilaskey.cix.co.uk>
Source record: 23574

What about the one written by Russ Wetmore? Can't remember the name but had a fairly attractive if gaudy look from memory.

Iain

## 862. Re: atari software

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 11:02:12 UTC
From: Bishop <dwebster@attbi.com>
Message-ID: <n6g44voa0n40tvtpicl38a8ehs6rf1u778@4ax.com>
Source record: 23575

On Thu, 6 Feb 2003 10:23 +0000 (GMT Standard Time),
ilaskeyNOT@cix.co.uk (Iain Laskey) wrote:

>What about the one written by Russ Wetmore? Can't remember the name but
>had a fairly attractive if gaudy look from memory.
>
>Iain

Homepak, I had it. Word processor, database and comm program. The wp
and db were functional but very limited as I remember. Hometerm was a
decent terminal program, but not as good as 1030 Express.

For me it was PaperClip, Synfile, Syncalc and 1030 Express.

# 863. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 11:19:22 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b1tgbq$goc$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 23576

Hi,

>> Do you have to pay for it?

> Possibly, your license requires your "permission" and that could even include
> a monetary fee given to you before you give permission. You may not have ever
> intended to do that, but your license leaves this possibility open.

I afraid you haven't understood fully. It requires permission for code
modifications. Not for usage.

>> Do I hide it?

> This is what I was trying to get at when I said just releasing the source code
> doesn't make it free. Yes, Thomas, its still "hidden" even though you've
> released the source code. Its still hidden because of the restrictive license
> you put on it.

You have a strange idea of "hiding" things. I would hide it if I had released
binaries only. In that sense of the word, even publishing a book would be
"hiding" since you don't allow the reader to re-publish an edited version of
it. I'd really like to see the author that allows readers to do so without
at least contacting the author about it. (-;

>> Do I hide ideas from you?

> This isn't about ideas Thomas, its about lines of code, including ones with
> the same comments and data tables with the same errors.

Sure the tables are the same - they generate the same graphics and for
that reason, they have to. There are actually no "errors" in here.

> As for the license in general though, who gets to decide what an "idea" is
> versus what a "substantial part of the code" is? You? How many lines of code
> can be borrowed before it stops being just the borrowing of an idea, or the
> borrowing of an algorithym, to what you perceive as the "theft" of your code?

A question that cannot be answered in full generality. In case of
doubt, a court would have to answer this question. I think that I
borrowed the idea of generating Antic graphics from the old Atari code
I worked on years ago, and I never tried to deny this fact. In fact,
if Bill would have posted the generation mechanism for a different
Antic mode, e.g. for Antic 6 or 7, the code would have looked more
different because I had another idea here how to perform better. The
point is here that there is not much of a chance to generate the same
numbers differently efficently. This is not a super-complicated
compression algorithm, it is just a table- lookup and pixel-fill-in of
about five lines. With about the same arguing, I could state that any

usage of the algorithm below to compute an integer approximation of
the square root

```
unsigned long long sqrtint(unsigned long long n)
{
long long q = 0;
long long z = 0;
long long w = 1;
long long t;
int i;

for(i=0;i<((BITS_IN_LONG_LONG)>>1);i++) {
q <<= 2;
w = (w<<1) - 1;

/* 128 bit left shift of the z,n register */
z <<= 1;
if ((long long)n<0) z |= 1;
n <<= 1;
z <<= 1;
if ((long long)n<0) z |= 1;
n <<= 1;

t = q + w;
if (t <= z) {
w += 2;
q = t;
}
}

return (w-1) >> 1;
}
```

is a copyright violation, though I'm pretty sure someone else has
been "equaly smart". You cannot effectively compute a square root by
integer mathematics without using an algorithm going along the same lines
as the above. There is simply not much choice here. So isn't with Antic
Video modes: You have to shift bits around efficently, and that works best
by LUTs. Since the original position of bits is specified, and so is their
target position, the look-and-feel of the tables is obvious. Even more,
the table contents is likely to be different since might use a different
method how to feed the GTIA module, or use different indices here. If
you'd had a closer look at the how-and-why, you'd see that the data in
my antic implementation follows quite different routes than those in
the original. For more complicated antic modes, the algorithm also
performs differently, e.g. for modes 6 and 7, and also for modes 2 and 3.

> This whole issue is already complicated enough, but your license is so vague
> it turns the ground into a minefield. But most important of all, your license
> requires your blessing before anyone can do anything with your code, whether
> they want to use just 10 lines or a 1000, and that is an additional arbitrary
> restriction the GPL does not have.

GPL, however, has a different restriction. Which proves what? In the strict sense of the word, the licences are incompatible. They are because I wanted them to be incompatible in first place. Your implication/opinion is that one must be better than the other. I have another opinion about it.

> As long as you insist on maintaining that
> high a level of control over the code, it is not free in any sense of the
> word.

A defintion of "free" I cannot follow, but that's again an opinion.

> Whatever you may have intended, Thomas, your code is not free, and your
> license is not open, period.

It is not "free" in the GPL sense, and not "open" in the GPL sense. Though I insist(!) that it is open enough for the purposes intended, and so it is for the "free" word. I do not agree that the kind of "freedom" GPL offers is the right thing to do, nor would I call the enforcement to licence derived work under GPL a "freedom" as it restricts choices of the author, but then that's my opinion. You can hardly argue about opinions.

>> Unlike GPL, I do not make the attempt to force anyone else into playing by
>> the same licence.

> The GPL does not force you either.

But of course it does! It requires derived work to be under GPL.

> If you don't like the GPL's requirements
> then don't use GPL'd code. The problem is Thomas, the use of GPL'd code is
> exactly what people believe you have done.

And, as said, I do not follow this argumentation.

Whatever this is, I think we found a suitable solution for all this. I'll switch to another licence (some BSD lookalike) with a cross-licencing agreement. If anyone is happy with this solution, then so might it be.

So long,
Thomas

# 864. Re: possible way out of this (was Re: How about rewriting the 10% in dispute?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 11:30:13 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b1th05$goc$2@mamenchi.zrz.TU-Berlin.DE>
Source record: 23577

Hi Ed,

> > We're working on a cross-licencing resolution for the problem which helps
> > both sides

> Thomas, you really need to read up on what the GPL really does and does not
> do, because the irony here is that you don't need to cross-license your code
> to "keep it good", you can do that just as well under the GPL.

Look, Ed, there are two major reasons why I didn't start with the GPL
in first place. One reason is that I wanted full control of the source;
as said, I had best intentions about this "restriction" to keep the code
in a good shape. I have never had the intention to hide anything from
anyone. The second reason is the "derived works" clause of GPL
I have an aversion against. I don't want you to share my POV, of course,
but then, we need to find a solution that fits both sides well. I give
up the "control clause" as this seems to be the major point of critique,
and atari800 authors in return "lessen" (in the sense of GPL) the licence
on those code parts that they believe are inflicted in the licence
violation. If both sides can deal with that, then we let it go.

Furthermore, I believe that it is better for the future development of
both products to have a code exchange (CPU cycle based emulation and
the OO design plus the user menu from my side, for example, maybe parts
of the cart emulation on the other side). Since we have a different licence
basis and a different opinion how the licence should look like, we must
find another solution. I think the solution sounds reasonable, and I can
live with it. The only question that concerns me whether there is a legal
sensitive way to formulate all this in a half-way waterproof way, as I'd
like to resume development ASAP without going thru a discussion as this.

So long,
Thomas

## 865. Re: what happened to Dan Vernon's retrobits site?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 11:44:48 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b1thrn$o24$1@nets3.rz.RWTH-Aachen.DE>
Source record: 23578

Howdy Ron, folks

> http://www.retrobits.net/

Tried it several times, no luck.

CU Mathy van Nisselroy

# 866. what happend to real time video plans?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 11:48:27 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b1ti2i$o9f$1@nets3.rz.RWTH-Aachen.DE>
Source record: 23579

Howdy folks

Bot Marco Antonio Checa Funke and William Kendrick were working on real time video stuff. What happened? The threads have died up since a week or two. Please keep us informed.

CU Mathy (who'ld love to be a beta tester for this) van Nisselroy

--
---
My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

# 867. Re: Atari800 Emulator Programmers show true colors

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 12:39:55 UTC
From: Richard Heldmann <sales@vulcantool.com>
Message-ID: <b1tkvj$r51$1@bob.news.rcn.net>
Source record: 23580

> Go back to sleep troll.
>

Great come back. Put a lot of time into it. Btw, your discussion is off
topic, take it to alt.comp.sys.emulators or comp.emulators.misc.

## 868. Re: possible way out of this (was Re: How about rewriting the 10% in dispute?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 13:14:19 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2003.02.06.13.14.19.301332@sophics.cz>
Source record: 23581

On Thu, 06 Feb 2003 11:30:13 +0000, Thomas Richter wrote:

> we need to find a solution that fits both sides well. I give
> up the "control clause" as this seems to be the major point of critique,
> and atari800 authors in return "lessen" (in the sense of GPL) the licence
> on those code parts that they believe are inflicted in the licence
> violation.

I am afraid that the key atari800 authors are not accessible (David, Ron) unfortunately so there is nobody that could "lessen" the license in return. I would like you to actually release those modules we talked about (Antic, Pokey and the RT8 cartridge) with the original GPL copyright notice. For the rest of the code the Modified BSD would do perfectly, I believe.

Petr

## 869. Re: what happened to Dan Vernon's retrobits site?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 14:20:16 UTC
From: j131@inetia.pl
Message-ID: <b1tqv0$2e0$1@korweta.task.gda.pl>
Source record: 23582

In article <b1thrn$o24$1@nets3.rz.RWTH-Aachen.DE>, "Mathy van Nisselroy"
<mathy.van_nisselroy@post.rwth-aachen.de> wrote:
>Howdy Ron, folks
>
>> http://www.retrobits.net/
>
>Tried it several times, no luck.
>
>CU Mathy van Nisselroy
>
>
>

Works for me without a problem... What error are you getting?

j131

# 870. Re: possible way out of this (was Re: How about rewriting the 10% in dispute?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 14:32:30 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b1trlu$pip$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 23583

> On Thu, 06 Feb 2003 11:30:13 +0000, Thomas Richter wrote:

>> we need to find a solution that fits both sides well. I give
>> up the "control clause" as this seems to be the major point of critique,
>> and atari800 authors in return "lessen" (in the sense of GPL) the licence
>> on those code parts that they believe are inflicted in the licence
>> violation.

> I am afraid that the key atari800 authors are not accessible (David, Ron)
> unfortunately so there is nobody that could "lessen" the license in
> return. I would like you to actually release those modules we talked about
> (Antic, Pokey and the RT8 cartridge) with the original GPL copyright
> notice. For the rest of the code the Modified BSD would do perfectly, I
> believe.

Bizarre, bizarre. As for antic, I'm offering another way out, namely
to come up with a different algorithm. I'm willing to post the
modifications as soon as they're done in some way or another,
but that'll take a week or so. I leave it to someone to decide whether the
modifications are sufficient or not to release it as BSD. As for the
sound, I have to think about. I do not really believe there's really a better
or more suitable way of generating pokey output than the way it's done now,
and if that is the case, then you hardly can write any Atari emulator without
GPL. I'm then wondering how any commercial emulator would be legal, though.

Would this, as far as antic is concerned, be acceptable?

A third solution I could offer is to allow re-distribution of the source
as GPL provided the original work doesn't get GPL. I wouldn't care about
this part of the project, but continue with the main or then side branch
under a non-GPL licencing model.

A forth solution we could find would be to use a licence similar to the
Alladin licencing model where the head branch remains licenced under a
"more restricted" licence, but I guarantee by that licence that the stable
branches become GPL after a suitable amount of time. (Two months seems to be
a suitable offer concerning the current development pace). This way, I
had enough backing time to ensure the code quality I want, at least, and
what would be released would be considered stable enough. The problem that
I've here is that this would require to put derived products under GPL which
exactly what I do not want, but at least it keeps a certain buffer between
released products and the development branch.

After all, I have to think about this. Let me know your opinion.

Greetings,
Thomas

## 871. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 16:24:02 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <gh0u1b-l5v.ln@speaker.rodsbooks.com>
Source record: 23584

In article <b1t9mp$17cakv$1@id-49761.news.dfncis.de>,
Ed Cogburn <ecogburn@xtn.net> writes:
> Rod Smith wrote:
>> Incidentally, you may want to look at the license used by Dan Bernstein
>> for qmail (http://www.qmail.org) and other programs. It's been a while
>> since I read it, but IIRC, it's basically the GPL with a
>> no-unauthorized-binary-distribution clause tacked on. Bernstein's reasons
>> for doing this are similar to your stated reasons for using your license
>> -- he wants to prevent the distribution of qmail binaries that have been
>> modified without his permission.
>
>
> No, Debian considers qmail to be non-free. You can't sneak past the problem
> by tacking on a restrictive clause to the GPL. When you add that clause, its
> no longer the GPL. :)

I never said it was the GPL; I was it was a MODIFIED GPL. As you hint,
the modification does make Bernstein's license a non-open-source license,
but then, so is Thomas's license. I only brought it up as something
Thomas might want to look at as an alternative to his license, which IMHO
has a lot of problems, even aside from the question of whether he used
Atari800 code in his emulator. As a general rule, IMHO it's best that
amateurs not try to write software licenses or other legal documents.
There are lots of examples of both open source and non-open-source
licenses that have been written by lawyers who know how to do such
things. Better to use such a license than to try to re-invent the wheel,
as it were.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

## 872. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 16:53:04 UTC
From: Greg Menke <gregm-news@toadmail.com>
Message-ID: <m3r8al9wr3.fsf@europa.pienet>
Source record: 23585

Nobody cares about what license you use for your own work, you are entirely free to do whatever you choose. However, would you please explain the correspondences that have been identified between the code you assert you've rewritten and the original GPL'ed code?

If you copied in GPL code, then reworked it to some degree to fit in with your system (maybe even improving it on the way), then you have indeed contaminated your software with the GPL. This is the cost of using GPL code- you can't just take it, modify it and then release it under more restrictive terms. You should consider yourself lucky that the authors of the code you used are as civil as they have been.

When you use another's code, even as something to modify so it suits your project, you do not have the luxury of not caring about the licences, just as you don't have the luxury of not caring about taxes. It seems silly to play around with licenses when the solution to the problem is technical, not legal.

Gregm

## 873. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 16:54:02 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <8g2u1b-9bv.ln@speaker.rodsbooks.com>
Source record: 23586

In article <b1tgbq$goc$1@mamenchi.zrz.tu-berlin.de>,
Thomas Richter <thor@cleopatra.math.tu-berlin.de> writes:
>
>>> Do you have to pay for it?
>
>> Possibly, your license requires your "permission" and that could even include
>> a monetary fee given to you before you give permission. You may not have ever
>> intended to do that, but your license leaves this possibility open.
>
> I afraid you haven't understood fully. It requires permission for code
> modifications. Not for usage.

To a programmer, the two are identical. If you didn't want people to
modify your code, better for you to have released it in binary form only.

>> As for the license in general though, who gets to decide what an "idea" is
>> versus what a "substantial part of the code" is? You? How many lines of code
>> can be borrowed before it stops being just the borrowing of an idea, or the
>> borrowing of an algorithym, to what you perceive as the "theft" of your code?
>
> A question that cannot be answered in full generality. In case of
> doubt, a court would have to answer this question.

Part of the point of a software license is to keep the courts out of it
by laying down clear ground rules for use of the product. You've said you
want to keep laywers and courts out of the picture, too; but under many
scenarios, your license either prevents people from using (that is,
modifying or distributing) your code or is bait for a lawsuit. I've gone
into some of these in other messages -- what if you can't be contacted,
go into a coma, die, etc.? Somebody might risk releasing modifications
under those conditions, but I wouldn't -- the chance that you or your
heirs would turn up and sue my pants off would be too great. You might
now protest that you have no intention of doing that, but somebody
reading your code and license can't know that, and even you can't speak
for your heirs 70 years after you die.

> With about the same arguing, I could state that any
> usage of the algorithm below to compute an integer approximation of
> the square root

[29 lines of code snipped for brevity]

> is a copyright violation, though I'm pretty sure someone else has
> been "equaly smart".

Usage of the algorithm would not be, but usage of the code that
implements it is. That line can be hard to see sometimes, particularly
for an extremely simple algorithm, and your posts have repeatedly failed
to acknowledge this important distinction. The algorithm expressed by
your 29 lines of code could certainly be expressed in other ways.

> You cannot effectively compute a square root by
> integer mathematics without using an algorithm going along the same lines
> as the above.

Perhaps, but this isn't about algorithms; it's about the implementation of
the algorithm. There are multiple ways to implement even a fairly simple
algorithm.

>> As long as you insist on maintaining that
>> high a level of control over the code, it is not free in any sense of the
>> word.
>
> A defintion of "free" I cannot follow, but that's again an opinion.

Your program is free in the sense of being without monetary cost. Many in
the open source community use the English word "free" as referring to
freedom to modify that source code and release those changes. Your code
is not free in that sense. Yes, your license says developers may contact
you for permission to use your code; *BUT THOSE CLAUSES DO NOT GRANT
USERS NEW RIGHTS*. A user may ALWAYS contact the owner of a program's
copyright (assuming that person is reachable) to ask for permission to
use the code. Thus, the license itself doesn't grant any freedoms in the
sense that most open source programmers care about. You personally might
be willing to grant rights on a case-by-case basis, but your license is
nothing special in this respect.

>>> Unlike GPL, I do not make the attempt to force anyone else into playing by
>>> the same licence.
>
>> The GPL does not force you either.
>
> But of course it does! It requires derived work to be under GPL.

Nobody's holding a gun to your head and forcing you to use a GPLed work as
the basis for yours. If you don't want to play by the GPL's rules, fine;
nobody is forcing you to do so. That doesn't mean you can base your code
on a GPLed work, though, any more than you could break into Microsoft HQ
and base your work on the Windows source code -- even if you change or
discard 90% of the original work's code.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

# 874. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 18:16:44 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b1u8qc$5un$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 23587

Hi Greg,

> Nobody cares about what license you use for your own work, you are
> entirely free to do whatever you choose. However, would you please
> explain the correspondences that have been identified between the code
> you assert you've rewritten and the original GPL'ed code?

The problem is that I do not really know. I haven't claimed that there
are correspondences between GPL code and mine. I have been told so.
Bill thinks that the a800 antic code and mine look too similar, as far
as I understand the picture. Maybe you shouldn't ask me about this.

> If you copied in GPL code, then reworked it to some degree to fit in
> with your system (maybe even improving it on the way), then you have
> indeed contaminated your software with the GPL. This is the cost of
> using GPL code- you can't just take it, modify it and then release it
> under more restrictive terms. You should consider yourself lucky that
> the authors of the code you used are as civil as they have been.

The question is: Where does "take the code and modify it" start, and
where does "using an algorithm" ends.

> When you use another's code, even as something to modify so it suits
> your project, you do not have the luxury of not caring about the
> licences, just as you don't have the luxury of not caring about taxes.

But why do you take it for granted that I did?

> It seems silly to play around with licenses when the solution to the
> problem is technical, not legal.

Technical, in which sense? In the sense that I could resolve the problem
by offering a different code?

Greetings,
Thomas

# 875. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 18:37:16 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b1ua0s$6ue$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 23588

Hi Rod,

>> I afraid you haven't understood fully. It requires permission for code
>> modifications. Not for usage.

> To a programmer, the two are identical.

Well, but the intended audience is not the programmer. It is the end-
user. I admit that having to use a compiler to get the code running
doesn't make this a very end-user friendly product, but then it isn't
complete in first place either.

> If you didn't want people to
> modify your code, better for you to have released it in binary form only.

Well, possibly. I tried to be open and to have people look into the inside
as I've been quite positive that this is in the interest of the general
audience. The end-user wouldn't care, and the programmer might find it
interesting.

>>> As for the license in general though, who gets to decide what an "idea" is
>>> versus what a "substantial part of the code" is? You? How many lines of code
>>> can be borrowed before it stops being just the borrowing of an idea, or the
>>> borrowing of an algorithym, to what you perceive as the "theft" of your code?
>> A question that cannot be answered in full generality. In case of
>> doubt, a court would have to answer this question.

> Part of the point of a software license is to keep the courts out of it
> by laying down clear ground rules for use of the product. You've said you
> want to keep laywers and courts out of the picture, too; but under many
> scenarios, your license either prevents people from using (that is,
> modifying or distributing) your code or is bait for a lawsuit. I've gone
> into some of these in other messages -- what if you can't be contacted,
> go into a coma, die, etc.?

The funny part of this is that we just seem to have the problem with the
GPL code right away. David and Ron cannot be contacted anymore, at least
not right now, so the code remains under this licence. Question is whether
a resolution would be simpler if they could have been contacted.

> Somebody might risk releasing modifications
> under those conditions, but I wouldn't -- the chance that you or your
> heirs would turn up and sue my pants off would be too great. You might
> now protest that you have no intention of doing that, but somebody
> reading your code and license can't know that, and even you can't speak
> for your heirs 70 years after you die.

Ok, so let's put it like that: You've succesfully convinced me that
clarifications are, indeed, required.

>> With about the same arguing, I could state that any
>> usage of the algorithm below to compute an integer approximation of
>> the square root

> [29 lines of code snipped for brevity]

>> is a copyright violation, though I'm pretty sure someone else has
>> been "equaly smart".

> Usage of the algorithm would not be, but usage of the code that
> implements it is. That line can be hard to see sometimes, particularly
> for an extremely simple algorithm, and your posts have repeatedly failed
> to acknowledge this important distinction.

Not quite. We're now right at the point where I want to have you. (-;
Clearly, a distinction of an algorithm or a code cannot be drawn clearly.
Now, where does it start to be a modification, where does it end to be
an algorithm? Can this line be drawn clearly? I don't see that it can,
ever, even with a licence. So there always remains some doubt.

> The algorithm expressed by
> your 29 lines of code could certainly be expressed in other ways.

Certainly, but at which point would, provided the above had been
set under a licence, a copyright violation start and where would it
end?

>> You cannot effectively compute a square root by
>> integer mathematics without using an algorithm going along the same lines
>> as the above.

> Perhaps, but this isn't about algorithms; it's about the implementation of
> the algorithm. There are multiple ways to implement even a fairly simple
> algorithm.

Indeed.

>>> As long as you insist on maintaining that
>>> high a level of control over the code, it is not free in any sense of the
>>> word.
>>
>> A defintion of "free" I cannot follow, but that's again an opinion.

> Your program is free in the sense of being without monetary cost. Many in
> the open source community use the English word "free" as referring to
> freedom to modify that source code and release those changes. Your code
> is not free in that sense.

Agreed.

> Yes, your license says developers may contact
> you for permission to use your code; *BUT THOSE CLAUSES DO NOT GRANT
> USERS NEW RIGHTS*.

Again, this depends on the word "user". As said above, the target audience
is the user in the sense of the program user. But given the meaning of the
word you assign to it, then yes.

> A user may ALWAYS contact the owner of a program's
> copyright (assuming that person is reachable) to ask for permission to
> use the code. Thus, the license itself doesn't grant any freedoms in the
> sense that most open source programmers care about. You personally might
> be willing to grant rights on a case-by-case basis, but your license is
> nothing special in this respect.

Hmm, "special". No, maybe not, though what can you say in general? If
I want to have the freedom to possibly stop a port because it doesn't
fit the quality target, then some line must be drawn somewhere.

>>>> Unlike GPL, I do not make the attempt to force anyone else into playing by
>>>> the same licence.
>>
>>> The GPL does not force you either.
>>
>> But of course it does! It requires derived work to be under GPL.

> Nobody's holding a gun to your head and forcing you to use a GPLed work as
> the basis for yours. If you don't want to play by the GPL's rules, fine;
> nobody is forcing you to do so.

That's a bit too simple for me. The problem is, "do I have a choice?".
Coming back to the square-root example above: Provided it would have been
put under GPL, and someone would "use" it with non-GPL code, then we would
have a copyright violation. If, however, the code would have been modified,
when would it stop to be one? Or, to put it even differently, is it possible
to pull the square root using the same mathematical idea *without* using
a code what would violate the GPL?

Now, at this point it gets hard: Either, the second party puts a lot of
brain-power into creating an algorithm that is similar, but not too
similar, which might be hard given the problem at hand, or the second party
switches to a different, less efficient algorithm. I don't think both options
are fair because the given problem at hand is "so simple to make it
hard to come up with a different code".

> That doesn't mean you can base your code
> on a GPLed work, though, any more than you could break into Microsoft HQ
> and base your work on the Windows source code -- even if you change or
> discard 90% of the original work's code.

No, clearly not, but by placing GPLs on simple code means that anyone
else who do not want to GPL code has to work harder than the original
author. Now, you can argue, the same holds for patents and all other
copyrighted work. Clearly, but as for a patent, for example, the invention
must have be a certain value - I don't know the technical term in english.
What GPL does is that it places restrictions on code without checking for
this condition.

Greetings,
Thomas

## 876. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 18:51:58 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b1uase$7ch$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 23589

> In article <b1tgbq$goc$1@mamenchi.zrz.TU-Berlin.DE>,
> Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:

>>>> Unlike GPL, I do not make the attempt to force anyone else into playing by
>>>> the same licence.
>>> The GPL does not force you either.
>>But of course it does! It requires derived work to be under GPL.

> If you ask the author, derived works don't have to be GPL. Just like your
> own license.

Except for, as in the current case, you cannot reach the author. (-;

So long,
Thomas

# 877. Re: what happend to real time video plans?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 19:06:12 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <2cc54vsr55ghn1hm3r2gd6m1uerfbc36mg@4ax.com>
Source record: 23590

On Thu, 6 Feb 2003 12:48:27 +0100, "Mathy van Nisselroy"
<mathy.van_nisselroy@post.rwth-aachen.de> wrote:

>Howdy folks
>
>Bot Marco Antonio Checa Funke and William Kendrick were working on real time
>video stuff. What happened? The threads have died up since a week or two.
>Please keep us informed.
>
>CU Mathy (who'ld love to be a beta tester for
>this) van Nisselroy

Uh... 'durmiendo el sueï¿½o de los justos', as we say ;-)
I've been working on some other things lately (though I've kept checking the
algorithms needed to convert an RGB-coded image to something the A8 can
process). Of course, all that will be done on the PC so that the A* only has
to display the images properly.

--
__________ ____---____ Marco Antonio Checa Funcke
_________D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

## 878. Best Mac OS X Emulator

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 19:15:39 UTC
From: Harald Striepe <harald@covad.net>
Message-ID: <b21bpn$c29$1@sun-news.laserlink.net>
Source record: 23466

Any concensus on which emulator is the best to use on this platform.

I just "switched." ;-)

-- Harald

## 879. Re: what happend to real time video plans?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 19:38:01 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <b8d54v0u5lj1l2ksnc380o5nqu3v8r3ilg@4ax.com>
Source record: 23591

On Thu, 6 Feb 2003 12:48:27 +0100, "Mathy van Nisselroy"
<mathy.van_nisselroy@post.rwth-aachen.de> wrote:

>Howdy folks
>
>Bot Marco Antonio Checa Funke and William Kendrick were working on real time
>video stuff. What happened? The threads have died up since a week or two.
>Please keep us informed.
>
>CU Mathy (who'ld love to be a beta tester for
>this) van Nisselroy

Wow... 596 individual 80x192 BMPs which will need processing. I'll let you
know once I'm done on the PC side.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

# 880. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 19:41:06 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2003.02.06.19.41.06.280831@sophics.cz>
Source record: 23593

On Thu, 06 Feb 2003 18:16:44 +0000, Thomas Richter wrote:

>> If you copied in GPL code, then reworked it to some degree to fit in
>> with your system (maybe even improving it on the way), then you have
>> indeed contaminated your software with the GPL. This is the cost of
>> using GPL code- you can't just take it, modify it and then release it
>> under more restrictive terms. You should consider yourself lucky that
>> the authors of the code you used are as civil as they have been.
>
> The question is: Where does "take the code and modify it" start, and
> where does "using an algorithm" ends.

I believe that "using an algorithm ends" as soon as there are same
variable and function names, same comments, same code structure and also
same data tables including bugs in the new source as are in the original
one.

>> When you use another's code, even as something to modify so it suits
>> your project, you do not have the luxury of not caring about the
>> licences, just as you don't have the luxury of not caring about taxes.
>
> But why do you take it for granted that I did?

Thomas, this is getting boring. Do you really want some third party to
compare the source code of Atari800 v0.9.7 (released in 1998) and current
atari++ in order to find out if GPL was violated or not? Perhaps we could
ask the Free Software Foundation? I still hope that this is not necessary.
Perry identified bits of similar code in Antic and Pokey and Jason found
his code in the CartRT8. So please put there the copyright notices, credit
the original authors and you are done. Is it really so hard? Many people
take free code of other authors and improve it - they just keep the
credits of the original authors, don't claim they wrote the original parts
by themselves and that's it. Nobody thinks they are bad programmers if
they started from someone's else code. Even better, if the header file
contains something like

```
***********************************************
* Pokey emulation (c) 1995 Ron Fries
* released under the GPL
*
* Thomas Richter (c) 2001 - rewrote 99% of this, improved greatly by
* adding 16-bit sound, low pass filters and whatever else
***********************************************
```

then everybody can see that you have made it much better and that's
great. At the same time, you don't claim you wrote it from scratch and so

it doesn't look like you are stealing someone's else work.

Petr

# 881. Re: Any new games for the ATARI 800 XL/XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 19:44:59 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v45eo9qm23kt03@corp.supernews.com>
Source record: 23592

I'm working on a game.
I'm not making a super graphics joystick game.
It's a 'port' of a hp 48gx calculator game.
It's in BASIC, and has to be compiled to run
fast enough.
A two dice game called 'Skunk'.
I've got graphics, text in a graphics field, dice that
show the dots as you roll them.
Takes me back to years of Atari BASIC programming.
A flower pot and a vase.
It's playable now, but needs a lot more work.
I ran out of RAM, it's about 27k now, so I took my
PLOTS and DRAWTOs and just made a string out
of my graphics screen, saved about 8k. I've got
about 4 ml snippets to do little stuff, like load the
screen from the screen and do some bit twiddling
which ml is a lot better at than BASIC.

I figure about two months and I'll put it on my
site.
Regards,
Russg

# 882. Re: possible way out of this (was Re: How about rewriting the 10% in dispute?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 19:51:37 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2003.02.06.19.51.34.503436@sophics.cz>
Source record: 23594

On Thu, 06 Feb 2003 14:32:30 +0000, Thomas Richter wrote:

> sound, I have to think about. I do not really believe there's really a better
> or more suitable way of generating pokey output than the way it's done
now,

FYI, we have a new pokey emulation in Atari800 as of v1.2.6 so it is
indeed possible.

> A third solution I could offer is to allow re-distribution of the source
> as GPL provided the original work doesn't get GPL. I wouldn't care about
> this part of the project, but continue with the main or then side branch
> under a non-GPL licencing model.

My intent is simply to keep the atari++ going but also fulfilling the GPL
of Atari800 that we believe was used as a starting point of at least the
antic, pokey and cartrt8 emulations. Let me ask the FSF whether allowing
re-distribution of the source as GPL is the same as releasing a derivative
work under GPL. If it is then we (you and me) win.

> A forth solution we could find would be to use a licence similar to the
> Alladin licencing model where the head branch remains licenced under a
> "more restricted" licence, but I guarantee by that licence that the stable
> branches become GPL after a suitable amount of time. (Two months seems to be
> a suitable offer concerning the current development pace). This way, I
> had enough backing time to ensure the code quality I want, at least, and
> what would be released would be considered stable enough.

This is interesting plan though I can assure you that no fork of atari++
would ever appear as long as the main atari++ would be released under an
Open Source license. There would simply be no reason for that as you are
doing great work on the emulator.

Petr

## 883. Re: Atari crashed help!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 20:10:37 UTC
From: billko@comcast.net
Message-ID: <kpo4mKkdV4bJ-pn2-QXRg9i7TUfpw@localhost>
Source record: 23595

I agree. Although it's been a long time since I've owned a physical
XL, I seem to remember that this is a classic symptom of a bad power
supply.

On Wed, 5 Feb 2003 18:40:19 UTC, "richard cortese"
<ricortes@earthlink.net> wrote:

> "mcdenko" <mcdenko@poczta.onet.pl> wrote in message
> news:b1qi93$gou$1@atlantis.news.tpi.pl...
> > Hi There!
> >
> > Where can I site with circuits, diags, and troubleshootings for 8-bit
> atari?
> > My Atari crashed yesterday and I want to try to repair it.
> >
> > When i turn him on. Display is green, and there is no "READY" only white
> > cursor.
>
> If it is an 800XL, 130XE, then the first thing to try is replacing the power
> supply.
>
>

--
Bill

## 884. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 20:24:02 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <t0gu1b-81.ln@speaker.rodsbooks.com>
Source record: 23397

```
In article <b1uase$7ch$1@mamenchi.zrz.tu-berlin.de>,
Thomas Richter <thor@cleopatra.math.tu-berlin.de> writes:
>> In article <b1tgbq$goc$1@mamenchi.zrz.TU-Berlin.DE>,
>> Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:
>
>>>>> Unlike GPL, I do not make the attempt to force anyone else into playing by
>>>>> the same licence.
>>>> The GPL does not force you either.
>>>But of course it does! It requires derived work to be under GPL.
>
>> If you ask the author, derived works don't have to be GPL. Just like your
>> own license.
>
> Except for, as in the current case, you cannot reach the author. (-;

There's no "except" there; your own license, as I've said many times
before, also blocks development in this situation.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration
```

## 885. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 20:24:02 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <krfu1b-81.ln@speaker.rodsbooks.com>
Source record: 23596

In article <b1ua0s$6ue$1@mamenchi.zrz.tu-berlin.de>,
Thomas Richter <thor@cleopatra.math.tu-berlin.de> writes:
>
>> Part of the point of a software license is to keep the courts out of it
>> by laying down clear ground rules for use of the product.
>
> The funny part of this is that we just seem to have the problem with the
> GPL code right away. David and Ron cannot be contacted anymore, at least
> not right now, so the code remains under this licence. Question is whether
> a resolution would be simpler if they could have been contacted.

It's not just the GPL here. Your actions could have caused problems with
other licenses, too -- even the VERY liberal BSD license, since it
requires attribution and, IIRC, reproduction of the BSD license. (Again,
whether or not you actually based your code on others' work is another
matter; the mere accusation can cause problems under ANY license.) I
suspect you'd have found it easier to stomach adding that attribution
than relicensing under the GPL, though.

>> Somebody might risk releasing modifications
>> under those conditions, but I wouldn't -- the chance that you or your
>> heirs would turn up and sue my pants off would be too great. You might
>> now protest that you have no intention of doing that, but somebody
>> reading your code and license can't know that, and even you can't speak
>> for your heirs 70 years after you die.
>
> Ok, so let's put it like that: You've succesfully convinced me that
> clarifications are, indeed, required.

Good.

>> Usage of the algorithm would not be, but usage of the code that
>> implements it is. That line can be hard to see sometimes, particularly
>> for an extremely simple algorithm, and your posts have repeatedly failed
>> to acknowledge this important distinction.
>
> Not quite. We're now right at the point where I want to have you. (-;
> Clearly, a distinction of an algorithm or a code cannot be drawn clearly.
> Now, where does it start to be a modification, where does it end to be
> an algorithm? Can this line be drawn clearly? I don't see that it can,
> ever, even with a licence. So there always remains some doubt.

First off, a license has nothing to do with algorithms, just with code.
Second, I was imprecise when I said that the line between algorithms and
code can be hard to see. The distinction between an algorithm and its
implementation is pretty clear; it's just that some algorithms are so

simple that they may have few distinct implementations in a given
language. This gets into an area of copyright law that's murkier for me,
but I doubt you could copyright such a simple line of code. Something like
a line that reads "i++;" certainly isn't copyrightable, AFAIK; that'd be
like trying to copyright a single word.

>> The algorithm expressed by
>> your 29 lines of code could certainly be expressed in other ways.
>
> Certainly, but at which point would, provided the above had been
> set under a licence, a copyright violation start and where would it
> end?

First off, a license is irrelevant, at least in the US. By US law, you
already own a copyright to the code you posted -- at least, assuming you
wrote it. (If you copied it from elsewhere, your posting it may technically
be a copyright violation.) Assuming you wrote that code, nobody else may
use it. I cannot take that code and put it in a program of my own, at
least not without your permission.

As to what's a violation: Exact reproduction is certainly a violation. So
is taking that code and reworking it. For instance, I couldn't take your
code and change the comments or variable names, or perform other
substitutions like that, and call it my own. OTOH, I can legally take
that code, analyze it to figure out the algorithm it implements, and then
write a new piece of code that implements the same algorithm. This
distinction is logically pretty simple, but of course in practice it may
not be when examining the results of each process. That's certainly a
potential problem, and one that, in extreme cases, requires intervention
by the courts.

>> Nobody's holding a gun to your head and forcing you to use a GPLed work as
>> the basis for yours. If you don't want to play by the GPL's rules, fine;
>> nobody is forcing you to do so.
>
> That's a bit too simple for me. The problem is, "do I have a choice?".
> Coming back to the square-root example above: Provided it would have been
> put under GPL, and someone would "use" it with non-GPL code, then we would
> have a copyright violation. If, however, the code would have been modified,
> when would it stop to be one? Or, to put it even differently, is it possible
> to pull the square root using the same mathematical idea *without* using
> a code what would violate the GPL?
>
> Now, at this point it gets hard: Either, the second party puts a lot of
> brain-power into creating an algorithm that is similar, but not too
> similar, which might be hard given the problem at hand, or the second party
> switches to a different, less efficient algorithm. I don't think both options
> are fair because the given problem at hand is "so simple to make it
> hard to come up with a different code".

Try to think of it in terms of the process rather than the product.
Unfortunately, a third party looking at the code doesn't have that luxury

and must judge similarity based on the product. That's admittedly sometimes a tough call. I'm not familiar enough with the technical problems at hand, nor have I seen most of the disputed code, so I'm not willing to judge whether your code really was derived from the GPLed Atari800 code.

There's also another option: clean-room. If you don't look at the GPL code, you can't copy it. That may not be an airtight legal defense, but in my own very personal view, if I thought that a person had not seen allegedly infringed code, I'd accept far more similarity as innocent than if I thought the alleged infringer had seen the code in question. I know there are commercial projects that have used clean-room techniques in creating workalike products. IIRC, some of the early non-IBM x86 BIOSes used these techniques, and I distinctly recall hearing about it in reference to some (failed) attempts to clone Mac OS several years ago. Presumably the companies thought these techniques had some legal value or they wouldn't have used them.

>> That doesn't mean you can base your code
>> on a GPLed work, though, any more than you could break into Microsoft HQ
>> and base your work on the Windows source code -- even if you change or
>> discard 90% of the original work's code.
>
> No, clearly not, but by placing GPLs on simple code means that anyone
> else who do not want to GPL code has to work harder than the original
> author.

You're talking as if the GPL were special in this respect. It's not. Your gripe is with copyright generally; if Microsoft, to continue the analogy, thought you had infringed their code, they could come down hard on you -- almost certainly harder than the Atari800 developers have done. The main difference is that Microsoft's source code isn't as readily available, so claims of infringement would probably require Microsoft to prove that the defendant had access to the code. (I'm assuming here; my knowledge of that aspect of copyright law is limited.) You admitted up front that you read the GPLed code, though, so you made it easier for others to claim you'd infringed their work. If you want to avoid this possibility in the future, stop reading GPLed code. You'll almost certainly learn less, but it'll be no worse in this respect than if the GPLed code had actually been commercial in nature, with source code locked away.

I'll also add that your own license doesn't do anything to reduce the risk of claims of infringement for other programmers. Hypothetically, if five years from now you find something that looks like your own code in some other project, you could raise a ruckus, sue the other person, and possibly even win in court. By not granting any rights to use of your own code in your license while griping about the GPL and its limits, you're trying to argue both sides of this position -- you want absolute control of your own code, but you want free access to others' code.

> Now, you can argue, the same holds for patents and all other
> copyrighted work. Clearly, but as for a patent, for example, the invention

> must have be a certain value - I don't know the technical term in english.
> What GPL does is that it places restrictions on code without checking for
> this condition.

Patents are an entirely different issue. In the US, at least, patents CAN apply to algorithms, and that can cause a lot of problems. I don't know of any case where a copyright has prevented a programmer from implementing an algorithm, but there are lots of documented cases of patents being used to that effect.

One more point that's not terribly related to this specific message but that recently occurred to me: One of your objections to the GPL is what you and Microsoft refer to as its "viral" nature; however, this feature applies only to downstream users of the code. If you write a program and release it under the GPL, copyright law grants you the right to also release it to others under other licenses. Thus, if somebody came to you and wanted to use some or all of your code in, say, a closed-source commercial product, you could still grant that right, without affecting the GPLed branch. In this specific case, there are a couple of caveats, though. First, the presence of disputed code in Atari++ specifically means that you might not be able to grant full rights to the entire program, although you could almost certainly grant rights to the undisputed files. Second, in order to retain this right while development continues, you'd need to get every contributor to sign over the copyright to the code to you. Without that, it would eventually become impossible to separate what you own from what others own, assuming you get more than trivial submissions. There are open source licenses that exist to address this second point. The Mozilla Public License (MPL), for instance, does this, if I'm not mistaken. The MPL doesn't give you the sort of absolute control over derivative works you want, though, and no open source license does; but I thought it worth mentioning. You may want to take some time to peruse some of the non-GPL open source licenses that are available:

http://www.opensource.org/licenses/

There's a chance you'd find one of them acceptable for future projects, or even for Atari++ should you strip it of the allegedly infringing material or otherwise reach a compromise with the Atari800 developers.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

# 886. Re: Any new games for the ATARI 800 XL/XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 20:35:49 UTC
From: bill@newbreedsoftware.com
Message-ID: <FGz0a.64446$lk.2630818@typhoon.sonic.net>
Source record: 23398

Zothen Runecaster <zothen@my-deja.com> wrote:
> Are there any new games for the ATARI 800 XL/XE now ?
>
> Maybe someone has finished a game project ?

I'm guessing the newest stuff is from Europe. :^)

There's definitely some cool new demos (like Numen, which demonstrates
the very cool 3D polygon graphics being developed for the game Vector).

My latest game was from back in 1997 or 1998; Gem Drop.
http://www.newbreedsoftware.com/gemdrop/

I started working on another new game (like Puzzle-Bobble, I guess)
recently, but haven't had time to work on it more.

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

# 887. Re: what happend to real time video plans?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 20:38:03 UTC
From: bill@newbreedsoftware.com
Message-ID: <LIz0a.64447$lk.2631091@typhoon.sonic.net>
Source record: 23399

Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de> wrote:
> Howdy folks
>
> Bot Marco Antonio Checa Funke and William Kendrick were working on real time
> video stuff. What happened? The threads have died up since a week or two.
> Please keep us informed.

Hehe - This was as far as I got, so far:

http://www.sonic.net/~nbs/jam.gif

I started working on a way to create 9-color images, so that I can take
advantage of the Atari's 128 colors (palette will change between frames).

I didn't get too far with that, and haven't had time to work on it lately.

Sorry! :^)

-bill!

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

# 888. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 20:42:21 UTC
From: bill@newbreedsoftware.com
Message-ID: <NMz0a.64448$lk.2631030@typhoon.sonic.net>
Source record: 23400

DunxUK <dunxuk@aol.com> wrote:
>
> Firstly they clearly aren't doing this as some sweeping gesture to the A8
> community as you insist - this seems more about personal aggrandisement and
> self gratification of the programmers involved.

On the part of the Atari800 developers, they were simply trying to
have a violation corrected.

> Pulling a project rather than quietly settling a difference over a code
> segment

To be frank, Thomas is the one who pulled his code, and brought this topic
up to the comp.sys.atari.8bit group (and melodramatically, at that).

> and then trying to pretend it's the principal of the thing?

It is the principle of the thing. Why should people bother writing software
if it gets abused? Who does that help?

> Quoting Linux etc? Exactly how does that serve the A8 community..?

The only reason to do comparisons to Linux is because it's the most
well-known example of software released under the GNU General Public Licese.

> Secondly we all have the right to an opinion here including you and me, don't
> forget it kid.

This is true.

> However I'm not interested in a bunch of drama-queens getting
> shirty over their PC-based emulations of Atari hardware.

If it weren't for Atari800, I probably wouldn't be nearly as 'into' the
Atari 8-bit scene as I am. Not that I'm doing much (other than talking
and some little design and occasional code).

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

## 889. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 20:45:15 UTC
From: bill@newbreedsoftware.com
Message-ID: <vPz0a.64450$lk.2631186@typhoon.sonic.net>
Source record: 23401

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:
<snip>
>
>> 3) The original atari800 developers notice this and try to resolve the
>> situation in a nice and gentleman-like fashion.
>
> So do I.

Sorry, Thomas, but based on what I saw, you didn't respond to Petr's
e-mail for two weeks, at which point he e-mailed you again, and you
decided to post his request to c.s.a.8 and "shut down" your project! <:^{

Correct me if I'm wrong.

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

## 890. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 21:01:23 UTC
From: bill@newbreedsoftware.com
Message-ID: <D2A0a.64454$lk.2631306@typhoon.sonic.net>
Source record: 23402

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:

```
>
> unsigned long long sqrtint(unsigned long long n)
> {
> long long q = 0;
> long long z = 0;
> long long w = 1;
> long long t;
> int i;
>
> for(i=0;i<((BITS_IN_LONG_LONG)>>1);i++) {
> q <<= 2;
> w = (w<<1) - 1;
>
> /* 128 bit left shift of the z,n register */
> z <<= 1;
> if ((long long)n<0) z |= 1;
> n <<= 1;
> z <<= 1;
> if ((long long)n<0) z |= 1;
> n <<= 1;
>
> t = q + w;
> if (t <= z) {
> w += 2;
> q = t;
> }
> }
>
> return (w-1) >> 1;
> }
```

In programming, there's always more than one way to do it!

Comparing the Atari800 and Atari++ code, they are FAR more similar to each other than your 'sqrtint' function and mine below:

```
unsigned long long sqrtint(unsigned long long n) {
long long q, z, w, t;
int i;

q = 0;
z = 0;
w = 0;

/* I could have also done q = z = w = 0; too! Three ways to do it! */
```

```
for (i = 0; i < (sizeof(long long) / 16); i = i + 1)
{
q = q * 4;
w = (w * 2) - 1;
z = z * 2;

if (n < 0)
z = z | 1;

n = n * 2;
z = z * 2;

if (n < 0)
z = z | 1;

n = n * 2;

t = q + w;
if (t <= z)
{
w = w + 2;
q = t;
}
}

return ((w - 1) / 2);
}
```

Sure looks different, doens't it? I obviously based that /directly/
on yours, but it definitely looks more different than the quoted pieces
of Atari800 and atari++ (see the post where I forward Perry's comparison).

It could have been even more different! I could have used different
variable names, or used a "while"-loop instead of a "for"-loop.

> is a copyright violation, though I'm pretty sure someone else has
> been "equaly smart".

It depends. Did you _copy_ that? Or did you just come up with it using
your own mind? :^)

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

## 891. Re: possible way out of this (was Re: How about rewriting the 10% in dispute?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 21:13:42 UTC
From: bill@newbreedsoftware.com
Message-ID: <aeA0a.64456$lk.2631466@typhoon.sonic.net>
Source record: 23403

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:
> Look, Ed, there are two major reasons why I didn't start with the GPL
> in first place. One reason is that I wanted full control of the source;

I've released nearly 20 games under the GPL. I've had full control of all
of them. I really don't understand why you think the GPL doesn't allow this.

-bill!

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

## 892. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 21:30:06 UTC
From: dunxuk@aol.com
Message-ID: <20030206163006.19553.00000072@mb-fd.aol.com>
Source record: 23404

>From: bill@newbreedsoftware.com (William Kendrick)
>Date: 06-Feb-2003 20:42 GMT Standard Time
>Message-id: <NMz0a.64448$Ik.2631030@typhoon.sonic.net>
>
>DunxUK <dunxuk@aol.com> wrote:
>>
>> Firstly they clearly aren't doing this as some sweeping gesture to the A8
>> community as you insist - this seems more about personal aggrandisement and
>> self gratification of the programmers involved.
>
>On the part of the Atari800 developers, they were simply trying to
>have a violation corrected.
>
>
>> Pulling a project rather than quietly settling a difference over a code
>> segment
>
>To be frank, Thomas is the one who pulled his code, and brought this topic
>up to the comp.sys.atari.8bit group (and melodramatically, at that).
>
>
>> and then trying to pretend it's the principal of the thing?
>
>It is the principle of the thing. Why should people bother writing software
>if it gets abused? Who does that help?
>
>
>> Quoting Linux etc? Exactly how does that serve the A8 community..?
>
>The only reason to do comparisons to Linux is because it's the most
>well-known example of software released under the GNU General Public Licese.
>
>
>> Secondly we all have the right to an opinion here including you and me,
>don't
>> forget it kid.
>
>This is true.
>
>
>> However I'm not interested in a bunch of drama-queens getting
>> shirty over their PC-based emulations of Atari hardware.
>
>If it weren't for Atari800, I probably wouldn't be nearly as 'into' the

>Atari 8-bit scene as I am. Not that I'm doing much (other than talking
>and some little design and occasional code).
>
>

Sorry Bill, I wasn't trying to blast you there, I was just pissed at the guy who was adopting the "if you can't do better you cannot have a say yourself" stance. The only emulator I ever wrote was a CL800 emulator on an ST.

That said, it seems that so much space has been consumed with this issue - surely Godwin's Law will be coming into action soon! Still, argue in public and expect everyone to join in!

Best regards,

Duncan

# 893. Re: Any new games for the ATARI 800 XL/XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 21:43:06 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000ed387@fmlynet.org>
Source record: 23424

FamilyNet Newsgate

Wow! Sounds like some great projects! Can a 800 had NES code?

Doc Clu

> From: "Mark Keates" <news@mkeates.force9.co.uk.removeme>

> Hi,

> Atari 'Elite' is STILL only 1/2 done :-( sorry! (demo available from
> http://www.iancgbell.clara.net/elite/demos/)
> (don't press the keyboard in the demo or it locks, just the Start Key to
> cycle the views ;-)

> I had a little look at a better 'Barbarian' conversion (see the thread on
> http://www.atariage.com/forums/viewtopic.php?t=11624)
> the C64 code is so nicely structured that a full port wouldn't be too hard.

> Another dream is to clone the NES English translation of the the Japanese
> 'Final Fantasy 3' game...
> I love it, so much so I have a cartridge that I can't run! Oh, and then
> there's Speedball too!
> The music for that game is great (ST and C64)! Now that 'RASTER Music
> Tracker' is in progress
> I'm looking forward to making use of it!
> (http://www.infos.cz/raster/atari/rmt/rmt.htm)

> I'm also disassembling the C64 International Karate+ code which I'll pass
> to
> the Polish guys doing a conversion of this. (see http://www.uce.pl/ikplus/)

> Same problem as everyone else though... work keeps me too busy, wife + 2
> young kids,
> plus other coding distractions such as KVM and uClinux.

> Hope that helps... Take care,

> Mark

> "Zothen Runecaster" <zothen@my-deja.com> wrote in message
> news:fcd76a9e.0302060944.6d46fedc@posting.google.com...
>> Are there any new games for the ATARI 800 XL/XE now ?
>>
>> Maybe someone has finished a game project ?
>>
>> ZR

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

## 894. Stuff lately...

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 21:48:22 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <000ed5b1@fmlynet.org>
Source record: 23426

FamilyNet Newsgate

Hey, been having fun on the 800 tonight. I managed to get to the end of
Spelunker tonight. That was cool!

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

## 895. Re: Any new games for the ATARI 800 XL/XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 21:49:04 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <dEA0a.3554$ry3.1954@FE06>
Source record: 23405

"Zothen Runecaster" <zothen@my-deja.com> wrote in message
news:fcd76a9e.0302060944.6d46fedc@posting.google.com...
> Are there any new games for the ATARI 800 XL/XE now ?
>
> Maybe someone has finished a game project ?
>
> ZR

All I got to say is, it's a great hobby trying to push the Atari 8-bit to
the max..

## 896. Which assembler?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 21:54:31 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns931AAC00FC4EFslorcomcastnet@130.133.1.4>
Source record: 23406

I'd like to get some opinions on what the best assembler is for 8-bit Atari (specifically, 800XL). I know there are a few out there, so I'd like to make sure I'm concentrating on the one that is most feature rich and design for professional application development.

Thanks!

--
Slor

## 897. Re: Which assembler?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 22:39:06 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e42e450$0$49110$e4fe514c@news.xs4all.nl>
Source record: 23407

I would vote for the MAC/65 assembler...

TXG/MNX

"Slor" <slor@comcast.net> wrote in message
news:Xns931AAC00FC4EFslorcomcastnet@130.133.1.4...
> I'd like to get some opinions on what the best assembler is for 8-bit
Atari
> (specifically, 800XL). I know there are a few out there, so I'd like to
> make sure I'm concentrating on the one that is most feature rich and
design
> for professional application development.
>
> Thanks!
>
> --
> Slor

# 898. New auction - 'Advanced Programming Techniques For Your Atari Including Graphics & Voice Programs' (Linda M. Schreiber)

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 22:43:42 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1044571418.26088.0@dyke.uk.clara.net>
Source record: 23409

Hello All,

I've just started a new auction for the book: 'Advanced Programming Techniques For Your Atari Including Graphics & Voice Programs' (Linda M. Schreiber). This is a particularly strong book on advanced graphics techniques.

I still have the 850 field service manual, DGS light sensor box, and SpartaDOS R-TIME8 disk for auction too, along with some non-Atari items (ZX81 board and a 1975 PDP11 software handbook!)

The link is below (this will split on to two lines, so please copy both lines into yourbrowser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangarraghty

Dean Garraghty

# 899. Re: Atari800 Emulator Programmers show true colors

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 22:48:16 UTC
From: Ed Cogburn <ecogburn@xtn.net>
Message-ID: <b1uoni$17ant9$1@ID-49761.news.dfncis.de>
Source record: 23408

Richard Heldmann wrote:
>>Go back to sleep troll.
>>
>
>
> Great come back. Put a lot of time into it.

LOL!!! No more time than you put into your flame-bait!

> Btw, your discussion is off topic, take it to alt.comp.sys.emulators
> or comp.emulators.misc.

*MY* discussion? If you are speaking of the "shut down for legal reasons"
thread, please note that Thomas started this here, not me. You tell HIM to
move the thread and I'll go wherever it goes, but the thread doesn't *belong*
to me.

## 900. Re: Which assembler?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 23:19:52 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <03C0a.22250$j51.13030@fe08>
Source record: 23411

```
"TXG" <txg01@xs4all.nl> wrote in message
news:3e42e450$0$49110$e4fe514c@news.xs4all.nl...
> I would vote for the MAC/65 assembler...

I second that vote.

>
> TXG/MNX
>
> "Slor" <slor@comcast.net> wrote in message
> news:Xns931AAC00FC4EFslorcomcastnet@130.133.1.4...
> > I'd like to get some opinions on what the best assembler is for 8-bit
> Atari
> > (specifically, 800XL). I know there are a few out there, so I'd like to
> > make sure I'm concentrating on the one that is most feature rich and
> design
> > for professional application development.
> >
> > Thanks!
> >
> > --
> > Slor
>
>
```

## 901. Re: Which assembler?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 23:20:39 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <11C0a.25100$Rc7.364855@news2.e.nsc.no>
Source record: 23410

"Slor" <slor@comcast.net> skrev i melding
news:Xns931AAC00FC4EFslorcomcastnet@130.133.1.4...
> I'd like to get some opinions on what the best assembler is for 8-bit
Atari
> (specifically, 800XL). I know there are a few out there, so I'd like to
> make sure I'm concentrating on the one that is most feature rich and
design
> for professional application development.
>
> Thanks!
>
> --
> Slor

I must admit, although pretty slow, I like AMAC from Atari. Mac65 is really
fast, but I found AMAC to be pretty good, cause then I could use Textpro as
an editor!

## 902. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 23:21:29 UTC
From: Ed Cogburn <ecogburn@xtn.net>
Message-ID: <b1uqlr$17991v$1@ID-49761.news.dfncis.de>
Source record: 23412

DunxUK wrote:
>>From: Ed Cogburn ecogburn@xtn.net
>>Date: 06/02/03 08:19 GMT Standard Time
>>Message-id: <b1t5pv$15kvca$1@ID-49761.news.dfncis.de>
>>
>>Richard wrote:
>>
>>>DunxUK <dunxuk@aol.com> schreef in artikel
>>><20030205035944.21580.00000925@mb-mu.aol.com>...
>>>
>>>
>>>
>>>>Too much testosterone flying around over a bloody toy.
>>>
>>>
>>>Again, I couldn't have said it better :-)
>>>
>>>[ See the assholes comment :-) ]
>>
>>
>>Idiots.
>>
>>Your opinion is as irrelevent as mine. We're users, not the developers.
>>They're the ones who put their time, effort, blood, sweat and tears into A8
>>and A++, thats why this is so important to them, and why you fail to
>>understand that.
>
>
> Firstly they clearly aren't doing this as some sweeping gesture to the A8
> community as you insist - this seems more about personal aggrandisement and
> self gratification of the programmers involved.

For most of them, writing the code is the self-gratification. I don't see any
personal aggrandisement on the A8 mailing list, so I don't know what you are
talking about there.

> Pulling a project rather than quietly settling a difference over a code
> segment and then trying to pretend it's the principal of the thing?

The A8 developers did contact Thomas privately about the matter, it was Thomas
who took it public on this newsgroup. It was also Thomas who pulled the
project. Seeing his project, ideas, and code disappear forever is the last
thing any A8 developer wants as there may be things from A+ that might benefit
A8. He started this mess, and then you jump in and start cussing out the A8
developers as if the whole thing is their fault and pinning on them bad

motivations that they simply don't have. Take a step back and look at this picture again, buddy.

> Quoting Linux etc? Exactly how does that serve the A8 community..?

Linux is the most obvious and well known GPL'd project.

> Secondly we all have the right to an opinion here including you and me, don't
> forget it kid.

Sure, you have the right to act like an idiot here, cursing and insulting the people who created the programs that you (or at least others) now use for entertainment, and I have the right the flame your ass for it, child.

> I use real Ataris and I have a heck of a lot of original software so I did
> support the original programmers. I also support and like the output of Steven
> Tucker et all and when it's available I'll be in the queue for one of Mathy's
> 1Mb upgrades. However I'm not interested in a bunch of drama-queens getting
> shirty over their PC-based emulations of Atari hardware.

Then don't speak upon a subject for which you know nothing about child. If you were part of the A8 project for any length of time as a user or developer, you would know they aren't "drama-queens" or any of the other insults you've thrown out so far.

> Also you have no idea what software I write or don't write in the public
> domain, don't assume.

I don't give a damn what software you've written. You obviously aren't part of the A8 project and you aren't Thomas and that's all that is relevent to the ongoing argument, and if you are a software developer, I'm astonished at how little regard you show for your fellow programmers. If you don't like their choice of software license, fine, attack the GPL as Thomas is doing. If you look closely at what Thomas is saying though, you'll realize he isn't insulting anyone by name calling nor using foul language, so I say again, if you can't be polite then shut up, or if its just a flame war you want, I'll be happy to oblige. Fire at will child.

## 903. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 23:24:24 UTC
From: Ed Cogburn <ecogburn@xtn.net>
Message-ID: <b1uqr8$17991v$2@ID-49761.news.dfncis.de>
Source record: 23413

Rod Smith wrote:
> In article <b1t9mp$17cakv$1@id-49761.news.dfncis.de>,
> Ed Cogburn <ecogburn@xtn.net> writes:
>
>>Rod Smith wrote:
>>
>>>Incidentally, you may want to look at the license used by Dan Bernstein
>>>for qmail (http://www.qmail.org) and other programs. It's been a while
>>>since I read it, but IIRC, it's basically the GPL with a
>>>no-unauthorized-binary-distribution clause tacked on. Bernstein's reasons
>>>for doing this are similar to your stated reasons for using your license
>>>-- he wants to prevent the distribution of qmail binaries that have been
>>>modified without his permission.
>>
>>
>>No, Debian considers qmail to be non-free. You can't sneak past the problem
>>by tacking on a restrictive clause to the GPL. When you add that clause, its
>>no longer the GPL. :)
>
>
> I never said it was the GPL; I was it was a MODIFIED GPL. As you hint,
> the modification does make Bernstein's license a non-open-source license,
> but then, so is Thomas's license. I only brought it up as something
> Thomas might want to look at as an alternative to his license, which IMHO
> has a lot of problems, even aside from the question of whether he used
> Atari800 code in his emulator. As a general rule, IMHO it's best that
> amateurs not try to write software licenses or other legal documents.
> There are lots of examples of both open source and non-open-source
> licenses that have been written by lawyers who know how to do such
> things. Better to use such a license than to try to re-invent the wheel,
> as it were.

That's true. I suspect that most licenses written by the programmers could be
easily torn apart by the lawyers if it ever went so far as to end up in a court.

# 904. Re: possible way out of this (was Re: How about rewriting the 10% in dispute?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 23:27:04 UTC
From: Michael Borisov <borisov@brain-damage.uni-bremen.de>
Message-ID: <b1ur2s$jn8$1@f40-3.zfn.uni-bremen.de>
Source record: 23414

"Petr Stehlik" <pstehlik@sophics.cz> wrote in message
news:pan.2003.02.06.13.14.19.301332@sophics.cz...

> I am afraid that the key atari800 authors are not accessible (David, Ron)
> unfortunately so there is nobody that could "lessen" the license in
> return. I would like you to actually release those modules we talked about
> (Antic, Pokey and the RT8 cartridge) with the original GPL copyright
> notice. For the rest of the code the Modified BSD would do perfectly, I
> believe.

Doesn't GPL prohibit the non-GPL licensing of a project containing GPLed
parts?

AFAIK LGPL is ok for that. Or are the mentioned parts released under LGPL?

## 905. Re: Which assembler?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 23:31:09 UTC
From: Mark Keates <news@mkeates.force9.co.uk.removeme>
Message-ID: <JkC0a.16406$pS2.729763@stones>
Source record: 23415

Why don't you want to cross-assemble? Far quicker, then use an emulator to debug.

Look for CA65 (part of the CC65 suite) or TASM, DASM.

Rgds,

Mark

"Slor" <slor@comcast.net> wrote in message news:Xns931AAC00FC4EFslorcomcastnet@130.133.1.4...
> I'd like to get some opinions on what the best assembler is for 8-bit Atari
> (specifically, 800XL). I know there are a few out there, so I'd like to
> make sure I'm concentrating on the one that is most feature rich and design
> for professional application development.
>
> Thanks!
>
> --
> Slor

## 906. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 23:44:44 UTC
From: Greg Menke <gregm-news@toadmail.com>
Message-ID: <m3u1fhkm8j.fsf@europa.pienet>
Source record: 23416

Thomas Richter <thor@cleopatra.math.tu-berlin.de> writes:

> Hi Greg,
>
> > Nobody cares about what license you use for your own work, you are
> > entirely free to do whatever you choose. However, would you please
> > explain the correspondences that have been identified between the code
> > you assert you've rewritten and the original GPL'ed code?
>
> The problem is that I do not really know. I haven't claimed that there
> are correspondences between GPL code and mine. I have been told so.
> Bill thinks that the a800 antic code and mine look too similar, as far
> as I understand the picture. Maybe you shouldn't ask me about this.

Code extracts have been posted showing similarities between your code
and GPL'ed code. Could you comment on them? Since it is your
software in question, and those bringing the issue have stated their
position, disclosing the particular code they find of interest, then
it is up to you to answer the allegation. If you choose not to, then
any escalation in the matter is your own responsibility.

>
> > When you use another's code, even as something to modify so it suits
> > your project, you do not have the luxury of not caring about the
> > licences, just as you don't have the luxury of not caring about taxes.
>
> But why do you take it for granted that I did?

So far, the people raising the issue have shown some of your code that
exhibits syntactical and architectural similarities with some GPL'ed
code. I am entirely open to you explaining the similarities, thus
proving there is no GPL code in your software. So far, I've not seen
you speak to that issue directly, instead simply dismissing it. So,
perhaps I'm being presumptive about thinking the code is very likely
based on GPL work, and I apologize for that- however I think you
really must comment directly on the code in question- anything less
begins to resemble evading the issue.

>
> > It seems silly to play around with licenses when the solution to the
> > problem is technical, not legal.
>
> Technical, in which sense? In the sense that I could resolve the problem
> by offering a different code?

Technical in the sense of being resolved in sourcecode instead of licensing gymnastics. If the code is different and reasonably not derived from GPL software, then that is probably a solution. Homebrewing your own sort-of GPL compliant licensing scheme isn't solving the problem.

Gregm

# 907. Re: Any new games for the ATARI 800 XL/XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 23:52:39 UTC
From: Mark Keates <news@mkeates.force9.co.uk.removeme>
Message-ID: <TEC0a.16410$pS2.730447@stones>
Source record: 23419

Hi,

Atari 'Elite' is STILL only 1/2 done :-( sorry! (demo available from
http://www.iancgbell.clara.net/elite/demos/)
(don't press the keyboard in the demo or it locks, just the Start Key to
cycle the views ;-)

I had a little look at a better 'Barbarian' conversion (see the thread on
http://www.atariage.com/forums/viewtopic.php?t=11624)
the C64 code is so nicely structured that a full port wouldn't be too hard.

Another dream is to clone the NES English translation of the the Japanese
'Final Fantasy 3' game...
I love it, so much so I have a cartridge that I can't run! Oh, and then
there's Speedball too!
The music for that game is great (ST and C64)! Now that 'RASTER Music
Tracker' is in progress
I'm looking forward to making use of it!
(http://www.infos.cz/raster/atari/rmt/rmt.htm)

I'm also disassembling the C64 International Karate+ code which I'll pass
to
the Polish guys doing a conversion of this. (see http://www.uce.pl/ikplus/)

Same problem as everyone else though... work keeps me too busy, wife + 2
young kids,
plus other coding distractions such as KVM and uClinux.

Hope that helps... Take care,

Mark

"Zothen Runecaster" <zothen@my-deja.com> wrote in message
news:fcd76a9e.0302060944.6d46fedc@posting.google.com...
> Are there any new games for the ATARI 800 XL/XE now ?
>
> Maybe someone has finished a game project ?
>
> ZR

# 908. Re: possible way out of this (was Re: How about rewriting the 10% in dispute?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 23:52:56 UTC
From: Michael Borisov <borisov@brain-damage.uni-bremen.de>
Message-ID: <b1usjb$bq4$1@f40-3.zfn.uni-bremen.de>
Source record: 23417

"Petr Stehlik" <pstehlik@sophics.cz> wrote in message
news:pan.2003.02.06.19.51.34.503436@sophics.cz...
> On Thu, 06 Feb 2003 14:32:30 +0000, Thomas Richter wrote:

> > sound, I have to think about. I do not really believe there's really a
better
> > or more suitable way of generating pokey output than the way it's done
> now,

> FYI, we have a new pokey emulation in Atari800 as of v1.2.6 so it is
> indeed possible.

Being the author of the new 'mzpokeysnd', I was never said by the other
Atari800 developers that my work is a derivative from Ron Fries and others.
This is because the code was really written from scratch.

One could compare the old and new pokey emulation engines and try to find
such similarities that could indicate a derivative work ;-)

--
Best regards,
Michael !remove the 'damage' from my e-mail address to show yourself
as non-spammer!

## 909. Re: possible way out of this (was Re: How about rewriting the 10% in dispute?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-06 23:57:40 UTC
From: Ed Cogburn <ecogburn@xtn.net>
Message-ID: <b1uspm$16qohs$1@ID-49761.news.dfncis.de>
Source record: 23418

Thomas Richter wrote:
> Hi Ed,
>
>
>> > We're working on a cross-licencing resolution for the problem which helps
>> > both sides
>
>
>>Thomas, you really need to read up on what the GPL really does and does not
>>do, because the irony here is that you don't need to cross-license your code
>>to "keep it good", you can do that just as well under the GPL.
>
>
> Look, Ed, there are two major reasons why I didn't start with the GPL
> in first place. One reason is that I wanted full control of the source;
> as said, I had best intentions about this "restriction" to keep the code
> in a good shape. I have never had the intention to hide anything from
> anyone. The second reason is the "derived works" clause of GPL
> I have an aversion against.

Thats fine Thomas, you can choose whatever license you want for your code. My concerns are two-fold. First, there is the obvious issue that A+ seems to contain A8 code which is GPL'd, but lets leave that aside for the moment. Second, at one point you said your license was in the spirit of the GPL when in reality its just the opposite. If you really believe that then you really don't understand the GPL, and that was my point in my comment above. Your desire for "full control" of the source is fundamentally and spiritually in conflict with ALL open source licenses, but most especially the GPL. Your license essentially says "look, but don't touch". Now a user might call that "open" since he can see your source code, but in the open source community among programmers, "look, but don't touch" is essentially closed source to them, since why would any *programmer* look at your code other than to modify it, or borrow from it. So this is my main point here, to be open source is to by definition give up "full control" over the code. If full control is what you what, you really should just close the source altogther and make it proprietary. I can understand your desire to keep the code in good shape, but the GPL doesn't stop you from that. After more than a decade, Linus is still the benevolent dictator of the Linux kernel. He obviously hasn't lost any control.

## 910. Re: "Secrets of the 1050" ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 00:11:41 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0302061611.22653a21@posting.google.com>
Source record: 23420

A little update. I do indeed have CN for J/F 1992 but it turns out
that Ben Poehland left the magazine following the Dec 1991 issue.
Therefore, it seems that "Secrets of the 1050" was not published by
Current Notes. Ben went on to write for Atari Classics, but Larry
assures me that the article never appeared in AC either.

BTW- It should be Joe Waters not "Walters" in my orig post

ejgnandt@netzero.net (Rich_N_Feymus) wrote in message
news:<4d2debfd.0302030847.138fad89@posting.google.com>...
> > This would have been J/F of 1992. I have a lot of CN mags/articles, but I
> > don't have that one. Does anyone know if it actually happened?
> >
> > (also) IIRC, ownership of CN was transferred to someone in Canada (?)
> > Whatever happened to it? I was thinking that the new owner was going to have
> > an all-ST mag, but it never really got off the ground?
>
> I may have Jan/Feb of 1992. Give me a few days to dig it out. Joe
> Walters published his last CN in May/June 1995. Howard Carson of
> Canada took over. His first issue was Sept/Oct 1995. IIRC, it did not
> have 8-bit coverage. The last CN was Vol 16 no 5 about a year later. 7
> Canadian issues - I think.

## 911. Re: Which assembler?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 00:25:52 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns931AC602C9A01slorcomcastnet@130.133.1.4>
Source record: 23421

"Mark Keates" <news@mkeates.force9.co.uk.removeme> wrote in
news:JkC0a.16406$pS2.729763@stones:

> Why don't you want to cross-assemble? Far quicker, then use an
> emulator to debug.
>
> Look for CA65 (part of the CC65 suite) or TASM, DASM.
>
> Rgds,
>
> Mark
>
> "Slor" <slor@comcast.net> wrote in message
> news:Xns931AAC00FC4EFslorcomcastnet@130.133.1.4...
>> I'd like to get some opinions on what the best assembler is for 8-bit
> Atari
>> (specifically, 800XL). I know there are a few out there, so I'd like
>> to make sure I'm concentrating on the one that is most feature rich
>> and
> design
>> for professional application development.
>>
>> Thanks!
>>
>> --
>> Slor
>
>

Sure, cross-assembling is fine as well. I just don't have much
experience with any 6502 assemblers.

--
Slor

## 912. "DOWNLOAD Version 1.0"

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 00:43:32 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030206194332.22155.00000518@mb-ca.aol.com>
Source record: 23422

I ran across this today while sorting through a group of "misc disks" I've accumulated from Atari swap fests, etc. It was sold by VERVAN, publishers of a number of tape and disk utilities from the early-mid 80's. I don't recall seeing this one before, so I looked back at a few Vervan ads and couod not find it mentioned. It looks like some kind of a utility to make a tape file out of binary files. (?) Does anyone remember this one and what it really does?
Larry

## 913. Need 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 02:03:05 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <ttE0a.4735$u6.15303@news-server.bigpond.net.au>
Source record: 23423

Hi Guys, I have a friend that is after a 1200XL, preferably here in Australia. They are pretty rare here tho. Any takers?

Mark

## 914. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 05:19:51 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <duf64v4lvh63outvir9slh3q25i49fh4i3@4ax.com>
Source record: 23425

On 6 Feb 2003 11:19:22 GMT, Thomas Richter <thor@cleopatra.math.tu-berlin.de>
wrote:

```
>With about the same arguing, I could state that any
>usage of the algorithm below to compute an integer approximation of
>the square root
>
>unsigned long long sqrtint(unsigned long long n)
>{
> long long q = 0;
> long long z = 0;
> long long w = 1;
> long long t;
> int i;
>
> for(i=0;i<((BITS_IN_LONG_LONG)>>1);i++) {
> q <<= 2;
> w = (w<<1) - 1;
>
> /* 128 bit left shift of the z,n register */
> z <<= 1;
> if ((long long)n<0) z |= 1;
> n <<= 1;
> z <<= 1;
> if ((long long)n<0) z |= 1;
> n <<= 1;
>
> t = q + w;
> if (t <= z) {
> w += 2;
> q = t;
> }
> }
>
> return (w-1) >> 1;
>}
>
>is a copyright violation, though I'm pretty sure someone else has
>been "equaly smart". You cannot effectively compute a square root by
>integer mathematics without using an algorithm going along the same lines
>as the above.
```

Thomas: what you posted is not an *algorithm*, it's *code*. An algorithm isn't written in any particular programming language, it's just the explanation of the steps needed to perform a task. The code, OTOH, is a particular

implementation of that algorithm. We used to get algorithms in Numerical Methods class, where each of us had to implement a certain algorithm explained to us by the teacher. It may not seem so at first, but the distinction between 'algorithm' and 'code' (the implementation) *is* important here. Best example I can think of right now is DFT (Discrete Fourier Transform), as a mathematical formula it can be considered an algorithm; it can be implemented in many different ways, one of the most popular ones is the FFT (Fast Fourier Transform), and many people have provided different implementations.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

# 915. Re: Any new games for the ATARI 800 XL/XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 08:05:54 UTC
From: Mark Keates <news@mkeates.force9.co.uk.removeme>
Message-ID: <2WJ0a.6658$9u5.607066@wards>
Source record: 23427

I couldn't say about the others, but my intention would be
to release the ATR image (and CAS maybe) into the Public Domain.

A cartridge version would then be available mail-order
(probably through Video 61 in the U.S). This is a long
way off though.

Regards,

Mark

"Zothen Runecaster" <zothen@my-deja.com> wrote in message
news:fcd76a9e.0302061913.600cf0b3@posting.google.com...
> "Mark Keates" <news@mkeates.force9.co.uk.removeme> wrote in message
news:<TEC0a.16410$pS2.730447@stones>...
> > Hi,
> >
> > Atari 'Elite' is STILL only 1/2 done :-( sorry! (demo available from
> > http://www.iancgbell.clara.net/elite/demos/)
> > (don't press the keyboard in the demo or it locks, just the Start Key to
> > cycle the views ;-)
> >
> > I had a little look at a better 'Barbarian' conversion (see the thread
on
> > http://www.atariage.com/forums/viewtopic.php?t=11624)
> > the C64 code is so nicely structured that a full port wouldn't be too
hard.
> >
> > Another dream is to clone the NES English translation of the the
Japanese
> > 'Final Fantasy 3' game...
> > I love it, so much so I have a cartridge that I can't run! Oh, and then
> > there's Speedball too!
> > The music for that game is great (ST and C64)! Now that 'RASTER Music
> > Tracker' is in progress
> > I'm looking forward to making use of it!
> > (http://www.infos.cz/raster/atari/rmt/rmt.htm)
> >
> > I'm also disassembling the C64 International Karate+ code which I'll
pass
> > to
> > the Polish guys doing a conversion of this. (see
http://www.uce.pl/ikplus/)
> >
> > Same problem as everyone else though... work keeps me too busy, wife + 2

> > young kids,
> > plus other coding distractions such as KVM and uClinux.
> >
> > Hope that helps... Take care,
> >
> > Mark
> >
>
> Maybe there will be more games when ATARIAGE (www.atariage.com) starts
> supporting the ATARI 800 XL/XE (now they only sell homebrewn VCS 2600
> and 5200 games).
>
> Maybe then some of the projects like IK+ or Space Harrier or new ones
> will be finished and will be available at ATARIAGE or the ATARI
> Classic shows etc.
>
> ZR

## 916. Re: possible way out of this (was Re: How about rewriting the 10% in dispute?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 08:14:44 UTC
From: Mark Watson <newsAfoftDfsnetD@co.uk>
Message-ID: <UVJ0a.788610$w57.138264@news.easynews.com>
Source record: 23428

Michael Borisov wrote:

> the author of the new 'mzpokeysnd', I was never said by the other
> Atari800 developers that my work is a derivative from Ron Fries and
> others. This is because the code was really written from scratch.

Looking forward to hearing the new mzpokeysnd code in Atari800:-) Sounds like there has been some good work on this recently. One good thing that has come out of the Atari++ argument from my perspective:-)

Would you let Thomas rework your code for Atari++? Then he can get rid of his (allegedly Ron Fries) version. Of course I can't speak for him here...

> One could compare the old and new pokey emulation engines and try to find
> such similarities that could indicate a derivative work ;-)
Would be interesting if it did though wouldn't it?

Mark

--
-----
(s/X/Y/g -> replace all X with Y in e-mail addr)
s/@//g; s/D/./g; s/A/@/g;

## 917. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 08:18:22 UTC
From: Mark Watson <newsAfoftDfsnetD@co.uk>
Message-ID: <iZJ0a.3935853$6N5.515445@post-03.news.easynews.com>
Source record: 23429

machf wrote:

> Thomas: what you posted is not an algorithm, it's code. An algorithm isn't
> written in any particular programming language, it's just the explanation
> of the steps needed to perform a task. The code, OTOH, is a particular
> implementation of that algorithm.

The explanation of the algorithm was probably written in some kind of code
too. There are many ways to explain an algorithm, each in some kind of
code. Just because Thomas wrote this in C.

Mark

--
-----
(s/X/Y/g -> replace all X with Y in e-mail addr)
s/@//g; s/D/./g; s/A/@/g;

## 918. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 09:25:21 UTC
From: dunxuk@aol.com
Message-ID: <20030207042521.00198.00000154@mb-fi.aol.com>
Source record: 23430

>bile filtered<

It's a newsgroup Ed, we're allowed to take extreme standpoints. Makes it interesting. Doesn't mean we're being completely serious tho...

Get over it, foetus. :o)

## 919. Re: Need 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 10:07:40 UTC
From: misterbumpy@wmconnect.com
Message-ID: <20030207050740.09707.00000169@mb-bg.wmconnect.com>
Source record: 23431

Hmm, good luck... they're not even common here in the states, really. Usually when one becomes available there are collectors snatching them up.

I had one a few years ago but I gave it to a friend of mine who is an avid Atari collector in France. He was happy to get it, especially when it was in good condition and had a serial # of 506!

I still see one very rarely in a thrift store here and there and will let you know if I do so again anytime soon.

Funny how it went from the computer that nobody wanted in 1982 to the one that people like here 20+ years later!

# 920. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 10:24:44 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/vendev_1044613459@rtfm.mit.edu>
Source record: 23432
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: January 25, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

UPDATES SINCE PREVIOUS POSTING
2003.01.25 ***NEW POLICY: email addresses included only when there
is no known web page to point to.
2003.01.22 Steve Tucker updated-- APE and ProSystem 2.0.5
2003.01.18 Mark Grebe updated (Atari800MacX 1.2.0)
2003.01.18 added Vasyl Tsvirkunov (Pocket Atari emulator for Windows CE)
2003.01.18 added Sunmark Products (Hollex Cart, InstaDOS Cart, PCB's,
Real Time Cartridge (ICD R-Time 8 clone)
2003.01.18 Thomas Richter updated (URL, atari++ 1.14)
2003.01.18 added Steve Goss (Contagion, Zero War, Plastron)
2003.01.06 Thomas Richter updated (atari++ 1.01)
2003.01.06 Ullrich von Bassewitz (CC65 version 2.9.0)
2003.01.06 added Jeffrey S. Worley (offers free hardware upgrades)
2003.01.03 Associated Enterprises (Victor Halling) email bounces
2003.01.02 Christian Groessler updated (Atari800 DC v0.72)
2002.12.31 added Thomas Richter (atari++)
2002.12.31 Matthias 'Hias' Reichl (HiassofT) updated, WriteAtr V0.92a
```

2002.12.31 Tom Hunt updated (Mouse 03 and Mouse 78 programming languages)
2002.12.19 Mark Grebe updated, Atari800MacX 1.1.0
2002.12.19 added Spike's Systems and Computer Repair
2002.12.16 Video 61 & Atari Sales updated, added K-Products products
2002.12.16 removed K-Products (Bob Klaas)
2002.12.12 added Komires (EMUAPC DEMO 0.90 Beta)

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Subject: Introduction

Conventions
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All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" =3D Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" =3D Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" =3D Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" =3D Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

SAE/SASE/IRC info from http://www.genfair.com/greenpages/sae.htm
---
It is courteous when writing to any new correspondent to cover in advance their postage costs in replying to you. If they are in the same country it's a simple matter to enclose an SAE (stamped addressed envelope), which is known in American English as an SASE (self-addressed stamped envelope). It is not always obvious how to do this for correspondents in another country. One answer is to use International Reply Coupons.

An International Reply Coupon can be purchased at any Post Office in any country in the world. This is agreed through the Universal Postal Union. You can then send the IRC to someone in another country who can cash it in at a Post Office there for a postage stamp covering the minimum rate for an Airmail letter (unregistered).

One IRC enables a letter up to 10 grammes to be airmailed abroad. That's not much more than a couple of sheets of paper. So if you want a reply with more

than this, better send two or more IRCs!

Verfications -> YOU!
---
This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

---

Subject: A

4JAYS (Jay Colen) 9/02
519 W. Fourth Street
Antioch, CA 94509
USA
(925) 777-1160
Store Hours: 12-6pm Tuesday thru Friday - 11-5pm Saturday
http://www.4jays.com/
Vendor: used hardware and software

A-ONE Magazine - Atari Online News, Etc. 9/02
Dana P. Jacobson -- Editor
http://www.AtariNews.org/
Publisher: A-ONE online magazine. weekly

Alhart Enterprises Presents (AEP) 9/02
c/o Paul V. Alhart
524 North Zee St.
Lompoc CA 93436
USA
tel: (805) 736-4624
mailto:paulalhart@hotmail.com
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case), 810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk), StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk), 8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk: Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software

Repair Shop.

Alltronics - Electronic Component Supply 5/02
PO BOX 730
Morgan Hill, CA 95038-0730
USA
Phone: 408.847.0033 Hours 10am to 4pm Monday - Friday
Fax: 408.847.0133
http://www.alltronics.com/computer_miscellaneous.htm
Vendor: 1020 Color Printer, CX85 Numerical Keypad, CX80 Trak-Ball
Controller, ALPS/1020 printer/plotter pens

Associated Enterprises (Victor Halling) (EMAIL BOUNCES 1/03)
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari Bit Byter User Club e.V. (ABBUC) 11/02
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
http://www.abbuc.de/
Vendor: PD/freeware/shareware, hardware, commercial software
Developer: wide variety including: SIO2PC(SIO2ST)-Interface,
PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply =
(SPS),
8-Channel dig. Voltmeter (DVM), XL Switching Interface, Speedy 1050 upgrade,
RomDisk, QMEG+ 4.0, USB Cartridge with two USB Slots.
Extensive hardware schematics for sale.
Has obtained rights to many products including: KE-Soft, Klaus Peters
Elektronik, AMC-Verlag, Compyshop
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

ATARIX (paper magazine) 8/02
See: Satantronic

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

AVtoolbox 9/02
800-235-3280 or 859-647-1077
Fax 859-282-9995
http://www.avtoolbox.com/
Developer: a number of video<->VGA conversion devices, including the
Cheese Video Box. Connect your Atari to your PC monitor!

---

Subject: B

B&C ComputerVisions/Atari Sales & Service (Bruce & Cathy Carso) 9/02
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
FAX: (530) 295-9271
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher 9/02
http://ourworld.compuserve.com/homepages/ebacher/
Developer: DIS6502 1.4 -- Atari 6502 Disassembler for Win 3.1/95

Ullrich von Bassewitz 1/03
Germany
http://www.cc65.org/
Developer: cc65 2.9.0 - C crosscompiler / crossassembler combo for 6502
systems, including the 8-bit Atari

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 9/02
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: 408-278-1070 (M-F 1:30pm to 5:00pm PST)
FAX 408-278-1092
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software) 8/02
Na Hrebenkach 42
15000 Praha

Czech Republic
mailto:olda@jrc.cz (c/o Oldrich Rezler)
Developer: BW-DOS 1.00/1.10/1.30, BW-DOS Update #2, Multi Dash, Multi Race,
Multi Worms (multiplayer-games for multilink/gamelink 2 hardware), Golfer,
H2O, Tetris 3D, Superpacker 1.0, Virus Scanner 1.0, Text Converter,
plus many other game and demo programs...

Adam Bienias 8/02
Poland
http://www.try2emu.cavern.com.pl/sap/
Developer: SAP -- Slight's Atari Player, Codecruncher 2.x and 3.x

B.G. Micro 4/02=20

555 N. 5th St Suite 125
Garland, TX 75040
USA
orders: 1-800-276-2206 or 972-205-9447
tech: 972-205-9427
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: CX85 Keypad,
hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 9/02
http://www.bigfivesoftware.com/
Developer: Miner 2049er, Bounty Bob Strikes Back,
Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Steve Birmanns and Matthias Belitz 3/00
Germany
http://www.birmanns.de/atari/
Developers: MSC-IDE Harddisk-Controller

Bit Busters 9/02
Poland
Aleksander Martin (Alex), Piotr Kielczyk (Pet), Pawel Szewczyk (Replay),
Tomasz Zdulski (Zulus), Pawel Sikorski (Sikor), Michal Szpilowski (Miker)
http://www.bitbusters.topnet.pl/ or http://republika.pl/alex6502/
Developer: Bobsland (Intro), Extract (Graphic Collection), More! (Intro),
Sheol (Demo Disk), Timeless Announcement (Demo), Waves (Intro)

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bravo Sierra Computers (BSC) (Ben Smith) 5/02
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours

http://www.atari.benjamin.net/ or http://www.aracnet.com/~atari/
or http://BenSells.atari.org
Vendor: used/new hardware/software/books/accessories

Zdenik Burian 5/02
Marie Majerove 33
Prostijov 6
798 11
Czech Republic
http://flop.atari.org/
Publisher: FLOP disk magazine (Magazine FLOP is only in Czech.), annual?

Artur Burzynski (j131) 9/02
Gdynia
Poland
http://strony.wp.pl/wp/j131atari/
Developer: SIO2PC cables

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Subject: C

Sidney Cadot 10/02
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software 11/02
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix: =
Battle
of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Itay Chamiel 10/02
9-A Narkis St.
Jerusalem 92461
Israel
mail: itayc at cs.huji.ac.il
http://www.cs.huji.ac.il/~itayc/

Developer: Ice-T XE v2.72 (128K XL/XE) (full-featured communications
software), Ice-T 800 v1.1 (48K), Sirtoot -paint program (not complete),
The Wall -strategy arcade game (Tetris clone),
Joust cheat - a small "hack" for the game Joust

ChildsPlay Software Services
9127 Hwy 25 APT E
Monticello, MN 55362
USA
mailto:serflaten@usinternet.com
Developer: games, and other software, including Solitaire

Computer Games Plus 8/02
PO Box 6144
Orange, CA 92861
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, a few power supplies

Computer Software Services (CSS) (Bob Puff) 11/02
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (716) 429-5639
Fax: (716) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyberpeeps (David Loughton) 8/02
United Kingdom
http://www.cyberpeeps.freeserve.co.uk/
Vendor: small selection of hardware and software

---

Subject: D

D'Antiques, Ltd. (Dan Dotson and Marilyn Saul) 11/02
PO Box 40751
Tucson, AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

Jan Detlev 11/02
The Netherlands
http://www.detlev.myweb.nl/ or http://home.wanadoo.nl/jdetlev/
Vendor: new hardware and software

DGS 11/02
See: Dean Garraghty

Digital Force (Mario Trams) 11/02
Germany
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

---

Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 11/02
P.O Box 3365
Spring Hill Florida 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware/software

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
USA
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Emulators Inc. (Derek Mihocka) 9/02
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540 Monday to Friday, 10am to 2pm EDT
FAX: (206) 236-0257
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit, Atari ST, and Apple Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 - free 8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 - free 8-bit Atari emulator for MS-DOS

Raphael Espino 9/02
United Kingdom
http://rjespino.atari.org or http://rjespino.webhop.org
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility), Atari 8-bit JPEG Viewers: a8jdpeg - 0.8 (15Sep02), JpegView - 0.2 (07Aug01), JpegShow - 0.1 (07Aug01)

Evangelo's Wares (Angelo Vahatouras)
Elizabeth NJ 07208
USA
tel: (908) 558-0383
mailto:VangelisV@AOL.com
Vendor: commercial software. "has over 1,000 titles for the Atari 8 & 16 bit machines, IBM, Amiga, C-64-128 and Used Musical Instruments. Mailorder ONLY! No Store front."

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Subject: F

Far North Atari Computers (Frank Stallings)
515 Craig Avenue
Fairbanks, Alaska 99701
USA
tel: 907-456-3700
mailto:farnorth@ptialaska.net or mailto:farnorth@polarnet.com
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/02
http://www.ctaz.com/~jlfenton/index.html
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for 68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator,

Atari 400/800/XL/XE emulation for the PowerMac),

Mike Fenton 1/02
http://www.geocities.com/SiliconValley/Node/4391/
Developer: WAHCE v1.0 beta (Weightless Atari Home Computer Emulator,
for Windows 95/98)

Foundation Two 11/02
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks)
Germany
http://rz-home.de/~foundationtwo/ or http://foundationtwo.atari.org/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut, Bremspunkt (Brems.)

Ron Fries
USA
mailto:rfries@tcmail.frco.com
Developer: POKEYSND 2.0: POKEY Chip Sound Emulation Library
ftp://members.aol.com/atari800xl/pokey20.zip

Piotr Fusik
mailto:fox@scene.pl
Developer: X-Assembler--Two pass 6502 cross assembler for PC. The source
format is backward compatible with Quick Assembler.

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Subject: G

Dean Garraghty Software (DGS) 10/02
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-1302-855026 (Weekends only)
Fax: +44-(0)-870-133-9745
Mobile Phone: +44-(0)-7905-916138 (8am to 6pm BST/GMT weekdays only!)
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes
International English versions of Power Per Post (PPP) software from Germany;
DGS/PPP Atari 8-bit PC CD-ROM includes: Quick V2.2 and V2.1, Quick Support
Disks 1 and 2, Screen Aided Management (SAM) V1.25i, SAM Budget Designer
and Utility Extensions, Rubberball, Bombi, Minesweeper, Glaggs It!,
Quick Ed Character set editor, News-Disk issues 1-14, News-Paper issues 15-26,
News-Paper Yearly Disk 1; DGS Atari 8-bit PC CD-ROM, version without PPP
titles; DGS Atari 8-bit PC CD-ROM #2 includes: Print-Filer from Rambit,
Alien Blast from Richard Gore, Demo Maker/Edit 7 from Richard Gore, AMS 96
video in MPEG-1 format, various PD software
Developer: Digi-Studio
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

GFH Marketing (Gordon Hooper) 9/02
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
mailto:ghooper2@lycos.com
Publisher: 8-Bits Forever! (book)
$6.99 US or $7.99 CDN (money orders only)

GMG 11/02
(Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan Cmarko))
c/o Marek A. Chorvat
Polna 11
97405 Banska Bystrica
Slovakia
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro, HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers, Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor, Mega Color Editor, Wanted megademo, Bristly hedgehog music collection, Robot Assault intro, Risa Zla intro, Street fighter II demo

Steve Goss - "JetBoot Jack=3Fs Computer Game Relics" 1/03
http://www.jetbootjack.com/
Developer: Contagion, Zero War, Plastron

Thimo Graef 6/02
Im Osterfeld 13
56462 Hoehn
Germany
http://www.classic-videogames.com
Vendor: new software

Mark Grebe 1/03
http://members.cox.net/atarimac/
Developer: Atari800MacX 1.2.0 (version of Atari800 emulator for MacOS X)

Christian Groessler 1/03
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/dreamcast/atari800dc/
Developer: Atari800 DC v0.72 (8-bit Atari emulator for Sega Dreamcast)

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Subject: H

Clay Halliwell 10/02
11720 Mastin, Apt 2508
Overland Park, KS 66210
USA
mailto:clay.h@att.net
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView, EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,

Link Basher, MazeWar 3D, Cliff Diver

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HARD Software 11/02
H-1076 Budapest
Thokoly ut 25.
Hungary
http://www.geocities.com/SiliconValley/Vista/6084/
Developer: Veronika, Blip!, Cool Emotion, ABBUC Magazine #36 Intro,
Joyride

Harmonic Research 8/02
40 Wiley Lane
Woodstock, NY 12498
USA
voice: 845-679-5856
fax: 845-679-5856
http://www.hrx.com/
Developer: various RGB/NTSC/PAL video signal encoders/decoders

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [this zip code is old; need new zip code]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Tom Hunt (Closer To Home Enterprises) 12/02
USA
http://cth.dtdns.net/ or http://cth.hn.org/
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
Developer: The Armorizer, ATOS ATari Operating System (GUI), Check CRC32,
Disk Fragmentation Utility, The Long Integer Library, M.T.O.S. (Multi-Tasking
Operating System), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete -
Recursive Delete Utility, Shell, Snapshot, The Sound Utility, Term80, UnZip,
Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old
computer or dumb terminal to access the internet), CTH Emulator (based on
Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet), AT Term
(ATASCII terminal emulator for Windows), Mouse 03, Mouse 78. (Mouse is a
programming language)

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Subject: I

individual Computers (Jens Schonfeld) 6/02
Roermonder Str 228

52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel, a universal floppy disk controller that uses
unmodified PC diskdrives. Disk formats supported include:
Atari 800XL (all MFM formats, FM under developement). 3 Catweasel versions:
- Catweasel MK2 for Amiga 1200 and Amiga 4000
- Catweasel ZII S-Class for Amiga with Zorro slots
- Catweasel ISA version (PC, Alpha AXP)

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Subject: J

Jeff Jackson 9/02
USA
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

JAY Software (Jan Krupka and Stanislav Opichal) 8/02
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for
all densities (not complete version), Minesweeper for 8bit atari (not complete
version)

JTM Ltd
330 1st NE
Mason City, IA 50401
USA
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

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Subject: K

Nick Kennedy 8/02
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://www.tcainternet.com/wa5bdu/
Developer: SIO2PC 4.19 software, hardware plans, cables, parts (not for
WIndows-XP); PINEWOOD.EXE (time external events to millisecond accuracy),
TIMER.COM (variation of PINEWOOD), PACKET.OBJ (packet radio controller for the
Atari), EPROM.COM (controller program for burning EPROMS), FREQ.COM &
SYNTH.OBJ (controller for a Direct Digital Frequency Synthesizer), KEYER.OBJ
(morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 12/02
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.90 Beta (Atari 8-bit emulator for PC)

Miro Kropacek (MiKRO) 8/02
Slovakia
http://mikro.atari.org/ or http://mikro.local.sk/
Developer: Sprite Editor 1.2 for Atari XE/XL, 48 kB RAM (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Jindrich Kubec (Jindroush) 1/02
Czech Republic
http://jindroush.atari.org
Developer: Acvt v1.07 (PC), Adir v0.67 (PC), AExt v1.01 (PC), AutoRBas v1.00 (ATARI), Bas2Boot v1.02 (PC+ATARI), BasLoad v1.00 (ATARI), ChkBas v1.10 (PC), ChkExe v2.71 (PC), ChkRom v1.00 (PC), IMID v1.02 (PC), IMIDdb v1.00 (PC), SidLoad v1.06 (ATARI)

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Subject: L

Chris Lam 8/02
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for the Apple Mac, Rainbow 1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000

Rich "Twist" Lawrence 10/02
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.6c (Atari 8-bit emulator for Win9X/NT)

Olivier Le Bihan 6/02
http://perso.wanadoo.fr/olivier.lebihan/tool/
Developer: CAS2BAS ("a tool for the WAV2CAS, ATRUTIL, XFORMER suite")

Bertrand Le Roy
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Derek Ledbetter 7/02
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator for the Mac 1.0.7, developement release 3

L.K. Avalon 10/02
Skrytka Pocztowa 66
35-959 Rzeszow 2
Poland

tel. (017) 856 99 12
http://www.lkavalon.com (send e-mail for current Atari XL/XE catalog)
more info: http://people.freenet.de/mrbacardi/LK_Avalon.html
Developer: A.D. 2044, Adax, Animator, Aurum, Automat Perkusyjny, Barahir, Barbarian, Captain Gather, Change, Constellation, Chaos Music Composer, Czaszki + Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money & Honky, Frank & Mark, Geometria, Global War, Gold Hunter, Hans Kloss, Hawkmoon, Hydraulik/Snowball, Kampania Wrze_niowa, Kernaw, Klatwa, Kurs Fizyki, Lasermania + Robbo Konstruktor, Lorien's Tomb, Major Bronx, Misja (Mission Shark) + Fred, Neron, Panther, Piekielko, Robbo, Rucu, Saper, Smus, Spy Master, Streets, Syn Boga Wiatru, Szperacz Dyskowy, The Jet Action, The Last Guardian, Trix, U 235, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Wloczykij, Zeus

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Subject: M

MacFalkner (Andre Bertram) 10/02
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software:=20
MEMDRV10

Alex Martin
Poland
mailto:alex6502@friko.onet.pl
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static-memory expansion (backuped with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interfaces, & the like

MCM Electronics 8/02
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
http://www.mcmelectronics.com/
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine (Ivo van Poorten / Freddy Offenga) 10/02
P.O. Box 164
8800 AD Franeker
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

The MESS Team 12/02
http://www.mess.org/

Developer: Multi Emulator Super System (M.E.S.S. / MESS), an emulator of
a large number of systems, including the 8-bit Atari computers, which can
run on Win32, Unix, MacOS, AmigaPPC WarpUP, Digita, Solaris

Marek Mikolajewski (MMSoft) 12/02
Gdansk
Poland
http://www.atari.cuprum.com.pl/sio2ide.htm
Developer: SIO2IDE 1.7, 3.2e, 4.0. An interface that allows you to attach
any IDE Disk Drive to your 8-bit Atari computer. 4.0 includes a USB port.

Moonsoft
See: Black Moon Systems

David Moore
8023 N. Berkeley Ave #2
Portland, OR 97203
USA
tel: (503) 289-9699
mailto:dwmoar@teleport.com
Repair Shop.

More Than Games (Rick Detlefsen) 10/02
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://www.a8maestro.com/detent/mtgcat/mtgcat.htm
Vendor: Super Sketch Graphics Tablet W/cart (PPI), 1020 Pens-Black,
1020 Pens-Color, 1020 paper rolls (single or double size)
Developer: AGDA GameLink I adapter, AGDA GameLink II adapter,
850 Printer adapter (15 to 25), 850 to modem adapter (9 to 25),
EASIO-S SIO adapter cable 18", EASIO-S SIO adapter cable 3',
EASIO-P Printer adapter cable 5'

MS-Software (Mirko Sobe) 10/02
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, BOSS-X v10.2

MyAtari magazine 8/02
c/o Matthew Bacon
49 Douglas Road
Surbiton
Surrey
KT6 7RZ
England
http://www.myatari.net/
Publisher: MyAtari (free online magazine, monthly)

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407

USA
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

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Subject: N

New Breed Software 10/02
c/o Bill Kendrick
675 Alvarado Ave #27
Davis, CA 95616-0620
USA
FAX: 530-325-9588
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector, MuxChat, Super-IRG Font Editor (SIFE)

New Generation Atari-Magazin (N.G.A.M.) 9/02
See: PD-World-Versand

Nelson Nieves 9/02
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree, TS, TSplit, UnDelete, WipeDisk, xErase, xType

No Frills Software (Ed Kielbasinski) 11/02
800 E. 23rd St.
Kearney NE 68847-5512
USA
tel: 308-234-2975
mailto:fast N O S P A M eddie.k@juno N O S P A M .com
Vendor: new and used commercial software, PD/freeware/shareware
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

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Subject: P

James R. Parish
mailto:JRParish@J-Com.net
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

PD-World-Versand 9/02
Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)

Vendor: PD/freeware/shareware, hardware
Developer: all Power Per Post (PPP) and some KE-Soft product rights
Publisher: 1) New Generation Atari-Magazin (N.G.A.M.)
- quarterly paper magazine, German language
2) PD-Mag - disk mag, German language

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
BT23 4PW
Nothern Ireland
Publisher: Phoenix (disk magazine)
public domain

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

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Subject: Q

Quasimodos - 8/02
Glonisz (Krzysztof Paizert), KAC (Szymon Wesolowski), Kroger (Pawel
Cierkonski), Morgoth (Michal Cierkonski), Raven (Przemek Wypierowski)
Poland
http://www.quasimodos.px.pl/pl/
Developer: Dema- Fantastic megademo, The best of YFA, The Dream, Drunk Tank,
Delirium Tremens, Ergo Bibamus, Pacem in terris. Intra- Music demo, Mikro
demo, Glonisz demo 1, Glonisz demo 2, YFA demo 1, YFA demo 2, Castle demo,
Fighter demo, Music player, Syzygy, Latajacy dywan, CMC demo 1, AMMC, Mission
dupa, Wafel, Fred, Dziedzictwo gigantow, CMC demo 2, Kaszana, Schabowy, Total
sh** demo, Nasze grzyby, Tiny 01, Tiny 02, Tiny 03, Scene Register 5.0. Gry-
Zamek Londyn, Kowboj, Demon, Speedball, Msciciel, Strzelanina, Ja - Jo, One
Life, The car, Pruters, Pamiec. Uzytki- Analizer, Scalak, Konwenter grafiki,
Unappend, Formater, DDD, Projektant, ICT 6502. Zin- Mixer

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Subject: R

Burkhard Rau (HCRBurk) 8/02
Germany

http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

READY Technologies (Thomas Smailus) 8/02
254 Nelson Drive, Apt. U
Baton Rouge, LA 70808
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital hardware systems; design, development, and production of software systems; software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn = Lander,
Menu Master, DOS 17; Data storage and media conversion; Engineering, Consulting;

Matthias 'Hias' Reichl (HiassofT) 12/02
http://www.horus.com/~hias/atari/
Developer: AtariDsk V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.92a (write double density ATR-images to Atari floppy disks on your PC; also create ATR-images of double density floppy disks), MyPDOS V2.1 (small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks)

Thomas Richter 1/03
http://www.math.tu-berlin.de/~thor/atari++
Developer: atari++ 1.14 (8-bit Atari emulator for Linux)

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Subject: S

Satantronic (-XI-, Dodo, Jookie, Elan, Nir Dary) 8/02
Slovakia
http://www.napri.sk/web/satantronic/ or http://satantronic.atari.org/
Developer: Manga (demo), Alien (demo), Transparent ANULOID (demo),
3D tunnel with texturemapping (demo),
1MB RAM (SIMM) expansion (second version),
XRAM 0.18.0 (SW tool - eXtended RAM test for XE)
Demos: DESIRE, zzZumRotator, OKO, DRAGONS, IHL, FLY, BEAUTY,
LIQUID, Te.mod. Games: Jurassic Park II, Magic World. Utilities: Lufa Half Code Packer 1.0, Font Animator 1.0, Rave Extra Packer 1.0, Paradox 0.92,
Mad editor 0.98.
Publisher: ATARIX - paper magazin in Slovak language

Sauron 6/02
http://web.tiscali.it/retrogaming/
Vendor: used software

Darren Schebek 7/02
http://members.shaw.ca/dschebek/envision.htm
Developer: Envision (character editor & screen editor), Solitaire Game,

Yahtzee Game

Sijmen Schouten (Mr.Atari) 11/02
The Netherlands
http://home.wanadoo.nl/mr.atari/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 10/02
The Netherlands
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR), XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware = CD-ROM)

Ernest R. Schreurs 10/02
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
http://home.planet.nl/~ernest/
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm archive to SIO2PC archive converter), WAV2CAS (Digital Cassette Image system, including CAS2SIO), CAS2WAV (Create a clean .wav file from a Digital Cassette Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Shadow Software (David Hunt, The Shadow)
16016 SE Division St PMB 19
Portland OR 97236-1999
USA
mailto:the_shadow@portland.cc or mailto:The_Shadow@pdx.cc (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
Developer: Carina BBS 2.6 (shareware). Available:
http://www.umich.edu/~archive/atari/8bit/Telecomm/Bbs/carbbs26.arc

Ken Siders 11/02
USA
http://home.columbus.rr.com/ksiders/atari.htm
Developer: Emulators Utilities: ATR/DCM utilities (DOS), AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer, KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler, Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus. Development Software: KASM65 2.51 Assembler, KLINK65 1.51 Linker, KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic, Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP). Games: Burger Boy, PacMunch Jr, The MisAdventures of Mr. Fish, Circle of Richness

Mark Simonson 10/02
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech 7/02
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033 (0049-711/775033)
http://www.sintech-shop.de/
Vendor: hardware (computers and drives on request) and commercial software

Len Spencer 1/03
USA
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces), FoReM-XE Professional BBS Version 5.4

Spike's Systems and Computer Repair 12/02
38 S. Maysville St.
Mount Sterling KY 40353-1355
USA
tel: (859)-499-0866
http://spikessystems.com/spikes.html
Vendor: small selection of commercial software
Repair Shop.

Petr Stehlik (project manager), Jacek Popawski, Krzyszt of Nikiel, 11/02
Piotr Fusik, Vasyl Tsvirkunov
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 1.2.4 emulator source code, plus binaries for:
Debian GNU/Linux, Mandrake GNU/Linux, MS-DOS 32-bit (runs also under Win9x)

Radek Sterba (Raster) 11/02
Czech Republic
http://www.infos.cz/raster/atari/homepage.htm or http://raster.atari.org/
Developer: MULTIJOY8 (connect 8 joysticks to one Atari), MultiJoy16 (connect 16 joysticks to one Atari), ATADIM v2.04 Beta (Win9x- work with Atari disk images XFD/ATR), DRATEX 1.2 (Win9x- Drop file Atari Czech text convertor), LPTJOY/ATAJOY Driver (connect an Atari joystick to a PC), MAT2MTX (DOS-Mac65 to Text). Games: Cervi (Worms- Tron lightcycles-type game for = MultiJoy8),
Multris (Tetris-like game for MultiJoy4). more games: Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix. utilities: MPE (MIDI Pattern Editor) v2.3, HiLoader-4.2 T2000, ComprCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4. games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk, Imagine, Gunhead. demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Flame999, SelfDemo

SteveR's Classic Cartridges (Steve Reed) 8/02
http://www.steverd.com/
Vendor: used hardware and software

Sunmark Products (Mark DiLuciano) 1/03
383 Broadway
Lorain OH 44052-1631
USA

http://www.sunmark.com/ Also http://www.hollex.net/
Developer: Hollex Cartridge (16K of SRAM powered by a lithium battery),
InstaDOS Cartridge (Atari DOS 2.0S), 400/800/XL PCB, sio2pc PCB,
Real Time Cartridge (ICD R-Time 8 clone)

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169
FAX: +61 7 54969056
mailto:sup8pdct@mail.cth.com.au
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 11/02
Czech Republic
http://jirkasuv.duch.cz/iPAQ/atari/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..."- text game)

Tomasz Szymankowski 11/02
http://www.a800win.atari-area.prv.pl/ or
http://atariarea.nostalgia.pl/PLus/index_us.htm
Developer: Atari800Win Plus 3.1 (premiere Atari8 emulator for Win32)

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Subject: T

TAQUART 11/02
(Piotr 'Fox' Fusik, Marcin 'Eru' Zukowski, Michal'Dracon' Garbaciak,
Karolj 'Heaven' Nadj, Lukasz 'X-Ray' Sychowicz, Slawek 'Slaves' Sledz.
also: Bac, Dely, Samurai)
Poland
http://numen.scene.pl/
Developer: NUMEN (demo, requires 320K, PAL ANTIC)

Telegames 8/02
Box 901
Lancaster, TX 75146
USA
Orders: (972) 224-7200
Cust Service: (972) 228-0690
FAX: (972) 228-0693
http://www.telegames.com/
Vendor: commercial software

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme

Manchester
M19 3HR
England
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator, several other programs

Vasyl Tsvirkunov 1/03
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.), SH3/4 (Jornada, etc.)

Steven J. Tucker 1/03
3978 Brookside Blvd
Cleveland, Ohio 44111
USA
tel: 216-688-0001
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v2.0.5 for Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win31/95/98, APE Warp+ OS for XL/XE machines, Imagic 1.06 95/NT--the Atari Disk Image Conversion System for 9x/NT, Imagic 1.06 DOS--the Atari Disk Image Conversion System for DOS (Imagic does disk image (ATR <-> XFD <-> DCM <-> SCP) conversion), Atari Terminal Simulator ATS 2.0 (ATASCII Telnet/Serial Terminal & Break Movie Player for 32bitWin), Break Movie Screensaver for 32bitWin

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Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Dan Vernon 6/02
http://retrobits.net/
Developer: Atari810 1.3b -- disk drive emulator in the tradition of SIO2PC, for the Windows NT/2000/XP platform

Video 61 & Atari Sales (Lance Ringquist) 12/02
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/

http://cth.dtdns.net/pro/pro1.html (BBS Express! Pro)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): Amaze Maze, Bumpers, Checkers,
Clash of the Kings, Concentration, Cosmos Pinball, Crystal Raiders,
Dan Strikes Back, Dandy, Desmond's Dungeons, Dinky Do, Dungeon Lords,
Dynakillers, Elevator Man, Firebug, Getaway, Hearts, Jailbreak, Jigsaw =
Puzzles,
Lights Out, Lord of the Orb, Mahjong, Maze War, Midas Maze, Montana Solitaire,
Mr. Robot, MyDOS 4.5, Paddle Pack Pong, Paddle Wars, Preppie, Preppie II,
Plaqueman, Puzzler, Ricochet, Rocks, Sharp Shooters, Smush, Solitaire,
Spaceball, Spaceshot Pinball, Speedo Disk Drive Speed Checker, Tetris II,
Translator (800 OS), Twin Pack(Battleship/Jump the Pegs),
Video Poker (by H. Brown), Video Slots, Zybex, Rally Speedway, SpartaDOS 3.3C,
Twilight World, Montezuma's Revenge, Cosmic Tunnels.
Also: BBS Express! Professional (Pro!) 5.0b (Atari hardware), 6.0 (emulators)
Also K-Products products, which include: Pro_Term Terminal Modules,
Hardback & Restore, Mux_Time Software, TurBoss! High Speed O/S,
KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, 1050 US Doubler (USD),
DK-Utilities for the Black Box and the MIO

Video Game Advantage (VGA) 10/02
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (440) 843-8815 24hrs
http://www.io.com/~vga2000/
Vendor: used hardware/software and accessories

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
tel: (412) 7841-2241 5pm-8pm eastern time only
mailto:vidgame@earthlink.net
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vintage Micro-Computers (Jon Lucas)
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
Vendor: hardware and software

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Subject: W

Wacko Software (Andrei Ellman) 10/02
The Netherlands
http://www.xs4all.nl/~ellman/ae-a/wacko/

Developer: Line Crash (game)

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, BobTerm 1.2 and several others

World of Atari 10/02
5920 Valley Vale Way
Sacramento, CA 95823
Phone: 916-422-7424
Fax: 815-377-8032
http://www.worldofatari.com/
Vendor: new and used hardware and software

Jeffrey S. Worley "Technoid Mutant" 1/03
mailto:TECHNOID@30below.com
Repair shop: offers free(!) hardware upgrades to 8-bit Atari computers
(memory, pokey, etc.)

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# 921. Re: possible way out of this (was Re: How about rewriting the 10% in dispute?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 10:25:10 UTC
From: Michael Borisov <borisov@brain-damage.uni-bremen.de>
Message-ID: <b201kp$jom$1@f40-3.zfn.uni-bremen.de>
Source record: 23433

"Mark Watson" <newsAfoftDfsnetD@co.uk> wrote in message
news:UVJ0a.788610$w57.138264@news.easynews.com...

> Looking forward to hearing the new mzpokeysnd code in Atari800:-) Sounds
> like there has been some good work on this recently. One good thing that
> has come out of the Atari++ argument from my perspective:-)
>
> Would you let Thomas rework your code for Atari++? Then he can get rid of
> his (allegedly Ron Fries) version. Of course I can't speak for him here...

I can consider releasing mzpokeysnd (that version of it which does not
contain modifications by Krzystof Nikiel) under another license. However,
allowing to apply 'THOR' license for the module frightens me a bit. A
license composed not by a law professional may contain such terms which
could be found illegal or contradictory by a court. And then the rights are
no longer protected by these terms. On the other side, I beleive that GPL
was composed by some expert people. There were no modifications to the GPL
text for many years, and this proves stability and legality of the license
terms. Therefore I think there are less chances for the GPL or its parts to
be considered illegal/contradictory.

Of course, Thomas can take mzpokeysnd and remez from the Atari800 CVS any
time and use them under the terms of GPL and LGPL, respectively, without
anyone's additional permission.

--
Best regards,
Michael !remove the 'damage' from my e-mail address!

## 922. 1050toPC only with 1050?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 10:57:02 UTC
From: mcdenko <mcdenko@poczta.onet.pl>
Message-ID: <b202vu$jee$1@atlantis.news.tpi.pl>
Source record: 23434

I've made a 1050toPC cable and I've got a CA 2001 disk drive. And this cable doesn't work. I can format diskettes in this drive, but can't write .atr files into the real disks.

Question: Does 1050toPC work only with 1050 drives?

/mcdenko

## 923. Re: possible way out of this (was Re: How about rewriting the 10% in dispute?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 11:24:02 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <5ufv1b-po1.ln@speaker.rodsbooks.com>
Source record: 23435

In article <b1ur2s$jn8$1@f40-3.zfn.uni-bremen.de>,
"Michael Borisov" <borisov@brain-damage.uni-bremen.de> writes:
>
> "Petr Stehlik" <pstehlik@sophics.cz> wrote in message
> news:pan.2003.02.06.13.14.19.301332@sophics.cz...
>
>> I am afraid that the key atari800 authors are not accessible (David, Ron)
>> unfortunately so there is nobody that could "lessen" the license in
>> return. I would like you to actually release those modules we talked about
>> (Antic, Pokey and the RT8 cartridge) with the original GPL copyright
>> notice. For the rest of the code the Modified BSD would do perfectly, I
>> believe.
>
> Doesn't GPL prohibit the non-GPL licensing of a project containing GPLed
> parts?

Yes, but the person who holds the copyright to a product is not bound by
the licensing terms imposed on others, and a copyright holder may in fact
grant licenses to different people on different terms, or offer a choice
of licenses. There are plenty of examples of people using dual licenses,
for instance (Perl uses both the GPL and the Artistic license, as one
example). Thus, if the authors of the allegedly infringed code so wanted,
they could grant Thomas a non-GPL license to use the code that was
allegedly infringed. The trick, as Petr notes, is that some of these
authors have dropped out of view, so even approaching them about it seems
to be difficult.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

# 924. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 11:30:17 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b205c9$fml$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 23436

Hi,

> The A8 developers did contact Thomas privately about the matter, it was Thomas
> who took it public on this newsgroup. It was also Thomas who pulled the
> project. Seeing his project, ideas, and code disappear forever is the last
> thing any A8 developer wants as there may be things from A+ that might benefit
> A8. He started this mess, and then you jump in and start cussing out the A8
> developers as if the whole thing is their fault and pinning on them bad
> motivations that they simply don't have. Take a step back and look at this
> picture again, buddy.

This is not quite the case. Much of the discussion was also going on
privately and has not been posted here. In fact, the first reaction was
that Petr demanded to put the project under GPL, which I replied that
I'd rather put it under BSD or any other licence without the "virus".
No matter how you like GPL or not, this is my opinion about the field.
Anyhow, at that point, Petr stated clearly that this wasn't possible, so
the conflict arose. Now, at this point, we do seem to approach a common
point.

It also seems to be a common misunderstanding that licences were chosen
to make the software non-free in the GPL sense. I tried to keep the licence
"close enough" to provide best quality, but it seems that this shoot back.
I've made positive experience with this (mine) licencing conditions at the
Amiga scene and everyone was happy about it, though I'd just continue with
the model. Aparently, people and opinions are different here. That mistake
made, the basis for the conflict was given.

> I don't give a damn what software you've written. You obviously aren't part
> of the A8 project and you aren't Thomas and that's all that is relevent to the
> ongoing argument, and if you are a software developer, I'm astonished at how
> little regard you show for your fellow programmers. If you don't like their
> choice of software license, fine, attack the GPL as Thomas is doing. If you
> look closely at what Thomas is saying though, you'll realize he isn't
> insulting anyone by name calling nor using foul language, so I say again, if
> you can't be polite then shut up, or if its just a flame war you want, I'll be
> happy to oblige. Fire at will child.

That, however, is quite true. All the "drama" by side, I don't see *any*
reason to get personal. This is the very last thing that'll help.

Anyhow, I'll ask now politely all the parties to keep calm. We're really
approaching a solution, and if that is reached, we can continue with the
work.

I very sorry that emotions came up that high, please forgive. Anyone here invested too much work into the software to feel arbitrary about it.

Thanks,
Thomas

# 925. Re: possible way out of this (was Re: How about rewriting the 10% in dispute?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 11:42:01 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2003.02.07.11.42.00.899899@sophics.cz>
Source record: 23437

On Fri, 07 Feb 2003 00:27:04 +0100, Michael Borisov wrote:

>> I am afraid that the key atari800 authors are not accessible (David,
>> Ron) unfortunately so there is nobody that could "lessen" the license
>> in return. I would like you to actually release those modules we talked
>> about (Antic, Pokey and the RT8 cartridge) with the original GPL
>> copyright notice. For the rest of the code the Modified BSD would do
>> perfectly, I believe.
>
> Doesn't GPL prohibit the non-GPL licensing of a project containing GPLed
> parts?

Probably yes. That's why Thomas offered dual licensing and a
"re-distribution" of atari++ under GPL. That sounded to me like something
that (plus crediting the original authors of Atari800) would correct the
(possible) violation caused by (suspicion of) using GPLed Atari800 code as
a base of atari++.

That's why I sent a letter to FSF asking if this "re-distribution under
GPL" would do it. I am sure they will look at me like at an idiot since
they would have to ask why Thomas simply doesn't release it under GPL
directly. They naturally haven't read all the reasons Thomas has against
that license. Anyway, their answer can get us over this, hopefully.

Petr

# 926. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 12:02:35 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b2078r$i22$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 23438

Hi Rod,

>> Not quite. We're now right at the point where I want to have you. (-;
>> Clearly, a distinction of an algorithm or a code cannot be drawn clearly.
>> Now, where does it start to be a modification, where does it end to be
>> an algorithm? Can this line be drawn clearly? I don't see that it can,
>> ever, even with a licence. So there always remains some doubt.

> First off, a license has nothing to do with algorithms, just with code.

That's clear. What's not clear is the meaning of the word "implementation
of an algorithm".

> Second, I was imprecise when I said that the line between algorithms and
> code can be hard to see. The distinction between an algorithm and its
> implementation is pretty clear; it's just that some algorithms are so
> simple that they may have few distinct implementations in a given
> language.

Exactly, and at that point it is getting mood when trying to copyright it.

> This gets into an area of copyright law that's murkier for me,
> but I doubt you could copyright such a simple line of code. Something like
> a line that reads "i++;" certainly isn't copyrightable, AFAIK; that'd be
> like trying to copyright a single word.

Or like trying to copyright the NUL termination of strings (a popular
april fool a couple of years ago). Anyhow, I'd say that this pretty much
leaves things open for interpretation.

>>> The algorithm expressed by
>>> your 29 lines of code could certainly be expressed in other ways.
>>
>> Certainly, but at which point would, provided the above had been
>> set under a licence, a copyright violation start and where would it
>> end?

> First off, a license is irrelevant, at least in the US. By US law, you
> already own a copyright to the code you posted -- at least, assuming you
> wrote it. (If you copied it from elsewhere, your posting it may technically
> be a copyright violation.)

This isn't much different here in Germany either.

> Assuming you wrote that code, nobody else may
> use it. I cannot take that code and put it in a program of my own, at
> least not without your permission.

Let's come back to the above algorithm as a case study; to make things
a bit more concrete. I wrote the above lines indeed, and I also came
up with the algorithm at hand. However, when I had the assignment to
fix the implementation of a math library about a year ago (the
mathieeedoubbas library of the AmigaOs) I found to my amusement that
the algorithm used to compute the square root there was written along
the same idea. The code also gave a reference where it came from (a
scientific paper whose author I unfortunately forgot).

Now, here's the question:

a) Is the above code under my copyright? I've written it, clearly, but
given that the publication dates back further, I cannot claim of having
invented it (at least as the first invention).
b) Stated that the math library at question was delivered (in binary form)
without giving references to the author of the algorithm, does this imply
that some kind of copyight law has been violated?

My understanding is that a) yes, I do hold the copyright, and b) this is
legal because the code is copyrighted, not the square root algorithm.

However, given two implementations at hand, how could I prove that still
my implementation is my copyright? Or even worse: Who would have to
prove that it is? Do I have to prove it's mine, or does the other party
have to prove that it is not?

All this seems pretty moody.

> As to what's a violation: Exact reproduction is certainly a violation. So
> is taking that code and reworking it. For instance, I couldn't take your
> code and change the comments or variable names, or perform other
> substitutions like that, and call it my own. OTOH, I can legally take
> that code, analyze it to figure out the algorithm it implements, and then
> write a new piece of code that implements the same algorithm. This
> distinction is logically pretty simple, but of course in practice it may
> not be when examining the results of each process. That's certainly a
> potential problem, and one that, in extreme cases, requires intervention
> by the courts.

And that's what I claim.

>>> Nobody's holding a gun to your head and forcing you to use a GPLed work as
>>> the basis for yours. If you don't want to play by the GPL's rules, fine;
>>> nobody is forcing you to do so.
>>
>> That's a bit too simple for me. The problem is, "do I have a choice?".
>> Coming back to the square-root example above: Provided it would have been
>> put under GPL, and someone would "use" it with non-GPL code, then we would
>> have a copyright violation. If, however, the code would have been modified,
>> when would it stop to be one? Or, to put it even differently, is it possible
>> to pull the square root using the same mathematical idea *without* using
>> a code what would violate the GPL?
>>
>> Now, at this point it gets hard: Either, the second party puts a lot of

>> brain-power into creating an algorithm that is similar, but not too
>> similar, which might be hard given the problem at hand, or the second party
>> switches to a different, less efficient algorithm. I don't think both options
>> are fair because the given problem at hand is "so simple to make it
>> hard to come up with a different code".

> Try to think of it in terms of the process rather than the product.
> Unfortunately, a third party looking at the code doesn't have that luxury
> and must judge similarity based on the product. That's admittedly
> sometimes a tough call. I'm not familiar enough with the technical
> problems at hand, nor have I seen most of the disputed code, so I'm not
> willing to judge whether your code really was derived from the GPLed
> Atari800 code.

That's also currently not the question. As far as I can see, we're
approaching a solution in one way or another. I'm speaking about the
situation in a more general framework.

> There's also another option: clean-room. If you don't look at the GPL
> code, you can't copy it. That may not be an airtight legal defense, but
> in my own very personal view, if I thought that a person had not seen
> allegedly infringed code, I'd accept far more similarity as innocent than
> if I thought the alleged infringer had seen the code in question.

Unfortunately, in this specific case, a clean-room approach has been
impossible. I *had* looked at the original since I even worked on it for
some parts. If you'd read Bill's posts clearly, then he had to go back
a lot of releases to find similarities - obviously.

What can one do in these cases? Not write the software in first place?

> I know
> there are commercial projects that have used clean-room techniques in
> creating workalike products. IIRC, some of the early non-IBM x86 BIOSes
> used these techniques, and I distinctly recall hearing about it in
> reference to some (failed) attempts to clone Mac OS several years ago.
> Presumably the companies thought these techniques had some legal value or
> they wouldn't have used them.

>>> That doesn't mean you can base your code
>>> on a GPLed work, though, any more than you could break into Microsoft HQ
>>> and base your work on the Windows source code -- even if you change or
>>> discard 90% of the original work's code.
>>
>> No, clearly not, but by placing GPLs on simple code means that anyone
>> else who do not want to GPL code has to work harder than the original
>> author.

> You're talking as if the GPL were special in this respect. It's not. Your
> gripe is with copyright generally; if Microsoft, to continue the analogy,
> thought you had infringed their code, they could come down hard on you --
> almost certainly harder than the Atari800 developers have done. The main
> difference is that Microsoft's source code isn't as readily available, so

> claims of infringement would probably require Microsoft to prove that the
> defendant had access to the code. (I'm assuming here; my knowledge of
> that aspect of copyright law is limited.) You admitted up front that you
> read the GPLed code, though, so you made it easier for others to claim
> you'd infringed their work. If you want to avoid this possibility in the
> future, stop reading GPLed code.

That's what I've been trying to avoid when working on the emulator as it
is now. The point is that about the old parts I haven't had much of a
choice to begin with.

> You'll almost certainly learn less, but
> it'll be no worse in this respect than if the GPLed code had actually
> been commercial in nature, with source code locked away.

Clearly, though this is not quite the situation.

> I'll also add that your own license doesn't do anything to reduce the
> risk of claims of infringement for other programmers. Hypothetically, if
> five years from now you find something that looks like your own code in
> some other project, you could raise a ruckus, sue the other person, and
> possibly even win in court. By not granting any rights to use of your own
> code in your license while griping about the GPL and its limits, you're
> trying to argue both sides of this position -- you want absolute control
> of your own code, but you want free access to others' code.

The problem is, as you explained successfully, that my intention hasn't
been made clear within the licencing condition. Your understanding of the
licencing model, the above scenario could, however, happen.

>> Now, you can argue, the same holds for patents and all other
>> copyrighted work. Clearly, but as for a patent, for example, the invention
>> must have be a certain value - I don't know the technical term in english.
>> What GPL does is that it places restrictions on code without checking for
>> this condition.

> Patents are an entirely different issue. In the US, at least, patents CAN
> apply to algorithms, and that can cause a lot of problems. I don't know
> of any case where a copyright has prevented a programmer from
> implementing an algorithm, but there are lots of documented cases of
> patents being used to that effect.

> One more point that's not terribly related to this specific message but
> that recently occurred to me: One of your objections to the GPL is what
> you and Microsoft refer to as its "viral" nature; however, this feature
> applies only to downstream users of the code. If you write a program and
> release it under the GPL, copyright law grants you the right to also
> release it to others under other licenses. Thus, if somebody came to you
> and wanted to use some or all of your code in, say, a closed-source
> commercial product, you could still grant that right, without affecting
> the GPLed branch.

Exactly, and I do understand this case. However, looking back at all the
mess we've been thru now - I hope - I doubt that GPL violations can
be stated clear enough, and make it IMHO hard to develop software
independently without getting at least in a legally mood zone. In principle,
still someone could look at my code and argue that code parts have been
stolen from somewhere else. Then I still had to argue whether this applies
or not. Hence, GPL places potential work and risk on the shoulders of
authors that do not want to follow GPL to begin with. I'd rather say that
*if* you're liberal enough to publish sources, you've to deal with the
potential situation where parts of the code get reused. I'd rather compare
this with the scientific world: Once the paper has been published, the
result is open for everyone to use, and everyone is encouraged to use it.
I don't see this much different from published free code. If I do not
feel like this, I cannot release sources, but must release binaries.

> In this specific case, there are a couple of caveats,
> though. First, the presence of disputed code in Atari++ specifically
> means that you might not be able to grant full rights to the entire
> program, although you could almost certainly grant rights to the
> undisputed files. Second, in order to retain this right while development
> continues, you'd need to get every contributor to sign over the copyright
> to the code to you. Without that, it would eventually become impossible
> to separate what you own from what others own, assuming you get more than
> trivial submissions. There are open source licenses that exist to address
> this second point. The Mozilla Public License (MPL), for instance, does
> this, if I'm not mistaken. The MPL doesn't give you the sort of absolute
> control over derivative works you want, though, and no open source
> license does; but I thought it worth mentioning.

> You may want to take
> some time to peruse some of the non-GPL open source licenses that are
> available:

> http://www.opensource.org/licenses/

Yes, I've found this reference already and I've to look thru it. I've
read a couple of the licences presented there, but the MPL wasn't one
of them. Sounds like an interesting point, though.

> There's a chance you'd find one of them acceptable for future projects, or
> even for Atari++ should you strip it of the allegedly infringing material
> or otherwise reach a compromise with the Atari800 developers.

Greetings,
Thomas

# 927. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 12:10:30 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b207nm$i22$2@mamenchi.zrz.TU-Berlin.DE>
Source record: 23439

Hi,

> Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:

/* snip */

> In programming, there's always more than one way to do it!

Concerning the code? Maybe, thought the algorithm is the same.
Given your implementation, one could also argue that an attempt has been
made to "hide" the origin (which is here of course the case since
we're playing hypothetically with that code in first place).

> Comparing the Atari800 and Atari++ code, they are FAR more similar to
> each other than your 'sqrtint' function and mine below:

/* snip */

Is it? Given the size of the sqrt code, and given the size of
the antic code as total, the modifications of your sqrt code are rather
minor since the algorithm is quite the same. I don't know how today's
a800 antic looks like, but comparing mine with David's original it
works really quite different. What *is* identical - and that I don't
deny - is that the approach building up the mode lines by means of LUTs
is the same. I'm now switching to another approach.

> Sure looks different, doens't it? I obviously based that /directly/
> on yours, but it definitely looks more different than the quoted pieces
> of Atari800 and atari++ (see the post where I forward Perry's comparison).

> It could have been even more different! I could have used different
> variable names, or used a "while"-loop instead of a "for"-loop.

>> is a copyright violation, though I'm pretty sure someone else has
>> been "equaly smart".

> It depends. Did you _copy_ that? Or did you just come up with it using
> your own mind? :^)

See above my answer to Rod. Fact is, I came up with the above indeed, but
later on found to my amusement that this is a well-known algorithm at hand.
(To be precise, when I worked on an Amiga math library that used precisely
that).

So long,
Thomas

# 928. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 12:13:20 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b207t0$i22$3@mamenchi.zrz.TU-Berlin.DE>
Source record: 23440

> On 6 Feb 2003 11:19:22 GMT, Thomas Richter <thor@cleopatra.math.tu-berlin.de>

Hi,

> Thomas: what you posted is not an *algorithm*, it's *code*. An algorithm isn't
> written in any particular programming language, it's just the explanation of
> the steps needed to perform a task. The code, OTOH, is a particular
> implementation of that algorithm.

I understand this pretty well, though this is not quite the point I wanted
to make. Actually, if you'd follow my reasoning, I posted this to demonstrate
that the distinction between the two is sometimes a bit moody and makes it
hard - especially for simple algorithms - to come up with something entirely
different. And, compared to the LUT build-up code, the above is rather
complicated.

So long,
Thomas

## 929. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 12:22:01 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b208d9$i22$4@mamenchi.zrz.TU-Berlin.DE>
Source record: 23441

> Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:

>>> 3) The original atari800 developers notice this and try to resolve the
>>> situation in a nice and gentleman-like fashion.
>>
>> So do I.

> Sorry, Thomas, but based on what I saw, you didn't respond to Petr's
> e-mail for two weeks, at which point he e-mailed you again, and you
> decided to post his request to c.s.a.8 and "shut down" your project! <:^{

> Correct me if I'm wrong.

You might not know this, Bill, but I already offered earlier to release
the source under a different licence, BSD or LPGL to be precise. I got
no reaction on that other than "GPL or nothing". I had to pull the
emergency breaks at some time, though.

So long,
Thomas

## 930. Re: 1050toPC only with 1050?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 12:32:42 UTC
From: Matthias Reichl <usenet-20030207@hias.horus.com>
Message-ID: <slrnb479qe.175.usenet-20030207@camel.hias.horus.com>
Source record: 23442

On Fri, 7 Feb 2003 11:57:02 +0100, mcdenko wrote:
> I've made a 1050toPC cable and I've got a CA 2001 disk drive. And this cable
> doesn't work. I can format diskettes in this drive, but can't write .atr
> files into the real disks.

Which version of the 1050-2-PC cable did you build?

The pro-system cable (using a 14C89) doesn't work reliable with all
serial ports. For example, it works with the serial port on my
mainboard, but not with the ports on the expansion card in my
computer.

OTOH, the MAX232 version (as described in the SIO2PC docs, needs
external +5V supply) worked fine with all computers and all ports
I've tested it with so far.

Anyway, try re-checking the circuit, maybe you've placed a
capacitor the wrong way, got a short circuit, swapped two
pins or another small mistake like that.

> Question: Does 1050toPC work only with 1050 drives?

I don't know - I've only tested it with 1050s yet.

so long,

Hias

## 931. Re: what happened to Dan Vernon's retrobits site?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 13:12:21 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b20bbs$grs$1@nets3.rz.RWTH-Aachen.DE>
Source record: 23444

Howdy j131, folks

> >> http://www.retrobits.net/
> >
> >Tried it several times, no luck.

> Works for me without a problem... What error are you getting?

As I tried Dan's site again after reading this message, to try and find ou
what error occured, everything went OK. I can see Dan's page again. I got
a 'can't show page' or something like that message before. (since I'm on a
german university I get german error messages) But everything seems to be
fine again.

Thanks guys for trying to help.

CU Mathy van Nisselroy

## 932. Re: what happend to real time video plans?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 13:18:56 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b20bob$hde$1@nets3.rz.RWTH-Aachen.DE>
Source record: 23443

Howdy Bill and Marco

Thanks for the update.

BTW my Spanish is a bit rusty. Ehhmm, well, most of it is rust. I toke a couple of lessons a couple of years ago, but I still hope to get through that book sometime.

CU Mathy van Nisselroy

# 933. Re: Any new games for the ATARI 800 XL/XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 13:26:36 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b20con$ii2$1@nets3.rz.RWTH-Aachen.DE>
Source record: 23446

Howdy folks

> I couldn't say about the others, but my intention would be
> to release the ATR image (and CAS maybe) into the Public Domain.

You guys are planning to enter them into the ABBUC programming contest I
hope!?
You can win up to 500 Euro's (that's slightly over 500 US Dollars) doing so.
Deadline is September 15th 2003.

CU Mathy van Nisselroy

## 934. How to learn Mac65

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 13:36:16 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b20con$ii2$2@nets3.rz.RWTH-Aachen.DE>
Source record: 23445

Howdy folks

What's the best way to learn Mac65 and where can I download it? I'm the proud owner of a cartridge that has both Mac65 and BXE on it (somebody specially build it. It's not for sale from him or me. But something simular can be seen at Dan Vernopn's retrobits site at http://www.retrobits.net). And now I wanna learn Mac65. I have Analog Computing, which had Boot Camp, is it any good? I have all issues starting from number 45. Did I miss much? Is there a better way to learn Mac65 (apart from: "just try something") I do have a xeroxed copy of the manual, but don't wanna go true that.

CU Mathy van Nisselroy

## 935. JurassicParcII on cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 14:00:43 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b20e8g$kf3$1@nets3.rz.RWTH-Aachen.DE>
Source record: 23447

Howdy folks

JurissicParc II is now out on cartridge. Check out this site for a picture
of the cartridge:
http://www.atari.sk/satantronic/jurassicpark2
The cart is available via Video61, the ATR version is available for only $3
bucks (for the price of the car check out Video61's page, for a link see the
page mentioned above)

Take a look at that label on the cartridge. I looks like it was sold by
Atari themselves.

CU Mathy van Nisselroy

## 936. Re: JurassicParcII on cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 14:06:50 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b20ei1$koq$1@nets3.rz.RWTH-Aachen.DE>
Source record: 23448

Howdy folks

> http://www.atari.sk/satantronic/jurassicpark2

Try: http://www.atari.sk/satantronic/JurassicPark2

CU Mathy van Nisselroy

# 937. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 14:08:18 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2003.02.07.14.08.18.174260@sophics.cz>
Source record: 23449

On Fri, 07 Feb 2003 12:22:01 +0000, Thomas Richter wrote:

>> Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:
>
>> Sorry, Thomas, but based on what I saw, you didn't respond to Petr's
>> e-mail for two weeks, at which point he e-mailed you again, and you
>> decided to post his request to c.s.a.8 and "shut down" your project!
>> <:^{
>
>> Correct me if I'm wrong.
>
> You might not know this, Bill, but I already offered earlier to release
> the source under a different licence, BSD or LPGL to be precise. I got
> no reaction on that other than "GPL or nothing".

This is true. I haven't commented on the other license you offered and continued convincing you that releasing under GPL would be far the best solution for this issue. And I haven't got a reply from you for those two weeks.

Anyway. What is (and has always been) important is to give proper credit to everybody that helped (even indirectly, as you may think) to make atari++ reality. And if the original authors decided to release their work under GPL to protect it then we must deal with it somehow. The easiest and right solution has been mentioned here 1000x times. If we find another legal and sensible solution that is OK with you, then let's use it.

BTW, in the meantime you could try to search for David Firth and Ron Fries by yourself. I wasn't successful but you may have a better luck. If they said OK to your LGPL or BSD then we could stop this immediately.

Petr

P.S. This searching for people on net brought me an idea that everybody should have a life-time e-mail address, assigned automatically as soon as he/she borns.

## 938. Remember the 80's?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 14:53:16 UTC
From: RetroChat <RetroChat@btinternet.com>
Message-ID: <MPG.18add891f6964488989699@news-central.giganews.com>
Source record: 23450
Cross-posted to: alt.amiga,alt.atari,alt.atari.2600,alt.atari-jaguar,alt.atari-jaguar.discussion,alt.games.atari,comp.sys.atari.8bit

Then if you have some spare time, feel free to visit us at
www.retrochat.com for nostalgia chat. This is a very young forum that
has been setup for talk about computers and emulation of yesterday. It
is very on-topic with a mature audience who form a large portion of the
membership.

If you have a wide are of emulation interests, and you are looking for
forum chat for computers from the ZX80 to the Atari ST, for consoles
from the Atari 800 to the Gameboy, then come and pay us a visit.

http://www.retrochat.com

## 939. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 15:00:28 UTC
From: Frank Rachel <frachel@navisys.com>
Message-ID: <3e43ca0d$0$10001$724ebb72@reader2.ash.ops.us.uu.net>
Source record: 23451

Hypothetical dumb question here (I'm a software developer, but commercial - haven't done any opensource/GPL/etc yet).

Lets say in my program I need to pop up a message box asking "Are you sure you want to quit". Lets say I don't know how to do it (some windows API I haven't used). If I look at the source to a GPL program and see they have it, and its 1 line like "MessageBox(...)", and I put it in my code, have I violated the GPL?

How far does the license go with small things like that?

Thanks,

Frank.

## 940. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 16:24:02 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <31l02b-b63.ln@speaker.rodsbooks.com>
Source record: 23452

In article <b205c9$fml$1@mamenchi.zrz.tu-berlin.de>,
Thomas Richter <thor@cleopatra.math.tu-berlin.de> writes:
>
> I've made positive experience with this (mine) licencing conditions at the
> Amiga scene and everyone was happy about it, though I'd just continue with
> the model. Aparently, people and opinions are different here. That mistake
> made, the basis for the conflict was given.

I don't think there'd have been much fuss over your licensing if the allegations of your having used others' code hadn't come up. Now that it has, of course, the discussion has expanded to include a far more intense look at your license than would otherwise have occurred.

Also, as a historical side note, the Amiga (and Atari and Macintosh and early PC, etc.) hobbyist development communities have been historical latecomers to what's today called the "free software" or "open source software" models of doing things. The free/open source development models derive from academic traditions of information sharing. Those traditions weren't at the basis of "home computer" hobbyist development, so the licensing terms have historically been different. Perhaps my own perspective as a professional Linux author warps my view, but my impression is that the free/open source development and licensing models have largely eclipsed the more restrictive "freeware" development style common on early home computers. Your license definitely falls in this home computer spirit, and yet the software was released for platforms on which much more open licenses are common (namely, Linux and perhaps other Unix-like systems). You certainly have every right to do this, and you wouldn't even be alone in releasing non-open-source code for these platforms, but it makes your license stand out as bizarre in the community in which it resides.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

# 941. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 16:54:02 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <6um02b-6c3.ln@speaker.rodsbooks.com>
Source record: 23453

In article <b2078r$i22$1@mamenchi.zrz.tu-berlin.de>,
Thomas Richter <thor@cleopatra.math.tu-berlin.de> writes:
>
> Let's come back to the above algorithm as a case study; to make things
> a bit more concrete. I wrote the above lines indeed, and I also came
> up with the algorithm at hand. However, when I had the assignment to
> fix the implementation of a math library about a year ago (the
> mathieeedoubbas library of the AmigaOs) I found to my amusement that
> the algorithm used to compute the square root there was written along
> the same idea. The code also gave a reference where it came from (a
> scientific paper whose author I unfortunately forgot).
>
> Now, here's the question:

First, the obligatory I-am-not-a-lawyer disclaimer applies....

> a) Is the above code under my copyright? I've written it, clearly, but
> given that the publication dates back further, I cannot claim of having
> invented it (at least as the first invention).

Just because earlier code uses the same algorithm as yours does not
invalidate your copyright. If the earlier copyright holder also held a
patent on that algorithm, you might be in hot water for using it, but
that's another matter. You can copyright code, but not algorithms. Now,
if your implementation was too similar to the earlier version, you might
still be in trouble, but I don't really know precisely what standards
apply in a case like this. In the specific case of Atari++, some of the
allegations and code snippets posted do look very suspicious, but I've
not seen enough evidence to draw a firm conclusion, and my limited
knowledge of emulator internals in general is also a hindrance to me
personally.

> b) Stated that the math library at question was delivered (in binary form)
> without giving references to the author of the algorithm, does this imply
> that some kind of copyight law has been violated?

No. To the best of my knowledge, copyright law doesn't require giving
references to parties from whom you may have obtained an algorithm. Many
(most? all?) open source licenses do require attribution when you use
their code, but that's a different matter -- code is not the same as an
algorithm.

> However, given two implementations at hand, how could I prove that still
> my implementation is my copyright?

The safest way to prove that you own a copyright, at least in the US, is to register it with the copyright office immediately after you create the work. This isn't legally required, but it makes it much easier to prove you own the copyright if a conflict arises. Failing that, if you can point to some sort of dated archive in which your code resides, that would help a lot. For instance, if your code were on a shareware CD-ROM with a date, that might qualify as proof. I don't know precisely what would constitute proof, though.

> Or even worse: Who would have to
> prove that it is? Do I have to prove it's mine, or does the other party
> have to prove that it is not?

If the other party were to see your code and claim a copyright violation, and if that person were to bring you to court over it, it's my understanding that the other party would have to prove the violation. That would involve proving that their own copyrighted code predates yours, and presumably convincing a judge or jury that you copied the code, or at least that your code is too similar to their own. It's also my understanding that, as this would be a civil case and not a criminal case, the standard of proof is much lower than the "reasonable doubt" standard in criminal cases. I've never dealt with this sort of situation myself, though, so my knowledge of just what would constitute proof of violation is slim at best. Also, the procedures and details may well be different in Germany than in the US. If you really want to know more about this aspect of it, I suggest you consult a lawyer, or at least perform a Web search.

>> There's also another option: clean-room. If you don't look at the GPL
>> code, you can't copy it. That may not be an airtight legal defense, but
>> in my own very personal view, if I thought that a person had not seen
>> allegedly infringed code, I'd accept far more similarity as innocent than
>> if I thought the alleged infringer had seen the code in question.
>
> Unfortunately, in this specific case, a clean-room approach has been
> impossible. I *had* looked at the original since I even worked on it for
> some parts. If you'd read Bill's posts clearly, then he had to go back
> a lot of releases to find similarities - obviously.
>
> What can one do in these cases? Not write the software in first place?

If you want to avoid any possible accusation of copyright infringement, that's exactly right. You take the risk of that accusation if you post a 2-line program to a newsgroup. That's one legal risk involved in writing software, just as a malpractice lawsuit is a risk of being a physician or a libel lawsuit is a risk of being a journalist. You may not like it, but it comes with the territory.

> I doubt that GPL violations can
> be stated clear enough, and make it IMHO hard to develop software
> independently without getting at least in a legally mood zone. In principle,
> still someone could look at my code and argue that code parts have been
> stolen from somewhere else. Then I still had to argue whether this applies

> or not. Hence, GPL places potential work and risk on the shoulders of
> authors that do not want to follow GPL to begin with.

IMHO, you're overstating the problem -- perhaps understandably, given your current situation. The same risk exists for other situations, though, and in other fields. A book author can be sued for copyright infringement, for instance, and there's no distinction between source code and object code in that world; every book's "source code" is available. Even commercial software can be disassembled and copied, although that process is extremely tedious for big modern programs. Microsoft has a "shared source" program by which programmers can see at least some of Microsoft's source code, so anybody who uses that program is potentially open to a copyright violation claim under the same terms as somebody who views GPLed code.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

## 942. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 16:54:02 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <7ln02b-6c3.ln@speaker.rodsbooks.com>
Source record: 23454

In article <3e43ca0d$0$10001$724ebb72@reader2.ash.ops.us.uu.net>,
"Frank Rachel" <frachel@navisys.com> writes:
> Hypothetical dumb question here (I'm a software developer, but commercial -
> haven't done any opensource/GPL/etc yet).
>
> Lets say in my program I need to pop up a message box asking "Are you sure
> you want to quit". Lets say I don't know how to do it (some windows API I
> haven't used). If I look at the source to a GPL program and see they have
> it, and its 1 line like "MessageBox(...)", and I put it in my code, have I
> violated the GPL?
>
> How far does the license go with small things like that?

Asking about the license in this context is the wrong question; the
license can't take away any rights you'd have under copyright law,
although the license can extend your rights. The correct question has
nothing to do with the GPL, but rather with copyright law itself: Does
copyright law allow you to copy that one-line Windows API call? (If the
answer is "no," then you might ask the follow-on question, "does the GPL
give me the right to copy this line that I would not have under copyright
law alone?")

IANAL, but I find it hard to believe that the presence of an API call in
a GPLed program could be used to prevent others from using that API call.
If anything, that call is copyrighted by whoever wrote the API, and is
used in a GPLed program only by virtue of the fact that the copyright
owner granted the right to others to use that call -- say, in a license
for a development library or programming language. Even this may be going
too far, though; I don't know how small an element can be copyrighted, or
the details of how copyright applies to API calls.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

# 943. Re: How to learn Mac65

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 18:29:26 UTC
From: ronfucci@bellsouth.net
Message-ID: <42952602.0302071029.767dc8d1@posting.google.com>
Source record: 23455

Mathy,

Here are some ideas:

1. Unless you are already well versed with assembler, find some good
sources for assembler tutorials, preferable 6502 based. I've seen
these on the web but will have to hunt for the specific URL.

2. Find examples of code snippets that actually do something. I think
DeRe Atari is one good source. It's one thing to learn a language,
and another to learn it in the context of the operating system (Atari)
you are working on.

3. Get a good debugger. I would say better with a 'hardware'
solution, e.g. Omnimon, versus a 'soft' solution like DDT (although
DDT does appear to be very good also).

ron

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in message
news:<b20con$ii2$2@nets3.rz.RWTH-Aachen.DE>...
> Howdy folks
>
> What's the best way to learn Mac65 and where can I download it? I'm the
> proud owner of a cartridge that has both Mac65 and BXE on it (somebody
> specially build it. It's not for sale from him or me. But something
> simular can be seen at Dan Vernopn's retrobits site at
> http://www.retrobits.net). And now I wanna learn Mac65. I have Analog
> Computing, which had Boot Camp, is it any good? I have all issues starting
> from number 45. Did I miss much? Is there a better way to learn Mac65
> (apart from: "just try something") I do have a xeroxed copy of the manual,
> but don't wanna go true that.
>
> CU Mathy van Nisselroy

## 944. Re: How to learn Mac65

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 19:10:16 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v48131ggeci99a@corp.supernews.com>
Source record: 23456

```
Mathy.
Unless you've done some assembler, you need to
start with the simple stuff. Mac65 is a macro-assembler
and can and has been used for advanced, complex
programming. I don't know beans about macros, but
use Atari Assembler Editor for little ml progs that
I then put into my BASIC programs.
I have the ASMED on my site, along with two
brief introductions to assembler, text files. I never got
beyond simple assembler stuff.
start with say:

10 *=$600
20 L1
30 LDA #$40
40 STA $610
50 JMP L1

That'd be an endless loop, but you could then single
step it in DEBUG and watch the registers and get
used to assembler a little.
To make a .OBJ file you'd type:
(first LIST it to a file:
LIST #D:A1.ASM)
ASM #D:A1.ASM,#E:,#D:A1.OBJ

But first you just type
ASM
and watch it assemble.

You need to learn the addressing modes. Most used
are immediate and absolute, but there are 11 other
addressing modes. immediate is a number:
LDA #$FF
absolute does something to an address.
STA $610.
My most advanced (?) is called indirect indexed.
It allows a use of a two byte address, which comes in
very handy.
indirect indexed uses an address in page zero, indexed
by the Y register. $CB $CC is almost always available.
You store your address, low, high in cb and cc.
Then you can store something indirectly or load a byte
indirectly.
Say you put 00 90 in cb cc. Then you could poke
```

```
from 9000 to 90FF with something like
LDY #$0
L1
LDA #$10
STA ($CB),Y
INY
BNE L1
RTS
This would put 16 in $9000 to $90FF.
But I ramble.
My site is http://my.en.com/~russg
or www.en.com/users/russg
Russg
```

## 945. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 19:11:30 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E4404E2.75C8B19C@students.uni-mainz.de>
Source record: 23457

Well,
how can Thomas violate the licence of Atari 800?? Atari 800 does not
have any LEGAL licence, at least not from the copyright holder
(Atari/Infogrames itself!). And since Atari 800 does not have the
(legal/official) right to emulate any Atari related hardware or
software, how can the authors of Atari 800 make complaints about
Thomas?!? Both are violating the copyright laws, the Atari 800 (DOS,
WIN, PLUS, etc.) authors did it in the first place (not asking anyone
for the legal rights to emulate Atari) and Thomas did it thereafter.
meaning both are guilty for the same reasons, thus they should not thow
stones on anyone...

Just think of a thief who steals some items in a warehouse. Now another
thief steals these items from the first. it would be very ridiculous if
the first thief then walks to the police complaining about the
second... -Andreas.

William Kendrick schrieb:
>
> Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:
> <snip>
> >
> > I personally didn't expect that it would be any trouble for anyone if I
> > would just demand to contact me before making changes to the source, but
> > aparently this is already demanded too much. I never had any commercial
> > plans with it, my licence conditions even forbid commercial distribution
> > to begin with. I tried to be as open with the sources as possible while
> > also keeping an eye on the code quality and setting the route for a long
> > term development that ends now earlier than I expected it to end.
>
> This is the problem. You "tried to be as open ... as possible,"
> but in doing that, you violated the license of Atari800!
>
> As Petr said, many people examined the source to atari++ that you released,
> and posted comparisons between it and the current (and some older versions)
> of Atari800. The resemblance could not have simply been coincidence!
>
> If you wish to use GPL'd code and release it under another license,
> you CAN... but you MUST get permission to do so from the copyright holders!!!
>
> You can't just do it and say "Oh, but I wanted it to be better and it's still
> 'open.'" There's no clause in the GPL that says anything about your rights
> to re-use GPL'd code under another 'open' license that you make up yourself...
> (not without getting permission)
>

> <snip>
> > Sorry for the bad news guys, but such is life.
>
> It's very sad that you're being so stubborn about this.
>
> -bill!

## 946. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 19:30:58 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E440972.431EDC86@students.uni-mainz.de>
Source record: 23458

Well,
this means that Darek Mihocka got the rights to use the OS ROMS with his emulator. This does not mean automatically, that every other emulator (or programmer) may freely use these ROMS. Besides, the permission was given for the OS ROMS, this does not automatically include permission to use/emulate all other A8 chips (like Pokey, Antic, GTIA, etc.).

And still, emulators are only "half-legal", since they force the user to use copies or so-called images instead of original software (on disk, tape or cartridge). In many cases, these copies are not legal. Just think of a car that would drive with human blood instead of oil. such a car would force the owner to do something illegal (steal blood from blood banks or kill humans). And thats what I say, emulators partially force their users to do something (normally) illegal... -Andreas.

William Kendrick schrieb:
> 
> William Kendrick <bill@newbreedsoftware.com> wrote:
> <snip>
> > Realize that the ROM images are NOT distributed with Atari800.
> > Rather, a freely-redistributable version of PC Xformer is hosted at
> > the Atari800 site (xf25.zip), from where you can extract the ROMs
> > legally.
> 
> A few more words about Xformer 2.5.
> 
> From XF25.DOC:
> 
> Copy this program!
> ------------------
> 
> PC Xformer 2.5 is a free emulator for MS-DOS users who wish to run their old
> Atari 400/800 and Atari 800XL software on their PCs. The file XF25.ZIP may be
> freely redistributed under the condition that the contents of the ZIP file
> are not modified in any way, and that no fee is charged for the software
> other than reasonable long distance and online charges for downloads.
> 
> The ZIP file (xf25.zip) is being hosted by the Atari800 project
> (at SourceForge.net) exactly as it was distributed by Branch Always Software.
> 
> It's being made available for free.
> 
> Darek mentioned on comp.sys.atari.8bit, comp.emulators.misc and
> comp.sys.mac.misc:
> 

> As far as my Xformer emulators go, I got permission from Atari back in
> 1987 to include their OS images in my emulators. You're notice all
> versions of Xformer carry Atari's copyright notice and a "used with
> permission" notice.
>
> As far as Rainbow and STonX and all these other Atari emulators that
> aren't obtaining any sort of permission, well, they're on their own.
>
> ( http://groups.google.com/groups?selm=3vrlf2%245on%40news1.halcyon.com )
>
> This is exactly why Atari800 doesn't include the ROMs directly,
> but instead simply suggests people grab their own ROMs from their Atari
> directly, or use the ones that come in XFormer.
>
> -bill!

## 947. Re: Pokey chips source?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 19:34:50 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E440A5A.27802F72@students.uni-mainz.de>
Source record: 23459

Hmmm,
maybe there is a difference between PAL and NTSC versions ?!? I know
that a friend of mine owns a lot of 7800 carts, which include the Pokey
chip (he opened these carts!). But I do not know at the moment if they
are NTSC or PAL versions... -Andreas.

Jindrich Kubec schrieb:
>
> Andreas Magenheimer wrote:
> >
> > Well,
> > buy one of those 7800 "super cartridges", like Ballblazer, Karateka and
> > others. All of those carts (labelled super-cartridge on the package)
> > include a Pokey chip. Mostly these carts are much cheaper, than buying a
> > single Pokey chip elsewhere... -Andreas.
>
> This is not true. Only two 7800 carts contain Pokey. I think Ballblazer
> and Commando(?).
>
> --
> Jindroush <kubecj@asw.cz>
> http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

# 948. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 19:54:01 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <mj112b-iv3.ln@speaker.rodsbooks.com>
Source record: 23460

In article <3E4404E2.75C8B19C@students.uni-mainz.de>,
Andreas Magenheimer <magea000@students.uni-mainz.de> writes:
> Well,
> how can Thomas violate the licence of Atari 800?? Atari 800 does not
> have any LEGAL licence, at least not from the copyright holder
> (Atari/Infogrames itself!). And since Atari 800 does not have the
> (legal/official) right to emulate any Atari related hardware or
> software, how can the authors of Atari 800 make complaints about
> Thomas?!? Both are violating the copyright laws, the Atari 800 (DOS,
> WIN, PLUS, etc.) authors did it in the first place (not asking anyone
> for the legal rights to emulate Atari) and Thomas did it thereafter.
> meaning both are guilty for the same reasons, thus they should not thow
> stones on anyone...

Your assertion that the Atari800 emulator is illegal doesn't make it so.
As others have pointed out, the emulator requires Atari ROMs. An earlier
emulator author obtained the rights to distribute those ROMs free of
charge, and other Atari 8-bit emulators now rely on that earlier release
by enabling people to use the ROMs distributed with the earlier emulator.

If the claim is about the hardware, that's another matter, of course, and
I can't say that I know precisely what IP protections on the 6502, GTIA,
etc., exist. I do know that emulators in general are very common,
including commercial emulators for far more recent hardware than the Atari
8-bits. For that matter, hardware "clones" of CPUs exist, such as AMD's
line. Given that, I think it's incumbent upon you to back up your
assertion that the original emulator is in some way illegal; the plethora
of hardware and software "clones" suggests that they are not illegal.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

# 949. Re: Any new games for the ATARI 800 XL/XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 20:09:42 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E441286.D42FC2E7@students.uni-mainz.de>
Source record: 23461

Hmmm,
what do you mean with a "better Barbarian" conversion ?!? Do you know
the conversion from LK Avalon (4 colours, 1 or 2 players, ...) ?!? Isn`t
it good enough ???
-Andreas.

Greg Goodwin schrieb:
>
> FamilyNet Newsgate
>
> Wow! Sounds like some great projects! Can a 800 had NES code?
>
> Doc Clu
>
> > From: "Mark Keates" <news@mkeates.force9.co.uk.removeme>
>
> > Hi,
>
> > Atari 'Elite' is STILL only 1/2 done :-( sorry! (demo available from
> > http://www.iancgbell.clara.net/elite/demos/)
> > (don't press the keyboard in the demo or it locks, just the Start Key to
> > cycle the views ;-)
>
> > I had a little look at a better 'Barbarian' conversion (see the thread on
> > http://www.atariage.com/forums/viewtopic.php?t=11624)
> > the C64 code is so nicely structured that a full port wouldn't be too hard.
>
> > Another dream is to clone the NES English translation of the the Japanese
> > 'Final Fantasy 3' game...
> > I love it, so much so I have a cartridge that I can't run! Oh, and then
> > there's Speedball too!
> > The music for that game is great (ST and C64)! Now that 'RASTER Music
> > Tracker' is in progress
> > I'm looking forward to making use of it!
> > (http://www.infos.cz/raster/atari/rmt/rmt.htm)
>
> > I'm also disassembling the C64 International Karate+ code which I'll pass
> > to
> > the Polish guys doing a conversion of this. (see http://www.uce.pl/ikplus/)
>
> > Same problem as everyone else though... work keeps me too busy, wife + 2
> > young kids,
> > plus other coding distractions such as KVM and uClinux.
>

> > Hope that helps... Take care,
>
> > Mark
>
> > "Zothen Runecaster" <zothen@my-deja.com> wrote in message
> > news:fcd76a9e.0302060944.6d46fedc@posting.google.com...
> >> Are there any new games for the ATARI 800 XL/XE now ?
> >>
> >> Maybe someone has finished a game project ?
> >>
> >> ZR
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

# 950. Re: A8 Game "Kaiser II" released as free software

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 20:56:58 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b216av$16u4mc$1@ID-174234.news.dfncis.de>
Source record: 23462

Hello Andreas,

Modern Webserver <-> Browser communication is compressed with gzip anyway
(Apache mod_gzip).
You don't win real gain to compress manually. It only consts time to
decompress.

Ciao

Carsten

Andreas Magenheimer wrote:

> Heya!
> Thanks for releasing that game as free software !! But, how about
> ZIPping the images and sources (to save space and download time,
> etc.)... -Andreas.
>

# 951. Re: A8 Game "Kaiser II" released as free software

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 20:56:58 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b25fvg$18uqci$1@ID-174234.news.dfncis.de>
Source record: 23512

Hello Andreas,

Modern Webserver <-> Browser communication is compressed with gzip anyway
(Apache mod_gzip).
You don't win real gain to compress manually. It only consts time to
decompress.

Ciao

Carsten

Andreas Magenheimer wrote:

> Heya!
> Thanks for releasing that game as free software !! But, how about
> ZIPping the images and sources (to save space and download time,
> etc.)... -Andreas.
>

# 952. Re: Any new games for the ATARI 800 XL/XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 21:20:38 UTC
From: Mark Keates <news@mkeates.force9.co.uk.removeme>
Message-ID: <9zV0a.163$Vx2.15442@wards>
Source record: 23464

Hi all,

Yep, I commented on this back in the middle of 2001 - how could you forget
;-)
http://groups.google.com/groups?hl=en&lr=&ie=UTF-8&selm=rteR6.204%244u1.2384
1%40wards

By "better" I meant a more accurate conversion from the C64.
I miss the snakes snarling, servant cleaning up and aren't the sprites
in the Atari version a little on the chunky side? A 4 colours game is a
bit of a cop-out, the A8 can do better. Finally, the controls are a little
sluggish.

Don't get me wrong, it was nice to see it (it wasn't released officially
though)
but having examined the C64 version prior to seeing the LK Avalon version,
it just didn't meet my expectations. Just me I guess?

As for the A8 doing NES stuff, the core is a 6502 (or variant) and so no
problems
there. Most carts perform some kind of bank switching which XEGS
carts/130XE's
are capable off. The missing part is the graphics 'tile' and sprite
handling, here we have
to do with software based techniques. Also the screen resolution is wider
and so
most screen displays wouldn't fit on the Atari's 160*4 colour pixels,
therefore some
games are suited and others aren't. With FF3 its the 'essence' of the game!

Best Wishes,

Mark

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3E441286.D42FC2E7@students.uni-mainz.de...
> Hmmm,
> what do you mean with a "better Barbarian" conversion ?!? Do you know
> the conversion from LK Avalon (4 colours, 1 or 2 players, ...) ?!? Isn`t
> it good enough ???
> -Andreas.
>
>
>
> Greg Goodwin schrieb:
> >

> > FamilyNet Newsgate
> >
> > Wow! Sounds like some great projects! Can a 800 had NES code?
> >
> > Doc Clu
> >
> > > From: "Mark Keates" <news@mkeates.force9.co.uk.removeme>
> >
> > > Hi,
> >
> > > Atari 'Elite' is STILL only 1/2 done :-( sorry! (demo available from
> > > http://www.iancgbell.clara.net/elite/demos/)
> > > (don't press the keyboard in the demo or it locks, just the Start Key
to
> > > cycle the views ;-)
> >
> > > I had a little look at a better 'Barbarian' conversion (see the thread
on
> > > http://www.atariage.com/forums/viewtopic.php?t=11624)
> > > the C64 code is so nicely structured that a full port wouldn't be too
hard.
> >
> > > Another dream is to clone the NES English translation of the the
Japanese
> > > 'Final Fantasy 3' game...
> > > I love it, so much so I have a cartridge that I can't run! Oh, and
then
> > > there's Speedball too!
> > > The music for that game is great (ST and C64)! Now that 'RASTER Music
> > > Tracker' is in progress
> > > I'm looking forward to making use of it!
> > > (http://www.infos.cz/raster/atari/rmt/rmt.htm)
> >
> > > I'm also disassembling the C64 International Karate+ code which I'll
pass
> > > to
> > > the Polish guys doing a conversion of this. (see
http://www.uce.pl/ikplus/)
> >
> > > Same problem as everyone else though... work keeps me too busy, wife +
2
> > > young kids,
> > > plus other coding distractions such as KVM and uClinux.
> >
> > > Hope that helps... Take care,
> >
> > > Mark
> >
> > > "Zothen Runecaster" <zothen@my-deja.com> wrote in message
> > > news:fcd76a9e.0302060944.6d46fedc@posting.google.com...

> > >> Are there any new games for the ATARI 800 XL/XE now ?
> > >>
> > >> Maybe someone has finished a game project ?
> > >>
> > >> ZR
> >
> > FamilyNet <> Internet Gated Mail
> > http://www.fmlynet.org

## 953. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 21:24:01 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <ao712b-0b4.ln@speaker.rodsbooks.com>
Source record: 23463

In article <3E440972.431EDC86@students.uni-mainz.de>,
Andreas Magenheimer <magea000@students.uni-mainz.de> writes:
> Well,
> this means that Darek Mihocka got the rights to use the OS ROMS with his
> emulator. This does not mean automatically, that every other emulator
> (or programmer) may freely use these ROMS.

Fundamentally, copyright is about the right to copy (hence the name);
once legally copied, "fair use" doctrine is that you can use the material
in any way you see fit, so long as you don't make further copies. Thus,
when I buy a book, I can read it, give it to a friend, make paper mache
from it, or what have you. Likewise, once I've got a legal copy of a ROM
image, I can use it in any way I like -- including using it with other
software. The files that come in Mihocka's package don't include any sort
of license terms for the ROMs that I could find, so there doesn't appear
to be any provision to change these fair use clauses. Even if there were,
the legality of "shrink-wrap license" provisions that restrict users'
rights beyond those of copyright are debatable at best. In fact, there
was a recent court case in which one such restriction (a limit on the
right of users to publish reviews of the software) was struck down by the
courts.

> Besides, the permission was
> given for the OS ROMS, this does not automatically include permission to
> use/emulate all other A8 chips (like Pokey, Antic, GTIA, etc.).

I'm pretty sure that copyright doesn't apply to chips like that unless
they include microcode. Certainly there are dozens of commercial and
open-source emulators available, but I've not seen a flurry of lawsuits
from CPU or other hardware manufacturers to shut them down. Please
produce precedent to back up your claim that chips like this can be
copyrighted or otherwise require permission from the chips' producers.

> And still, emulators are only "half-legal", since they force the user to
> use copies or so-called images instead of original software (on disk,
> tape or cartridge). In many cases, these copies are not legal.

Incorrect. First, backup copies of computer software are legal. This is
another "fair use" provision of copyright law. Thus, so long as a person
has an original, legal copy of a program, running it on an emulator, from
a copy of the software on a computer's hard disk, is OK. Second, there's
a lot of freeware software for Atari 8-bit systems, and all of that is
legal even if the person makes copies and gives them to friends. Third,
even if people use an emulator to run software for which they have no
license (and I'm quite willing to agree that this does happen), that
doesn't make the emulator itself illegal or "half-legal," any more than

the fact that people run pirated software on real Atari computers makes
the original computers illegal.

> Just
> think of a car that would drive with human blood instead of oil. such a
> car would force the owner to do something illegal (steal blood from
> blood banks or kill humans). And thats what I say, emulators partially
> force their users to do something (normally) illegal... -Andreas.

That's the most preposterous analogy I've heard this century.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

## 954. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 21:59:26 UTC
From: bill@newbreedsoftware.com
Message-ID: <2%V0a.64637$lk.2660995@typhoon.sonic.net>
Source record: 23465

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote:
> Well,
> this means that Darek Mihocka got the rights to use the OS ROMS with his
> emulator. This does not mean automatically, that every other emulator
> (or programmer) may freely use these ROMS.

There was no mention of any restriction on the use of the ROMs.
Only on the distribution (must be free, must remain as a single ZIP file).

> And still, emulators are only "half-legal", since they force the user to
> use copies or so-called images instead of original software (on disk,
> tape or cartridge). In many cases, these copies are not legal. Just
> think of a car that would drive with human blood instead of oil. such a
> car would force the owner to do something illegal (steal blood from
> blood banks or kill humans). And thats what I say, emulators partially
> force their users to do something (normally) illegal... -Andreas.

I'm going to step away, slowly, now...

-bill!

# 955. Re: Any new games for the ATARI 800 XL/XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 22:28:07 UTC
From: albert@atariage.com
Message-ID: <be2e8fd.0302071428.6fed362a@posting.google.com>
Source record: 23467

zothen@my-deja.com (Zothen Runecaster) wrote in message
news:<fcd76a9e.0302061913.600cf0b3@posting.google.com>...
> Maybe there will be more games when ATARIAGE (www.atariage.com) starts
> supporting the ATARI 800 XL/XE (now they only sell homebrewn VCS 2600
> and 5200 games).
>
> Maybe then some of the projects like IK+ or Space Harrier or new ones
> will be finished and will be available at ATARIAGE or the ATARI
> Classic shows etc.

Yes, an Atari 8-bit section is the next that will be added to AtariAge
now that we've got all the game consoles covered. And we'll be adding
8-bit titles to our store even before that section goes online, and I
greatly look forward to any 8-bit homebrew development! The Atari
8-bit computer line is a favorite of mine, as I spent many years
programming them as well as using 8-bit hardware to run a large BBS.
:)

..Al

--
Albert Yarusso, http://www.AtariAge.com
Atari News, Forums, Media, Guides, and more!

# 956. Re: Any new games for the ATARI 800 XL/XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 23:31:58 UTC
From: bill@newbreedsoftware.com
Message-ID: <OIX0a.64662$lk.2662655@typhoon.sonic.net>
Source record: 23468

Albert Yarusso - AtariAge <albert@atariage.com> wrote:
>
> Yes, an Atari 8-bit section is the next that will be added to AtariAge
> now that we've got all the game consoles covered. And we'll be adding
> 8-bit titles to our store even before that section goes online, and I
> greatly look forward to any 8-bit homebrew development!

Yay! :^) Thanks Al! I've been waiting for 8-bit coverage there. ;^)

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

## 957. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-07 23:57:54 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <6KX0a.4756$tO2.490951@newsread1.prod.itd.earthlink.net>
Source record: 23469

"Rod Smith" <rodsmith@nessus.rodsbooks.com> wrote in message
news:mj112b-iv3.ln@speaker.rodsbooks.com...
>
> Your assertion that the Atari800 emulator is illegal doesn't make it so.
> As others have pointed out, the emulator requires Atari ROMs. An earlier
> emulator author obtained the rights to distribute those ROMs free of
> charge, and other Atari 8-bit emulators now rely on that earlier release
> by enabling people to use the ROMs distributed with the earlier emulator.

Actually no, about the Atari OS ROM I mean. I seem to recall that Derek publically posted something to the effect he asked for permission for the OS to be *used with his* emulator. Not only his post, one emulator writer posted that Derek told him<harassed?> something to that effect too. Do a google search if you want more info. Derek seemed quite upset that other emulators were using them w/o asking permission from Atari, but then Derek seems to get upset about just about anything. Derek may have his posts noarchive but you will usually pick up his quoted text in other peoples' replies.

If you want a bright spot then you can look up Wes Newell posts. He released a lot of Newell stuff and Omnimon OS may be in there. The ownership of Omnimon is still a bit open for debate and I think Wes may have said as much. Something like David Young<?> still retains some rights or something.

## 958. Graphic Development Tools

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-08 00:48:08 UTC
From: pikachudark@hotmail.com
Message-ID: <debb098e.0302071648.1be2f6cb@posting.google.com>
Source record: 23470

Can anybody give me any recommendations for graphic utilities on the Atari 8-bits; namely character editors, player missile editors and map editors ?

Also, do you know where I can pick these up ?

cheers, -damon.

## 959. Atari Closes its doors.... again.

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-08 01:30:31 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <b21mjk$4eq$1@bob.news.rcn.net>
Source record: 23471

Read about it here:

http://www.ataritimes.com/arcade/features/fea_ataricloses.html

## 960. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-08 03:54:01 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <qku12b-ln5.ln@speaker.rodsbooks.com>
Source record: 23472

In article <6KX0a.4756$tO2.490951@newsread1.prod.itd.earthlink.net>,
"richard cortese" <ricortes@earthlink.net> writes:
> "Rod Smith" <rodsmith@nessus.rodsbooks.com> wrote in message
> news:mj112b-iv3.ln@speaker.rodsbooks.com...
>>
>> Your assertion that the Atari800 emulator is illegal doesn't make it so.
>> As others have pointed out, the emulator requires Atari ROMs. An earlier
>> emulator author obtained the rights to distribute those ROMs free of
>> charge, and other Atari 8-bit emulators now rely on that earlier release
>> by enabling people to use the ROMs distributed with the earlier emulator.
>
> Actually no, about the Atari OS ROM I mean. I seem to recall that Derek
> publically posted something to the effect he asked for permission for the OS
> to be *used with his* emulator.

If there was such a condition placed on the use of the ROMs by Atari,
then Derek makes no mention of that condition in his archive, at least
not in any obvious file. As I posted in another message, it's even
unclear that such a provision would be legally enforceable on end users
who never signed a license agreement. Without even a "shrink-wrap"
license file in the archive, legally speaking, the ROM files can be used
by the recipient in any way they choose, according to US copyright law,
so long as the files aren't distributed contrary to the terms that are
specified (that the original zip file must remain intact, etc.).

Now, if Derek signed a contract with Atari that laid out other terms,
quite honestly, that's his problem. If he signed a license that said the
ROMs are to be USED (not just DISTRIBUTED) only with his emulator, he
should simply add those terms to his archive and explain his blunder.
Given that most of the files in the archive have date stamps of March,
1996, it's not like he's not had enough time to correct such a mistake.
Failing that, the only reasonable assumption is that the files are legal
to be used with other emulators, once the original archive is obtained.

> Do a google search if you want more info.

I just did and didn't find anything particularly relevant. If you've got a
specific URL, please feel post it.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

## 961. Re: Atari Closes its doors.... again.

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-08 04:01:50 UTC
From: bill@newbreedsoftware.com
Message-ID: <Oi%0a.64717$lk.2666357@typhoon.sonic.net>
Source record: 23473

Richard Heldmann <rheldmann@rcn.com> wrote:
> Read about it here:
>
> http://www.ataritimes.com/arcade/features/fea_ataricloses.html

:^( :^(

I had the chance to work there back in 98. I don't regret not
accepting the offer (read: I'm married now :^) ), but it's
quite sad...

:^(

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

## 962. Re: Graphic Development Tools

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-08 04:30:14 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v491t0p7553ie9@corp.supernews.com>
Source record: 23474

There were some character set editors in Antic and/or
ANALOG. PM editors, I dunno, probably mags also.
What's a map editor? Bit maps of graphics screens,
drawing programs? There was Koala Pad and other
hand drawing tools, but you need to map out a picture,
hand drawing wouldn't work so good.

## 963. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-08 05:02:17 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <1i394vkpttg7avt7sqkmuj2rk2hfvo0c5e@4ax.com>
Source record: 23475

On Fri, 07 Feb 2003 20:30:58 +0100, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote:

>
>And still, emulators are only "half-legal", since they force the user to
>use copies or so-called images instead of original software (on disk,
>tape or cartridge). In many cases, these copies are not legal. Just
>think of a car that would drive with human blood instead of oil. such a
>car would force the owner to do something illegal (steal blood from
>blood banks or kill humans). And thats what I say, emulators partially
>force their users to do something (normally) illegal... -Andreas.
>
Ouch. I remember a story with such a car in it. People were literally
dying to get to drive that dream car. But it sucked the blood from the
driver through the pedal. Instead of an engine it had some sort of artificial
heart. The protagonist wasn't interested in such a car, so a rich woman
takes it. "But you know it's going to kill you!" "Yes, I know, but I don't
care."

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

# 964. Re: what happend to real time video plans?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-08 05:09:16 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <36494vs1rlt6cp0g367os9l9bu7v2olm8d@4ax.com>
Source record: 23476

On Fri, 7 Feb 2003 14:18:56 +0100, "Mathy van Nisselroy"
<mathy.van_nisselroy@post.rwth-aachen.de> wrote:

>Howdy Bill and Marco
>
>Thanks for the update.
>
>BTW my Spanish is a bit rusty. Ehhmm, well, most of it is rust. I toke a
>couple of lessons a couple of years ago, but I still hope to get through
>that book sometime.
>
Hmmm, well, that expression would translate roughly like 'having an honest man's
sleep' or something like that.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

## 965. Atari 830 Acoustic Coupler Modem, power supply

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-08 05:52:17 UTC
From: Ron <ron@m.com>
Message-ID: <lW01a.32443$HN5.107697@rwcrnsc51.ops.asp.att.net>
Source record: 23477

Does, anyone know what voltage teh adapter for the atari 830 modem used? I have the modem, but no manual or power adapter. Also would need to know if the center pin on the power jack is + or -

thanks

ron

# 966. Re: Need 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-08 07:11:58 UTC
From: Ron Pothier <cowboy.ron@verizon.net>
Message-ID: <2521a.3764$9y2.752@nwrddc01.gnilink.net>
Source record: 23478

I saw one for sale on Ebay Yesterday. Check it out. Just do a search for
Atari 1200xl and you can find it easily.

Good luck,
Ron

"Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote in message
news:ttE0a.4735$u6.15303@news-server.bigpond.net.au...
> Hi Guys, I have a friend that is after a 1200XL, preferably here in
> Australia. They are pretty rare here tho. Any takers?
>
> Mark
>
>

## 967. Re: Atari crashed help!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-08 07:36:11 UTC
From: Ron Pothier <cowboy.ron@verizon.net>
Message-ID: <Lr21a.3194$F25.2091@nwrddc02.gnilink.net>
Source record: 23479

All the power supplies have a fuse inside them that can be replaced by opening the PS and taking out the burned out fuse, then replace it with a new fuse and your problem just might be solved. I've done it many times and it works..

Ron
<billko@comcast.net> wrote in message
news:kpo4mKkdV4bJ-pn2-QXRg9i7TUfpw@localhost...
> I agree. Although it's been a long time since I've owned a physical
> XL, I seem to remember that this is a classic symptom of a bad power
> supply.
>
> On Wed, 5 Feb 2003 18:40:19 UTC, "richard cortese"
> <ricortes@earthlink.net> wrote:
>
> > "mcdenko" <mcdenko@poczta.onet.pl> wrote in message
> > news:b1qi93$gou$1@atlantis.news.tpi.pl...
> > > Hi There!
> > >
> > > Where can I site with circuits, diags, and troubleshootings for 8-bit
> > atari?
> > > My Atari crashed yesterday and I want to try to repair it.
> > >
> > > When i turn him on. Display is green, and there is no "READY" only
white
> > > cursor.
> > >
> > If it is an 800XL, 130XE, then the first thing to try is replacing the
power
> > supply.
> > >
> > >
>
>
> --
> Bill

## 968. Re: what happend to real time video plans?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-08 07:52:11 UTC
From: Mo <momo@atariland.com>
Message-ID: <LG21a.4383$yn1.272844@twister.austin.rr.com>
Source record: 23480

You mean you don't have "Conversational Spanish by Atari"?
8-)
Mo

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message news:b20bob$hde$1@nets3.rz.RWTH-Aachen.DE...
> Howdy Bill and Marco
>
> Thanks for the update.
>
> BTW my Spanish is a bit rusty. Ehhmm, well, most of it is rust. I toke a
> couple of lessons a couple of years ago, but I still hope to get through
> that book sometime.
>
> CU Mathy van Nisselroy
>
>
>

# 969. Re: Atari 830 Acoustic Coupler Modem, power supply

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-08 08:05:30 UTC
From: Mo <momo@atariland.com>
Message-ID: <eT21a.4385$yn1.276224@twister.austin.rr.com>
Source record: 23481

It's a 20 volt, 400ma No indication of the polarity though. It is actually the same as a Novation CAT and a stock power supply for it is marked 'For use with the Atari 830 modem only!'
Hope this helps,
Mo

"Ron" <ron@m.com> wrote in message news:lW01a.32443$HN5.107697@rwcrnsc51.ops.asp.att.net...
> Does, anyone know what voltage teh adapter for the atari 830 modem used? I
> have the modem, but no manual or power adapter. Also would need to know if
> the center pin on the power jack is + or -
>
> thanks
>
> ron
>
>

# 970. Re: Need 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-08 09:02:27 UTC
From: Paul Alhart <paulalhart@hotmail.com>
Message-ID: <DI31a.3895$F25.2760@nwrddc02.gnilink.net>
Source record: 23482

I have a few. I believe they all have the Ranbo 256K upgrade. Not sure about shipping. Make offer. Paul

"Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote in message news:ttE0a.4735$u6.15303@news-server.bigpond.net.au...
> Hi Guys, I have a friend that is after a 1200XL, preferably here in
> Australia. They are pretty rare here tho. Any takers?
>
> Mark
>
>

# 971. Re: Need 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-08 10:19:44 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3e44d962$0$31038$afc38c87@news.optusnet.com.au>
Source record: 23483

Thanks Guy's, I will pass on the info to the gentleman in question. Being that I atready have a 256k 800XL, 2 questions. What is the difference with the 1200XL? And also is it possible to source 130XE main boards?

Thanks again

Mark

"Paul Alhart" <paulalhart@hotmail.com> wrote in message news:DI31a.3895$F25.2760@nwrddc02.gnilink.net...
> I have a few. I believe they all have the Ranbo 256K upgrade. Not sure about
> shipping. Make offer. Paul
>
> "Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote in message
> news:ttE0a.4735$u6.15303@news-server.bigpond.net.au...
> > Hi Guys, I have a friend that is after a 1200XL, preferably here in
> > Australia. They are pretty rare here tho. Any takers?
> >
> > Mark
> >
> >
>
>

## 972. Re: Atari Closes its doors.... again.

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-08 10:20:02 UTC
From: misterbumpy@wmconnect.com
Message-ID: <20030208052002.08383.00000401@mb-mt.wmconnect.com>
Source record: 23484

'Tis a bleak day indeed.

It goes without saying that it will be sorely missed by most of us.

It was believed by the ancient Egyptians that speaking of the dead caused them to live again and that as long as you are remembered, you are immortal.

That's why we're all here.

Fuji lives!

# 973. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-08 10:24:44 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1044699843@rtfm.mit.edu>
Source record: 23485
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: January 18, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

## 974. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-08 10:50:38 UTC
From: dunxuk@aol.com
Message-ID: <20030208055038.04195.00000195@mb-fj.aol.com>
Source record: 23486

>
>If the claim is about the hardware, that's another matter, of course, and
>I can't say that I know precisely what IP protections on the 6502, GTIA,
>etc., exist.

AFAIK WDC still manufacture 6502s and hold the IP on it. MOS originally
*patented* its operation and instruction set in 1975 (and licensed Rockwell
etc. to make it) and that is now with WDC too. Emulating the 6502 without
permission is definitely a no-no legally, but it would surely be up to WDC to
raise a civil case, it would not be a criminal issue. Would that put the
Atari800 license in question..?

# 975. Re: Atari 830 Acoustic Coupler Modem, power supply

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-08 13:23:43 UTC
From: Ron <ron@m.com>
Message-ID: <zx71a.32634$tq4.2665@sccrnsc01>
Source record: 23487

Helps a lot. And it does say novation on the circuit board. More than likely the tip will be positive but I will trace the circuit before I attempt it. BTW... this is the exact same modem that tandy used for the trs80.

thanks,

ron

"Mo" <momo@atariland.com> wrote in message news:eT21a.4385$yn1.276224@twister.austin.rr.com...
> It's a 20 volt, 400ma No indication of the polarity though. It is actually
> the same as a Novation CAT and a stock power supply for it is marked 'For
> use with the Atari 830 modem only!'
> Hope this helps,
> Mo
>
> "Ron" <ron@m.com> wrote in message
> news:lW01a.32443$HN5.107697@rwcrnsc51.ops.asp.att.net...
> > Does, anyone know what voltage teh adapter for the atari 830 modem used?
> I
> > have the modem, but no manual or power adapter. Also would need to know
> if
> > the center pin on the power jack is + or -
> >
> > thanks
> >
> > ron
> >
> >
>
>

## 976. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-08 15:54:01 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <hf732b-2h7.ln@speaker.rodsbooks.com>
Source record: 23488

In article <20030208055038.04195.00000195@mb-fj.aol.com>,
dunxuk@aol.com (DunxUK) writes:
>>
>>If the claim is about the hardware, that's another matter, of course, and
>>I can't say that I know precisely what IP protections on the 6502, GTIA,
>>etc., exist.
>
> AFAIK WDC still manufacture 6502s and hold the IP on it. MOS originally
> *patented* its operation and instruction set in 1975 (and licensed Rockwell
> etc. to make it) and that is now with WDC too. Emulating the 6502 without
> permission is definitely a no-no legally, but it would surely be up to WDC to
> raise a civil case, it would not be a criminal issue. Would that put the
> Atari800 license in question..?

In the US, patents last for 20 years from the date of filing. For patents
filed prior to 1995, it could also be 17 years from the date of patent
issuance. (See http://www.ip-lawyers.com/faq/length.htm for one
reference.) If this is correct, then any patent filed in 1975 has long
since expired, unless the patent office took over ten years to process
the patent application. Given that the Atari 8-bit computers were released
in the late 1970s (1978, IIRC), any patents on them or their custom
components would also have expired by now.

That said, patent law varies from country to country. It's conceivable
that patents on the 6502 or other Atari 8-bit components are still valid
in some countries. If so, though, and if those patents applied to
emulators (another question), Atari emulators would only be illegal in
those countries.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

# 977. Re: Need 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-08 17:09:56 UTC
From: Matthias Reichl <usenet-20030208@hias.horus.com>
Message-ID: <slrnb4aefb.18v.usenet-20030208@camel.hias.horus.com>
Source record: 23489

Hi!

On Fri, 07 Feb 2003 02:03:05 GMT, Mark Bedingfield wrote:
> Hi Guys, I have a friend that is after a 1200XL, preferably here in
> Australia. They are pretty rare here tho. Any takers?

There's currently an auction running at epay germany. It ends
in ~27 hours and is standing at 101EUR (approx. 110 USD).

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&item=2305578971

so long,

Hias

BTW: I'd also like to have one, but the usual 150-250 EUR they reach
at epay is way too much IMO.

# 978. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-08 17:21:20 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <k0b1a.5829$tO2.601180@newsread1.prod.itd.earthlink.net>
Source record: 23490

"Rod Smith" <rodsmith@nessus.rodsbooks.com> wrote in message
news:qku12b-ln5.ln@speaker.rodsbooks.com...
> In article <6KX0a.4756$tO2.490951@newsread1.prod.itd.earthlink.net>,
> "richard cortese" <ricortes@earthlink.net> writes:

I know this won't wrap right, so I will quote the text.
http://groups.google.com/groups?q=Derek+Emulator+OS+ROM&hl=en&lr=&ie=UTF-8&s
elm=5be665%24lbl%40news.isc.rit.edu&rnum=3
**********
That emulator he's referring to could be mine, or it could be someone
else's, I don't know. But I do know that I'm distributing mine in
source code form, but without the OS ROM's (or BASIC ROM's, or any
other actual Atari software) to avoid legal complications.
Back when I first wrote it, I had a lot of people
(including Derek Mihocka) tell me that it would be illegal to distribute
the ROM with my emulator.
**********

> If there was such a condition placed on the use of the ROMs by Atari,
> then Derek makes no mention of that condition in his archive, at least
> not in any obvious file.

That would be because at the time his was the only emulator so he probably
didn't think it neccessary to say the other emulators can't use his OS ROM
image.
> As I posted in another message, it's even
> unclear that such a provision would be legally enforceable on end users
> who never signed a license agreement.

You have me a bit confused. What are we talking about here then? That
Derek's licence to distribute a ROM image to only used with his emulator is
not enforcable but the GPL licence is? Or are you arguing that the GPL can't
be enforced because the Atari++ authors never signed it?
> Failing that, the only reasonable assumption is that the files are legal
> to be used with other emulators, once the original archive is obtained.

There was more posted on the topic by Derek himself, this was just an easy
one to find because of the noarchive<?> thing. In light of the above quote
it is not even open for question. Derek told emulator writers because of the
deal he had with Atari they couldn't use his ROM images. He directly said
every emulator writer would have to approach Atari and get permission on an
individual basis.

# 979. Super Pac Man prototype question

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-08 20:54:41 UTC
From: Roy G Biv <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.51.0302081451590.21602@shell1>
Source record: 23491

On 24 Jan 2003 at 18:34:29 -0800, SaTcom2 scribbled:
->The label on mine has the computer printed text "Super Pac Man
->Cartridge 01-19-84"

I've never heard of any "real" production models. I think the closest the Atari Co. got was the version marked "prototype" (which is what mine says). My copy has a white paper label (not metallic silver or brown background like the "regular" production carts) with "SUPER PAC MAN prototype" in blue lettering surrounding a picture of a pacman and a ghost. The chips have a manufacturing date of 1982 on them but I don't see your 01-19-84 date anywhere on the outside or inside.

->The game is very complete, I have played it through the years many
->times, to very high levels.

What are you calling "high"!? The last time I was into this game I got up to board 24 (second pie), but I seem to vaguely remember encountering programming problems in this game. (E.g., the flashing is much worse than in Ms. PacMan.) I'll have to admit that was a decade ago so I don't recall the details.

24th board would be equivalent to 12th key in the original PacMan (where the "Ninth Key Phenomenon" began with board 21 in the arcade game), or board 3 of level 7 on Ms. PacMan (where "The Slows" start with board 21 on the Atari version).

->Anyone have an idea of how valuable this might be, or how many of
->the real ones exist?

As I said, I don't think there are any "real" ones. These "proto-types" may be the only ones ever made. As for value, I don't think they're worth much. E-Bay prices may be 5 or 10 times (or more?) what people here on this base would be willing to sell stuff for. Around these parts I think all this stuff has only sentimental value.

In other words, there's no consistent or large demand anymore for 8-bit stuff, therefore there's no market value worth mentioning. But on the other hand, there's very little competition on the supply side so if a buyer comes along and absolutely *has* to have an item like this one, then the "replacement cost" may be pretty high. That is to say, I may view my prototype cartridge as worth only a few bucks, but you couldn't persuade me to part with it for less than $30 to $40!
--
>>>----------------------------------------------<<<

>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------<<<
* ATARI -- Love it or leave it! *

(Headers munged to foil spammers; real info in taglines)

## 980. Re: Graphic Development Tools

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-08 20:59:58 UTC
From: pikachudark@hotmail.com
Message-ID: <debb098e.0302081259.260256b6@posting.google.com>
Source record: 23492

Thanks for the help, Russ.

A map editor is a utility to edit game level maps or screens ... ie:
the placement and arrangement of characters and graphics to form a
level map for a game, instead of having to sit and translate pixels
drawn on graph paper into hex and then type in data table. Map editors
are very common around the video game industry, but I don't know of
one for the Atari 8-bit. There has to be one out there somewhere ...

Where would you recommend looking for those magazines ? Are they
available for download online ?

cheers, -d.

# 981. Re: CommodoreOne

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-08 21:25:28 UTC
From: gozarcollins@com.hotmail.com
Message-ID: <b23sk80jk2@enews3.newsguy.com>
Source record: 23495

Professor Dredd <profdredd@yahoo.com> wrote:
> As it turns out, provisions are being made for exactly that kind of
> project. I beleive the idea is that you can buy C-One, download a file
> and have yourself an Atari xxx-XE/L or whatever. Jens has already
> stated publicly his desire to create an Atari version.
>
> See, C-One is not built with limited/special-purpose chips as the
> classic computers of the 80's were. Instead C-One is constructed with
> modern, industry standardised components. All the magic happens inside
> the two FPGA's. Jeri has constructed her own "Super C-64" core for the
> FPGA's.
>
> You will be able to develop your own cores for the FPGA's for whatever
> 8-bit computer you like. You'll also have the ability to download
> cores made by others. And the processor slot means you can do non-65xx
> computers too. some of us are already hoping for TI-99/4a :)

I know this doesn't go over well in the ST groups, but wouldn't it
make more sense to just use a cheap motherboard and run Linux
with your emulator of choice? In the emulator you write the hooks
into the underlying OS so you could take advantage of network
cards, higher resolutions, etc all in software, no hardware changes
needed.

Maybe one of these days I'll setup a machine in this way and see how
well it works.

--
Access:Organize:Share Your Bookmarks Online - http://flyrt.com/?u
Ryan 'Gozar' Collins

## 982. Surge Protectors/Ground

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-08 21:25:39 UTC
From: Roy G Biv <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.51.0302081624120.21602@shell1>
Source record: 23493

On 01 Feb 2003 at 22:20:19 GMT, "Larry White" scribbled:
->I have a surge protector at virtually every outlet in our house --
->The "best" that I have found are from ACE hardware -- about 1500
->Joules + RFI filtering + modem protection for about $16.

In my opinion, if it only cost $16 then it can't be expected to
do much. The word I got from experts many years ago was that a
good surge protector has to have MOVs -- metal oxide varistors --
like, for example, the products that are (or used to be) put out by
American Power Conversion (APC) and which cost anywhere from $30 to
$60. (Or did the last time I looked.)

Several years ago an extremely bad electrical storm fried to a
crisp an APC Surge Arrest power strip that was in those days the only
one I had turned on continuously 24 hours a day. The guts inside
were all melted, but By Golly! it protected my electronic gear from
the surge. I've found APC products to be very high quality and well
worth the investment. (The APC web address is: www dot apcc dot com.)

My motto is: "There's no such thing as too much surge protection!"
And don't forget the phone line: there are surges on the phone line,
too!
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* "All Indus -- All The Time!" *

(Headers munged to foil spammers; real info in taglines)

## 983. Re: Atari crashed help!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-08 21:33:06 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <mIe1a.6472$1q2.620545@newsread2.prod.itd.earthlink.net>
Source record: 23494

A bad fuse will not cause a green screen (which *can* be a symptom of a weak PS); the blown fuse gives a black screen.. as in no power!

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Ron Pothier" <cowboy.ron@verizon.net> wrote in message
> All the power supplies have a fuse inside them that can be replaced by
> opening the PS and taking out the burned out fuse, then replace it with a
> new fuse and your problem just might be solved. I've done it many times
and
> it works..
>
> Ron
>

## 984. still clearing, more rare items

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-08 22:22:15 UTC
From: richard daley <richard.daley3@ntlworld.com>
Message-ID: <Qrf1a.2787$_y3.2492@newsfep1-gui.server.ntli.net>
Source record: 23496

a few more on Ebay, seller Rich521, still finding these things in the loft,
did not know most of them were there !

## 985. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-08 23:24:01 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <15342b-i7a.ln@speaker.rodsbooks.com>
Source record: 23497

In article <k0b1a.5829$tO2.601180@newsread1.prod.itd.earthlink.net>,
"richard cortese" <ricortes@earthlink.net> writes:
>
> "Rod Smith" <rodsmith@nessus.rodsbooks.com> wrote in message
> news:qku12b-ln5.ln@speaker.rodsbooks.com...
>> In article <6KX0a.4756$tO2.490951@newsread1.prod.itd.earthlink.net>,
>> "richard cortese" <ricortes@earthlink.net> writes:
>
> I know this won't wrap right, so I will quote the text.

[Fixed URL in quoted text...]

> http://groups.google.com/groups?q=Derek+Emulator+OS+ROM&hl=en&lr=&ie=UTF-8&selm=5be665%2
4lbl%40news.isc.rit.edu&rnum=3
> ********************************
> That emulator he's referring to could be mine, or it could be someone
> else's, I don't know. But I do know that I'm distributing mine in
> source code form, but without the OS ROM's (or BASIC ROM's, or any
> other actual Atari software) to avoid legal complications.
> Back when I first wrote it, I had a lot of people
> (including Derek Mihocka) tell me that it would be illegal to distribute
> the ROM with my emulator.
> ********************************

This is a post from somebody named Frank Barrus, and it doesn't
contradict anything I've said. In the post, Frank is saying that
DISTRIBUTING the ROMs with other emulators is illegal, not that USING the
ROMs with other emulators is illegal.

>> If there was such a condition placed on the use of the ROMs by Atari,
>> then Derek makes no mention of that condition in his archive, at least
>> not in any obvious file.
>
> That would be because at the time his was the only emulator so he probably
> didn't think it neccessary to say the other emulators can't use his OS ROM
> image.

Hypothetically, if Atari placed that condition on distribution of the
ROMs, then Derek should have passed on that condition in his own license,
even if there were no other 8-bit emulators at the time. Failure to do so
would be negligent on his part. What's more, if such a condition existed
and Derek did mistakenly omit mention of it, he's had plenty of time to
correct the mistake. He still makes a file without mention of that
condition available on his Web site, though. It's not like that file is
written in stone; as the author, he can legally change it. (Unless
perhaps Atari approved the entire zip file, in which case Atari

effectively didn't enforce any conditions on its distribution beyond
those mentioned in the file.)

If Atari didn't place that condition on distribution of the ROM images
because they didn't think of the possibility, then so what? The terms are
what the terms are, whether Atari thought of all the consequences or not.
Unless and until somebody produces something more definitive about the
original terms, it appears to be 100% legal to use the ROMs with other
emulators, so long as the ROMs were obtained via an unaltered Xformer
archive.

>> As I posted in another message, it's even
>> unclear that such a provision would be legally enforceable on end users
>> who never signed a license agreement.
>
> You have me a bit confused. What are we talking about here then? That
> Derek's licence to distribute a ROM image to only used with his emulator is
> not enforcable but the GPL licence is? Or are you arguing that the GPL can't
> be enforced because the Atari++ authors never signed it?

Copyright law grants certain rights to those who receive copyrighted
material in a legal manner (for instance, people who download Derek's
Xformer emulator). Those rights include the right to use the files in
more-or-less any way the users see fit, so long as they don't make
further copies. Thus, copyright law grants the implicit right to use the
ROM files with software other than that included in the archive.

A hypothetical license term restricting use of the ROM files with other
software would be an additional restriction, above and beyond those
imposed by copyright law. Normally, such an additional restriction
requires a signed contract; the legality of "shrink-wrap license"
restrictions has, to the best of my knowledge, never been fully tested in
court, although I'm aware of one recent case in which such a restriction
was struck down. (Namely, a software vendor included a provision that
users could not write reviews of the software without prior consent. The
courts ruled against the software vendor.) The enforceability of such a
restriction would be even more dubious given the fact that the end users
never saw it.

The GPL, OTOH, removes restrictions of copyright law. Users can do many
things with GPLed software that they can't do under copyright law alone,
such as make unlimited copies the software, modify the software, etc. The
GPL doesn't impose any restrictions on use beyond those of copyright law.
(The condition that modifications be made available under the GPL isn't a
new restriction, since modifications are completely illegal under "raw"
copyright law.) This is fundamentally different from a restriction on
fair use of a copyrighted work, as is more typical of "shrink-wrap
license" terms, such as the one against writing reviews that was struck
down or the one against using the ROM images from the Xformer zip file
with other software that's not even mentioned in the Xformer zip file.
Even if the GPL were struck down in courts, the result would be "raw"
copyright law, which grants even fewer rights. Anybody violating the terms

of the GPL would be subject to whatever penalties are applicable for
copying a work under copyright law generally.

>> Failing that, the only reasonable assumption is that the files are legal
>> to be used with other emulators, once the original archive is obtained.
>
> There was more posted on the topic by Derek himself, this was just an easy
> one to find because of the noarchive<?> thing. In light of the above quote
> it is not even open for question. Derek told emulator writers because of the
> deal he had with Atari they couldn't use his ROM images. He directly said
> every emulator writer would have to approach Atari and get permission on an
> individual basis.

The bit you quoted does *NOT* say that; it says that others may not
DISTRIBUTE the ROMs WITH THEIR EMULATORS. There is a **BIG** difference
between those two statements. To the extent that this "is not even open
for question," it's a matter of use of the ROMs with other emulators being
legal, so long as they're obtained from Derek's archive -- the position
I've taken all along. You've presented no evidence to the contrary.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

## 986. unbelievable.....

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-08 23:28:49 UTC
From: magex@bellsouth.net
Message-ID: <3e458cbb.638722343@newsgroups.bellsouth.net>
Source record: 23498

I'm normally not a newsgroup reader, and I normally just lurk in the newsgroups (even mail lists that I am subscribed to). However, the recent surge of controversy over the Atari800 and Atari++ projects got my attention. I normally skim messages, but I say down and pretty much read every word of every post. I am not a professional programmer, but I code for hobby. I have never taken even the general idea of someone else's code, written my own code module, and claimed it as my own. Even when I've converted PASCAL code to C, I credit the original PASCAL author. Taking C source and making it C++ is nowhere near that drastic a change, so the claim that Atari++ isn't even the same language (though, in my opinion, they are) doesn't dismiss the fact that the new code was at least inspired by someone else's work. C and C++ code can be formatted several different ways. Many code blocks can be written in numerous ways, resulting in the exact same output. As far as variable names, I know that I generally use my own variable names when I convert/rewrite someone else's work, yet they still get credit for the start.

That brings me to the whole OS ROM issue that's been brought up. As far as I know, anyone that owns (working or not) the original hardware/product has the right to use copies of any ROM data for personal use. Meaning, all the ROM files I use with my Atari emulators were taken from my Atari 130XE (or the dead 800XL). I'm willing to bet that a good number of those writing the code for these emulators also have the real machine. It's hard to know if the code does the correct job if there's no genuine machine to compare it to. So, the "legality" of the emulator isn't really in question. What get's in question is the legality of the various users to RUN the emulator.

I'm done for now.

# 987. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-09 01:08:43 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <vSh1a.6826$tO2.657491@newsread1.prod.itd.earthlink.net>
Source record: 23499

"Rod Smith" <rodsmith@nessus.rodsbooks.com> wrote in message
news:15342b-i7a.ln@speaker.rodsbooks.com...
> In article <k0b1a.5829$tO2.601180@newsread1.prod.itd.earthlink.net>,
> "richard cortese" <ricortes@earthlink.net> writes:
> >
> > "Rod Smith" <rodsmith@nessus.rodsbooks.com> wrote in message
> > news:qku12b-ln5.ln@speaker.rodsbooks.com...
> >> In article <6KX0a.4756$tO2.490951@newsread1.prod.itd.earthlink.net>,
> >> "richard cortese" <ricortes@earthlink.net> writes:
> > >
> > > I know this won't wrap right, so I will quote the text.
> >
> > [Fixed URL in quoted text...]
> >
> > >
http://groups.google.com/groups?q=Derek+Emulator+OS+ROM&hl=en&lr=&ie=UTF-8&s
elm=5be665%24lbl%40news.isc.rit.edu&rnum=3
> > > ********************************
> > > That emulator he's referring to could be mine, or it could be someone
> > > else's, I don't know. But I do know that I'm distributing mine in
> > > source code form, but without the OS ROM's (or BASIC ROM's, or any
> > > other actual Atari software) to avoid legal complications.
> > > Back when I first wrote it, I had a lot of people
> > > (including Derek Mihocka) tell me that it would be illegal to distribute
> > > the ROM with my emulator.
> > > ********************************
> >
> > This is a post from somebody named Frank Barrus, and it doesn't
> > contradict anything I've said. In the post, Frank is saying that
> > DISTRIBUTING the ROMs with other emulators is illegal, not that USING the
> > ROMs with other emulators is illegal.

From your 2/7 11:54 post.
"Your assertion that the Atari800 emulator is illegal doesn't make it so.
As others have pointed out, the emulator requires Atari ROMs. An earlier
emulator author obtained the rights to distribute those ROMs free of
charge, and other Atari 8-bit emulators now rely on that earlier release
by enabling people to use the ROMs distributed with the earlier emulator."

2/7 1:24
"Fundamentally, copyright is about the right to copy (hence the name);
once legally copied, "fair use" doctrine is that you can use the material
in any way you see fit, so long as you don't make further copies. Thus,
when I buy a book, I can read it, give it to a friend, make paper mache
from it, or what have you."

"Likewise, once I've got a legal copy of a ROM
image, I can use it in any way I like -- including using it with other
software."

"The files that come in Mihocka's package don't include any sort
of license terms for the ROMs that I could find, so there doesn't appear
to be any provision to change these fair use clauses."

These are clearly in conflict with what Derek said his agreement was. The
last part was handled by Derek in public posts and via emails.

I think we have a fundamental difference on what fair use is. I was under
the impression that copies are only OK when used for education, parody, or
for personal backup. That is you could make a backup copy of Xformer
software including the ROMs for instance. We will probably have to leave
that one behind unless you can provide a source that supports your position.
<snip>
> Hypothetically, if Atari placed that condition on distribution of the
> ROMs, then Derek should have passed on that condition in his own license,

Very true, but irrelevant. A lot of what I snipped below is irrelevant too.
The argument seems to be 'since Derek forgot to mention it, it makes them
fair game' just don't seem right. He did correct the mistake by public posts
and a warning to at least one emulator writer.

It would be like using the argument that since Thomas Richter didn't mention
the GPL, we can all now ignore it.
<snip>
> A hypothetical license term restricting use of the ROM files with other
> software would be an additional restriction, above and beyond those
> imposed by copyright law.

Hypothetically we only have Derek's word that he obtained permission to use
the OS. Hypothetically he may have presented a distorted view of what his
licence was to keep other people from developing emulators.

What we do know is he said he got permission and it was on the condition
that they only be used with his emulator.
<snip>
> The bit you quoted does *NOT* say that; it says that others may not
> DISTRIBUTE the ROMs WITH THEIR EMULATORS. There is a **BIG** difference

Nope, irrelevant argument. The exact opposite is true when it comes to
copyright law: Everything is assumed to be copyrighted unless you have
specific information to the contrary. It is not anyones responsibilty to
show that the material is copyrighted. It is the responsibility of the
people saying there exists a release of rights to document it.

> between those two statements. To the extent that this "is not even open
> for question," it's a matter of use of the ROMs with other emulators being
> legal, so long as they're obtained from Derek's archive -- the position
> I've taken all along. You've presented no evidence to the contrary.

Look, you are confused. I have provided evidence by way of personal memory and a post from another emulator writer. So far you have provided nothing but some odd interpretations of copyright and fair use laws.

Time for you to put up or shut up. Email Derek or something and bring something to the table.

## 988. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-09 04:24:01 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <9pj42b-h5b.ln@speaker.rodsbooks.com>
Source record: 23500

In article <vSh1a.6826$tO2.657491@newsread1.prod.itd.earthlink.net>,
"richard cortese" <ricortes@earthlink.net> writes:
> "Rod Smith" <rodsmith@nessus.rodsbooks.com> wrote in message
> news:15342b-i7a.ln@speaker.rodsbooks.com...

[Restoring some snipped text to make the context clear]

>>>http://groups.google.com/groups?q=Derek+Emulator+OS+ROM&hl=en&lr=&ie=UTF-8&s
elm=5be665%24lbl%40news.isc.rit.edu&rnum=3
>>> ********************************
>>> Back when I first wrote it, I had a lot of people
>>> (including Derek Mihocka) tell me that it would be illegal to distribute
>>> the ROM with my emulator.
>>> ********************************
...
>>> Derek told emulator writers because of the
>>> deal he had with Atari they couldn't use his ROM images. He directly said
>>> every emulator writer would have to approach Atari and get permission on an
>>> individual basis.
>>
>> The bit you quoted does *NOT* say that; it says that others may not
>> DISTRIBUTE the ROMs WITH THEIR EMULATORS. There is a **BIG** difference
>
> Nope, irrelevant argument. The exact opposite is true when it comes to
> copyright law: Everything is assumed to be copyrighted unless you have
> specific information to the contrary.

****I NEVER SAID THE ROMS WEREN'T COPYRIGHTED!!!!****

I said that once a user has the ROMs, as legally distributed via Derek's
emulator, that user may use those ROMs however s/he sees fit, providing
that use doesn't violate copyright law or any agreed license terms.

Using the ROMs with an emulator other than Derek's does not constitute
creating additional copies of the ROMs. (At least, not from a copyright
law perspective -- loading a program into memory is explicitly allowed as
fair use.) Thus, copyright law doesn't prohibit this action any more than
it prohibits my cutting a page from one book and pasting it into another
book, provided I own both of those books.

License terms don't seem to apply, since Derek's archive file doesn't
mention any restrictions on how the emulator or the ROM files may be
used, except to say that the archive is freely available but must not be
distributed in modified form. That does not mean that the files aren't
copyrighted; it means that there's been no apparent attempt to impose
additional terms on the use of those files above and beyond those of

copyright law. You keep claiming that Derek imposed additional terms, but you can't seem to produce a reference, and the one reference you did produce didn't say what you claimed it said. Thus, I can't take your claim that Derek said the ROMs could not be used with other emulators very seriously.

Copying and use are very different things. Note that I'm talking primarily about "use" in a colloquial sense, not "fair use," which has an explicit legal meaning that deals with copying or creating derivative works -- for instance, parodying a work or using it in education. In this sense, "use" has more in common with what's known legally as the "doctrine of first sale," which basically says that a copyright holder has no say over what I do with my copy of a work once I've received it.

> Look, you are confused. I have provided evidence by way of personal memory
> and a post from another emulator writer. So far you have provided nothing
> but some odd interpretations of copyright and fair use laws.

No, you're confused. You're misrepresenting my arguments and misinterpreting others' posts you found on Google Groups. Copying and use are two different issues, and you can't seem to separate them in your arguments or in interpreting others' posts. Unless and until you can do so, I don't see the point in continuing this debate.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

# 989. Re: Graphic Development Tools

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-09 04:31:08 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3e45d87b.4568323@news>
Source record: 23501

pikachudark@hotmail.com (Damon):
>Thanks for the help, Russ.
>
>A map editor is a utility to edit game level maps or screens ... ie:
>the placement and arrangement of characters and graphics to form a
>level map for a game, instead of having to sit and translate pixels
>drawn on graph paper into hex and then type in data table. Map editors
>are very common around the video game industry, but I don't know of
>one for the Atari 8-bit. There has to be one out there somewhere ...
>
>Where would you recommend looking for those magazines ? Are they
>available for download online ?

Look for a product called Envision, which was (I believe) an Antic Magazine program. It is a character set editor and map editor using those modified character sets. There is a PC version of the Envision software too.

I don't know of any PM graphics editors though. As for generic level editors, I don't think you will find any particularly... most would be part of a game, like the level editor of Lode Runner for instance.

---
Shawn Jefferson
(fix reply to for email)

## 990. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-09 05:10:05 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <Nol1a.7104$1q2.675388@newsread2.prod.itd.earthlink.net>
Source record: 23502

"Rod Smith" <rodsmith@nessus.rodsbooks.com> wrote in message
news:9pj42b-h5b.ln@speaker.rodsbooks.com...
<snip>
> > Look, you are confused. I have provided evidence by way of personal
memory
> > and a post from another emulator writer. So far you have provided
nothing
> > but some odd interpretations of copyright and fair use laws.
>
> No, you're confused. You're misrepresenting my arguments and
> misinterpreting others' posts you found on Google Groups. Copying and use
> are two different issues, and you can't seem to separate them in your
> arguments or in interpreting others' posts. Unless and until you can do
> so, I don't see the point in continuing this debate.

Well you really weren't able to give a good debate which makes it pointless
for me too. I mean your position ~because Derek didn't put a disclaimer in
his distribution somehow forfieted Atari's rights is classic.

It is also classic faux debate technique on three levels, 1) Shifting the
Burden of Proof, 2) Ask your opponet to prove a negative i.e. prove the Loch
Ness monster does not exist otherwise it does, and 3) Trying to set up a
straw man i.e. I misquoted you when the quotes were verbatim from your
posts. You really aren't up to this.

## 991. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-09 05:14:57 UTC
From: bangbond@comcast.netHORMEL
Message-ID: <As-dnXJk16NMftijXTWcqA@comcast.com>
Source record: 23503
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

In article <3e417b5c18a8430@tripnet.se>,
Kenneth Medin <kennethm@tripnet.se> wrote:

>If there were a lot of Atari dealers posting ads like Ben does things
>would be very different... However, as he is actually one of very few
>left his posts simply are no problem. They do not add to the bandwith and
>there is no charter for comp.sys.atari.st that prohibits adverts (I don't
>know about the other groups this goes to).

That may be true. But unprincipled IMHO.

>Professional or not is not an issue. There are lots of other posts here
>that are not professional at all. But, in a sence you are right. If i
>were Ben i would not post the very same text several times. Instead I
>would post short messages whenever I had something new to tell, like
>"New catalogue out" or "several TT graphics cards in stock" with a link
>to his website.

Well, most posts are definately not "professional". Then again, most
flamewars are not made in the name of business. So it's not quite the
same :) Your idea is certainly preferable to the current MO. A 2 line
post with a descriptor and URL is far better than 250 lines of the same
junk once or more a week.

>>>Some might think twice before sending cash in advance to remote
>>>continents but with Ben Smith there is no need to worry. Just remember to
>>>use insured mail when sending money.
>>
>>Who on earth would send hard currency thru the mail?! That's not a good
>>idea for eBay. Much less an "Internet Business". Hell, it's not even a
>>smart idea for people who know each other.
>
>What are you talking about?? Why would that be insecure??
>
>I have actually sent huge amounts of money abroad in exactly the same way
>in my job some years ago. SEK 200000 ($25000) in each parcel and a couple
>of these parcels a day using nothing but the standard post office
>services and local armoured transports. Later on the Post only allowed
>max SEK 50000 in each parcel so we now use other ways to get the bank
>notes to there destinations.
>
>To just send a minor amount of bank notes only costs appr. $6 here and
>everything is insured all the way until Ben himself has the envelope in
>his own hands.
>

>I think we all can agree to that Ben Smith can be trusted 100% and not
>simply keep the money without delivering the goods! So, this is simply a
>99.9999...% secure way of sending money to any country. And all perfectly
>legal of course...

This is a regional issue. Here in the U.S., you'd have to be daft to
blindly send cash money around, uninsured, in just the "general post".
The sender or recipient are not the problem, the USPS employees are.

--
0-----------------------------------------------------------------------0
| http://www.unrealtournament2003.com | Have You Played Atari Today? |
0-----------------------------------------------------------------------0

# 992. Re: How to learn Mac65

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-09 05:51:18 UTC
From: robertr@hildalecity.com
Message-ID: <f52dd52f.0302082151.75a9b16@posting.google.com>
Source record: 23504
Body handling: HTML body converted to readable text

"Mathy van Nisselroy" wrote in message news:...
> Howdy folks
>
> What's the best way to learn Mac65 and where can I download it? I'm the
> proud owner of a cartridge that has both Mac65 and BXE on it (somebody
> specially build it. It's not for sale from him or me. But something
> simular can be seen at Dan Vernopn's retrobits site at
> http://www.retrobits.net). And now I wanna learn Mac65. I have Analog
> Computing, which had Boot Camp, is it any good? I have all issues starting
> from number 45. Did I miss much? Is there a better way to learn Mac65
> (apart from: "just try something") I do have a xeroxed copy of the manual,
> but don't wanna go true that.
>
> CU Mathy van Nisselroy

I never got Analog Computing so I can't say. Is BXE different than
DDT which my MAC/65 had?

If you want to learn assembly language (which is what MAC/65 is--an
assembler), there are a few things to understand. First, YOU NEED A
BOOK DESCRIBING OPERATING SYSTEM CALLS; I recommend "Mapping the
Atari", but I don't know if it is still available in PDF form or in
print. Second, you need a book on the 6502; the 6502 is still used
and sold, so finding literature here should be trivial with a google
search. Please understand that while assembly language is more
powerful and can be thousands of times faster than BASIC, it is more
difficult to program even the simplest expressions. BASIC itself was
written in assembly language. Without knowing the address and how to
set up an operating system call, you can't even get input from the
keyboard or send a message to the screen. If you study the 6502, you
will note that there is nothing there that has anything to do with a
keyboard or screen. All you can do is manipulate memory addresses and
make calls to memory addresses. So, you need to know what memory
addresses you can place your program in, what memory addresses to use
for setting up a request from input from the keyboard, what memory
address calls the operating system and requesting something done. My
point here is that assembly language programming doesn't have the
conveniences of BASIC where you have a print statement and an input
statement, file opening and closing, etc. All this is done by knowing
the memory addresses for setting up a call to the operating system.
Hey, even comparing two numbers to see which one is larger is no
trivial task.

"if a

# 993. Re: BeWe-DOS - Question

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-09 06:42:22 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <b24t8n$e1h$1@reader08.wxs.nl>
Source record: 23505

Hi

A few weeks I ago I made a very little tool that formats (without any security questions!!!!!!!!!) a 16mb partition that is stored in D2:

I had to make this thing for MyIDE because MyIDE soft version doesn't support spartados, and btw. you can't use the fmtdir software with MyIDE neither.

The label of the created partition is "MyIDE" and I don't know if it's possible to change that after it. (With a sector editor it can ofcourse)

Again i have to say:

ths little tool was made for my own use, so i didn't make any security questions in it, and it only works on (d2)... I have another version, that formats d1. the partition has to be 65535 sectors double density.

Interested? Mail me: grover25@zonnet.nl

Greetz.
Marius

"Mirko Sobe" <atarixle@12move.de> schreef in bericht
news:b1ojjs$2gul$1@innferno.news.tiscali.de...
> How do I format a 16MB Disk(-image) in BeWe-DOS?
>
> Mirko
>
>
> www.atarixle.de
>
>
>

## 994. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-09 07:47:28 UTC
From: Ed Cogburn <ecogburn@xtn.net>
Message-ID: <b2512i$17ipvv$1@ID-49761.news.dfncis.de>
Source record: 23506

DunxUK wrote:
>>bile filtered<
>
>
> It's a newsgroup Ed, we're allowed to take extreme standpoints. Makes it
> interesting. Doesn't mean we're being completely serious tho...
>
> Get over it, foetus. :o)

Ah, excellent child, prove my point for me. People take extreme standpoints all the time, but they normally do it without insulting and name calling. Apparently you can't do the former without doing the latter. And what would you say the definition of someone who insults people without being "serious" about the insults or the argument under way? Sounds like "childish" to me. And lo and behold if you don't end with another personal insult! I just love it when your type fall all over themselves to prove my accusations correct. Goodbye child.

## 995. Translator Disk

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-09 07:56:09 UTC
From: Ron Pothier <cowboy.ron@verizon.net>
Message-ID: <tQn1a.8616$F25.7820@nwrddc02.gnilink.net>
Source record: 23507

Does anybody know where I can get a copy of the translator disk for the xe/xl computers? I just bought these computers and some games, but it appears some will not work unless the translator disk is loaded first. Thanks for your help.

Ron Pothier

## 996. Re: CommodoreOne

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-09 08:15:12 UTC
From: bill@newbreedsoftware.com
Message-ID: <k6o1a.65164$lk.2692930@typhoon.sonic.net>
Source record: 23509

gozarcollins@com.hotmail.com wrote:
>
> I know this doesn't go over well in the ST groups, but wouldn't it
> make more sense to just use a cheap motherboard and run Linux
> with your emulator of choice?

If there were a way to connect cartridges to it, this could be a spiffy
solution for 8-bit systems. :^)

The thing is, though, I miss my 1200XL keyboard! :^(

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

# 997. Re: what happend to real time video plans?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-09 08:17:16 UTC
From: bill@newbreedsoftware.com
Message-ID: <g8o1a.65165$lk.2692937@typhoon.sonic.net>
Source record: 23510

Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de> wrote:
> Howdy folks
>
> Bot Marco Antonio Checa Funke and William Kendrick were working on real time
> video stuff. What happened? The threads have died up since a week or two.
> Please keep us informed.

Hehe... I was going to work on it some more tonight, but my wife wanted
me to be downstairs with her to keep her company while she baked (yum!)
and I've been upgrading KDE on a Linux box I'm setting up for a kiosk.

Maybe later tonight I'll work on it more... :^)

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

## 998. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-09 08:18:37 UTC
From: Ed Cogburn <ecogburn@xtn.net>
Message-ID: <b252t0$18bb83$1@ID-49761.news.dfncis.de>
Source record: 23508

richard cortese wrote:
> "Rod Smith" <rodsmith@nessus.rodsbooks.com> wrote in message
> news:9pj42b-h5b.ln@speaker.rodsbooks.com...
> <snip>
>
>>>Look, you are confused. I have provided evidence by way of personal
>
> memory
>
>>>and a post from another emulator writer. So far you have provided
>
> nothing
>
>>>but some odd interpretations of copyright and fair use laws.
>>
>>No, you're confused. You're misrepresenting my arguments and
>>misinterpreting others' posts you found on Google Groups. Copying and use
>>are two different issues, and you can't seem to separate them in your
>>arguments or in interpreting others' posts. Unless and until you can do
>>so, I don't see the point in continuing this debate.
>
>
> Well you really weren't able to give a good debate which makes it pointless
> for me too. I mean your position ~because Derek didn't put a disclaimer in
> his distribution somehow forfieted Atari's rights is classic.

Atari's rights were never forfeited. They gave him permission to distribute
their ROMS. They did NOT specify any specific restrictions on the *use* of
those ROMS. That was their mistake, unless they deliberately decided not to
put any restrictions on them, which would imply they considered it ok for
other emulators to use the ROMS too. It is incumbent upon the licenser to
make sure all restrictions it wants are specified in the license, otherwise
the normal rules apply, this is why licenses and EULAs have become so absurd.
Now if they had intended for those ROMS to be used only for XFormer, I
figure it would have taken less than a week for Atari to have the XFormer
distribution taken down and a new license for the ROMS added to it. That they
didn't tells me they weren't concerned, and that Derek complained about it
just tells me he wanted to have the only emulator with the official ROMS. If
what you are suggesting was true, Derek could have gone back to Atari, told
them what was happening and had them give him a new license agreement for the
ROMS. This never happened. So, not only is Rod's point correct that Atari's
"rights" were not violated by other emulators referring their users to the
XFormer distribution to get the ROMS, but as a practical matter, Atari also
seemed unconcerned about this "problem" since they did or said nothing about it.

## 999. Re: How about rewriting the 10% in dispute?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-09 08:34:09 UTC
From: Ed Cogburn <ecogburn@xtn.net>
Message-ID: <b253q2$187nlp$1@ID-49761.news.dfncis.de>
Source record: 23511

Frank Rachel wrote:
> Hypothetical dumb question here (I'm a software developer, but commercial -
> haven't done any opensource/GPL/etc yet).
>
> Lets say in my program I need to pop up a message box asking "Are you sure
> you want to quit". Lets say I don't know how to do it (some windows API I
> haven't used). If I look at the source to a GPL program and see they have
> it, and its 1 line like "MessageBox(...)", and I put it in my code, have I
> violated the GPL?
>
> How far does the license go with small things like that?

Disclaimer: IANAL

If you want a better answer try in gnu.misc.discuss. But my answer is this is not a problem. Once you get down to the point where there is little room for expressiveness, i.e. there is only a small number of ways to accomplish your task, it becomes impossible to prove copying versus independent creation. In your case, using GPL'd code to find out how to use an API call isn't copying, you're just using the GPL'd code to help you learn the API of whatever it is you are programming on. As a technical matter there is no rule of thumb saying "x number of lines is copying", every case comes down to the specifics of that case, and the only ones who can say anything definitive on that are the lawyers who worked on the cases that actually ended up in a court. Maybe someone on gnu.misc,discuss knows about such cases if there are any. As a practical matter however, it would be impossible to prove copying versus independent creation on one line of code which is just an API call.

# 1000. FA: 2600-cx with 11 games

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-09 12:32:27 UTC
From: Jason Clark <jason_nospam@clarkhouse.co.uk>
Message-ID: <b25hod$14m2s4$1@ID-174126.news.dfncis.de>
Source record: 23513

Currently at ?26 (UKP), reserve has been met. 1 Hour remaining.
Selling on ebay:
http://makeashorterlink.com/?I58F15463

```
Working order, with 2 joysticks, PSU and RF cable. Complete with 11 games:
Combat
Tennis
Lock n Chase
Frostbite
Asterix
Pitfall!
Smurf
Nightmare
Keystone Kapers
Q*bert
Midnight Magic

Jason
```

## 1001. Re: unbelievable.....

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-09 15:29:52 UTC
From: Mark Watson <newsAfoftDfsnetD@co.uk>
Message-ID: <ttu1a.4056071$6N5.530571@post-03.news.easynews.com>
Source record: 23514

Nathan Hartwell wrote:
> Taking C source and making it C++ is nowhere
> near that drastic a change, so the claim that Atari++ isn't even the
> same language (though, in my opinion, they are) doesn't dismiss the
> fact that the new code was at least inspired by someone else's work.

Think you are referring to a comment I made here. I was pretty much kidding here since most C code is also C++ code. But Atari++ is considerably more than taking the code and building under a C++ compiler.

Anyway interesting to hear from a lurker (I normally am -> the Atari++ drew me out too...):-)

Mark

P.S. If this turns into another Uber Atari++ thread of Doom I will be most displeased;-)

--
-----
(s/X/Y/g -> replace all X with Y in e-mail addr)
s/@//g; s/D/./g; s/A/@/g;

# 1002. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-09 17:04:41 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <JSv1a.7531$tO2.742052@newsread1.prod.itd.earthlink.net>
Source record: 23515

"Ed Cogburn" <ecogburn@xtn.net> wrote in message
news:b252t0$18bb83$1@ID-49761.news.dfncis.de...
> richard cortese wrote:
Snip>
> Atari's rights were never forfeited. They gave him permission to
distribute
> their ROMS. They did NOT specify any specific restrictions on the *use*
of
> those ROMS.

Show me the permission they gave. Another put up or shut up challenge. You and Rod are both spouting off about how this permission forfieted Atari's rights, let me see your copy. I say it has never been publically disclosed therefore anything you guys have to say about its contents vis a vis "restrictions" are imagined.

Not trying to be particularily difficult, but you have to prove your statement. Seriously I would like to see it. There are probably at least a dozen people still in the newsgroup<and the ST group for that matter> that remember Derek's posts saying ~Atari only granted the "specific " rights for the ROMs to be used "exclusively" with his emulator. It was his position ~every emulator should get this same permission. I mean we still have proof via google. This was from the horses mouth so to speak.

AFAIK Derek is the only one who knows what the full context and content of the agreement was. I never saw him disclose any letters or email from Atari. I just checked the current Xformer distribution and there are none in there either.

Just for the record, Thomas's position ~since the emulator writers have a lax attitude for the Atari/Xformer license gives him some kind of entitlement is not particularily strong either. It is the old 'two wrongs don't make a right' type argument. He does have a point though when people are presenting their position as the high moral ground.

# 1003. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-09 17:58:50 UTC
From: Mark Duckworth <mduckworth@removemeiamaspamguard.atari-source.com>
Message-ID: <1044820508.798070@blade.atari-source.com>
Source record: 23516
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Sean Connery wrote:

> In article <3e417b5c18a8430@tripnet.se>,
> Kenneth Medin <kennethm@tripnet.se> wrote:
>
>>If there were a lot of Atari dealers posting ads like Ben does things
>>would be very different... However, as he is actually one of very few
>>left his posts simply are no problem. They do not add to the bandwith and
>>there is no charter for comp.sys.atari.st that prohibits adverts (I don't
>>know about the other groups this goes to).
>
> That may be true. But unprincipled IMHO.
>
>
>>Professional or not is not an issue. There are lots of other posts here
>>that are not professional at all. But, in a sence you are right. If i
>>were Ben i would not post the very same text several times. Instead I
>>would post short messages whenever I had something new to tell, like
>>"New catalogue out" or "several TT graphics cards in stock" with a link
>>to his website.
>
> Well, most posts are definately not "professional". Then again, most
> flamewars are not made in the name of business. So it's not quite the
> same :) Your idea is certainly preferable to the current MO. A 2 line
> post with a descriptor and URL is far better than 250 lines of the same
> junk once or more a week.
>
>
>>>>Some might think twice before sending cash in advance to remote
>>>>continents but with Ben Smith there is no need to worry. Just remember
>>>>to use insured mail when sending money.
>>>
>>>Who on earth would send hard currency thru the mail?! That's not a good
>>>idea for eBay. Much less an "Internet Business". Hell, it's not even a
>>>smart idea for people who know each other.
>>
>>What are you talking about?? Why would that be insecure??
>>
>>I have actually sent huge amounts of money abroad in exactly the same way
>>in my job some years ago. SEK 200000 ($25000) in each parcel and a couple
>>of these parcels a day using nothing but the standard post office
>>services and local armoured transports. Later on the Post only allowed
>>max SEK 50000 in each parcel so we now use other ways to get the bank

>>notes to there destinations.
>>
>>To just send a minor amount of bank notes only costs appr. $6 here and
>>everything is insured all the way until Ben himself has the envelope in
>>his own hands.
>>
>>I think we all can agree to that Ben Smith can be trusted 100% and not
>>simply keep the money without delivering the goods! So, this is simply a
>>99.9999...% secure way of sending money to any country. And all perfectly
>>legal of course...
>
> This is a regional issue. Here in the U.S., you'd have to be daft to
> blindly send cash money around, uninsured, in just the "general post".
> The sender or recipient are not the problem, the USPS employees are.
>

I've done it, but only for international software purchases. It worked out
okay.

Mark
PS: Sean I agree with every point you've made.

# 1004. Formatting HD w/ SpartaDOS on Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-09 18:02:14 UTC
From: Jeffrey Loomis <jloomis2k@hotmail.com>
Message-ID: <yUOdnXKgZ7tNCtujXTWcpQ@comcast.com>
Source record: 23517

I having trouble formatting HD images with SpartaDOS. I keep getting
??Shows Multiple Tracks??

I am running Atari800Win Plus 3.1. I'm booting to SpartaDOS 3.2f. I have
created various atari disk images (using the emulator) ranging from 32767 to
65535 sectors (128 bytes each). Then using the emulator I point D3 to one
of these newly created images. If I run the Dir command I get 000 free
sectors.

Then I run hdinit, specify drive 3, a volume name and answer yes to
initialize are you sure. Then I get ??Shows Multiple Tracks?? and am
returned to the prompt.

I am able to successfully format and use these large images in MyDOS 4.5.
Just not with SpartaDOS.

Any suggestions?

Thanks,

Jeffrey

# 1005. Re: Formatting HD w/ SpartaDOS on Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-09 20:39:11 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v4df1u2ro3j29@corp.supernews.com>
Source record: 23518

Sparta 3.2f? 3.3a is supposed to work better with
emulators.
But with a800win, you can even try the SpX cart.
SpX is really better for hard drives maybe.
A real hard drive, you have to do hdfmtph6 or 8.
And, WAIT... ok, go ahead. And you have to
Do a hdfmtdir or something like that to write the
directory to a real hard drive. I think only SpX
can write the directory of a hd, otherwise you have
to use the Sparta utility to do it.
Russ

## 1006. Re: Translator Disk

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-09 20:45:10 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v4dfd52algfod1@corp.supernews.com>
Source record: 23519

ftp.spudster.org
in utilities/os folder. xlators.zip or arc, something like that.
There's translator A and B, you probably want the
B one.

# 1007. Question: MicroDOS for BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-09 22:07:29 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b26j6r$19bm7c$1@ID-174234.news.dfncis.de>
Source record: 23520

Hello,

I'm currently converting an old cassette game to disk for a friend on mine. It's a plain ATARI Basic Programm in two Parts, Part 1 initializes a new Charset and then loads Part 2.

Unfortunatly Part 2 uses almost all Memory available. When loading from Cassette, this is not a problem, because there is no Dos in memory.

In the Disk-Version, a normal DOS (Sparta, MyDOS, Atari-Dos ...) uses too much memory, so I get an Error 2 when loading the 2nd part of the game.

I tried several Micro-Dos, but almost all don't support the BASIC "RUN <filename>" command.

All "normal" Dos Versions are too big.

Can anyone point me towards a solution, maybe a Micro DOS out there that supports BASIC Load/Run Command or a "normal" DOS with very low memory foodprint.

Best regards

Carsten

# 1008. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-09 23:33:29 UTC
From: gozarcollins@com.hotmail.com
Message-ID: <b26og902a1a@enews1.newsguy.com>
Source record: 23521

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:
> Hi,
>
>> That depends on what you mean by "use." IANAL, but my reading of your
>> license is that nobody can use any of your code in any other product
>> without your express permission. Doing so would be considered creating a
>> derivative work ("modified... version" in your language). Even a few
>> lines of code (some would say a single line of code!) could theoretically
>> "poison" another project -- precisely the problem you're facing, but in
>> reverse.
>
> A modified version is something different than derived work. This doesn't
> contradict itself, but rather requires clarification at times a potential
> licence break is detected. If parts of the code have been used, I don't
> care. If major parts have been used, I would call this a modified version.
> What exactly is "major" depends on the situation. It is part of the deal
> that I believe that you really cannot copyright ideas, and for that reason,
> cannot copyright algorithms. (Some recent developments go into an opposide
> direction, but I don't agree with them). If a part of the code has been
> extracted, understood and used to write another software, I should be happy
> to have launched off an interesting development. If huge parts of the code
> have been re-used, then the second party clearly showed no interest in
> understanding the idea, but rather tried to rip off code to avoid some
> intellectual work. Thus, I wouldn't expect anything interesting from the
> second kind of party. This is the difference I want to express in the licence
> conditions.

Unfortunately, the GPL doesn't state that you may use one line of GPL code
and have it not affect the project. In this post and others you have hinted
at the fact that you have looked at the original code and used part of it
in a++. This is a definate GPL violation.

Modified and derived are the same. My view is the only way you could
use GPL code and not be in violation is to use some sort of clean room
technique.

It doesn't matter if you copy and pasted or re-typed making modifications,
it is still a GPL violation.

I'm glad to see that you are getting this worked out, and hope
that everything will be ok in the end.

--
Access:Organize:Share Your Bookmarks Online - http://flyrt.com/?u
Ryan 'Gozar' Collins

## 1009. Re: unbelievable.....

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 01:49:33 UTC
From: magex@bellsouth.net
Message-ID: <3e4703b3.734716453@newsgroups.bellsouth.net>
Source record: 23522

On Sun, 09 Feb 2003 15:29:52 GMT, Mark Watson <newsAfoftDfsnetD@co.uk>
wrote:

>Nathan Hartwell wrote:
>> Taking C source and making it C++ is nowhere
>> near that drastic a change, so the claim that Atari++ isn't even the
>> same language (though, in my opinion, they are) doesn't dismiss the
>> fact that the new code was at least inspired by someone else's work.
>
>Think you are referring to a comment I made here. I was pretty much kidding
>here since most C code is also C++ code. But Atari++ is considerably more
>than taking the code and building under a C++ compiler.

I'm not sure it was your comment that was on my mind when I wrote that
or not. I just recalled someone saying something about Atari++ being
a different language than Atari800.

>
>Anyway interesting to hear from a lurker (I normally am -> the Atari++ drew
>me out too...):-)

Sad that it takes such a controversy to pull us out, huh.

>
>Mark
>
>P.S. If this turns into another Uber Atari++ thread of Doom I will be most
>displeased;-)

I know what you mean. It's great to see another Atari emulator. And
I've seen nothing wrong with the license on Atari++, except that it
seems to be in violation of another license that was used for code it
was based on or inspired by. The initial "project closed" reaction
was not a good thing and suggested to me that something was found out
that wasn't expected to be. But, enough of that.

# 1010. Re: Formatting HD w/ SpartaDOS on Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 01:56:15 UTC
From: magex@bellsouth.net
Message-ID: <3e480573.735164937@newsgroups.bellsouth.net>
Source record: 23523

On Sun, 9 Feb 2003 13:02:14 -0500, "Jeffrey Loomis"
<jloomis2k@hotmail.com> wrote:

>I having trouble formatting HD images with SpartaDOS. I keep getting
>??Shows Multiple Tracks??

That was a "bug" that I fixed in my own copy. Regardless of the size,
Atari800 treats all disk images as floppy drives and reports them as
such in the SIO status. I'd added a flag to the ATR header that
selected with SIO status code to use. Ok, so it wasn't really a bug,
but it was an oversight that has remained in the code. Maybe I should
submit a patch up to Petr. I'm already thinking of sending in a
replacement diskled.c module (35 bytes per character definition? come
on, guys...7 bytes is enough).

# 1011. Re: Games we need on the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 02:18:09 UTC
From: bill@newbreedsoftware.com
Message-ID: <BZD1a.65292$lk.2703803@typhoon.sonic.net>
Source record: 23524

Zothen Runecaster <zothen@my-deja.com> wrote:
> Sure , there are many great games on the ATARI - but certain games or
> entire game genres are missing on the ATARI ; games which sold well on
> the C64 and other 8 Bits and consoles.
>
> For example :
>
> adventures like Maniac Mansion or Zak Mc Kracken.Even Monkey Island
> would be possible.

Sure. :^) I think there's been one or two (attempts) made.

> Shoot emï¿½ up games like R-Type , Gradius , Katakis etc. - the 8 Bit
> hardware would be great for these games.There are such games on the
> C64,even on the Spectrum.But only a few clones of the arcade games on
> the ATARI.
<snip>

My favorite game on the Atari in this genre is Zybex. Of course,
yes, I agree we need more like this.

In the 3D realm of shoot-em-ups, the Space Harrier clone being worked on
looks _awesome!_

> Great Jump n Run games like Super Mario Brothers or the C64ï¿½s Great
> Giana Sisters (although this should be ported to the ATARI in the 80s
> , but Nintendo stopped Giana Sisters because it was too similar to
> Mario.There maybe is an unfinished ATARI version for the XEGS on cart
> ...)
<snip>

Really? There was a port being made? Cool! :)

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

# 1012. Re: Games we need on the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 02:38:36 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <MgE1a.8436$tO2.814255@newsread1.prod.itd.earthlink.net>
Source record: 23525

"Zothen Runecaster" <zothen@my-deja.com> wrote in message
news:fcd76a9e.0302091644.3b4ac245@posting.google.com...
> Sure , there are many great games on the ATARI - but certain games or
> entire game genres are missing on the ATARI

Probably my most played game from ~1984-1995 was Rogue. I had both the PD and Epyx versions.

There was a version written in BASIC for the Atari. It was really not very good.

FreeCell has replaced Rogue for my 'goto program' while I am waiting for my S.O. to get ready to go out or the coffee to finish brewing.

I have some ideas on what I'd like to do. FPP step movement like Dungeon Master on the ST with very limited graphics. Probably make it so you never win just like the real Rogue, you only try to set high scores.

I know I still have an Action! cart around here somewhere. I just have to put together a working system and hope my S.O. doesn't dump it in the trash.

# 1013. Re: Formatting HD w/ SpartaDOS on Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 03:16:31 UTC
From: Jeffrey Loomis <jloomis2k@hotmail.com>
Message-ID: <wP2cnQdJBe0thNqjXTWcoQ@comcast.com>
Source record: 23526

"Nathan Hartwell" <magex@bellsouth.net> wrote in message
news:3e480573.735164937@newsgroups.bellsouth.net...
> On Sun, 9 Feb 2003 13:02:14 -0500, "Jeffrey Loomis"
> <jloomis2k@hotmail.com> wrote:
>
> >I having trouble formatting HD images with SpartaDOS. I keep getting
> >??Shows Multiple Tracks??
>
> That was a "bug" that I fixed in my own copy. Regardless of the size,
> Atari800 treats all disk images as floppy drives and reports them as
> such in the SIO status. I'd added a flag to the ATR header that
> selected with SIO status code to use. Ok, so it wasn't really a bug,
> but it was an oversight that has remained in the code. Maybe I should
> submit a patch up to Petr. I'm already thinking of sending in a
> replacement diskled.c module (35 bytes per character definition? come
> on, guys...7 bytes is enough).
>

How would I go about fixing that in my copy? I'm a VB programmer so this c
stuff unfamiliar to me. Do I have to wait until Atari800 is updated and
then for the next version of Atari800Win to be based on the Atari800 update
? Can I hex edit the ATR image file to get around this?

Thanks,

Jeffrey

# 1014. Re: Question: MicroDOS for BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 04:15:02 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <aHF1a.8582$tO2.825078@newsread1.prod.itd.earthlink.net>
Source record: 23527

Compute! printed a so-called MicroDos which was a small replacement for most
of Dup.Sys; it still required the file management system with the standard
lomem value.

Most other MicroDoses are actually binary loaders which do not support
Basic. They could be used only if you:
1 add vectors to charset file for its load location,
2 extract pointers from .BAS file,
3 add vectors to load .BAS file at $800 or lomem + $100,
4 create file to set Basic pointers & lomem,
5 append three files together
6 set run vector to Run Program point in Basic cart - may include this in #4
7 put this new file on disk with loader

Variations could let it load and drop into Basic for you to issue the RUN
command or make it a boot disk with just your Basic data and no loader. The
only other option is writing your own SIO routines to retrieve disk data
without Dos.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Carsten Strotmann" <cas_news@strotmann.de> wrote in message
> Hello,
>
> I'm currently converting an old cassette game to disk for a friend on
mine.
> It's a plain ATARI Basic Programm in two Parts, Part 1 initializes a new
> Charset and then loads Part 2.
>
> Unfortunatly Part 2 uses almost all Memory available. When loading from
> Cassette, this is not a problem, because there is no Dos in memory.
>
> In the Disk-Version, a normal DOS (Sparta, MyDOS, Atari-Dos ...) uses too
> much memory, so I get an Error 2 when loading the 2nd part of the game.
>
> I tried several Micro-Dos, but almost all don't support the BASIC "RUN
> <filename>" command.
>
> All "normal" Dos Versions are too big.
>
> Can anyone point me towards a solution, maybe a Micro DOS out there that

> supports BASIC Load/Run Command or a "normal" DOS with very low memory
> foodprint.
>
> Best regards
>
> Carsten
>

# 1015. Re: Games we need on the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 04:22:23 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <03ae4vshdcjee0hd1pe04b2vigicc1p2q1@4ax.com>
Source record: 23528

On 9 Feb 2003 16:44:38 -0800, zothen@my-deja.com (Zothen Runecaster) wrote:

>Sure , there are many great games on the ATARI - but certain games or
>entire game genres are missing on the ATARI ; games which sold well on
>the C64 and other 8 Bits and consoles.
>
>For example :
>
<snip>

>I think it is possible to create almost every 2D game on the ATARI.I
>donï¿½t like 3D games very much and the hardware hasnï¿½t been built for
>3D games , so this would be ok for me.
>
Ah, the one that never was ported to the A8: Skyfox.

Then there's Gunship, which *was* released for the A8 but apparenty only
very few people have seen a working copy of it (including myself).

What I've never seen on the A8 is some racing game in 1st person perspective,
either.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

# 1016. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 05:50:59 UTC
From: Ed Cogburn <ecogburn@xtn.net>
Message-ID: <b27ek5$1a52d7$1@ID-49761.news.dfncis.de>
Source record: 23529

richard cortese wrote:
> "Ed Cogburn" <ecogburn@xtn.net> wrote in message
> news:b252t0$18bb83$1@ID-49761.news.dfncis.de...
>
>>richard cortese wrote:
>
> Snip>
>
>>Atari's rights were never forfeited. They gave him permission to
>
> distribute
>
>>their ROMS. They did NOT specify any specific restrictions on the *use*
>
> of
>
>>those ROMS.
>
>
> Show me the permission they gave. Another put up or shut up challenge. You
> and Rod are both spouting off about how this permission forfieted Atari's
> rights, let me see your copy. I say it has never been publically disclosed
> therefore anything you guys have to say about its contents vis a vis
> "restrictions" are imagined.
>
> Not trying to be particularily difficult, but you have to prove your
> statement. Seriously I would like to see it. There are probably at least a
> dozen people still in the newsgroup<and the ST group for that matter> that
> remember Derek's posts saying ~Atari only granted the "specific " rights for
> the ROMs to be used "exclusively" with his emulator. It was his position
> ~every emulator should get this same permission. I mean we still have proof
> via google. This was from the horses mouth so to speak.
>
> AFAIK Derek is the only one who knows what the full context and content of
> the agreement was. I never saw him disclose any letters or email from Atari.
> I just checked the current Xformer distribution and there are none in there
> either.

I'm just pointing out that if Derek's statements were true, Atari must not
have not considered the matter important because *they* never got involved.
Did ANYONE get a threating letter from an Atari lawyer? Did an Atari
representative get on the newsgroup and explain their position? All we have
is Derek saying the ROMS can only be used with *his* emulator, but he never
proves that either. Think, if this was true, why didn't Derek add an

appropriate license to the XFormer distribution? He complains but never does anything to stop it, nor does Atari itself do anything? In this case, your 'horse's mouth" doesn't have any evidence to back itself up. What if Atari didn't care if all emulators used their ROMs? That would explain why they didn't get involved, and why Derek complained publicly yet never changed the license. All that matters is the law and the licenses involved. The license was never changed, no specific restrictions were placed on the ROMs's use, and the law doesn't specifically forbid this use, ergo, its legal.

> Just for the record, Thomas's position ~since the emulator writers have a
> lax attitude for the Atari/Xformer license gives him some kind of
> entitlement is not particularily strong either. It is the old 'two wrongs
> don't make a right' type argument. He does have a point though when people
> are presenting their position as the high moral ground.

The allegation is that he stole their code. The A8 developers didn't steal any Atari code, they don't even distribute the ROMs with their emulator. I hardly see an equivalency here. Besides, if you do think it is theft, how come Atari never yelled "Stop, thief!"?

# 1017. Re: Games we need on the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 09:26:33 UTC
From: bill@newbreedsoftware.com
Message-ID: <dfK1a.65342$lk.2709771@typhoon.sonic.net>
Source record: 23530

machf <no_me_j.machf@terra.com.pe> wrote:
>
> What I've never seen on the A8 is some racing game in 1st person perspective,
> either.
>

Pole Position and Pitstop don't count? :^)

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

# 1018. Netwalk

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 09:29:33 UTC
From: bill@newbreedsoftware.com
Message-ID: <1iK1a.65344$lk.2709822@typhoon.sonic.net>
Source record: 23531

There's a neat little puzzle game for the Sharp Zaurus called
"Tickypip", which is apparently a clone of some PalmOS game called
"Netwalk" or "Netawalk" or something.

It's a little puzzle game where you must rotate little chunks of
network cable until every computer in the grid is connected to the main
server.

I think this will be my next little contribution to the Atari 8-bit. :^)
(With luck, I'll be able to get the game to use game files from the PalmOS
game; Tickypip on the Zaurus uses them just fine.)

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

# 1019. Re: CommodoreOne

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 09:35:02 UTC
From: misterbumpy@wmconnect.com
Message-ID: <20030210043502.29742.00000214@mb-cd.wmconnect.com>
Source record: 23532

Well, a lot of people (myself included, most of the time) would feel a lot better using a computer that's more closely related (hardware-wise) to the machines of yore that we love so much as opposed to an emulator, disk images, etc.

I've lost a lot of interest in the Amiga and ST online communities these last few years watching them arguing back and forth about who has a better Amiga/ST; the ones with the high-speed PC running LINUX/Windoze and an emulator or the people with the genuine Atari/Amiga hardware and $2000 into their system.

IMHO this is just another area where computers are strikingly similar to automobiles: the more money and hardware you dump into them, the more they require. The further you get from stock, the less dependable things become.

In case any of you are wondering, I have C=64s, an 800XL, an Apple ][+ and a CoCo2, all of which run 64K of RAM at 1MHz (save for the Atari, of course) and they all run wonderfully! :^)

# 1020. Re: Games we need on the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 12:31:23 UTC
From: Richard Heldmann <sales@vulcantool.com>
Message-ID: <b287d0$kt0$1@bob.news.rcn.net>
Source record: 23533

```
There was a game for the Commodore 64 that I believe was not released for
the Atari 8 bit, it involved elevators, and I think it was called
'Impossible Mission'. I loved that game.
```

"Zothen Runecaster" <zothen@my-deja.com> wrote in message
news:fcd76a9e.0302091644.3b4ac245@posting.google.com...
> Sure , there are many great games on the ATARI - but certain games or
> entire game genres are missing on the ATARI ; games which sold well on
> the C64 and other 8 Bits and consoles.
>
> For example :
>
> adventures like Maniac Mansion or Zak Mc Kracken.Even Monkey Island
> would be possible.
>
> Shoot em up games like R-Type , Gradius , Katakis etc. - the 8 Bit
> hardware would be great for these games.There are such games on the
> C64,even on the Spectrum.But only a few clones of the arcade games on
> the ATARI.
> For example "Transmuter" , but this one looks like a Spectrum
> game.Could be done better.
>
> Something like "Turrican" on the C64.Or games like on the NES , for
> example "Contra".
>
> More role-playing games , maybe Japanese-Style like Final Fantasy or
> action-rpgs like Zelda ...
> There never were great rpg-series on the ATARI except the first 4
> Ultimas and some SSI games.No Bard s Tale,no Wizardry,no Might and
> Magic ...
>
> Great Jump n Run games like Super Mario Brothers or the C64 s Great
> Giana Sisters (although this should be ported to the ATARI in the 80s
> , but Nintendo stopped Giana Sisters because it was too similar to
> Mario.There maybe is an unfinished ATARI version for the XEGS on cart
> ...)
>
> Classic Arcade games : There are some classic arcade games which have
> never neen ported to the ATARI - for example Bubble Bobble/Rainbow
> Islands and many more.Most of the 80s classic arcade games would be
> possible on the ATARI 8 Bit.
>
> I think it is possible to create almost every 2D game on the ATARI.I

> don't like 3D games very much and the hardware hasn't been built for
> 3D games , so this would be ok for me.
>
> ZR

# 1021. Borland modula-2 for atari 5200?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 12:54:58 UTC
From: google@runtime.demon.co.uk
Message-ID: <6210f8f8.0302100454.2d3684ed@posting.google.com>
Source record: 23534

I got an email from Borland today about the 20th aniversary of borland Pascal. I had a request to fill out one of those silly marketing questionaires. In a moment of weekness I went to the site to fill it in.

Any way, part of the questionaire is a list of all the products Borland and made over the years and if you have used them or not. One item struck my eye, 'Turbo Modula-2 Atari 5200'.

Any one ever seen that? I cannot see ANY modula-2 listed on the faq.

The site url is

http://whatever.borland.com/bdnsurvey.html

But it don't say a lot.

I cannot find any reference to the product in the Borland museum site.
I have dropped them (borland) a line asking if the package could be made available. I wait to see what answer I get back.

---
David Hopcroft

# 1022. Re: Borland modula-2 for atari 5200?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 13:27:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030210132708.58119A@ilaskey.cix.co.uk>
Source record: 23535

In article <6210f8f8.0302100454.2d3684ed@posting.google.com>,
google@runtime.demon.co.uk (David Hopcroft) wrote:

> I got an email from Borland today about the 20th aniversary of borland
> Pascal. I had a request to fill out one of those silly marketing
> questionaires. In a moment of weekness I went to the site to fill it
> in.
>
> Any way, part of the questionaire is a list of all the products Borland
> and made over the years and if you have used them or not. One item
> struck
> my eye, 'Turbo Modula-2 Atari 5200'.

I suspect that should have been 520. In its early days the ST had quite a
few big names developing for it including WordPerfect, Microsoft, Lotus
etc

# 1023. Re: Holmes CDs with tens of thousands of Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 13:42:29 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3E47AC45.CD80351@siemens.at>
Source record: 23536

Atari-Chart wrote:

> Did you ever establish costs to send a set to Canada?
> I would like a set, but I'd like to know roughly how much it'll cost
> me in total.
> Thanks for all your efforts.

Did any set find its way to Europe ? Shipping would be much
cheaper and faster within the EU. I would also be able to
burn some additional sets if some kind of 'snowball distribution'
would be established.

Gerhard

# 1024. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 14:02:53 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3E47B10D.EE3B027A@siemens.at>
Source record: 23537

Rod Smith wrote:

> Everything I know about copyright law suggests you're wrong. I'm a
> professional computer book author, so I have some familiarity with
> copyright law, particularly in the US, although I'm not a copyright
> lawyer. Your license is a legal document, and so must use the language of
> legal documents; "oh, I didn't mean it that way" won't fly in court.

Some days ago I was really shocked when I read that GPL violation and
lawsuit and theft mails in the Atari800 newsgroup, and now this
newsgroup is full of it too. I can't even start to imagine that people
that share the same hobby are talking to each other that way.

I have to say that now I'm happy that due to pure chance I did not
yet submit some of the things I coded to the Atari800 project.
At no time I was aware that being a lawyer ( or at least paying one )
is a prerequisite to sharing code I've written with others.

In my spare time I am coding for fun, and I think the others have
done so too before they somehow forgot about that.

Gerhard

# 1025. Re: what happend to real time video plans?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 14:07:23 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b28bn4$1e3$1@nets3.rz.RWTH-Aachen.DE>
Source record: 23538

Howdy Bill

> I was going to work on it some more tonight, but my wife wanted
> me to be downstairs with her to keep her company while she baked (yum!)

Some people have all the luck in the world......

CU Mathy van Nisselroy

# 1026. Re: what happend to real time video plans?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 14:11:37 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b28bv1$1ov$1@nets3.rz.RWTH-Aachen.DE>
Source record: 23539

Howdy Mo

> You mean you don't have "Conversational Spanish by Atari"?
> 8-)

Nope, I don't. But it would be nice if one day we could put all these language tapes by Atari on some CD ROMs. Just like with the tapes you'ld have text and audio on one medium. (I do have 'speed reading', never tried it though. My brain won't cope.)

CU Mathy van Nisselroy

# 1027. Re: what happend to real time video plans?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 14:13:53 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b28c38$1so$1@nets3.rz.RWTH-Aachen.DE>
Source record: 23540

Howdy Marco

> Hmmm, well, that expression would translate roughly like 'having an honest
man's
> sleep' or something like that.

Isn't there a german expression that goes like this: "Er schlaeft den Schlaf
der Gerechten" that means about the same?

CU Mathy van Nisselroy

# 1028. Re: Borland modula-2 for atari 5200?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 14:28:49 UTC
From: lp <gfa@basic.net>
Message-ID: <BA6D2151.C36D%gfa@basic.net>
Source record: 23541

Hi,

I am sure there was a version(s) of modula-2 for the 520ST, but from who
I cannot recall. Shot off an e-mail asking if that was a typo, it
almost certainly has to be. Otherwise it appears they released modula-2
for the 5200 game system? ;o)

- Lon

in article 6210f8f8.0302100454.2d3684ed@posting.google.com, David Hopcroft
at google@runtime.demon.co.uk wrote on 2/10/03 7:54 AM:

> I got an email from Borland today about the 20th aniversary of borland
> Pascal. I had a request to fill out one of those silly marketing
> questionaires. In a moment of weekness I went to the site to fill it in.
>
> Any way, part of the questionaire is a list of all the products Borland
> and made over the years and if you have used them or not. One item struck
> my eye, 'Turbo Modula-2 Atari 5200'.
>
> Any one ever seen that? I cannot see ANY modula-2 listed on the faq.
>
> The site url is
>
> http://whatever.borland.com/bdnsurvey.html
>
> But it don't say a lot.
>
> I cannot find any reference to the product in the Borland museum site.
> I have dropped them (borland) a line asking if the package could be made
> available. I wait to see what answer I get back.
>
> ---
> David Hopcroft

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

# 1029. Re: Translator Disk

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 14:49:51 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0302100647540.2123-100000@shell1.aracnet.com>
Source record: 23542

Hi Ron, if your interested, I sell them. E-Mail if interested.

==Thanx==
===Ben===

On Sun, 9 Feb 2003, Ron Pothier wrote:

> Does anybody know where I can get a copy of the translator disk for the
> xe/xl computers? I just bought these computers and some games, but it
> appears some will not work unless the translator disk is loaded first.
> Thanks for your help.
>
> Ron Pothier

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 1030. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 15:28:22 UTC
From: Greg Menke <gregm-news@toadmail.com>
Message-ID: <m3lm0o5f55.fsf@europa.pienet>
Source record: 23543

Janka Gerhard <gerhard.janka@siemens.at> writes:

> Rod Smith wrote:
>
> > Everything I know about copyright law suggests you're wrong. I'm a
> > professional computer book author, so I have some familiarity with
> > copyright law, particularly in the US, although I'm not a copyright
> > lawyer. Your license is a legal document, and so must use the language of
> > legal documents; "oh, I didn't mean it that way" won't fly in court.
>
> Some days ago I was really shocked when I read that GPL violation and
> lawsuit and theft mails in the Atari800 newsgroup, and now this
> newsgroup is full of it too. I can't even start to imagine that people
> that share the same hobby are talking to each other that way.
>
> I have to say that now I'm happy that due to pure chance I did not
> yet submit some of the things I coded to the Atari800 project.
> At no time I was aware that being a lawyer ( or at least paying one )
> is a prerequisite to sharing code I've written with others.
>
> In my spare time I am coding for fun, and I think the others have
> done so too before they somehow forgot about that.

A lawyer is not required. What is required is that when you use
another's code, you abide by the terms under which they release it.
You are entirely free to release your own code under whatever license
you see fit (or none at all), but it is important that you respect
other's choices in the matter- especially if you wish them to respect
yours. If you are unwilling to abide by the terms of the license,
then simply do not use or include the code.

If you want to craft a license to suit your own preferences, you'd
better consult a lawyer in any case. In a number of areas of law you
will not be considered competent to represent yourself without
considerable legal training.

Gregm

# 1031. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 15:53:10 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3E47CAE6.F875770B@siemens.at>
Source record: 23544

Greg Menke wrote:

> A lawyer is not required. What is required is that when you use
> another's code, you abide by the terms under which they release it.
> You are entirely free to release your own code under whatever license
> you see fit (or none at all), but it is important that you respect
> other's choices in the matter- especially if you wish them to respect
> yours. If you are unwilling to abide by the terms of the license,
> then simply do not use or include the code.

What amazes me most at these discussions is that everybody seems to
be concerned about laws and licenses but nobody thinks the least bit
about the situation we have here.
For me the idea that one doesn't like to create something in his
spare time, giving it away for free, but wanting to be credited for
it is perfectly understandable. I also understand when this someone
does not like others to earn money with his work. But I don't
understand fighting another one who also creates something in
his spare time and gives it away for free. They should learn from
each other and not fight !
And thinking it through, what would have happened if Thomas had
not made his sources available : he would have had no troubles
and nobody would have had the chance to learn from them !
So all this fuss reads like a big sign to me saying : "don't give
away your sources then you can't get into troubles !"
This can't be what GPL intended and not what anybody here wants ?!

Gerhard

# 1032. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 16:24:02 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <taj82b-a4h.ln@speaker.rodsbooks.com>
Source record: 23545

In article <3E47CAE6.F875770B@siemens.at>,
Janka Gerhard <gerhard.janka@siemens.at> writes:
>
> For me the idea that one doesn't like to create something in his
> spare time, giving it away for free, but wanting to be credited for
> it is perfectly understandable. I also understand when this someone
> does not like others to earn money with his work. But I don't
> understand fighting another one who also creates something in
> his spare time and gives it away for free. They should learn from
> each other and not fight !

The problem is that what Thomas did is perceived as theft. The Atari800
developers don't mind him using their code, but they want to be credited
when this happens and they expect future developers to honor their own
conditions for redistribution. The GPL was created specifically to ensure
that nobody could legally appropriate GPLed code for proprietary
purposes. Thomas's license is far from the worse in this respect, but
it's not acceptable to GPL developers. That's all that needs to be said,
IMHO, on this topic. The rest is up to Thomas and the Atari800
developers. A topic that's more open to debate is whether Thomas actually
created a derivative work or just used the same algorithms, as he claims.

> And thinking it through, what would have happened if Thomas had
> not made his sources available : he would have had no troubles
> and nobody would have had the chance to learn from them !

Not necessarily. Check this out:

http://lkml.org/archive/2003/2/7/55/index.html

There's also a discussion on Slashdot:

http://slashdot.org/article.pl?sid=03/02/07/2225224&mode=thread&tid=117&tid=106

Summary: Somebody found "fingerprints" of the Linux kernel in a commercial
product that was released without source code, strongly suggesting that
they stole kernel code for their product. There's now quite a stink about
this, but it's still pretty early in the story. I seem to recall hearing
about other cases of commercial products that have been caught with GPLed
code in them. AFAIK, these cases have always been settled out of court.

Of course, chances are people wouldn't have studied Thomas's binaries very
closely, but you never know....

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com

Author of books on Linux, networking, & multi-OS configuration

# 1033. Re: Need 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 17:33:57 UTC
From: billko@comcast.net
Message-ID: <kpo4mKkdV4bJ-pn2-dR1wgCml2P5L@localhost>
Source record: 23546

Hi, there is a difference between the 800XL and the 1200XL, namely
that the 1200XL OS revision was buggy compared to the 800XL, but since
the 1200XL keyboard is so much nicer than the 800XL, many people buy
1200XL's and pop in the 800XL chips. There are many applications and
games out there that crash with 1200XL chips, and swapping out the
ROMs works.

On Sat, 8 Feb 2003 10:19:44 UTC, "Mark Bedingfield"
<atari030@optusnet.nomorespamta.com.au> wrote:

> Thanks Guy's, I will pass on the info to the gentleman in question. Being
> that I atready have a 256k 800XL, 2 questions. What is the difference with
> the 1200XL? And also is it possible to source 130XE main boards?
>
> Thanks again
>
> Mark
>
>
> "Paul Alhart" <paulalhart@hotmail.com> wrote in message
> news:DI31a.3895$F25.2760@nwrddc02.gnilink.net...
> > I have a few. I believe they all have the Ranbo 256K upgrade. Not sure
> about
> > shipping. Make offer. Paul
> >
> > "Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote in message
> > news:ttE0a.4735$u6.15303@news-server.bigpond.net.au...
> > > Hi Guys, I have a friend that is after a 1200XL, preferably here in
> > > Australia. They are pretty rare here tho. Any takers?
> > >
> > > Mark
> > >
> > >
> >
> >
>
>

--
Bill

# 1034. Re: space shuttle tragedy

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 17:46:49 UTC
From: billko@comcast.net
Message-ID: <kpo4mKkdV4bJ-pn2-edZ38TgkCkkN@localhost>
Source record: 23347

I remember it clearly. You had to guide the shuttle into orbit keeping it on track all the way to insertion. Then you had to dock with satellites with each one being tougher than the last. You learned how to be most efficient with your fuel or else you wouldn't have enough to get home. It didn't require you to flip the shuttle upside down, but it DID require you to flip the shuttle backwards to use your main engines to slow you down so you could re-enter the atmosphere. Then you had to flip it around forward and had to actually guide the shuttle down the glide path. It would be clouds and stuff and then they would clear and you would see the landing strip. Then you would have to land the thing.

On Sun, 2 Feb 2003 03:41:54 UTC, "rtdos" <rtdos@hotmail.com> wrote:

> it kinda made me boot up A800Win Plus 3.1 and launch Space Shuttle Simulator
> by Activision. Remember that game?
>
> --
> *** REPLY REQUESTED WHEN CONVENIENT ***
>
> Jeff
> http://geocities.com/rtdos
> if you wish to discuss rtdos but not subscibe to the rtdos MSN group:
> AOL / AIM "os65k"
> MSN Messenger / email "rtdos at hotmail dot com"
> ICQ # 20368688
> Yahoo Messenger "rtdos" OR "rtdos.rm" (sometimes)
>
>

--
Bill

# 1035. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 18:18:17 UTC
From: bill@newbreedsoftware.com
Message-ID: <J1S1a.65397$lk.2716597@typhoon.sonic.net>
Source record: 23348

Janka Gerhard <gerhard.janka@siemens.at> wrote:
> "don't give away your sources then you can't get into troubles !"
> This can't be what GPL intended and not what anybody here wants ?!

So far as being frowned upon by the rest of the world, using GPL and
then _not_ releasing the code is even WORSE!

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

# 1036. Re: Borland modula-2 for atari 5200?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 18:21:47 UTC
From: bill@newbreedsoftware.com
Message-ID: <%4S1a.65399$lk.2716910@typhoon.sonic.net>
Source record: 23349

lp <gfa@basic.net> wrote:
> Hi,
>
> I am sure there was a version(s) of modula-2 for the 520ST, but from who
> I cannot recall. Shot off an e-mail asking if that was a typo, it
> almost certainly has to be. Otherwise it appears they released modula-2
> for the 5200 game system? ;o)

Hehe... Even if they DID mean "5200" and not "520(ST)", it'd be much more
likely that there was some modula-2 that build code _for_ the 5200;
not that ran _on_ the 5200.

(Then again, it's more or less an 800 under the hood, so...)

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

# 1037. Re: Games we need on the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 18:27:38 UTC
From: bill@newbreedsoftware.com
Message-ID: <uaS1a.65402$lk.2717031@typhoon.sonic.net>
Source record: 23350

Richard Heldmann <sales@vulcantool.com> wrote:
> There was a game for the Commodore 64 that I believe was not released for
> the Atari 8 bit, it involved elevators, and I think it was called
> 'Impossible Mission'. I loved that game.

*** "Deeeestroooy him, my ro-buts!" ***

:^)

My brother had that. It was a neat game. I doubt I'd enjoy it much
these days (I have a very low attention span; you should see me playing
2600 games; constantly popping carts in and out).

Impossible Mission /was/ made for the Atari 7800. (Did it speak?
I'm sure it did. It wouldn't be the same without it! :^) )

Google found this nice photo:

http://www.brooklynboysgames.com/7800/Impossible_Mission.jpg

It doesn't look like it was made for the Atari 8-bit [*], though. :^(

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

[*] Atari Classic. :^)

# 1038. Re: Holmes CDs with tens of thousands of Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 18:43:01 UTC
From: Mark Watson <newsAfoftDfsnetD@co.uk>
Message-ID: <VoS1a.1162773$w57.193220@news.easynews.com>
Source record: 23351

Janka Gerhard wrote:

> Did any set find its way to Europe ? Shipping would be much
> cheaper and faster within the EU. I would also be able to
> burn some additional sets if some kind of 'snowball distribution'
> would be established.

At least one set made it to England...

Mark

--
-----
(s/X/Y/g -> replace all X with Y in e-mail addr)
s/@//g; s/D/./g; s/A/@/g;

# 1039. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 18:47:07 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <LsS1a.9465$1q2.928152@newsread2.prod.itd.earthlink.net>
Source record: 23352

"Ed Cogburn" <ecogburn@xtn.net> wrote in message
news:b27ek5$1a52d7$1@ID-49761.news.dfncis.de...
> richard cortese wrote:
> I'm just pointing out that if Derek's statements were true, Atari must not

What statements? You already said you were not able to find them via a google search. You stated there are none in the Xformer distribution. I'll admit my memory 10 years later is a bit foggy at best since I can't make direct quotes of their content.

I have been around the Atari scene for quite a while, certainly a longer then the Xformer emulator. I have never seen a copy of the licence Derek got. AFAIK no one else has seen a copy of the license Derek got.

Since no one other then Derek knows the content and context of the license, everything anyone<me too> says about its content is nothing but speculation. Taking Derek to be credible when he says he got permission to use the OS but not credible when he said other emulator writers need to get permission to use it is self serving.

Which is the relativity argument Thomas was making. It isn't a winning argument, but it is a point. AFAIK none of the emulator writers have ever bothered to ask for permission and no one can produce documentation of any kind.

That's it for me, I am gone from this argument. It doesn't even qualify as a debate w/o factual basis for claims like a copy of the license. I am reduced to pointing out flaws in logic.

## 1040. turbobasic is now on cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 18:51:58 UTC
From: Lance Ringquist <video61@tcq.net>
Message-ID: <1044886364-928607AEicMi@tcq.net>
Source record: 23355

```
the lengendary turbo basic is now available on
cartridge from video 61.
turbo basic is compatable with all xl/xe computers
with at least 64k of memory. turbo basic is compatible
with dos 2.x, and mydos.
turbo basic is not 400/800 compatible, nor is it
spartados compatible.
please visit our website for more details, and also
to check out our new release page at,
www.atarisales.com
thanks,
lance
```

# 1041. Re: Graphic Development Tools

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 19:04:34 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-289A2A.13043410022003@free.teranews.com>
Source record: 23366

In article <3e45d87b.4568323@news>,
shawnjefferson@shaw.caREMOVEPLS (Shawn Jefferson) wrote:

> Look for a product called Envision, which was (I believe) an Antic Magazine
> program. It is a character set editor and map editor using those modified
> character sets. There is a PC version of the Envision software too.

Darren Schebek 7/02
http://members.shaw.ca/dschebek/envision.htm
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

# 1042. eBay Atari auctions - R-TIME8 disk, Advanced programming techniques book - soon to end

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 19:10:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1044904200.27854.0@iris.uk.clara.net>
Source record: 23354

Hello All,

Just a reminder that I have a couple of Atari auctions not far from ending for:
SpartaDOS R-TIME8 disk, and 'Advanced Programming Techniques For Your Atari Including Graphics & Voice Programs' book (Linda M. Schreiber). This is a particularly strong book on advanced graphics techniques.

I also have 6 early 70's DEC PDP8 books on there too, which you may be interested in.

The link is below (this will split on to two lines, so please copy both lines into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangarraghty

Dean Garraghty

# 1043. Re: Need 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 19:10:01 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <dOS1a.9490$1q2.931451@newsread2.prod.itd.earthlink.net>
Source record: 23353

<billko@comcast.net> wrote in message
news:kpo4mKkdV4bJ-pn2-dR1wgCml2P5L@localhost...
> Hi, there is a difference between the 800XL and the 1200XL, namely
> that the 1200XL OS revision was buggy compared to the 800XL, but since
> the 1200XL keyboard is so much nicer than the 800XL, many people buy
> 1200XL's and pop in the 800XL chips. There are many applications and
> games out there that crash with 1200XL chips, and swapping out the
> ROMs works.

I think you meant compared to the 800/400 and fewer functions then the XL.
It really wasn't so much the XL and XE OS were buggy so much as people used
illegal calls to code in the original OS. Everything I have that ran on an
800XL ran just fine on my 1200XL.

The 1200XL does lack built in BASIC of course which made it less attractive
for some people. It also lacked the PBI and OS code to run one. Bob Wooley
did a PBI for the 1200XL which required the 800XL code and 800XL/130XE PROM
to get functionality.

# 1044. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 20:40:08 UTC
From: Greg Menke <gregm-news@toadmail.com>
Message-ID: <m3ptpz7tuf.fsf@europa.pienet>
Source record: 23356

Janka Gerhard <gerhard.janka@siemens.at> writes:

> Greg Menke wrote:
>
> > A lawyer is not required. What is required is that when you use
> > another's code, you abide by the terms under which they release it.
> > You are entirely free to release your own code under whatever license
> > you see fit (or none at all), but it is important that you respect
> > other's choices in the matter- especially if you wish them to respect
> > yours. If you are unwilling to abide by the terms of the license,
> > then simply do not use or include the code.
>
> What amazes me most at these discussions is that everybody seems to
> be concerned about laws and licenses but nobody thinks the least bit
> about the situation we have here.
> For me the idea that one doesn't like to create something in his
> spare time, giving it away for free, but wanting to be credited for
> it is perfectly understandable. I also understand when this someone
> does not like others to earn money with his work. But I don't
> understand fighting another one who also creates something in
> his spare time and gives it away for free. They should learn from
> each other and not fight !
> And thinking it through, what would have happened if Thomas had
> not made his sources available : he would have had no troubles
> and nobody would have had the chance to learn from them !
> So all this fuss reads like a big sign to me saying : "don't give
> away your sources then you can't get into troubles !"
> This can't be what GPL intended and not what anybody here wants ?!

You are entirely free to sell GPL work- the only requirement is you cannot prevent your users from having the same rights to the GPL sourcecode that you have. Naturally, this means you cannot put fiscal barriers in front of access to the software. Of course, this is not a good receipe for a conventional software business, but it has its applications and tends to generate a very open and responsive user community that tends to pool its efforts in improving the code.

By taking GPL code and restricting other's use of it beyond what the GPL mandates, the GPL is violated. It doesn't matter if money changes hands or not. This whole exercise could well have been avoided if the code in question was separated out into a different file, kept under GPL, and proper credit given to the original authors. A fanatical application of the GPL might find fault with such an arrangement, but it would take care of the important issues on both sides I think.

If the sources were not made available, he would still be in violation of the GPL (assuming the sources were in fact GPL, unless I've missed it, Thomas has not publicly spoken to that point yet). Again, there is nothing preventing anyone from using GPL code PROVIDED they do not take away the privileges granted to any other user by the GPL.

Yes, it is unfortunate that things like the GPL are necessary but I would like to remind you that the authors of the code are just as entitled to their preferences in how its used and distributed as Thomas is about his.

Gregm

# 1045. Re: turbobasic is now on cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 21:07:18 UTC
From: Netguy <johnhinospam@comcast.net>
Message-ID: <MPG.18b1de906f6e405098969a@News.CIS.DFN.DE>
Source record: 23357

```
In article <1044886364-928607AEicMi@tcq.net>, video61@tcq.net says...
> the lengendary turbo basic is now available on
> cartridge from video 61.
> turbo basic is compatable with all xl/xe computers
> with at least 64k of memory. turbo basic is compatible
> with dos 2.x, and mydos.
> turbo basic is not 400/800 compatible, nor is it
> spartados compatible.
> please visit our website for more details, and also
> to check out our new release page at,
> www.atarisales.com
> thanks,
> lance
>
>
Hmmm, I will have to think this over.
```

# 1046. Re: turbobasic is now on cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 21:21:21 UTC
From: bill@newbreedsoftware.com
Message-ID: <lJU1a.65434$lk.2721372@typhoon.sonic.net>
Source record: 23358

Lance Ringquist <video61@tcq.net> wrote:
> the lengendary turbo basic is now available on
> cartridge from video 61.

This rules! :^)

BTW, I'm thinking of getting a MyDOS cart, too. What version is on
there, though? (I prefer 4.53/4, specifically)

Thanks! :^)

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

# 1047. turbo basic is now availible on cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 21:29:16 UTC
From: Lance Ringquist <video61@tcq.net>
Message-ID: <1044891906-26479AEicMi@tcq.net>
Source record: 23360

```
the lengendary turbo basic is now available on
cartridge from video 61.
turbo basic is comaptible with all xl/xe computers
with at least 64k of ram, and also dos2.x, and mydos
compatible.
turbo basic is not 400/800 compatible, and it is not
spartados compatible.
please visit our web site at,
www.atarisales.com
please visit our web site and view the new release
page for the latest announcments.
thanks,
lance
```

# 1048. Re: Games we need on the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 21:53:07 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e47ca9088e275@attbi.com>
Source record: 23361

>Sure , there are many great games on the ATARI - but certain games or
>entire game genres are missing on the ATARI ; games which sold well on
>the C64 and other 8 Bits and consoles.
>
>For example :

>Great Jump n Run games like Super Mario Brothers or the C64's Great
>Giana Sisters (although this should be ported to the ATARI in the 80s
>, but Nintendo stopped Giana Sisters because it was too similar to
>Mario.There maybe is an unfinished ATARI version for the XEGS on cart
>...)

I have a copy of this for the Atari ST. I can see why Nintendo
wanted it off the market.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 1049. Re: Netwalk

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 21:57:43 UTC
From: bill@newbreedsoftware.com
Message-ID: <rfV1a.65451$lk.2721828@typhoon.sonic.net>
Source record: 23362

William Kendrick <bill@newbreedsoftware.com> wrote:
<snip>
> I think this will be my next little contribution to the Atari 8-bit. :^)
> (With luck, I'll be able to get the game to use game files from the PalmOS
> game; Tickypip on the Zaurus uses them just fine.)

Ok, so I'm of course going to use my 'Super IRG' mode for the graphics,
so squeeze a few more colors out of the Atari.

Here's a mock-up of what I think it will look like, more or less:

http://www.sonic.net/~nbs/tickypip-mockup.png

I put some notes on there, so of course none of that text will be there
(and wouldn't look quite like that anyway :^) )

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

## 1050. turbo basic is now on cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 22:11:00 UTC
From: Lance Ringquist <video61@tcq.net>
Message-ID: <1044891908-26986AEicMi@tcq.net>
Source record: 23359

```
turbo basic is now available from video 61 on
cartridge.
turbo basic is compatible with all xl/xe computers
with at least 64k of ram.
turbo basic is compatible with all dos 2.x, and
mydos.
turbo basic is not 400/800 compatible, and is not
sparta dos compatible.
please visit our new release page at,
www.atarisales.com
thanks,
lance
```

# 1051. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 22:35:18 UTC
From: lp <gfa@basic.net>
Message-ID: <BA6D9356.C395%gfa@basic.net>
Source record: 23363

in article LsS1a.9465$1q2.928152@newsread2.prod.itd.earthlink.net, richard
cortese at ricortes@earthlink.net wrote on 2/10/03 1:47 PM:

> "Ed Cogburn" <ecogburn@xtn.net> wrote in message
> news:b27ek5$1a52d7$1@ID-49761.news.dfncis.de...
>> richard cortese wrote:
>> I'm just pointing out that if Derek's statements were true, Atari must not
>
> What statements? You already said you were not able to find them via a
> google search. You stated there are none in the Xformer distribution. I'll
> admit my memory 10 years later is a bit foggy at best since I can't make
> direct quotes of their content.
>
> I have been around the Atari scene for quite a while, certainly a longer
> then the Xformer emulator. I have never seen a copy of the licence Derek
> got. AFAIK no one else has seen a copy of the license Derek got.
>
> Since no one other then Derek knows the content and context of the license,
> everything anyone<me too> says about its content is nothing but speculation.
> Taking Derek to be credible when he says he got permission to use the OS but
> not credible when he said other emulator writers need to get permission to
> use it is self serving.
>
> Which is the relativity argument Thomas was making. It isn't a winning
> argument, but it is a point. AFAIK none of the emulator writers have ever
> bothered to ask for permission and no one can produce documentation of any
> kind.
>
> That's it for me, I am gone from this argument. It doesn't even qualify as a
> debate w/o factual basis for claims like a copy of the license. I am reduced
> to pointing out flaws in logic.

I don't blame ya.
Derek, unlike some of the others is still reachable. Why don't someone
just have Derek make a statement? Perhaps on his site, as anyone could post
here pretending to be someone else.

Not that I care one way or the other, but since part of the arguement has
spun off into a ROM issue... why speculate? Just ask Derek.
If you are on the side that thinks the ROMs are illegal to begin with
then go to the source, and be done with it.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

# 1052. Re: space shuttle tragedy

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-10 23:39:41 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0302101539.5351ad9f@posting.google.com>
Source record: 23364

I am surprised no one has come up with an updated version for today's
video / sound cards & processing power? Heck, we've got simulators
for just about everything (except that Microsoft removed the Twin
Towers from their Flight Simulator game).

billko@comcast.net wrote in message news:<kpo4mKkdV4bJ-pn2-edZ38TgkCkkN@localhost>...
> I remember it clearly. You had to guide the shuttle into orbit
> keeping it on track all the way to insertion. Then you had to dock
> with satellites with each one being tougher than the last. You
> learned how to be most efficient with your fuel or else you wouldn't
> have enough to get home. It didn't require you to flip the shuttle
> upside down, but it DID require you to flip the shuttle backwards to
> use your main engines to slow you down so you could re-enter the
> atmosphere. Then you had to flip it around forward and had to
> actually guide the shuttle down the glide path. It would be clouds
> and stuff and then they would clear and you would see the landing
> strip. Then you would have to land the thing.
>

# 1053. Re: Formatting HD w/ SpartaDOS on Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 00:12:27 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <1tfg4vkhjmjnvedfqo508a1tdsonllp4sg@4ax.com>
Source record: 23365

On Sun, 9 Feb 2003 22:16:31 -0500, "Jeffrey Loomis"
<jloomis2k@hotmail.com> wrote:

> Do I have to wait until Atari800 is updated and
>then for the next version of Atari800Win to be based on the Atari800 update
>?

You may have a fairly long wait for that one...
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

# 1054. Re: Atari Closes its doors.... again.

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 00:34:30 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <3e484178$1_6@news.teranews.com>
Source record: 23372

How many of us would go back to (197?) and relive it? Tell truth, my best year yet was 1979 and if there was a way to stay in that year, you would have had to drag me out of it kicking and screaming.

"Richard Heldmann" <rheldmann@rcn.com> wrote in message news:b21mjk$4eq$1@bob.news.rcn.net...
> Read about it here:
>
> http://www.ataritimes.com/arcade/features/fea_atari closes.html
>
>

# 1055. Re: Atari 830 Acoustic Coupler Modem, power supply

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 00:43:28 UTC
From: "Louis P. Kelley" <lpkelley@swbell.net>
Message-ID: <3E486357.AA469527@swbell.net>
Source record: 23367

Hi Folks,
The original adapter is a Novation AC Adapter
Model # 901017
Input 117 VAC 60 HZ 15 Watts
Output 20 Volts AC, 400 milliamps
Since the output is AC you don't need to worry about pin polarity.

Hope that helps

Ron wrote:

> Helps a lot. And it does say novation on the circuit board. More than
> likely the tip will be positive but I will trace the circuit before I
> attempt it. BTW... this is the exact same modem that tandy used for the
> trs80.
>
> thanks,
>
> ron
>
> "Mo" <momo@atariland.com> wrote in message
> news:eT21a.4385$yn1.276224@twister.austin.rr.com...
> > It's a 20 volt, 400ma No indication of the polarity though. It is
> actually
> > the same as a Novation CAT and a stock power supply for it is marked 'For
> > use with the Atari 830 modem only!'
> > Hope this helps,
> > Mo
> >
> > "Ron" <ron@m.com> wrote in message
> > news:lW01a.32443$HN5.107697@rwcrnsc51.ops.asp.att.net...
> > > Does, anyone know what voltage teh adapter for the atari 830 modem used?
> > I
> > > have the modem, but no manual or power adapter. Also would need to know
> > if
> > > the center pin on the power jack is + or -
> > >
> > > thanks
> > >
> > > ron
> > >
> > >
> >
> >

# 1056. Re: Formatting HD w/ SpartaDOS on Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 01:19:38 UTC
From: magex@bellsouth.net
Message-ID: <3e484f61.10076562@newsgroups.bellsouth.net>
Source record: 23368

On Tue, 11 Feb 2003 00:12:27 +0000, Paul Irvine
<mclane.dellosYOURFINGER@btinternet.com> wrote:

>On Sun, 9 Feb 2003 22:16:31 -0500, "Jeffrey Loomis"
><jloomis2k@hotmail.com> wrote:
>
>> Do I have to wait until Atari800 is updated and
>>then for the next version of Atari800Win to be based on the Atari800 update
>>?
>
>You may have a fairly long wait for that one...

I guess that all depends on how many users request the update. It's
really quite simple. Of course, my experience with the CVS code
hasn't been too good. So, until that's all fixed up, I wouldn't go
asking for more new things.

## 1057. Re: unbelievable.....

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 01:52:51 UTC
From: atarimac@yahoo.com
Message-ID: <f8e743fd.0302101752.4b5216fc@posting.google.com>
Source record: 23369

OK, I guess it's time for another lurker to chime in. I've been reading this for quite awhile too, and have thought about making a comment, but have been biting my tongue. But......

I actually can't believe the discussions that have went on here. Frankly, I would expect some of the comments to come from children, not adults in a tight knit community (That includes the four letter words, etc...).

We could argue about licenses till hell frezees over, but most people miss the point. I doubt we would have ever had the argument about licenses if those creating atari++ had simply credited the authors of code they used. Someone created something, worked hard for it, and simply wishes their work acknowledged. That's COMMON COURTESY, but not much of that exists in the world today. Obviously it's lacking in some members of a community that looks back on the "good old days".

I'm the author of Atari800MacX. It's a port of Atari800, and yes, I credited the authors of Atari800. If I were to have written the original software, I probably wouldn't have picked the GPL, as I'm not a big fan of it. BUT....the authors did, and I abide by their wishes.

Mark Grebe

# 1058. Re: Formatting HD w/ SpartaDOS on Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 02:37:31 UTC
From: Jeffrey Loomis <jloomis2k@hotmail.com>
Message-ID: <D02dncbXk6WR_9WjXTWc3A@comcast.com>
Source record: 23370

"Nathan Hartwell" <magex@bellsouth.net> wrote in message
news:3e484f61.10076562@newsgroups.bellsouth.net...
> On Tue, 11 Feb 2003 00:12:27 +0000, Paul Irvine
> <mclane.dellosYOURFINGER@btinternet.com> wrote:
>
> >On Sun, 9 Feb 2003 22:16:31 -0500, "Jeffrey Loomis"
> ><jloomis2k@hotmail.com> wrote:
> >
> >> Do I have to wait until Atari800 is updated and
> >>then for the next version of Atari800Win to be based on the Atari800
update
> >>?
> >
> >You may have a fairly long wait for that one...
>
> I guess that all depends on how many users request the update. It's
> really quite simple. Of course, my experience with the CVS code
> hasn't been too good. So, until that's all fixed up, I wouldn't go
> asking for more new things.
>

As a programmer I can imagine how much time and effort the Atari800
development team has put into this project. I appreciate the results and
enjoy playing the games again and doing stuff on the Atari I was never able
to do because of a lack of hardware. I don't want to sound like an
unappreciative user demanding that this be fixed. I didn't even think it
was a bug... just something I was doing wrong or something that wasn't
supposed to work. I don't expect the team to make this one change and
release the next version. From Nathan's post I got the impression that this
is something that could be added with what ever other stuff was on deck for
the next release. Nathan also mentioned that he fixed this with his own
copy and this got me to thinking that if he told me what he did I could do
it as well. Of course I can't even uncompress the source on my Win2k box so
this is not a likely avenue.

I'm a patient guy. I can wait....

Jeffrey

# 1059. In Praise of Bravo Sierra Computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 03:00:51 UTC
From: atari4evr@aol.com
Message-ID: <20030210220051.27866.00000768@mb-ml.aol.com>
Source record: 23371

Dear Atarians,

I appreciate Bravo Sierra Computers very much. Over the past few years, I have bought dozens of items from Ben and have never had any difficulty. His prices are reasonable, the quality is excellent (he actually tests everything he sells), and delivery is prompt. Ben cares about the Atari community more than anyone I have ever met, and is totally committed to his customers. If you need anything relating to Atari computers, I am sure Ben Smith will either have it in stock or will find someone who does.

Sincerely, An Atarian Forever

# 1060. Re: what happend to real time video plans?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 05:32:45 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <em2h4v8a20mll0glcapdeorad3k78f4pgg@4ax.com>
Source record: 23373

On Mon, 10 Feb 2003 15:13:53 +0100, "Mathy van Nisselroy"
<mathy.van_nisselroy@post.rwth-aachen.de> wrote:

>Howdy Marco
>
>> Hmmm, well, that expression would translate roughly like 'having an honest
>man's
>> sleep' or something like that.
>
>Isn't there a german expression that goes like this: "Er schlaeft den Schlaf
>der Gerechten" that means about the same?
>
Hmmm, didn't know that one, but yes, it means *exactly* the same (yes, I speak
German).

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

# 1061. Re: Atari crashed help!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 05:33:43 UTC
From: Jeffrey Loomis <jloomis2k@hotmail.com>
Message-ID: <LnKdnQbpK-fQFtWjXTWc2Q@comcast.com>
Source record: 23374

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:mIe1a.6472$1q2.620545@newsread2.prod.itd.earthlink.net...
> A bad fuse will not cause a green screen (which *can* be a symptom of a
weak
> PS); the blown fuse gives a black screen.. as in no power!

I just dug out and fired up my 800xl to discover it's not working either. I get a black screen and red power light. Does not respond to any key on keyboard. Have no carts to test, but 1050 disk drive seems to power up ok. Doesn't seem like the 800xl trys to access it.

Could this be a PS problem as well or is the unit toast?

Thanks,

Jeffrey

# 1062. Re: Games we need on the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 05:35:58 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <mq2h4vg1e3cq3pcui3g9r0jb4581u6fegn@4ax.com>
Source record: 23375

On Mon, 10 Feb 2003 09:26:33 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>machf <no_me_j.machf@terra.com.pe> wrote:
>>
>> What I've never seen on the A8 is some racing game in 1st person perspective,
>> either.
>>
>
>Pole Position and Pitstop don't count? :^)

They are still the closest thing to that, but no - 1st person means 'from within the cockpit', at least to me. Of course, in the meantime, I still play those two.

Damn, even the ZX Spectrum had one such game... Why wasn't there one for the A8?

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

# 1063. Re: Games we need on the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 05:39:12 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <7v2h4vcaquon9s9vk7el1se1mk8lg3hsj6@4ax.com>
Source record: 23376

On Mon, 10 Feb 2003 18:27:38 GMT, bill@newbreedsoftware.com (William Kendrick)
wrote:

>Richard Heldmann <sales@vulcantool.com> wrote:
>> There was a game for the Commodore 64 that I believe was not released for
>> the Atari 8 bit, it involved elevators, and I think it was called
>> 'Impossible Mission'. I loved that game.
>
>*** "Deeeestroooy him, my ro-buts!" ***
>
>:^)
>
>My brother had that. It was a neat game. I doubt I'd enjoy it much
>these days (I have a very low attention span; you should see me playing
>2600 games; constantly popping carts in and out).
>
>
>Impossible Mission /was/ made for the Atari 7800. (Did it speak?
>I'm sure it did. It wouldn't be the same without it! :^) )
>
>Google found this nice photo:
>
> http://www.brooklynboysgames.com/7800/Impossible_Mission.jpg
>
>
>It doesn't look like it was made for the Atari 8-bit [*], though. :^(

Hmmm, now this reminds me of another game: "Hacker II: The Doomsday Papers".
Or how about Michael Crichton's (yes, *that* Michael Crichton!) "Amazon"?
And let's not forget Dan Bunten's "Heart of Africa"...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

# 1064. Re: turbo basic is now availible on cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 06:38:00 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e489a77$0$49110$e4fe514c@news.xs4all.nl>
Source record: 23377

Hi Lance,

How does the turbobasic load in memory. Does it boot DOS after it's loaded?

TXG/MNX

"Lance Ringquist" <video61@tcq.net> wrote in message
news:1044891906-26479AEicMi@tcq.net...
> the lengendary turbo basic is now available on
> cartridge from video 61.
> turbo basic is comaptible with all xl/xe computers
> with at least 64k of ram, and also dos2.x, and mydos
> compatible.
> turbo basic is not 400/800 compatible, and it is not
> spartados compatible.
> please visit our web site at,
> www.atarisales.com
> please visit our web site and view the new release
> page for the latest announcments.
> thanks,
> lance
>
>

# 1065. Re: GPL used to decrease freedom -> again

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 07:43:47 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3E48A9B3.234D617C@siemens.at>
Source record: 23378

William Kendrick wrote:
>
> Janka Gerhard <gerhard.janka@siemens.at> wrote:
> > "don't give away your sources then you can't get into troubles !"
> > This can't be what GPL intended and not what anybody here wants ?!
>
> So far as being frowned upon by the rest of the world, using GPL and
> then _not_ releasing the code is even WORSE!

Well, I can only say that I did not read the license before I
contributed some things to Atari800 and even if I had read it
I would not have imagined what it can mean. I just thought it
a good idea to work together to make a good emulator with less
effort than if everybody programmed his own one.
Fighting in ones job sometimes is a necessity but people looking
for chances to fight in their spare time are not the kind I want
to work with.
And please don't anybody continue here about all the nice lawsuits
that have been fought or how only GPL saves the world from chaos.
I've had enough of that crazyness. Point. Full Stop. End. Bye.

Gerhard

# 1066. Cat-5 Walk (Was re: Netwalk)

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 08:34:32 UTC
From: bill@newbreedsoftware.com
Message-ID: <sA22a.65536$lk.2737210@typhoon.sonic.net>
Source record: 23379

Ok, so I've begun coding. Just barely, though. :^) I've come up with
a SIFE font (an inefficient one at that, but I don't care) that represents
the shapes needed on the screen.

I also found a photo of some CAT-5 cable and made it into a title screen.
The name of the game is officially "Cat-5 Walk" :^)

I'm writing it in TurboBASIC XL, since it's quicker to code in
(I'm rusty, and am using Atari800 under Linux to do the development).
All I'll really need is a bit of VBI code to make the screen 'flicker'
properly. (Right now I'm doing it very slowly using POKE 756,... :^)
But just to make sure the font looks right.)

Anwyay, you can see new screenshots here:

http://www.sonic.net/~nbs/cat5walk/

Enjoy! :^)

-bill!

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

# 1067. Re: turbobasic is now on cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 09:12:40 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b2aeq8$j1n$2@mamenchi.zrz.TU-Berlin.DE>
Source record: 23380

Hi,

>> the lengendary turbo basic is now available on
>> cartridge from video 61.

> This rules! :^)

> BTW, I'm thinking of getting a MyDOS cart, too. What version is on
> there, though? (I prefer 4.53/4, specifically)

> Thanks! :^)

Does this have a licence from the copyright holder of TurboBasic? (Which, as
I would suppose, would be either Stephan Ossowski or Happy Computer)? (-;

So long,
Thomas

# 1068. Multi Zoom Master released under GPL

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 09:34:20 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b2afql$19qa0t$1@ID-174234.news.dfncis.de>
Source record: 23381

Hello,

Multi Zoom Master ist released under GNU License under
http://www.strotmann.de/twiki/bin/view/APG/MultiZoomMaster

Multi Zoom Master is a Turbo Basic PGM for editing GR15 Pictures in Zoom
Mode, especially for high-detail pixel by pixel work.

I used this program to create pictures for some of my games.

Regards

Carsten Strotmann

# 1069. Re: turbobasic is now on cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 09:51:56 UTC
From: semecky <semecky@saul-is.cz>
Message-ID: <b2ah3r$40j$1@news.nextra.cz>
Source record: 23382

It was Frank Ostrowski in 1985, Happy Computer.
Fanny.

"Thomas Richter" <thor@cleopatra.math.tu-berlin.de> p&#65533;e v diskusn&#65533;m
pr&#65533;spevku news:b2aeq8$j1n$2@mamenchi.zrz.TU-Berlin.DE...
> Hi,
>
> >> the lengendary turbo basic is now available on
> >> cartridge from video 61.
>
> > This rules! :^)
>
> > BTW, I'm thinking of getting a MyDOS cart, too. What version is on
> > there, though? (I prefer 4.53/4, specifically)
>
> > Thanks! :^)
>
> Does this have a licence from the copyright holder of TurboBasic? (Which,
as
> I would suppose, would be either Stephan Ossowski or Happy Computer)? (-;
>
> So long,
> Thomas
>

# 1070. Re: Which assembler?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 09:55:49 UTC
From: semecky <semecky@saul-is.cz>
Message-ID: <b2ahb5$41n$1@news.nextra.cz>
Source record: 23383

I would vote for the MAC/65 assembler or ATMAS II from Peter Finzel. Fanny.

"Slor" <slor@comcast.net> p&#65533;e v diskusn&#65533;m pr&#65533;spevku
news:Xns931AC602C9A01slorcomcastnet@130.133.1.4...
> "Mark Keates" <news@mkeates.force9.co.uk.removeme> wrote in
> news:JkC0a.16406$pS2.729763@stones:
>
> > Why don't you want to cross-assemble? Far quicker, then use an
> > emulator to debug.
> >
> > Look for CA65 (part of the CC65 suite) or TASM, DASM.
> >
> > Rgds,
> >
> > Mark
> >
> > "Slor" <slor@comcast.net> wrote in message
> > news:Xns931AAC00FC4EFslorcomcastnet@130.133.1.4...
> >> I'd like to get some opinions on what the best assembler is for 8-bit
> > Atari
> >> (specifically, 800XL). I know there are a few out there, so I'd like
> >> to make sure I'm concentrating on the one that is most feature rich
> >> and
> > design
> >> for professional application development.
> >>
> >> Thanks!
> >>
> >> --
> >> Slor
> >
> >
>
> Sure, cross-assembling is fine as well. I just don't have much
> experience with any 6502 assemblers.
>
> --
> Slor

# 1071. Re: Atari crashed help!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 10:14:42 UTC
From: mcdenko <mcdenko@poczta.onet.pl>
Message-ID: <b2ahvo$ian$1@nemesis.news.tpi.pl>
Source record: 23384

Power suply seems to be ok! But the POKEY is very, very warm.
When I plug in the external cartridge. And run SELF TEST, keybord doesn't work (only function keys work) And when I choose audio-visual tests only first and second sound generator works fine, third, and fourth are muted!

POKEY chip seems to be broken. In my opinion

Thanks for help.

Keep On Atarin'!

/mcdenko

# 1072. Re: turbo basic is now availible on cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 10:40:17 UTC
From: nir@minicom.com
Message-ID: <83cd76b4.0302110240.3208f458@posting.google.com>
Source record: 23385

Hi Rene,

yes Tbasic is loaded into memory, if you boot the cartridge with a DOS
disk on the drive (dos 2.5 or mydos) you can use dos command from
turbo basic (like: DIR, LOAD"D:FILENAME.EXT" ETC...

Nir

"TXG" <txg01@xs4all.nl> wrote in message
news:<3e489a77$0$49110$e4fe514c@news.xs4all.nl>...
> Hi Lance,
>
> How does the turbobasic load in memory. Does it boot DOS after it's loaded?
>
> TXG/MNX
>
> "Lance Ringquist" <video61@tcq.net> wrote in message
> news:1044891906-26479AEicMi@tcq.net...
> > the lengendary turbo basic is now available on
> > cartridge from video 61.
> > turbo basic is comaptible with all xl/xe computers
> > with at least 64k of ram, and also dos2.x, and mydos
> > compatible.
> > turbo basic is not 400/800 compatible, and it is not
> > spartados compatible.
> > please visit our web site at,
> > www.atarisales.com
> > please visit our web site and view the new release
> > page for the latest announcments.
> > thanks,
> > lance
> >
> >

# 1073. Re: Games we need on the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 13:38:46 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <tZ62a.21415$CG6.355961@news4.e.nsc.no>
Source record: 23386

"Edward S. Baiz Jr." <edbaizjr@attbi.com> skrev i melding
news:3e47ca9088e275@attbi.com...
> >Sure , there are many great games on the ATARI - but certain games or
> >entire game genres are missing on the ATARI ; games which sold well on
> >the C64 and other 8 Bits and consoles.
> >
> >For example :

I'd vote for a Shining Force game. Should be no problem as the graphics
isn't the most important and just get the levels and designs properly done.
SF3 on the Saturn is not that easy though, but the Genesis/Megadrive ones
are 2d and should pose not too much trouble. But how do one start something
like this ? I'd love to start it someday, but how to get all the level
designs and characters and weapons and and and and to be identical is hard.
Maybe one should have the source code ?

# 1074. Re: Formatting HD w/ SpartaDOS on Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 13:40:25 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <p7vh4vsjuk2qo6kc9dpcbljijavjrgb5b0@4ax.com>
Source record: 23387

On Tue, 11 Feb 2003 01:19:38 GMT, magex@bellsouth.net (Nathan
Hartwell) wrote:

>On Tue, 11 Feb 2003 00:12:27 +0000, Paul Irvine
><mclane.dellosYOURFINGER@btinternet.com> wrote:
>
>>On Sun, 9 Feb 2003 22:16:31 -0500, "Jeffrey Loomis"
>><jloomis2k@hotmail.com> wrote:
>>
>>> Do I have to wait until Atari800 is updated and
>>>then for the next version of Atari800Win to be based on the Atari800 update
>>>?
>>
>>You may have a fairly long wait for that one...
>
>I guess that all depends on how many users request the update. It's
>really quite simple. Of course, my experience with the CVS code
>hasn't been too good. So, until that's all fixed up, I wouldn't go
>asking for more new things.

Actually I meant the Plus side of things, I have no doubt that the
Atari800 team will amend the code but the Plus side could be a fair
while for other reasons.
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

# 1075. Re: turbo basic is now availible on cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 15:12:25 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0302110712.8b643bf@posting.google.com>
Source record: 23388

```
can you boot it without DOS like you can with original Atari BASIC ?
When you do, how does it affect MEMLO & MEMTOP ?

nir@minicom.com (Nir) wrote in message
news:<83cd76b4.0302110240.3208f458@posting.google.com>...
> Hi Rene,
>
> yes Tbasic is loaded into memory, if you boot the cartridge with a DOS
> disk on the drive (dos 2.5 or mydos) you can use dos command from
> turbo basic (like: DIR, LOAD"D:FILENAME.EXT" ETC...
>
> Nir
>
> "TXG" <txg01@xs4all.nl> wrote in message
news:<3e489a77$0$49110$e4fe514c@news.xs4all.nl>...
> > Hi Lance,
> >
> > How does the turbobasic load in memory. Does it boot DOS after it's loaded?
> >
> > TXG/MNX
> >
> > "Lance Ringquist" <video61@tcq.net> wrote in message
> > news:1044891906-26479AEicMi@tcq.net...
> > > the lengendary turbo basic is now available on
> > > cartridge from video 61.
> > > turbo basic is comaptible with all xl/xe computers
> > > with at least 64k of ram, and also dos2.x, and mydos
> > > compatible.
> > > turbo basic is not 400/800 compatible, and it is not
> > > spartados compatible.
> > > please visit our web site at,
> > > www.atarisales.com
> > > please visit our web site and view the new release
> > > page for the latest announcments.
> > > thanks,
> > > lance
> > >
> > >
```

# 1076. Re: Games we need on the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 15:46:43 UTC
From: postmaster@mkeates.force9.co.uk
Message-ID: <DV82a.1644$Lq.161633@stones>
Source record: 23389

Didn't Tynesoft (or a UK company at least) do a
Rally game where you could see the driver change gears?

Mark

machf wrote:

> On Mon, 10 Feb 2003 09:26:33 GMT, bill@newbreedsoftware.com (William
Kendrick)
> wrote:

> >machf <no_me_j.machf@terra.com.pe> wrote:
> >>
> >> What I've never seen on the A8 is some racing game in 1st person
perspective,
> >> either.
> >>
> >
> >Pole Position and Pitstop don't count? :^)

> They are still the closest thing to that, but no - 1st person means 'from
within
> the cockpit', at least to me. Of course, in the meantime, I still play those
> two.

> Damn, even the ZX Spectrum had one such game... Why wasn't there one for the
A8?

> --
> _________ ____---____ Marco Antonio Checa Funcke
> _________D /-/---_----' Santiago de Surco, Lima, Peru
> _H__/_/ http://machf.tripod.com
> '-_____|(

> remove the "no_me_j." and "sons.of." parts before replying

# 1077. Re: A8 Game "Kaiser II" released as free software

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 16:24:26 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E4923BA.754262F3@students.uni-mainz.de>
Source record: 23390

Yeah,
I know what you mean. It was mainly meant for the sources (e.g.
archiving all sources of the 64k version in one ZIP or ARC file, all
sources for the 128k version in a second and all sources for the 320k
version in a third), so there is no need to download 10-20 files... just
an idea or a suggestion, nothing else (and not a complaint!)...
greetings - Andreas.

Carsten Strotmann schrieb:
>
> Hello Andreas,
>
> Modern Webserver <-> Browser communication is compressed with gzip anyway
> (Apache mod_gzip).
> You don't win real gain to compress manually. It only consts time to
> decompress.
>
> Ciao
>
> Carsten
>
> Andreas Magenheimer wrote:
>
> > Heya!
> > Thanks for releasing that game as free software !! But, how about
> > ZIPping the images and sources (to save space and download time,
> > etc.)... -Andreas.
> >

# 1078. Re: Any new games for the ATARI 800 XL/XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 16:26:55 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E49244F.95960C69@students.uni-mainz.de>
Source record: 23391

Yep,
you are right! Especially the one-player version is extremely too hard
if not to say almost unbeatable/unplayable... -Andreas.

P.S.: But there is a two player version, just press select or option,
until "10" changes to "20", then you can start the two-player version...

Mark Keates schrieb:
> 
> Hi all,
> 
> Yep, I commented on this back in the middle of 2001 - how could you forget
> ;-)
> http://groups.google.com/groups?hl=en&lr=&ie=UTF-8&selm=rteR6.204%244u1.2384
> 1%40wards
> 
> By "better" I meant a more accurate conversion from the C64.
> I miss the snakes snarling, servant cleaning up and aren't the sprites
> in the Atari version a little on the chunky side? A 4 colours game is a
> bit of a cop-out, the A8 can do better. Finally, the controls are a little
> sluggish.
> 
> Don't get me wrong, it was nice to see it (it wasn't released officially
> though)
> but having examined the C64 version prior to seeing the LK Avalon version,
> it just didn't meet my expectations. Just me I guess?
> 
> As for the A8 doing NES stuff, the core is a 6502 (or variant) and so no
> problems
> there. Most carts perform some kind of bank switching which XEGS
> carts/130XE's
> are capable off. The missing part is the graphics 'tile' and sprite
> handling, here we have
> to do with software based techniques. Also the screen resolution is wider
> and so
> most screen displays wouldn't fit on the Atari's 160*4 colour pixels,
> therefore some
> games are suited and others aren't. With FF3 its the 'essence' of the game!
> 
> Best Wishes,
> 
> Mark
> 
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
> news:3E441286.D42FC2E7@students.uni-mainz.de...

> > Hmmm,
> > what do you mean with a "better Barbarian" conversion ?!? Do you know
> > the conversion from LK Avalon (4 colours, 1 or 2 players, ...) ?!? Isn`t
> > it good enough ???
> > -Andreas.
> >
> >
> >
> > Greg Goodwin schrieb:
> > >
> > > FamilyNet Newsgate
> > >
> > > Wow! Sounds like some great projects! Can a 800 had NES code?
> > >
> > > Doc Clu
> > >
> > > > From: "Mark Keates" <news@mkeates.force9.co.uk.removeme>
> > >
> > > > Hi,
> > >
> > > > Atari 'Elite' is STILL only 1/2 done :-( sorry! (demo available from
> > > > http://www.iancgbell.clara.net/elite/demos/)
> > > > (don't press the keyboard in the demo or it locks, just the Start Key
> to
> > > > cycle the views ;-)
> > >
> > > > I had a little look at a better 'Barbarian' conversion (see the thread
> on
> > > > http://www.atariage.com/forums/viewtopic.php?t=11624)
> > > > the C64 code is so nicely structured that a full port wouldn't be too
> hard.
> > >
> > > > Another dream is to clone the NES English translation of the the
> Japanese
> > > > 'Final Fantasy 3' game...
> > > > I love it, so much so I have a cartridge that I can't run! Oh, and
> then
> > > > there's Speedball too!
> > > > The music for that game is great (ST and C64)! Now that 'RASTER Music
> > > > Tracker' is in progress
> > > > I'm looking forward to making use of it!
> > > > (http://www.infos.cz/raster/atari/rmt/rmt.htm)
> > >
> > > > I'm also disassembling the C64 International Karate+ code which I'll
> pass
> > > > to
> > > > the Polish guys doing a conversion of this. (see
> http://www.uce.pl/ikplus/)
> > >
> > > > Same problem as everyone else though... work keeps me too busy, wife +

> 2
> > > > young kids,
> > > > plus other coding distractions such as KVM and uClinux.
> > >
> > > > Hope that helps... Take care,
> > >
> > > > Mark
> > >
> > > > "Zothen Runecaster" <zothen@my-deja.com> wrote in message
> > > > news:fcd76a9e.0302060944.6d46fedc@posting.google.com...
> > > >> Are there any new games for the ATARI 800 XL/XE now ?
> > > >>
> > > >> Maybe someone has finished a game project ?
> > > >>
> > > >> ZR
> > >
> > > FamilyNet <> Internet Gated Mail
> > > http://www.fmlynet.org

# 1079. Re: Any new games for the ATARI 800 XL/XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 16:35:59 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E49266F.629030F3@students.uni-mainz.de>
Source record: 23392

Well,
artifacting also works on PAL machines - but different to NTSC machines.
read an article in PAge 6 / New Atari User on how to use artifacting on
PAL Ataris. Afaik, the bad thing with artifacting is, that there is not
only a difference between NTSC and PAL (NTSC artifacting will not work
on PAL and vice versa), there is also the problem with different tvs and
monitors. meaning one may have ten different results on ten
monitors/tvs... -Andreas.

Zothen Runecaster schrieb:
>
> "Mark Keates" <news@mkeates.force9.co.uk.removeme> wrote in message
news:<9zV0a.163$Vx2.15442@wards>...
> >
> > As for the A8 doing NES stuff, the core is a 6502 (or variant) and so no
> > problems
> > there. Most carts perform some kind of bank switching which XEGS
> > carts/130XE's
> > are capable off. The missing part is the graphics 'tile' and sprite
> > handling, here we have
> > to do with software based techniques. Also the screen resolution is wider
> > and so
> > most screen displays wouldn't fit on the Atari's 160*4 colour pixels,
> > therefore some
> > games are suited and others aren't. With FF3 its the 'essence' of the game!
> >
> > Best Wishes,
> >
> > Mark
> >
>
> NES games :
>
> I think a good idea would be to use character-based graphics , use
> only software sprites , some DLIs and Players for more colors.
> This is better than using all Player/Missiles for just 1 or 2 objects.
>
> I think ATARI 800 games could almost look like SEGA Master System
> games - if you think of role-playing games - something like "Phantasy
> Star" could be possible.
>
> Better resolution :
>
> PAL ATARIs can display ca. 172*239 pixels , but I don´t know about

> NTSC systems.
>
> Or it´s possible to use interlacing (simple technique) , but this
> flickers.
>
> NTSC ATARIs can use artifacting , but this won´t work on PAL systems
> and the colors are quite ugly , too.
>
> I think the NES has less colors than the ATARI 800.
>
> I don´t know about the soundchip , but it´s nothing special AFAIK.
>
> ZR

# 1080. Re: Question: MicroDOS for BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 16:46:39 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E4928EF.57EC1991@students.uni-mainz.de>
Source record: 23393

Well,
there is a sort of CAS-emulator or multi-DOS converter, known as
"Sequential DOS" from Antic (or analog). It loads files sequentially and
can convert between different DOS versions as well, as from tape to disk
(it even emulates the tape, e.g. files are loaded from disk with CLOAD,
yes they are loaded from disk with CLOAD!)
-Andreas.

P.S.: As always, e-mail me if you are interested in this software...

Carsten Strotmann schrieb:
>
> Hello,
>
> I'm currently converting an old cassette game to disk for a friend on mine.
> It's a plain ATARI Basic Programm in two Parts, Part 1 initializes a new
> Charset and then loads Part 2.
>
> Unfortunatly Part 2 uses almost all Memory available. When loading from
> Cassette, this is not a problem, because there is no Dos in memory.
>
> In the Disk-Version, a normal DOS (Sparta, MyDOS, Atari-Dos ...) uses too
> much memory, so I get an Error 2 when loading the 2nd part of the game.
>
> I tried several Micro-Dos, but almost all don't support the BASIC "RUN
> <filename>" command.
>
> All "normal" Dos Versions are too big.
>
> Can anyone point me towards a solution, maybe a Micro DOS out there that
> supports BASIC Load/Run Command or a "normal" DOS with very low memory
> foodprint.
>
> Best regards
>
> Carsten

# 1081. Re: Games we need on the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 16:49:15 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E49298B.702138B0@students.uni-mainz.de>
Source record: 23394

Hmmm,
I do not know Rogue from Epyx, nor the mentioned PD version. But I know
Rogue from Mastertronic - is it the same game ?!? (Besides there is
Protector by synapse or Sirius and another Protector game by
Mastertronic, they are not the same!)
-Andreas.

richard cortese schrieb:
>
> "Zothen Runecaster" <zothen@my-deja.com> wrote in message
> news:fcd76a9e.0302091644.3b4ac245@posting.google.com...
> > Sure , there are many great games on the ATARI - but certain games or
> > entire game genres are missing on the ATARI
>
> Probably my most played game from ~1984-1995 was Rogue. I had both the PD
> and Epyx versions.
>
> There was a version written in BASIC for the Atari. It was really not very
> good.
>
> FreeCell has replaced Rogue for my 'goto program' while I am waiting for my
> S.O. to get ready to go out or the coffee to finish brewing.
>
> I have some ideas on what I'd like to do. FPP step movement like Dungeon
> Master on the ST with very limited graphics. Probably make it so you never
> win just like the real Rogue, you only try to set high scores.
>
> I know I still have an Action! cart around here somewhere. I just have to
> put together a working system and hope my S.O. doesn't dump it in the trash.

# 1082. Re: Games we need on the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 16:55:36 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E492B08.11D8837F@students.uni-mainz.de>
Source record: 23395

Yeah,
a racing game like chequered flag from Atari Lynx (not the rubbish
Jaguar version!) would be great to see on an A8... But it is a sort of
realtime game (every driver holds his place, there are no random enemies
or computer drivers that suddenly appear in front of you like in Pitstop
1+2, Pole Position, etc.). it also provides many different tracks and up
to 6 players simultanously. Maybe someone can program a similar game for
the gamelink-2 (multilink) device, allowing at least up to 4 players
simultanously, different tracks, championship/tournement mode and
realtime gameplay... -Andreas.

machf schrieb:
>
> On 9 Feb 2003 16:44:38 -0800, zothen@my-deja.com (Zothen Runecaster) wrote:
>
> >Sure , there are many great games on the ATARI - but certain games or
> >entire game genres are missing on the ATARI ; games which sold well on
> >the C64 and other 8 Bits and consoles.
> >
> >For example :
> >
> <snip>
>
> >I think it is possible to create almost every 2D game on the ATARI.I
> >don´t like 3D games very much and the hardware hasn´t been built for
> >3D games , so this would be ok for me.
> >
> Ah, the one that never was ported to the A8: Skyfox.
>
> Then there's Gunship, which *was* released for the A8 but apparenty only
> very few people have seen a working copy of it (including myself).
>
> What I've never seen on the A8 is some racing game in 1st person perspective,
> either.
>
> --
> _____ ____---____ Marco Antonio Checa Funcke
> _____D /-/---_----' Santiago de Surco, Lima, Peru
> _H__/_/ http://machf.tripod.com
> '-_____|(
>
> remove the "no_me_j." and "sons.of." parts before replying

# 1083. Re: Porting from C64 to the ATARI : Main differences of the systems ..

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 17:04:52 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E492D34.A1C1DF0A@students.uni-mainz.de>
Source record: 23396

Well,
we already discussed these ideas dozens of times. They are nice and good ideas. But where are the programmers willing to do them ?!? Any programmers (who have the motivation and time!) out there who still search for game ideas ?!? If there aren`t, we should not discuss these ideas over and over again... -Andreas.

Zothen Runecaster schrieb:
> 
> I think that the C64 could be the "main source" for new ATARI games.
> 
> It´s also a 65xx CPU computer - as the ATARI 800 and the architecture
> is similar - character graphics,hardware sprites and scrolling ,
> similar soundchip etc.
> 
> Other Computers like the Amstrad CPC and Spectrum or MSX are Z80-based
> and have no sprites/scrolling , programs work with
> software-sprites/scrolling (except on some MSX models which have
> sprites).
> 
> Only the Apple 2 is a computer similar to ATARI 800 , but I never had
> an Apple II , so I don´t know too much.There are some good rpgs and
> strategy/adventure games on this system.
> 
> Back to the C64 :
> 
> there are lots of games on the C64 which don´t use the hardware very
> well or don´t require fast scrolling/sprites - adventures,rpgs like
> Ultima and strategy games.Porting such games isn´t a big problem.
> 
> Same for vector-graphics games , the ATARI is a little bit faster,so
> games like "Driller" or "Total Eclipse" should be possible on ATARI
> without much change.The C64 does not use much colors here - only a few
> colors + dithered colors.
> 
> Then there are games which have been ported 1:1 from the Spectrum and
> don´t use the C64´s hardware sprites - look for example at "Karnov"
> .Here it would be best not to port these games - better look for the
> original arcade versions if available.Because Spectrum games look
> quite poor , except vector-graphics games.
> 
> Then there are games which use sprites.Some games use only the C64´s
> multicolor sprites.AFAIK the C64 can display 8 24*21 Hires (1 Color)
> or 8 12*21 3-color+background sprites.

> This seems to be better than the ATARI´s players , but it depends on
> the games.HiRes sprites aren´t used in many games , only in games with
> detailed objects like in Last Ninja ,Impossible Mission,Epyx Games
> series etc.
> Sometimes Multicolor sprites with overlayed Hires sprites are used
> (for example X-Out).
>
> On the ATARI,it´s possible to split the players vertically and change
> the colors every line.So in a platform game with enemies that only
> move on their platforms the players should be useful.Maybe Impossible
> Mission - the robots only move at their platforms except this
> ball-like thing.
>
> It´s also possible to use players in 1 scanline twice without
> flickering with the right timing.
>
> But for other games , games like Last Ninja or games with more sprites
> on the screen the only solution is software sprites in character mode
> (Graphics 12 in BASIC) with players to add more color.
> This should work quite well.You won´t get HiRes sprites , but with
> more colors the software sprites may look better than on the C64.I
> don´t know if anti-aliasing really works with only 160*200 pixels , on
> the AMIGA it was quite common to "improve" resolution (anti-aliased
> objects in 320*200 look better than 640*200 ones without).
>
> Since it is always possible to use DLIs , it´s possible to create
> colorful screens , even if the ATARI has no Color-RAM like the C64.
> Graphics 12 is best for this - 5 colors + extra colors from players =
> 9 colors without DLIs.Even more with DLIs.
>
> Music :
>
> It seems that after the release of the Raster Tracker , that the POKEY
> is capable of SID-like sound.So it should be possible to add far
> better music in future games and it should be possible to port most of
> the greatest SID tunes.
>
> ---
>
> Because many C64 games use quite ugly colors , it may be even possible
> to use the AMIGA or ATARI ST versions of games for ATARI XL/XE games.
>
> AMIGAs or STs have great graphic programs , and these systems are
> great for creating graphics for the ATARI 8 Bit.
>
> Last Ninja for example was ported to the ST , too , but never released
> - but a pirate copy is available on several ST sites.
>
> I´ve once ported some rpg pictures (16 colors) from ST to the
> ATARI.They look almost like ATARI ST pictures on the XL , except that

> the resolution in only 160*200 instead of 320*200.
>
> But if you use interlacing , it would be possible to create 320*200
> pixel pictures with 9 colors without any DLIs.
>
> Another interesting technique on the ATARI is , that you can switch
> between multicolor and Hires in the middle of a scanline.
>
> There is a game called Admirandus which uses this technique.
>
> So it is possible to have a graphics window and right to the window
> some text in HiRes.
>
> I think that if the ATARI 800 XL/XE was more commercially successful ,
> if it had more programmers like the C64 , the games on the ATARI would
> be much superior to the C64.
>
> If you look at the very old C64 games - most of them are quite
> poor.But after ATARI decided not to support the 8 Bits anymore , the
> big companies did not make games anymore.
>
> Even the Spectrum - which is far weaker than the C64 - got almost
> every big game in the 80s.
>
> ZR

# 1084. Re: How to learn Mac65

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 17:21:47 UTC
From: robertr@hildalecity.com
Message-ID: <f52dd52f.0302110921.67a73bc7@posting.google.com>
Source record: 23297

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in message news:<b20con$ii2$2@nets3.rz.RWTH-Aachen.DE>...
> Howdy folks
>
> What's the best way to learn Mac65 and where can I download it? I'm the
> proud owner of a cartridge that has both Mac65 and BXE on it (somebody
> specially build it. It's not for sale from him or me. But something
> simular can be seen at Dan Vernopn's retrobits site at
> http://www.retrobits.net). And now I wanna learn Mac65. I have Analog
> Computing, which had Boot Camp, is it any good? I have all issues starting
> from number 45. Did I miss much? Is there a better way to learn Mac65
> (apart from: "just try something") I do have a xeroxed copy of the manual,
> but don't wanna go true that.
>
> CU Mathy van Nisselroy

In my last post, I stated you needed to know operating system calls to get anywhere in MAC/65. Another approach is to mix assembly and BASIC; this is how I started out. Once you are comfortable doing this, them jump into the assembly world all the way. I am posting a little source code for you to experiment with. I think mixed assembly and BASIC may actually be the best approach for someone who is just beginning to learn assembly, since basic can do all the printing and input from the keyboard, and you can reserve assembly language for only the real slow things such as sorting items. Consider the following section of code and how to use it in BASIC. This code moves memory from one location to another with the command x=usr(32768, SourceLocation, DestLocation, Bytes)

Assemble the program program listed below with MAC/65
(ASM,#-,#D:MEMMOVE.OBJ)
Boot up with basic in, go to DOS (DUP.SYS), and do a binary load of memmove.obj (I don't think MEM.SAV is necessary because of where I placed the code)
Go to basic and try a few things, such as

X=USR(32768, ADR(A$), ADR(B$), LEN(A$)) to set B$ equal to A$ (except for getting the two lengths the same)
try some arrays--
DIM A(100), B(100)
x=usr(32768, adr(A)+6*STARTA, ADR(B)+6*STARTB, 6*NUMELEMENTS) to copy some numbers from one array to another.

If you create another subroutine, it will have a usr call of
x=usr(32771,...)

Here is some sample source code for MEMMOVE.SRC; I didn't optimize this source code and I know many places where I could make it smaller; I wrote it in a manner to hopefully be understandable by a beginner.

```
10 RETURN.VALUE = (Someone help me, I forgot how to return a value
from a usr call)--For now, use $600; it is well out of danger of
hurting anything in BASIC
20 MM.SRC = 128 ; I can't remember a safe place in the zero page for
this, so I make a call to save and restore what locations I need to
use.
; Because of indirect addressing (lda (...),y), I must use a
location in the zero page.
30 MM.DEST = MM.SRC+2
40 MM.LEN = MM.DEST+2
45 *= (Help me, I forgot where the location is that tells basic the
end of RAM) Ignore this and the next line until you find what
location to use here
46 .word $7FFF ;
50 *= $8000 ; This is fairly high and out of the way of BASIC
60 JMP MEMMOVE ; Place all your entry points in a group here at
the start when doing a mixed-language project; this way they always
have the same entry point.
70 ; Place additional jumps here as your project
expands
80 MEMMOVE
90 PLA ; This tells how many arguments were passed by
the x=usr command. Even if you don't pass any arguments to your usr
function, at least one PLA is necessary
0100 CMP #3
0110 BEQ *+5
0120 JMP MM.WRONGNUMBER ; This is necessary of branching range; I
actually wanted "BNE MM.WRONGNUMBER" --I wish MAC/65 had an option of
doing this automatically if the range was too far.
0130 JSR SAVEZPAGE ; I don't have "MAPPING THE ATARI", so I don't
remember what is safe to use in the zero page. This saves the
locations I am using
0140 PLA ; Reads the high byte of the first argument
first, then the low byte
0150 STA MM.SRC+1 ; Source memory
0160 PLA
0170 STA MM.SRC
0180 PLA
0190 STA MM.DEST+1
0200 PLA
0210 STA MM.DEST
0220 PLA
0230 STA MM.LEN+1
0240 PLA
0250 STA MM.LEN
0260 ; Compare the source address to the destination address so if
there is any overlap in addresses, they are handled properly (copying
```

```
within the same array)
0290 SEC
0300 LDA MM.SRC
0310 SBC MM.DEST
0320 LDA MM.SRC+1
0330 SBC MM.DEST+1
0340 BCC MM.BACKWARDS
0350 ; If the source is less than the destination, we
move backwards, otherwise, we move forward
0360 LDY #0
0370 MM.LOOP1
0380 LDA (MM.SRC),Y
0390 STA (MM.DEST),Y
0400 LDA MM.SRC
0410 CLC
0420 ADC #1
0430 STA MM.SRC
0440 LDA MM.SRC+1
0450 ADC #0
0460 STA MM.SRC+1
0470 LDA MM.DEST
0480 CLC
0490 ADC #1
0500 STA MM.DEST
0510 LDA MM.DEST+1
0520 ADC #0
0530 STA MM.DEST+1
0540 SEC
0550 LDA MM.LEN
0560 SBC #1
0570 STA MM.LEN
0580 LDA MM.LEN+1
0590 SBC #0
0600 STA MM.LEN+1
0610 ORA MM.LEN
0620 CMP #0
0630 BNE MM.LOOP1
0640 ; RETURN A SUCCESS TO BASIC
0650 LDA #1
0660 STA RETURN.VALUE
0670 LDA #0
0680 STA RETURN.VALUE+1
0690 ; Tell BASIC we went OK
0700 LDA #1
0710 STA RETURN.VALUE
0720 LDA #0
0730 JSR RESTOREZPAGE
0740 RTS
0750 MM.BACKWARDS
0760 LDA MM.SRC
```

```
0770 CLC
0780 ADC MM.LEN
0790 STA MM.SRC
0800 LDA MM.SRC+1
0810 ADC MM.LEN+1
0820 STA MM.SRC+1
0830 LDA MM.DEST
0840 CLC
0850 ADC MM.LEN
0860 STA MM.DEST
0870 LDA MM.DEST+1
0880 ADC MM.LEN+1
0890 STA MM.DEST+1
0900 ; Both source and dest are one too high; subtract
one from both of them
0910 LDA MM.SRC
0920 SEC
0930 SBC #1
0940 STA MM.SRC
0950 LDA MM.SRC+1
0960 SBC #0
0970 STA MM.SRC+1
0980 LDA MM.DEST
0990 SEC
1000 SBC #1
1010 STA MM.DEST
1020 LDA MM.DEST+1
1030 SBC #0
1040 STA MM.DEST+1
1050 LDY #0
1060 MM.LOOP2
1070 LDA (MM.SRC),Y
1080 STA (MM.DEST),Y
1090 SEC
1100 LDA MM.SRC
1110 SBC #1
1120 STA MM.SRC
1130 LDA MM.SRC+1
1140 SBC #0
1150 STA MM.SRC+1
1160 LDA MM.DEST
1170 SEC
1180 SBC #1
1190 STA MM.DEST
1200 LDA MM.DEST+1
1210 SBC #0
1220 STA MM.DEST+1
1230 SEC
1240 LDA MM.LEN
1250 SBC #1
```

```
1260 STA MM.LEN
1270 LDA MM.LEN+1
1280 SBC #0
1290 STA MM.LEN+1
1300 ORA MM.LEN
1310 CMP #0 ; Oops...oops...oops--I did a little optimizing.
By doing an ORA, I simply am seeing if LEN is zero yet
1320 BNE MM.LOOP2
1330 JSR RESTOREZPAGE
1340 RTS RTS ; PLACE A LABEL HERE SO I CAN POINT TO A RTS
INSTRUCTION
1350 MM.WRONGNUMBER ; Restore the stack and return to BASIC
1360 CLC
1370 ASL A ; A method of multiplying by 2
1380 TAX
1390 MM.LOOP3
1400 PLA
1410 DEX
1420 BNE MM.LOOP3
1430 ; Tell BASIC it didn't go well
1440 LDA #0
1450 STA RETURN.VALUE
1460 STA RETURN.VALUE+1
1470 RTS
1480 SAVEZPAGE
1490 LDX #6
1500 SZP.LOOP
1510 LDA MM.SRC,X
1520 STA $0680,X
1530 DEX
1540 CPX #255
1550 BNE SZP.LOOP
1560 RTS
1570 RESTOREZPAGE
1580 LDX #6
1590 RZP.LOOP
1620 LDA $0680,X
1630 STA MM.SRC,X
1640 DEX
1650 CPX #255
1660 BNE RZP.LOOP
1670 RTS
1680 *= $02E0
1690 .WORD RTS
1700 .WORD RTS
1710 ; I don't know what the address is that tells BASIC
where the end of RAM is, but you will want
1720 ; to go "*=..." for this address and then do a
".word $7fff" to protect this program.
```

Note that to call MemMove from another subroutine in assembly, a JSR won't work because of how BASIC calls subroutines, but the following, which is a little advanced, will work (assuming I didn't make any typos):

```
lda #>(ReturnLoc-1) ; This sets up the stack so when I call
MemMove, it knows how to return.
pha
lda #<(ReturnLoc-1)
pha
lda #<Size
pha
lda #>Size
pha
lda #<Dest
pha
lda #>Dest
pha
lda #<Src
pha
lda #>Src
pha
lda #3
pha
jmp MemMove ; I Don't call it with a JSR--the return location is
already on the stack with the command "LDA #>(ReturnLoc-1)
ReturnLoc
```

## 1085. Re: Atari crashed help!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 17:30:55 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <jra2a.11322$1q2.1096130@newsread2.prod.itd.earthlink.net>
Source record: 23298

It could be a weak power brick, but is probably not... What it definitely is not would be the fuse since you have the red pilot lamp; a fuse is an all or nothing situation.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Jeffrey Loomis" <jloomis2k@hotmail.com> wrote in message
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> > A bad fuse will not cause a green screen (which *can* be a symptom of a
> weak
> > PS); the blown fuse gives a black screen.. as in no power!
>
> I just dug out and fired up my 800xl to discover it's not working either.
I
> get a black screen and red power light. Does not respond to any key on
> keyboard. Have no carts to test, but 1050 disk drive seems to power up
ok.
> Doesn't seem like the 800xl trys to access it.
>
> Could this be a PS problem as well or is the unit toast?
>
> Thanks,
> Jeffrey
>

# 1086. Atari stereo-sound software...

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 17:55:28 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E493910.F6760C7A@students.uni-mainz.de>
Source record: 23299

Hello folks,
here is a short(ened) list of Atari programs, that support stereo via 2
Pokeys / Gumbys (in one computer). The full list (which also contains
other stereo enhancements and thus other stereo software) can soon be
found in the A8FAQ by Michael Current. Anyway, here we go with the
programs that support stereo with 2 Pokeys:

- Stereo with two Pokeys: There already exist dozens of sounds and
demos,
that support this upgrade, most of these programs were made in Poland,
but a few sound-demos were also made in other countries. Anyway, the
following programs support stereo via two Pokey chips:

- Alf-Demo by the Unknown Base (Netherlands);
- Alpha-Demo by GMG (Slovakia);
- AMS-Stereo player by ??? (author unknown), USA;
(there are at least two AMS-stereo-players, that let you play
*.AMS sounds in true stereo or at least simulated stereo!);
- ARS-Mori 16k Intro by Tristesse (music shortened and ripped from
Drunk Chessboard by Infinity!), Poland of course;
- Ballada sound by DJ V / BK (Poland);
- Base 33 by AIDS (msx by Greg, Poland);
- Chaos Music Composer version x.x patched by ??? , Poland;
(=> the original version by Janusz Pelc / LK Avalon is only mono,
but there is a patch available, as well as various patched CMC
versions on the internet; thus *.CMC sounds can be generated in
stereo!);
- Cogito-Demo by AIDS (Poland)
- Do you see the light? sound-demo by Roemer of UNO (Germany);
- Draconus, patched version by ANG and/or Micro Discount (NL/UK)
(the original version by Zeppelin games is only mono!);
- Drunk Chessboard by Infinity (music by X-Ray!), Poland;
- Impossible but Real Demo by MacGyver (Poland);
- King of Aggregat by X-Ray / Slight (Poland);
- Megaplayer Versions 1.6 and 2.0 by MacGyver (Poland)
(=> and thus all *.CMC, *.MPT, *.TMC, etc. sounds played with
this sound-player tool can be heard in true or simulated stereo!);
- Multi-Pro-Tracker 2.4 (various versions) by Jaskier/Taquart?
(=> thus *.MPT sounds can be generated in stereo!), Poland;
- Nazebany by DJ V / BK (Poland);
- Overload sound by X-Ray / Slight (Poland);
- Stereo-Patch for Pokey Player by ??? (author unknown)
(=> thus all Pokey-Player / *.V sounds can be heard in stereo!);
- Stereo-Patch for Softsynth by Freddy Offenga (Netherlands)
(=> thus Softsynth will create stereo-sounds!);

- Stereo Patch for World of Wonders by Freddy Offenga (Netherlands)
(World of Wonders is a great Softsynth sound-demo!);
- Time sound by X-Ray / Slight (Poland);
- Theta-Music-Composer version 1.x by Greg (Poland)
(=> thus *.TMC sounds can be generated in stereo!);
- Vanity sound by Kuchara / Excellent (Poland) ;
- Zybex, patched version by ANG and/or Micro Discount (NL/UK)
(the original version by Zeppelin games is only mono!);
- thats all what I found so far... (A.M.)

Well, do you know any other programs that support stereo via 2 Pokeys
?!?
greetings, Andreas.

# 1087. Re: Games we need on the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 18:32:46 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <ilb2a.11443$1q2.1106289@newsread2.prod.itd.earthlink.net>
Source record: 23300

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3E49298B.702138B0@students.uni-mainz.de...
> Hmmm,
> I do not know Rogue from Epyx, nor the mentioned PD version. But I know
> Rogue from Mastertronic - is it the same game ?!? (Besides there is
> Protector by synapse or Sirius and another Protector game by
> Mastertronic, they are not the same!)

My mistake. I forgot to mention the Rogue verions I liked and played are for the PC. They were fairly simple if huge: ~60-80k file with CGA 80x24 built in color character mode, things like a T for troll, yellow *'s, that kind of stuff.

I'll see if I can find the Mastertronic version to compare.

# 1088. Re: Games we need on the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 19:11:09 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <RRb2a.21521$CG6.357288@news4.e.nsc.no>
Source record: 23301

> My mistake. I forgot to mention the Rogue verions I liked and played are
for
> the PC. They were fairly simple if huge: ~60-80k file with CGA 80x24 built
> in color character mode, things like a T for troll, yellow *'s, that kind
of
> stuff.
>
> I'll see if I can find the Mastertronic version to compare.

It is pretty similar, if I remember correctly. Fun games, though my original
ST disk claims it's a copy :-(

# 1089. Re: Any new games for the ATARI 800 XL/XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 22:51:18 UTC
From: gozarcollins@com.hotmail.com
Message-ID: <b2bup6053o@enews3.newsguy.com>
Source record: 23304

William Kendrick <bill@newbreedsoftware.com> wrote:
> Zothen Runecaster <zothen@my-deja.com> wrote:
>> Are there any new games for the ATARI 800 XL/XE now ?
>>
>> Maybe someone has finished a game project ?
> My latest game was from back in 1997 or 1998; Gem Drop.
> http://www.newbreedsoftware.com/gemdrop/

And it is an awesome game, although I feel like I hit
a wall around level 11 (or was that 15)..

> I started working on another new game (like Puzzle-Bobble, I guess)
> recently, but haven't had time to work on it more.

Cool! I've been wanted to make a clone of Baku Baku, but I probably
won't have the time till I retire in 23 years!

--
Access:Organize:Share Your Bookmarks Online - http://flyrt.com/?u
Ryan 'Gozar' Collins

# 1090. Re: Porting from C64 to the ATARI : Main differences of the systems ..

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 22:59:30 UTC
From: Mark Keates <news@mkeates.force9.co.uk.removeme>
Message-ID: <Znf2a.1889$Vx2.159030@wards>
Source record: 23303

Hi,

> Same for vector-graphics games , the ATARI is a little bit faster,so
> games like "Driller" or "Total Eclipse" should be possible on ATARI
> without much change.The C64 does not use much colors here - only a few
> colors + dithered colors.

The Atari lacks the colour attributes the C64 has, i.e. each 8*8 pixel
character
can have a different foreground and background colour, or in 4 colour mode
the colours can be altered similarly. For the first type, you can get around
this
on single lines with DLIs (e.g. text adventures) or PMs and the second type
can be
done with 'static' screens (see
http://www.atariage.com/forums/viewtopic.php?t=18251)

On the 3D front, Carrier Command was on C64... could be OK.
Captain Blood - nice 3D fractal flight over planet
Starglider - better on the 16 bits
World Class Leaderboard - why didn't we get this? (stretching the 3D
catch-all a bit there ;)
Or the ultimate "Stunt Car Racer" (I loved this on the ST)

So many games, but like Andreas pointed out, who to do the work?
I don't mind helping out getting people going with disassembly help etc,
or overseeing projects I've got a little way with (except Elite) and
boards like AtariAge have forums where ideas on different ways
to implement an idea can be discussed.

One thing we all seem to overlook is copyright but from what I've seen
of Linux/Windows ports (or "tributes") to old games (e.g.
www.newkind.co.uk),
to the most part companies appear not to mind so long as you ask.
Getting hold of original source is pretty hard I guess, so if you are
prepared
to pick a game apart in order to put it back together on another machine -
all power to you (and me!)

Final point, why do it at all when there's plenty of good emulators out
there?
Like 'Son of man' said earlier, "it's a great hobby trying to push the Atari
8-bit to the max."

'Night all!

Mark

# 1091. Re: Need 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 23:06:01 UTC
From: billko@comcast.net
Message-ID: <kpo4mKkdV4bJ-pn2-94no18WQlDSz@localhost>
Source record: 23302

Now this was a long time ago, so maybe I do have an imperfect recollection, but I could have sworn that this was a pretty well documented problem that everyone liked the 1200XL for the slick keyboard, but the 800XL was much more compatible with software. But like I said,this was all way back when I bought these computers NEW, so I cannot say that what I am saying is correct with absolute certainty.

I actually appreciated the lack of BASIC, as it was much easier to boot up. I hated pressing the start button (I think?) to disable the built in basic cartridge.

On Mon, 10 Feb 2003 19:10:01 UTC, "richard cortese" <ricortes@earthlink.net> wrote:

> <billko@comcast.net> wrote in message
> news:kpo4mKkdV4bJ-pn2-dR1wgCml2P5L@localhost...
> > Hi, there is a difference between the 800XL and the 1200XL, namely
> > that the 1200XL OS revision was buggy compared to the 800XL, but since
> > the 1200XL keyboard is so much nicer than the 800XL, many people buy
> > 1200XL's and pop in the 800XL chips. There are many applications and
> > games out there that crash with 1200XL chips, and swapping out the
> > ROMs works.
>
> I think you meant compared to the 800/400 and fewer functions then the XL.
> It really wasn't so much the XL and XE OS were buggy so much as people used
> illegal calls to code in the original OS. Everything I have that ran on an
> 800XL ran just fine on my 1200XL.
>
> The 1200XL does lack built in BASIC of course which made it less attractive
> for some people. It also lacked the PBI and OS code to run one. Bob Wooley
> did a PBI for the 1200XL which required the 800XL code and 800XL/130XE PROM
> to get functionality.
>
>

--
Bill

# 1092. Re: Formatting HD w/ SpartaDOS on Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 23:16:09 UTC
From: NoOne@FakeEmail.invalid
Message-ID: <931FB49E5PrivacyLabs@209.143.0.11>
Source record: 23306

jloomis2k@hotmail.com (Jeffrey Loomis) wrote in
<yUOdnXKgZ7tNCtujXTWcpQ@comcast.com>:

>
>Any suggestions?
>

I don't know if this helps, but there are some preformatted 16 meg ATRs
available at ftp://ftp.spudster.org/pub/Atari/CTH/Emulators/Blank_Disks/

Best,
Tom

# 1093. Re: Need 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-11 23:23:33 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <VBf2a.15825$Xo.50957@news-server.bigpond.net.au>
Source record: 23305

Option Button;-)

Mark

<billko@comcast.net> wrote in message
news:kpo4mKkdV4bJ-pn2-94no18WQlDSz@localhost...
> Now this was a long time ago, so maybe I do have an imperfect
> recollection, but I could have sworn that this was a pretty well
> documented problem that everyone liked the 1200XL for the slick
> keyboard, but the 800XL was much more compatible with software. But
> like I said,this was all way back when I bought these computers NEW,
> so I cannot say that what I am saying is correct with absolute
> certainty.
>
> I actually appreciated the lack of BASIC, as it was much easier to
> boot up. I hated pressing the start button (I think?) to disable the
> built in basic cartridge.
>
> On Mon, 10 Feb 2003 19:10:01 UTC, "richard cortese"
> <ricortes@earthlink.net> wrote:
>
> > <billko@comcast.net> wrote in message
> > news:kpo4mKkdV4bJ-pn2-dR1wgCml2P5L@localhost...
> > > Hi, there is a difference between the 800XL and the 1200XL, namely
> > > that the 1200XL OS revision was buggy compared to the 800XL, but since
> > > the 1200XL keyboard is so much nicer than the 800XL, many people buy
> > > 1200XL's and pop in the 800XL chips. There are many applications and
> > > games out there that crash with 1200XL chips, and swapping out the
> > > ROMs works.
> >
> > I think you meant compared to the 800/400 and fewer functions then the
XL.
> > It really wasn't so much the XL and XE OS were buggy so much as people
used
> > illegal calls to code in the original OS. Everything I have that ran on
an
> > 800XL ran just fine on my 1200XL.
> >
> > The 1200XL does lack built in BASIC of course which made it less
attractive
> > for some people. It also lacked the PBI and OS code to run one. Bob
Wooley
> > did a PBI for the 1200XL which required the 800XL code and 800XL/130XE
PROM
> > to get functionality.

> >
> >
>
>
> --
> Bill

# 1094. Re: turbo basic is now availible on cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-12 00:04:08 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030211190408.05077.00000686@mb-cn.aol.com>
Source record: 23307

I didn't find much info at the web site, sooo...
1) What is the memory footprint of the cart version?
2) How much ram is left for programs -- same as disk version?
3) Is this a "regular" cart, or a load and pull like the Dos carts?
Thanks,
Larry White

# 1095. Re: Graphic Development Tools

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-12 00:25:15 UTC
From: Daniel Miller <daniel@mediakingx.com>
Message-ID: <3E49946B.84F77BFD@mediakingx.com>
Source record: 23308

Yes, from what I understand you will not find a superior character editor to Envision. Its author is a nice guy (I exchanged a few emails with him).

Michael Current wrote:

> In article <3e45d87b.4568323@news>,
> shawnjefferson@shaw.caREMOVEPLS (Shawn Jefferson) wrote:
>
> > Look for a product called Envision, which was (I believe) an Antic Magazine
> > program. It is a character set editor and map editor using those modified
> > character sets. There is a PC version of the Envision software too.
>
> Darren Schebek 7/02
> http://members.shaw.ca/dschebek/envision.htm
> Developer: Envision (character editor & screen editor), Solitaire Game,
> Yahtzee Game

# 1096. Re: Games we need on the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-12 02:15:33 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3e4aadac.2537618@news>
Source record: 23309

machf <no_me_j.machf@terra.com.pe>:
>On Mon, 10 Feb 2003 09:26:33 GMT, bill@newbreedsoftware.com (William Kendrick)
>wrote:

>They are still the closest thing to that, but no - 1st person means 'from within
>the cockpit', at least to me. Of course, in the meantime, I still play those
>two.
>
>Damn, even the ZX Spectrum had one such game... Why wasn't there one for the A8?

Electraglide?

---
Shawn Jefferson
(fix reply to for email)

# 1097. Re: In Praise of Bravo Sierra Computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-12 02:20:16 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <b2cb11$f93$1@bob.news.rcn.net>
Source record: 23310

My experience has been excellent. Ben has been more than helpful. I'm very glad BSC is here.

# 1098. Re: Need 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-12 03:51:47 UTC
From: billko@comcast.net
Message-ID: <kpo4mKkdV4bJ-pn2-g2s7qW8p6dtC@localhost>
Source record: 23311

Oh, boy, see what I mean? It was longer than I thought. And maybe a
few million brain cells ago. ;)

On Tue, 11 Feb 2003 23:23:33 UTC, "Mark Bedingfield"
<mark@nospamplease.computercom.com.au> wrote:

> Option Button;-)
>
> Mark
>
>
> <billko@comcast.net> wrote in message
> news:kpo4mKkdV4bJ-pn2-94no18WQlDSz@localhost...
> > Now this was a long time ago, so maybe I do have an imperfect
> > recollection, but I could have sworn that this was a pretty well
> > documented problem that everyone liked the 1200XL for the slick
> > keyboard, but the 800XL was much more compatible with software. But
> > like I said,this was all way back when I bought these computers NEW,
> > so I cannot say that what I am saying is correct with absolute
> > certainty.
> >
> > I actually appreciated the lack of BASIC, as it was much easier to
> > boot up. I hated pressing the start button (I think?) to disable the
> > built in basic cartridge.
> >
> > On Mon, 10 Feb 2003 19:10:01 UTC, "richard cortese"
> > <ricortes@earthlink.net> wrote:
> >
> > > <billko@comcast.net> wrote in message
> > > news:kpo4mKkdV4bJ-pn2-dR1wgCml2P5L@localhost...
> > > > Hi, there is a difference between the 800XL and the 1200XL, namely
> > > > that the 1200XL OS revision was buggy compared to the 800XL, but since
> > > > the 1200XL keyboard is so much nicer than the 800XL, many people buy
> > > > 1200XL's and pop in the 800XL chips. There are many applications and
> > > > games out there that crash with 1200XL chips, and swapping out the
> > > > ROMs works.
> > >
> > > I think you meant compared to the 800/400 and fewer functions then the
> XL.
> > > It really wasn't so much the XL and XE OS were buggy so much as people
> used
> > > illegal calls to code in the original OS. Everything I have that ran on
> an
> > > 800XL ran just fine on my 1200XL.
> > >

> > > The 1200XL does lack built in BASIC of course which made it less
> attractive
> > > for some people. It also lacked the PBI and OS code to run one. Bob
> Wooley
> > > did a PBI for the 1200XL which required the 800XL code and 800XL/130XE
> PROM
> > > to get functionality.
> > >
> > >
> >
> >
> > --
> > Bill
>
>

--
Bill

# 1099. Re: Atari crashed help!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-12 03:56:11 UTC
From: billko@comcast.net
Message-ID: <kpo4mKkdV4bJ-pn2-DggX3ej7dFIC@localhost>
Source record: 23312

Maybe you have the two power supplies mixed up? I think the 1200XL
has a bigger power supply? It's been such a long time...

On Wed, 5 Feb 2003 08:41:03 UTC, "mcdenko" <mcdenko@poczta.onet.pl>
wrote:

> Hi There!
>
> Where can I site with circuits, diags, and troubleshootings for 8-bit atari?
> My Atari crashed yesterday and I want to try to repair it.
>
> When i turn him on. Display is green, and there is no "READY" only white
> cursor.
> When i press start there is BEEEEEP like when loading from casette!
> And when I put on the external cartridge everything seems to be OK, even
> self test BUT keybord doesnt work (only function keys work!)
>
> Thanks for help.
>
> /mcdenko
>
>

--
Bill

# 1100. Re: Need 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-12 04:04:32 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <kJj2a.16473$Xo.54172@news-server.bigpond.net.au>
Source record: 23313

Its just like riding a bike, when you plug it in again. I have just got a 800XL modified, and I soooooooo enjoy Alternate reality again. Reliving my childhood. Got it in 1983, now I am a full time technician.

Mark

<billko@comcast.net> wrote in message
news:kpo4mKkdV4bJ-pn2-g2s7qW8p6dtC@localhost...
> Oh, boy, see what I mean? It was longer than I thought. And maybe a
> few million brain cells ago. ;)
>
> On Tue, 11 Feb 2003 23:23:33 UTC, "Mark Bedingfield"
> <mark@nospamplease.computercom.com.au> wrote:
>
> > Option Button;-)
> >
> > Mark
> >
> >
> > <billko@comcast.net> wrote in message
> > news:kpo4mKkdV4bJ-pn2-94no18WQlDSz@localhost...
> > > Now this was a long time ago, so maybe I do have an imperfect
> > > recollection, but I could have sworn that this was a pretty well
> > > documented problem that everyone liked the 1200XL for the slick
> > > keyboard, but the 800XL was much more compatible with software. But
> > > like I said,this was all way back when I bought these computers NEW,
> > > so I cannot say that what I am saying is correct with absolute
> > > certainty.
> > >
> > > I actually appreciated the lack of BASIC, as it was much easier to
> > > boot up. I hated pressing the start button (I think?) to disable the
> > > built in basic cartridge.
> > >
> > > On Mon, 10 Feb 2003 19:10:01 UTC, "richard cortese"
> > > <ricortes@earthlink.net> wrote:
> > >
> > > > <billko@comcast.net> wrote in message
> > > > news:kpo4mKkdV4bJ-pn2-dR1wgCml2P5L@localhost...
> > > > > Hi, there is a difference between the 800XL and the 1200XL, namely
> > > > > that the 1200XL OS revision was buggy compared to the 800XL, but
since
> > > > > the 1200XL keyboard is so much nicer than the 800XL, many people
buy
> > > > > 1200XL's and pop in the 800XL chips. There are many applications
and

> > > > > games out there that crash with 1200XL chips, and swapping out the
> > > > > ROMs works.
> > > > >
> > > > I think you meant compared to the 800/400 and fewer functions then
the
> > XL.
> > > > It really wasn't so much the XL and XE OS were buggy so much as
people
> > used
> > > > illegal calls to code in the original OS. Everything I have that ran
on
> > an
> > > > 800XL ran just fine on my 1200XL.
> > > > >
> > > > The 1200XL does lack built in BASIC of course which made it less
> > attractive
> > > > for some people. It also lacked the PBI and OS code to run one. Bob
> > Wooley
> > > > did a PBI for the 1200XL which required the 800XL code and
800XL/130XE
> > PROM
> > > > to get functionality.
> > > > >
> > > > >
> > > >
> > > >
> > > --
> > > Bill
> >
> >
>
>
> --
> Bill

## 1101. Re: Games we need on the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-12 08:56:39 UTC
From: dunxuk@aol.com
Message-ID: <20030212035639.23250.00000581@mb-bd.aol.com>
Source record: 23314

Was there ever a 'god' game like Populous for the A8s...?

# 1102. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-12 09:39:05 UTC
From: Ed Cogburn <ecogburn@xtn.net>
Message-ID: <b2d4nr$1b15ok$1@ID-49761.news.dfncis.de>
Source record: 23315

lp wrote:
> in article LsS1a.9465$1q2.928152@newsread2.prod.itd.earthlink.net, richard
> cortese at ricortes@earthlink.net wrote on 2/10/03 1:47 PM:
>
>
>>"Ed Cogburn" <ecogburn@xtn.net> wrote in message
>>news:b27ek5$1a52d7$1@ID-49761.news.dfncis.de...
>>
>>>richard cortese wrote:
>>>I'm just pointing out that if Derek's statements were true, Atari must not
>>
>>What statements? You already said you were not able to find them via a
>>google search. You stated there are none in the Xformer distribution. I'll
>>admit my memory 10 years later is a bit foggy at best since I can't make
>>direct quotes of their content.
>>
>>I have been around the Atari scene for quite a while, certainly a longer
>>then the Xformer emulator. I have never seen a copy of the licence Derek
>>got. AFAIK no one else has seen a copy of the license Derek got.
>>
>>Since no one other then Derek knows the content and context of the license,
>>everything anyone<me too> says about its content is nothing but speculation.
>>Taking Derek to be credible when he says he got permission to use the OS but
>>not credible when he said other emulator writers need to get permission to
>>use it is self serving.
>>
>>Which is the relativity argument Thomas was making. It isn't a winning
>>argument, but it is a point. AFAIK none of the emulator writers have ever
>>bothered to ask for permission and no one can produce documentation of any
>>kind.
>>
>>That's it for me, I am gone from this argument. It doesn't even qualify as a
>>debate w/o factual basis for claims like a copy of the license. I am reduced
>>to pointing out flaws in logic.
>
>
> I don't blame ya.
> Derek, unlike some of the others is still reachable. Why don't someone
> just have Derek make a statement? Perhaps on his site, as anyone could post
> here pretending to be someone else.
>
> Not that I care one way or the other, but since part of the arguement has
> spun off into a ROM issue... why speculate? Just ask Derek.
> If you are on the side that thinks the ROMs are illegal to begin with

> then go to the source, and be done with it.

I don't care that much to bother him, but Richard can if he wants to. I brought this issue up on gnu.misc.discuss and one guy thinks the emulators are illegal (which I suppose would apply to ALL emulators that do not come with the official ROMS or with a free equivalent). Go figure. The irony now is that Derek is in the same boat since his last work was to port Atari800 to the MAC (look on his home page; he's no longer working on it). Interestingly, he mentions you need the ROMS but doesn't say how or where to get them. He doesn't mention XFormer or anything else Atari specific.

I'm going to drop the issue here, since I'm just going around in circles with Richard, but if this issue interests you check gnu.misc.discuss and see if there's been any more conversation on this subject. Its a subthread of "GNU is not FREE and that's GOOD".

# 1103. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-12 09:43:19 UTC
From: Ed Cogburn <ecogburn@xtn.net>
Message-ID: <b2d4vn$1b15ok$2@ID-49761.news.dfncis.de>
Source record: 23316

```
Ed Cogburn wrote:
> lp wrote:
>
>> in article LsS1a.9465$1q2.928152@newsread2.prod.itd.earthlink.net,
>> richard
>> cortese at ricortes@earthlink.net wrote on 2/10/03 1:47 PM:
>>
>>
>>> "Ed Cogburn" <ecogburn@xtn.net> wrote in message
>>> news:b27ek5$1a52d7$1@ID-49761.news.dfncis.de...
>>>
>>>> richard cortese wrote:
>>>> I'm just pointing out that if Derek's statements were true, Atari
>>>> must not
>>>
>>>
>>> What statements? You already said you were not able to find them via a
>>> google search. You stated there are none in the Xformer distribution.
>>> I'll
>>> admit my memory 10 years later is a bit foggy at best since I can't make
>>> direct quotes of their content.
>>>
>>> I have been around the Atari scene for quite a while, certainly a longer
>>> then the Xformer emulator. I have never seen a copy of the licence Derek
>>> got. AFAIK no one else has seen a copy of the license Derek got.
>>>
>>> Since no one other then Derek knows the content and context of the
>>> license,
>>> everything anyone<me too> says about its content is nothing but
>>> speculation.
>>> Taking Derek to be credible when he says he got permission to use the
>>> OS but
>>> not credible when he said other emulator writers need to get
>>> permission to
>>> use it is self serving.
>>>
>>> Which is the relativity argument Thomas was making. It isn't a winning
>>> argument, but it is a point. AFAIK none of the emulator writers have
>>> ever
>>> bothered to ask for permission and no one can produce documentation
>>> of any
>>> kind.
>>>
>>> That's it for me, I am gone from this argument. It doesn't even
```

>>> qualify as a
>>> debate w/o factual basis for claims like a copy of the license. I am
>>> reduced
>>> to pointing out flaws in logic.
>>
>>
>>
>> I don't blame ya.
>> Derek, unlike some of the others is still reachable. Why don't someone
>> just have Derek make a statement? Perhaps on his site, as anyone
>> could post
>> here pretending to be someone else.
>>
>> Not that I care one way or the other, but since part of the arguement has
>> spun off into a ROM issue... why speculate? Just ask Derek.
>> If you are on the side that thinks the ROMs are illegal to begin with
>> then go to the source, and be done with it.
>
>
>
> I don't care that much to bother him, but Richard can if he wants to. I
> brought this issue up on gnu.misc.discuss and one guy thinks the
> emulators are illegal (which I suppose would apply to ALL emulators that
> do not come with the official ROMS or with a free equivalent). Go
> figure. The irony now is that Derek is in the same boat since his last
> work was to port Atari800 to the MAC (look on his home page; he's no
> longer working on it). Interestingly, he mentions you need the ROMS but
> doesn't say how or where to get them. He doesn't mention XFormer or
> anything else Atari specific.
>
> I'm going to drop the issue here, since I'm just going around in circles
> with Richard, but if this issue interests you check gnu.misc.discuss and
> see if there's been any more conversation on this subject. Its a
> subthread of "GNU is not FREE and that's GOOD".

Wrong thread, its "GPL attacked by Open Source".

# 1104. Re: what happend to real time video plans?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-12 13:09:48 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b2dh35$5lc$1@nets3.rz.RWTH-Aachen.DE>
Source record: 23317

Howdy Marco

> >Isn't there a german expression that goes like this: "Er schlaeft den
Schlaf
> >der Gerechten" that means about the same?
> >
> Hmmm, didn't know that one, but yes, it means *exactly* the same (yes, I
speak
> German).

I have no clue where it comes from, but I remembered it (I probably heard it on TV in some quizshow). And I also remembered that you speak german, that's why I didn't even try to translate it.

CU Mathy van Nisselroy

# 1105. Re: How to learn Mac65

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-12 13:19:05 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b2dhkl$6dp$1@nets3.rz.RWTH-Aachen.DE>
Source record: 23318

Howdy folks

> I never got Analog Computing so I can't say. Is BXE different than
> DDT which my MAC/65 had?

BXE is Basic XE.

Thanks for the help you guys, I've saved your messages to disk so I can read
them again/in full at home.

CU Mathy van Nisselroy

# 1106. Re: Games we need on the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-12 15:17:18 UTC
From: Matthias Reichl <usenet-20030212@hias.horus.com>
Message-ID: <slrnb4kpa9.1qa.usenet-20030212@camel.hias.horus.com>
Source record: 23319

On Tue, 11 Feb 2003 00:35:58 -0500, machf wrote:
> On Mon, 10 Feb 2003 09:26:33 GMT, bill@newbreedsoftware.com (William Kendrick)
> wrote:
>>
>>Pole Position and Pitstop don't count? :^)
>
> They are still the closest thing to that, but no - 1st person means 'from within
> the cockpit', at least to me.

There is/was "Speed Run" by Red Rat software. IMO not a real good game,
but you didn't specify a certain quality level :-)

A very funny thing about this game was, that the game itself didn't
have any background music, but instead came with an audio cassette
that you should put into your tapedeck while playing the game!

I still have this game somewhere in my mess^H^H^H^Hcollection, but
haven't played it for some 10 years - it just isn't a great game IMO...

so long,

Hias

# 1107. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-12 15:47:39 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <pan.2003.02.12.15.47.39.414263@sophics.cz>
Source record: 23320

On Mon, 10 Feb 2003 18:47:07 +0000, richard cortese wrote:

> AFAIK none of the emulator writers have ever
> bothered to ask for permission

I tried hard to ask for the permission. Talked with some people @atari and
@hasbro but that was it. They promised to ask someone else in the
hierarchy but never replied back to me.

Just FYI.

Petr

# 1108. Re: In Praise of Bravo Sierra Computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-12 17:11:20 UTC
From: Sven Pink <sven.pink@t-online.de>
Message-ID: <b2dv7u$9v8$00$1@news.t-online.com>
Source record: 23321

I agree... He's already helpful and likes to have real communication to his customers... he also phones me sometimes... long distance calls to germany.
A+!!

"Richard Heldmann" <rheldmann@rcn.com> schrieb im Newsbeitrag news:b2cb11$f93$1@bob.news.rcn.net...
> My experience has been excellent. Ben has been more than helpful. I'm very
> glad BSC is here.
>
>

# 1109. Re: Need 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-12 18:28:49 UTC
From: billko@comcast.net
Message-ID: <kpo4mKkdV4bJ-pn2-xBgTylE3Ohdb@localhost>
Source record: 23322

I still play AR City and Dungeon from time to time. There STILL isn't anything quite like it. They never did do "Wlderness" because it was technically impossible back then. I wish they would try again. With today's tools, I bet they could do an excellent job.

On Wed, 12 Feb 2003 04:04:32 UTC, "Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote:

> Its just like riding a bike, when you plug it in again. I have just got a
> 800XL modified, and I soooooooo enjoy Alternate reality again. Reliving my
> childhood. Got it in 1983, now I am a full time technician.
>
> Mark
>
>
> <billko@comcast.net> wrote in message
> news:kpo4mKkdV4bJ-pn2-g2s7qW8p6dtC@localhost...
> > Oh, boy, see what I mean? It was longer than I thought. And maybe a
> > few million brain cells ago. ;)
> >
> > On Tue, 11 Feb 2003 23:23:33 UTC, "Mark Bedingfield"
> > <mark@nospamplease.computercom.com.au> wrote:
> >
> > > Option Button;-)
> > >
> > > Mark
> > >
> > >
> > > <billko@comcast.net> wrote in message
> > > news:kpo4mKkdV4bJ-pn2-94no18WQlDSz@localhost...
> > > > Now this was a long time ago, so maybe I do have an imperfect
> > > > recollection, but I could have sworn that this was a pretty well
> > > > documented problem that everyone liked the 1200XL for the slick
> > > > keyboard, but the 800XL was much more compatible with software. But
> > > > like I said,this was all way back when I bought these computers NEW,
> > > > so I cannot say that what I am saying is correct with absolute
> > > > certainty.
> > > >
> > > > I actually appreciated the lack of BASIC, as it was much easier to
> > > > boot up. I hated pressing the start button (I think?) to disable the
> > > > built in basic cartridge.
> > > >
> > > > On Mon, 10 Feb 2003 19:10:01 UTC, "richard cortese"
> > > > <ricortes@earthlink.net> wrote:
> > > >

> > > > > <billko@comcast.net> wrote in message
> > > > > news:kpo4mKkdV4bJ-pn2-dR1wgCml2P5L@localhost...
> > > > > > Hi, there is a difference between the 800XL and the 1200XL, namely
> > > > > > that the 1200XL OS revision was buggy compared to the 800XL, but
> since
> > > > > > the 1200XL keyboard is so much nicer than the 800XL, many people
> buy
> > > > > > 1200XL's and pop in the 800XL chips. There are many applications
> and
> > > > > > games out there that crash with 1200XL chips, and swapping out the
> > > > > > ROMs works.
> > > > > >
> > > > > I think you meant compared to the 800/400 and fewer functions then
> the
> > > XL.
> > > > > It really wasn't so much the XL and XE OS were buggy so much as
> people
> > > used
> > > > > illegal calls to code in the original OS. Everything I have that ran
> on
> > > an
> > > > > 800XL ran just fine on my 1200XL.
> > > > >
> > > > > The 1200XL does lack built in BASIC of course which made it less
> > > attractive
> > > > > for some people. It also lacked the PBI and OS code to run one. Bob
> > > Wooley
> > > > > did a PBI for the 1200XL which required the 800XL code and
> 800XL/130XE
> > > PROM
> > > > > to get functionality.
> > > > >
> > > > >
> > > > >
> > > > >
> > > > > --
> > > > Bill
> > >
> > >
> > > --
> > Bill
> >
> >

--
Bill

# 1110. Re: Holmes CDs with tens of thousands of Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-12 19:26:30 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <3e4a9c38$1_4@news.teranews.com>
Source record: 23335

Three sets total.

"Mark Watson" <newsAfoftDfsnetD@co.uk> wrote in message
news:VoS1a.1162773$w57.193220@news.easynews.com...
> Janka Gerhard wrote:
>
> > Did any set find its way to Europe ? Shipping would be much
> > cheaper and faster within the EU. I would also be able to
> > burn some additional sets if some kind of 'snowball distribution'
> > would be established.
>
> At least one set made it to England...
>
> Mark
>
> --
> -----
> (s/X/Y/g -> replace all X with Y in e-mail addr)
> s/@//g; s/D/./g; s/A/@/g;

# 1111. Re: How to learn Mac65

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-12 19:42:27 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v4l8r3boohasde@corp.supernews.com>
Source record: 23323

I been doing some assembler stuff for a BASIC
game.
I load my first GR 7 screen.
Shift some bits to be able to use the internal char.
set to print to the GR 7 screen.
Right now my game is slow at the print to GR 7
parts. The section of BASIC has lots of IF THENs
and FOR NEXT loops. If I can get this over to
assembler I think it will make my speed ok.
Which is the main idea behind doing ml in BASIC
programs.
Best would be not to use BASIC at all. I've done
some ACTION, but never fairly complex program
using assembler. But BASIC is at home to me, you
can do ANYTHING with Atari BASIC you can do
with assembler, if you have the room.
Russg

# 1112. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-12 19:54:12 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v4l9h4c1aoqi9e@corp.supernews.com>
Source record: 23324

The legal niceties.
We've got the ROMs, they're available, use them.
We've got A800Win (plus?). Use it.
We don't have Aaron Wheeler's site any more.:(
We don't have Atari++ any more, it was too short
lived for me to snag a copy.
I think it probably was substantial improvement over
A800. I enjoy A800, but it crashes fairly often.
It does more than XLIT, but XLIT is much faster
and does most stuff quite well. XLIT won't do
ABC compiler 1.02, A800 will.
I understand Petr wanting credit where Thomas
used A800 basics, but the end user really doesn't
care what license is used, I just want to use the
proggys.
I'm writing a game that comes from HP 48 calculator
game. I copied the graphics bit for bit on graph paper.
I know I don't have an original idea and am trying
to duplicate the original, with maybe some color added
where the calc is grey scale only. It'd be fine to tell
the HP guy what I'm doing and get his ok, but I can't
contact him, and it really doesn't matter.
John Harris got sued for 'Jawbreaker', not because he
used any Atari code, but because the game resembled
PacMan too closely. There was one company, (coleco?)
that made a game machine with a Pacman clone, I
bought that machine for my son, it went out of business
and never pulished any more games, because Atari
sued them for the PacMan clone.
Rambling Russg

## 1113. Re: Which assembler?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-12 20:06:53 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns932099C189855slorcomcastnet@130.133.1.4>
Source record: 23325

Despite all prevention efforts, Slor <slor@comcast.net> wrote in
news:Xns931AAC00FC4EFslorcomcastnet@130.133.1.4:

> I'd like to get some opinions on what the best assembler is for 8-bit
> Atari (specifically, 800XL). I know there are a few out there, so I'd
> like to make sure I'm concentrating on the one that is most feature
> rich and design for professional application development.
>
> Thanks!
>

Thanks for all the replies on this. It seems that the majority choice is
the MAC/65 assembler. Now, does anyone know where I can get ahold of this,
in any format? I've also been watching the "How to learn Mac65" thread,
and I haven't seen any pointer on where it can be obtained. Cartridge or
disk image (if it happens to be public domain), either one would be great.

--
Slor

## 1114. New software: AtariSIO for Linux

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-12 20:54:25 UTC
From: Matthias Reichl <usenet-20030212@hias.horus.com>
Message-ID: <slrnb4lctr.2mp.usenet-20030212@camel.hias.horus.com>
Source record: 23326

I've just uploaded AtariSIO V0.10 alpha to my homepage:

http://www.horus.com/~hias/atari/

The package contains the following stuff:

* a Linux kernel driver to handle the low-level SIO stuff
* atariserver, an Atari disk emulator like SIO2PC or APE
* atarixfer, a small utility to transfer ATR files to/from
a 1050 (or other Atari disk drive) connected by a 1050-2-PC
or a ProSystem cable

Since the software is still alpha, it's quite likely that it
contains several bugs. Please contact me by email if you
have any troubles.

so long,

Hias

PS: share and enjoy, it's GPL'ed!

# 1115. Re: New software: AtariSIO for Linux

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-12 20:57:18 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns9320A24D9DC9Dslorcomcastnet@130.133.1.4>
Source record: 23327

Despite all prevention efforts, Matthias Reichl <usenet-20030212
@hias.horus.com> wrote in news:slrnb4lctr.2mp.usenet-20030212
@camel.hias.horus.com:

> I've just uploaded AtariSIO V0.10 alpha to my homepage:
>
> http://www.horus.com/~hias/atari/
>
> The package contains the following stuff:
>
> * a Linux kernel driver to handle the low-level SIO stuff
> * atariserver, an Atari disk emulator like SIO2PC or APE
> * atarixfer, a small utility to transfer ATR files to/from
> a 1050 (or other Atari disk drive) connected by a 1050-2-PC
> or a ProSystem cable
>
> Since the software is still alpha, it's quite likely that it
> contains several bugs. Please contact me by email if you
> have any troubles.
>
> so long,
>
> Hias
>
> PS: share and enjoy, it's GPL'ed!
>
>

Sweet! If you need any future volunteers for beta testing, give me a
yell. I'm currently using APE with a old, dedicated DOS machine (because
of some issues running under XP), but I'd love to be able to use my Linux
box instead.

--
Slor

# 1116. Re: New software: AtariSIO for Linux

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-12 21:19:23 UTC
From: Matthias Reichl <usenet-20030212@hias.horus.com>
Message-ID: <slrnb4leig.2pl.usenet-20030212@camel.hias.horus.com>
Source record: 23328

On 12 Feb 2003 20:57:18 GMT, Slor wrote:
> Sweet! If you need any future volunteers for beta testing, give me a
> yell.

Yell! :-)

If you try out AtariSIO, please send me some feedback. Either positive,
or negative, or suggestions for improvements, patches, whatever -
everything is welcome :-)

so long,

Hias

# 1117. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-12 22:19:20 UTC
From: bill@newbreedsoftware.com
Message-ID: <ILz2a.65926$lk.2770532@typhoon.sonic.net>
Source record: 23330

Russ Gilbert <russg@en.com> wrote:
> the end user really doesn't
> are what license is used, I just want to use the
> proggys.

But developers DO care what license is used, and if it's being
violated. Without developers who aren't getting pissed off and
ripped off, end users have no software!!!

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

# 1118. Re: New software: AtariSIO for Linux

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-12 22:35:58 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b2eeq0$1c2he1$1@ID-174234.news.dfncis.de>
Source record: 23329

Matthias Reichl wrote:

> I've just uploaded AtariSIO V0.10 alpha to my homepage:
>
> http://www.horus.com/~hias/atari/
>
> The package contains the following stuff:
>
> * a Linux kernel driver to handle the low-level SIO stuff
> * atariserver, an Atari disk emulator like SIO2PC or APE
> * atarixfer, a small utility to transfer ATR files to/from
> a 1050 (or other Atari disk drive) connected by a 1050-2-PC
> or a ProSystem cable

Hello Matthias,

thank you for this nice piece of software.
Especially the "floppy-mode" of atariserver is a very good idea!

Regards

Carsten

# 1119. Re: Cat-5 Walk (Was re: Netwalk)

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-12 23:04:04 UTC
From: bill@newbreedsoftware.com
Message-ID: <EpA2a.65931$lk.2771024@typhoon.sonic.net>
Source record: 23331

William Kendrick <bill@newbreedsoftware.com> wrote:
<snip>
>
> Anwyay, you can see new screenshots here:
>
> http://www.sonic.net/~nbs/cat5walk/

I've actually created a 'real' page for it, here:

http://www.newbreedsoftware.com/cat5walk/

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

# 1120. c64 vs CPC vs Speccy vs Atari vs Whatever

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-13 00:44:13 UTC
From: creamd@c64.sk
Message-ID: <927e3ee3.0302121644.19a8e20e@posting.google.com>
Source record: 23332
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

c64 vs CPC vs Speccy vs Atari vs Whatever(tm)

My answer to your pathetic flaming arguments and to other peoples pathetic arguments about which computer is better. Blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah, or c64 blah. Blah blah blah, and blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah? Blah blah blah blah blah blah blah blah blah blah blah blah blah blah, because blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah, cpc! Blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah! Blah blah blah blah blah blah totally silly. Blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah stupid, stupid, stupid! Blah blah blah blah blah blah blah blah blah blah blah blah. Blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah, and not only that, but blah blah blah blah blah blah blah blah blah blah blah blah blah blah. Blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah. Blah blah blah blah blah blah blah blah blah blah blah blah blah blah!! Blah blah blah, and blah blah blah blah blah speccy blah blah blah blah blah blah! Blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah!!! Blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah. Blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah. Blah blah blah, and blah blah: "blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah". Blah blah blah blah blah blah blah blah blah blah blah blah blah atari!! Blah blah blah blah blah blah blah, blah, blah, blah, blah! Blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah!!! Therefore blah blah blah blah, or blah blah blah blah blah blah blah blah blah blah, is not blah blah blah, but blah blah blah blah. IMAO, blah blah blah blah blah blah blah, or blah blah blah blah blah blah blah blah blah blah blah blah totally worthless! Blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah, and go to hell with your stupid flamewars! Visit Forever 4 - multiplattform 8 bit party this year in March 14.-16.2003 in Trencin/SK.

Roman

# 1121. FS: Atari 8-bit Publications & Software

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-13 03:33:19 UTC
From: The Collectaholic <mkusz@comcast.net>
Message-ID: <dNGdnej1yYFijNajXTWcog@comcast.com>
Source record: 23333

VINTAGE ATARI 8-BIT PUBLICATIONS
Activision River Raid Cart. Manual - $2.00
Atari Astroids Cart. Manual - $2.00
Atari Basic Quick Reference Guide by John Wiley & Sons - $3.00
Atari Pac-Man Cart. Manual - $2.00
Computer Gaming World Vol. 5.3 - $.50
Softside #46 - $2.00

VINTAGE ATARI 8-BIT SOFTWARE
Analog Movie Themes Cassette (req. Music Composer/no manual) - $1.00
Atari BASIC Cart. (2 available) - $1.00
Atari Eastern Front (1941) Cart. (18 available) - $1.00
Atari Eastern Front (1941) XE Cart. - $3.00
Atari E.T. Phone Home Cart. - Unopened (7 available) - $4.00
Atari E.T. Phone Home Cart. (w/instructions & box) - $3.00
Atari Graph It Cassettes - $3.00
Atari Joust Cart. - $3.00
Atari Star Raiders - $3.00
Atari Super Breakout Cart. (23 available) - $1.00
Atari Writing Programs One/Two Cassette - $.50
Avalon Hill Bomber Attack Cassette - $1.00
EA One On One Disk (w/instructions) - $4.00
Sublogic Flight Simulator II Disk (w/instructions & box) - $5.00

Take all for $60.00.

Prices do not include shipping & insurance. I can accept check, money order
or Paypal.
I am willing to negotiate prices, if the items you want are over $15.00.

# 1122. Re: Games we need on the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-13 03:52:38 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <9j5m4vc4p5o5i03f2es1q8r4d4s07jrpjh@4ax.com>
Source record: 23334

On Wed, 12 Feb 2003 02:15:33 GMT, shawnjefferson@shaw.caREMOVEPLS (Shawn Jefferson) wrote:

>machf <no_me_j.machf@terra.com.pe>:
>>On Mon, 10 Feb 2003 09:26:33 GMT, bill@newbreedsoftware.com (William Kendrick)
>>wrote:
>
>>They are still the closest thing to that, but no - 1st person means 'from within
>>the cockpit', at least to me. Of course, in the meantime, I still play those
>>two.
>>
>>Damn, even the ZX Spectrum had one such game... Why wasn't there one for the A8?
>
>Electraglide?
>
Ah, forgot about it... But isn't it supposed to be a motorcycle?

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

## 1123. Cat5Walk status

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-13 06:27:32 UTC
From: bill@newbreedsoftware.com
Message-ID: <oVG2a.65998$lk.2775669@typhoon.sonic.net>
Source record: 23336

WHEW! Ok... I'm REALLY rusty, I guess. :^) It took me an hour or two
to hand code machine language for a DLI that'll do the screen flipping
for SIFE mode. (I gave up trying to use a VBI; it was just getting too
frustrating. Besides that, De Re had an excellent example DLI that I was
able to base mine on.)

So... right now, the game loads, displays the title screen, loads the SIFE
font, and then displays a test screen with the 'shimmering' image on it.

(It did this before I went through the blood, sweat and tears of
remembering DLIs and hand-coding ML... it just did it very SLOWLY.
Now it's flickering at 60fps; just what I wanted!)

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

# 1124. Re: c64 vs CPC vs Speccy vs Atari vs Whatever

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-13 08:00:04 UTC
From: Ebzdex <nonsmoke@hotmail.com>
Message-ID: <b2fjae$9cl$1@blue.qinip.net>
Source record: 23337
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

CreaMD <creamd@c64.sk> wrote:

> c64 vs CPC vs Speccy vs Atari vs Whatever(tm)
>
> My answer to your pathetic flaming arguments and to other peoples
> pathetic arguments about which computer is better. Blah blah blah
> blah blah blah blah blah blah blah blah blah blah blah blah blah
> blah blah blah blah blah blah blah blah, or c64 blah. Blah blah blah,
> and blah blah blah blah blah blah blah blah blah blah blah blah blah
> blah? Blah blah blah blah blah blah blah blah blah blah blah blah blah
> blah, because blah blah blah blah blah blah blah blah blah blah blah
> blah blah blah blah blah blah blah blah blah blah blah blah blah blah
> blah blah blah blah blah, cpc! Blah blah blah blah blah blah blah blah
> blah blah blah blah blah blah blah! Blah blah blah blah blah blah
> totally silly. Blah blah blah blah blah blah blah blah blah blah blah
> blah blah blah blah blah blah blah blah blah blah stupid, stupid,
> stupid! Blah blah blah blah blah blah blah blah blah blah blah blah.
> Blah blah blah blah blah blah blah blah blah blah blah blah blah blah
> blah blah blah blah blah blah blah blah blah blah blah blah blah blah,
> and not only that, but blah blah blah blah blah blah blah blah blah
> blah blah blah blah blah blah. Blah blah blah blah blah blah blah blah
> blah blah blah blah blah blah blah. Blah blah blah blah blah blah blah
> blah blah blah blah blah blah!! Blah blah blah, and blah blah blah
> blah blah speccy blah blah blah blah blah blah! Blah blah blah blah
> blah blah blah blah blah blah blah blah blah blah blah blah!!! Blah
> blah blah blah blah blah blah blah blah blah blah blah blah blah blah
> blah. Blah blah blah blah blah blah blah blah blah blah blah blah blah
> blah blah. Blah blah blah, and blah blah: "blah blah blah blah blah
> blah blah blah blah blah blah blah blah blah blah blah". Blah blah
> blah blah blah blah blah blah blah blah blah atari!! Blah blah blah
> blah blah blah blah, blah, blah, blah, blah! Blah blah blah blah blah
> blah blah blah blah blah blah blah blah blah blah blah blah blah blah
> blah blah!!! Therefore blah blah blah blah, or blah blah blah blah
> blah blah blah blah blah blah, is not blah blah blah, but blah blah
> blah blah. IMAO, blah blah blah blah blah blah blah, or blah blah blah
> blah blah blah blah blah blah blah blah blah totally worthless! Blah
> blah blah blah blah blah blah blah blah blah blah blah, and go to hell
> with your stupid flamewars! Visit Forever 4 - multiplattform 8 bit
> party this year in March 14.-16.2003 in Trencin/SK.
>

I agree, Atari IS better!

:)

Mike.

# 1125. Re: c64 vs CPC vs Speccy vs Atari vs Whatever

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-13 08:03:50 UTC
From: Etienne von Wettingfeld <etienne@xs4none.nl>
Message-ID: <i40sh-qsf.ln1@doomdark.mine.nu>
Source record: 23338
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

On Thursday 13 February 2003 09:00 Ebzdex wrote:

> I agree, Atari IS better!

Yes, an Atari is better than a Spectrum, Commodore 64 beats the Atari. This
is common knowledge.

--
Etienne von Wettingfeld [Red Hat Linux]
Voice mail & Fax: +31 (84) 8835157 -//- www.doomdark.demon.nl

{ -*- Nam Et Ipsa Scientia Potestas Est -*- } MMII

# 1126. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-13 09:37:34 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3E4B675E.40DED0A4@siemens.at>
Source record: 23339

William Kendrick wrote:
>
> Russ Gilbert <russg@en.com> wrote:
> > the end user really doesn't
> > are what license is used, I just want to use the
> > proggys.
>
> But developers DO care what license is used, and if it's being
> violated. Without developers who aren't getting pissed off and
> ripped off, end users have no software!!!

Well, some do, others don't. Most people I think care more for
common sense and therefore I still hope that Petr and Thomas can
find some sort of agreement and I'll be happy if they do, regardless
whether it fits to the letters of the GPL or not.

In Austria there's a saying "Wir werden schon keinen Richter brauchen"
which basically means that laws are only needed when people are not
able to reach an agreement and it's always better to reach an agreement
without needing a judge because only then both sides are satisfied.

Gerhard

# 1127. ADV: Atari Sales, Service & Support: Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-13 10:50:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0302130238580.9907-100000@shell1.aracnet.com>
Source record: 23340
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I've updated 6 of my 8 Catalogs, all 8 Bit and ST. Adding many new items!
Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari
Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari
Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods!
So not only do I sell NEW Atari Goods at a competitive price, I also sell
used Atari Goods you may not be able to find anymore at Swap Meets, Thrift
Stores or even Auctions Sites! And I sell for less! And unlike those who
will remain anonymous! I test Goods before I sell them. I can afford to
sell for less because I keep overhead down, avoid making promises I cant
keep and avoid offering services I cant follow up on! So not only can I
sell you some Great New stuff! But I can sell you hard to find 2nd Hand
Goods, partly because I'm the guy most people come to when they want to
give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion!
Act Now,or I can't save you any Money! Goto http://BensCatalogs.Atari.org
Or goto my Domain at http://BenSells.Atari.org or Call Ben@(503)256-9974!
http://www.aracnet.com/~atari/numbers.htm Calling Hours and Info:

http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/auctions.htm Why I hate auctions!
http://www.aracnet.com/~atari/bspolicy.htm Affects you too!
http://www.aracnet.com/~atari/caveat.htm Buyer Beware!
http://www.aracnet.com/~atari/emulator.htm Atari Emulators.
http://www.aracnet.com/~atari/shipping.htm Tricks I can Do.
http://www.aracnet.com/~atari/testing.htm My Test Standards!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/windoze.htm Certainly not GEM!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. My customers love the speedy service! I
also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 1128. Re: Games we need on the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-13 13:54:37 UTC
From: Pockets <jp@pockets.dummy.cix.co.uk>
Message-ID: <b2g82t$f2$1@thorium.cix.co.uk>
Source record: 23341

"Zothen Runecaster" <zothen@my-deja.com> wrote in message
news:fcd76a9e.0302091644.3b4ac245@posting.google.com...
> Sure , there are many great games on the ATARI - but certain games or
> entire game genres are missing on the ATARI ; games which sold well on
> the C64 and other 8 Bits and consoles.
>

My experiance of other systems of the era is limited to the Spectrum

Hmm, I remeber a version of Sim City on the Spectrum! I think populas was
out for it as well. Also a cracking little real time stratergy game called
stonkers, Limited forces, no building, just one map, but it was a cracker.
Lords of Midnight would be nice as well. Not to mention the Ultima games.

Elite would have been brilliant. I mean if it can handle Mercenary, it
should handle Elite.

A first person shooter? I'm proberbly being over optimistic with that idea.
Could the hardware handle it and produce something enjoyable.

and obviously the major arcade machine conversions that didn't make it to
the atari.

But i'm rambling :)

Jon-Paul

## 1129. no care for lisp

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-13 15:43:01 UTC
From: solarinflux@aol.com
Message-ID: <20030213104301.03881.00000233@mb-cp.aol.com>
Source record: 23342

i guess nobody in a8 population cares in the least about Lisp.

save me... interlisp/65 came out finally in version 2.5 from analog or antic i believe. i have 2.1 and would be interested in the newer versions. a nice a8 person offered me 2.2 before. does anybody know anything about interlisp/65 or am i gonna have to use that hunk of apple 2e ? i dread that thought.

solarinFlux

# 1130. Re: no care for lisp

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-13 17:33:00 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b2ghdg$1a7hp7$1@ID-174234.news.dfncis.de>
Source record: 23343

Solar Influx wrote:

> i guess nobody in a8 population cares in the least about Lisp.
>
> save me... interlisp/65 came out finally in version 2.5 from analog or
> antic i
> believe. i have 2.1 and would be interested in the newer versions. a nice
> a8
> person offered me 2.2 before. does anybody know anything about
> interlisp/65 or
> am i gonna have to use that hunk of apple 2e ? i dread that thought.
>
> solarinFlux

Hello,

I care :)

I have to look into my collection, but this will be on monday (I'm on the
road for the weekend).

I'll write you what I have found on my InterLISP/65 versions.

On my LISP-Porting-from-Oric-Project: I currently learning LISP and LISP
inner workings (e.g. reading the Books ANSI-Common-LISP and Lisp in small
pieces). I don't want to publish anything in public until it is usable to
some extend, if you like to join the team contact me on private mail.

Regards

Carsten

# 1131. Looking for Valpar FORTH

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-13 17:35:42 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b2ghih$1a7hp7$2@ID-174234.news.dfncis.de>
Source record: 23344

Hello,

can anybody tell me where I can get a copy of Valpar FORTH, maybe complete
with Manual?

Did anyone like to sell a copy for a reasonbly price?

Best regards

Carsten

# 1132. Re: Cat5Walk status

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-13 21:22:15 UTC
From: Mopar Man <nospam@nowhere.com>
Message-ID: <fn2o4v4g8nu1nks21kkhecr8a3uj8c0dsl@4ax.com>
Source record: 23148

On Thu, 13 Feb 2003 06:27:32 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>WHEW! Ok... I'm REALLY rusty, I guess. :^) It took me an hour or two
>to hand code machine language for a DLI that'll do the screen flipping
>for SIFE mode. (I gave up trying to use a VBI; it was just getting too
>frustrating. Besides that, De Re had an excellent example DLI that I was
>able to base mine on.)
>
>So... right now, the game loads, displays the title screen, loads the SIFE
>font, and then displays a test screen with the 'shimmering' image on it.
>
>(It did this before I went through the blood, sweat and tears of
>remembering DLIs and hand-coding ML... it just did it very SLOWLY.
>Now it's flickering at 60fps; just what I wanted!)

Forgive me for asking, but what is SIFE mode?

I'm just now getting back into Atari 8-bit programming and assembly language. While I know I'll never turn out anything close to a Numen or Drunk Chessboard demo, I am hoping to have my 1st "real" assembly language DLI that will split players down the screen (changing their position and colors). I just want to see how many independently moving sprites I can get on the screen at one time without interlacing.

Stephen Anderson

# 1133. FS: Atari 800XL with disk drive, printer, color monitor and games

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-13 22:11:23 UTC
From: crossnet <crossnet@ix.netcom.com>
Message-ID: <3E4C180B.6090705@ix.netcom.com>
Source record: 23346

```
Selling a complete Atari 800XL system including disk drive, printer,
color monitor plus the game cartridges and software listed below.

Hardware (photo available)
--------------- --------------
1 800XL Computer & Power supply
1 1050 Disk Drive, Power Supply and I/O cable
1 1025 Printer and I/O cable
1 Amdek Color-I Monitor and cable
1 VolksModem
1 KoalaPad
Misc. User manuals for above

Cartridges
---------------
1 Defender Atari CXL4025
1 Galaxian Atari CXL4024
1 Joust Atari RX8044
1 Centipede Atari CLX4020
1 QIX Atari CLX4027
1 River Raid Activision
1 Missile Command Atari CXL4012
1 Miner 2049er Big Five Software
2 Facemaker Spinnaker Software

Software
------------
Atari Disk Operating System 3 Atari DX5052 (Master Diskette 3)
Kinder Comp Spinnaker Software
Rhymes & Riddles Spinnaker Software
B/Graph Batteries Included
Color Print Datasoft
Bond Analysis Atari CX8106
MegaFont XLEnt Software
Home Filing Manager Atari CX8129
Track Attack Broderbund
WordRace Don't Ask Computer Software
Picnic Paranoia Synapse Software
Micro Illustrator Koala Technologies Corporation
Astrology Atari Program Exchange APX-20078
Success With Math CBS Software(3 disks)
Addition & Subtraction
Multiplication & Division
Linear Equations
```

The computer, disk drive and printer are in excellent condition and are all working. The cartridges and programs have not been used for some time, but a they appear to be OK. The other accessories have not been checked, but I believe they are also OK. Most items are complete with their instructions and/or user manuals.

Asking $225.00 plus shipping for everything. I prefer to sell everything together but will consider any reasonable offers for the individual items. The system is located in Northern Virginia area (outside of Washington DC).

reply by e-mail to: crossnet@ix.netcom.com

# 1134. Re: Formatting HD w/ SpartaDOS on Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-13 22:11:26 UTC
From: Jeffrey Loomis <jloomis2k@hotmail.com>
Message-ID: <I9SdnZBza_uqhdGjXTWcpg@wideopenwest.com>
Source record: 23147

"Tom Hunt" <NoOne@FakeEmail.invalid> wrote in message
news:931FB49E5PrivacyLabs@209.143.0.11...
> jloomis2k@hotmail.com (Jeffrey Loomis) wrote in
> <yUOdnXKgZ7tNCtujXTWcpQ@comcast.com>:
>
> >
> >Any suggestions?
> >
>
> I don't know if this helps, but there are some preformatted 16 meg ATRs
> available at ftp://ftp.spudster.org/pub/Atari/CTH/Emulators/Blank_Disks/
>
> Best,
> Tom
>

Thanks. This is exactly what I need.

Jeffrey

# 1135. Re: c64 vs CPC vs Speccy vs Atari vs Whatever

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-13 23:04:43 UTC
From: weetomuncher@yahoo.co.uk
Message-ID: <28e19b30.0302131504.570fddda@posting.google.com>
Source record: 23149
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

I have made a couple of jokes and little comments about C64s and the like but I really do believe that blatant flaming and aggression towards users of other formats is stupid as we can learn from each other.

An example of this is that the C64 has been upgraded to a far higher level than the beloved
Spectrum (Hallelujah!) but if we used similar procedures (obviously adapted) we could do the same and what about the MSX?

Have you guys seen what the boys in Japan have done with those - WOW!?!

If some of the upgraders over here were to work on their machines in a similar fashion then we could see the 8-bit machines gaining more respect from the wider computing world.

# 1136. Re: c64 vs CPC vs Speccy vs Atari vs Whatever

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-14 00:17:53 UTC
From: lisa@thecommune.org.uk
Message-ID: <b2hcjh$a0n$1@pump1.york.ac.uk>
Source record: 23150
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

In comp.sys.cbm Weetomuncher <weetomuncher@yahoo.co.uk> wrote:
> An example of this is that the C64 has been upgraded to a far higher
> level than the beloved
> Spectrum (Hallelujah!) but if we used similar procedures (obviously
> adapted) we could do the same and what about the MSX?

You wouldn't need to - stick an eZ80 in the CPU slot of a CommodoreOne,
reprogram the reprogrammable hardware, et voila.

--
(lisp) - http://www.thecommune.org.uk/~lisa - http://www.lisastoys.co.uk
SBS#37(with oak leaf cluster) two#40 DOGMUK
Suzuki GS125ES
My other car's a cdr

## 1137. XE Game Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-14 01:23:40 UTC
From: WeedWarrior <mlangeonline@yahoo.com>
Message-ID: <v4oh8pgv17th6c@corp.supernews.com>
Source record: 23151

Does anyone know if the XE Game cartridges will work on an original 800 computer with 48k? Thanks for any information.

# 1138. Re: c64 vs CPC vs Speccy vs Atari vs Whatever

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-14 01:58:03 UTC
From: Marc Walters <marc@objectconnections.com>
Message-ID: <L2Y2a.24146$Xo.77555@news-server.bigpond.net.au>
Source record: 23152
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

"CreaMD" <creamd@c64.sk> wrote in message
news:927e3ee3.0302121644.19a8e20e@posting.google.com...
> c64 vs CPC vs Speccy vs Atari vs Whatever(tm)
>
> My answer to your pathetic flaming arguments and to other peoples
> pathetic arguments about which computer is better. Blah blah blah
> blah blah blah blah blah blah blah blah blah blah blah blah blah

Hmm, you're obviously one of those articulate Speccy users. Nice try,
though. :-)

Marc

## 1139. Re: XE Game Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-14 02:27:40 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <wuY2a.393$_c6.25326@newsread2.prod.itd.earthlink.net>
Source record: 23153

A lot of them will, like LodeRunner; I believe there are some which actually
need the full 64K and XL/XE OS...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"WeedWarrior" <mlangeonline@yahoo.com> wrote in message
> Does anyone know if the XE Game cartridges will work on an original 800
> computer with 48k? Thanks for any information.

# 1140. Re: c64 vs CPC vs Speccy vs Atari vs Whatever

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-14 03:37:21 UTC
From: Adam Bienias <nauplay@free.polbox.pl>
Message-ID: <b2gogj$rvm$1@atlantis.news.tpi.pl>
Source record: 23345
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

My Whatever is better than Atari! Ha!

# 1141. Re: c64 vs CPC vs Speccy vs Atari vs Whatever

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-14 06:47:15 UTC
From: Ross Simpson <yeah_whatever>
Message-ID: <3e4c9108$0$5555$afc38c87@news.optusnet.com.au>
Source record: 23154
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

"CreaMD" <creamd@c64.sk> wrote in message...

> c64 vs CPC vs Speccy vs Atari vs Whatever(tm)
>
> My answer to your pathetic flaming arguments and to other peoples
> pathetic arguments about which computer is better. Blah blah blah
> blah blah blah blah blah blah blah blah blah blah blah blah blah blah
> blah blah blah blah blah blah blah blah, or c64 blah. Blah blah blah,
> and blah blah blah blah blah blah blah blah blah blah blah blah blah
> blah? Blah blah blah blah blah blah blah blah blah blah blah blah blah
> blah, because blah blah blah blah blah blah blah blah blah blah blah
> blah blah blah blah blah blah blah blah blah blah blah blah blah blah
> blah blah blah blah blah, cpc! Blah blah blah blah blah blah blah blah
> blah blah blah blah blah blah blah! Blah blah blah blah blah blah
> totally silly. Blah blah blah blah blah blah blah blah blah blah blah
> blah blah blah blah blah blah blah blah blah blah stupid, stupid,
> stupid! Blah blah blah blah blah blah blah blah blah blah blah blah.
> Blah blah blah blah blah blah blah blah blah blah blah blah blah blah
> blah blah blah blah blah blah blah blah blah blah blah blah blah blah,
> and not only that, but blah blah blah blah blah blah blah blah blah
> blah blah blah blah blah blah. Blah blah blah blah blah blah blah blah
> blah blah blah blah blah blah blah. Blah blah blah blah blah blah blah
> blah blah blah blah blah blah!! Blah blah blah, and blah blah blah
> blah blah speccy blah blah blah blah blah blah! Blah blah blah blah
> blah blah blah blah blah blah blah blah blah blah blah blah!!! Blah
> blah blah blah blah blah blah blah blah blah blah blah blah blah blah
> blah. Blah blah blah blah blah blah blah blah blah blah blah blah blah
> blah blah. Blah blah blah, and blah blah: "blah blah blah blah blah
> blah blah blah blah blah blah blah blah blah blah blah". Blah blah
> blah blah blah blah blah blah blah blah blah atari!! Blah blah blah
> blah blah blah blah, blah, blah, blah, blah! Blah blah blah blah blah
> blah blah blah blah blah blah blah blah blah blah blah blah blah blah
> blah blah!!! Therefore blah blah blah blah, or blah blah blah blah
> blah blah blah blah blah blah, is not blah blah blah, but blah blah
> blah blah. IMAO, blah blah blah blah blah blah blah, or blah blah blah
> blah blah blah blah blah blah blah blah blah totally worthless! Blah
> blah blah blah blah blah blah blah blah blah blah blah, and go to hell
> with your stupid flamewars! Visit Forever 4 - multiplattform 8 bit
> party this year in March 14.-16.2003 in Trencin/SK.

You missed the Jupiter Ace newsgroup. Surely for one of the most unique machines the 8bit world has ever seen & it's totally forgotten! :-(( He he he.

But your correct, the older the computer the more love it has. A computer is like a car, all those people do, is do their old cars up. No-one gives a toss about a new car (well there are a few out there, that do things). Anyway my point is most people use their car as a tool, rather than a thing for showning off & the majority of old cars that I see are done up. Anyway no-one cares about new computers, there is not as much love put into a new computer, rather than than an old one.

But who really cares which computer is better as long as it does what we want it to do? If it's just sitting around doing nothing, then it's useless? So to all my mates over in C64 land, you really do have some fine hardware over there for that machine & as long as you can use it, well then fine. I don't need my machine running with extra speed! :-))

Ross.

# 1142. Re: Cat5Walk status

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-14 07:51:37 UTC
From: bill@newbreedsoftware.com
Message-ID: <de13a.66199$lk.2791692@typhoon.sonic.net>
Source record: 23155

Mopar Man <nospam@nowhere.com> wrote:
>
> Forgive me for asking, but what is SIFE mode?
>
<snip>

Sorry; I actually call it "Super IRG." SIFE is technically the
font editor that I created that lets one make Super IRG fonts.
(SIFE = Super IRG Font Editor; See: http://www.newbreedsoftware.com/sife/ )

Super IRG mode is a software-driven 'flickery' mode
(like APAC, ColorView, HIP and RIP).

It uses an IRG mode screen (aka "GRAPHICS 12" in Atari BASIC on XLs and XEs),
which is of course 40 characters wide by 24 characters tall,
each character being 4 pixels wide by 8 pixels tall. (Therefore, the
screen resolution is 160x192; just like "GRAPHICS 15" mode in Atari BASIC.)

In IRG mode, you get 5 colors. Four colors can be used in a character
at a time. A 'normal' character can use colors 1, 2, 3 and the background.
An 'inverse' chracter (high bit set; CHR$(128) and up) has one of the colors
changed. (It's still the same shape; it's not inverse-shaped, as it would
be in GRAPHICS 0 mode.) It gets colors 1, 2, 4 and the background.

In Super IRG mode, you get to 'blend' certain colors by flickering between
two character sets (fonts).

The simplest example is if I have two colors; black and white.

In one character set, I'd draw the letter "A" like this:

```
....
..#.
.#.#
.#.#
.###
.#.#
.#.#
....
```

It would look like this on the screen:

```
##
## ##
## ##
########
## ##
```

## ##

(Remember, the pixels are approx. twice as wide as they are tall in
GRAPHICS 12 and GRAPHICS 15 modes.)

In the other character set, it'd be _slightly_ different:

....
.###
.#.#
.#.#
.###
.#.#
.#.#
....

You can imagine how it would look on the screen.

Now, flicker between those two character sets
(simply a matter of changing CHBASE during every Vertical Blank Interrupt (VBI))
and the spots where it's white half the time, and black the other half,
ends up looking pretty much like grey, to our slower-than-60fps eyeballs :^)

++##++
## ##
## ##
#######
## ##
## ##

Note that there are no Display List Interrupts (DLIs) involved here,
no color palette changing, and only one chunk of screen memory you're
drawing in. Just a very short and simple VBI.

_ONLY_ CHBASE changes. You get 160x192x14 colors with only
768 bytes of screen data (40x24 characters) and 2K of font data
(1024 bytes for each font; 8 bytes per character times 128 characters).

You can write a BASIC routine to load the font data and set up the VBI,
and then you're normal BASIC interface will be in that mode.
Edit the data on the screen with the E: (Editor) device like you would
normally. :^)

So far, there's one game that uses this mode. My old game "Gem Drop."
It's written in Action!, and comes with the source. It requires a 48K
Atari 8-bit (800, 800XL, 1200XL, 65XE, 130XE or upgraded 400 or 600XL):

http://www.newbreedsoftware.com/gemdrop/

And, of course, there's the "SIFE" editor. It's neat because it lets
you edit 2x2 characters at once (8 by 16 pixels), which is a nice size for
tile shapes (like the gems in Gem Drop) in 40x24 modes. Even nicer, it
does dithering for you.

In APAC and ColorView modes, for example, you can't 'dither' the colors
horizontally. The blending ONLY occurs when scanlines change mode or color.

e.g., in ColorView mode, you see:

Red line
Blue line
Green line
Red line
Blue line
...

And those colors kind of 'shimmer up the screen.'

Since there's no palette or screen mode changes in Super IRG mode,
you can dither pixels horizontally.

In other words, to get a grey block shaped like this:

++++++++
++++++++
++++++++
++++++++
++++++++
++++++++
++++++++
++++++++

you would NOT want to do this:

Frame 1: Frame 2:

.... ####
.... ####
.... ####
.... ####
.... ####
.... ####
.... ####
.... ####

It would flicker MUCH too obviously. The SIFE editor realizes this, and
when it saves the font data to disk (as the two 1024-byte-long fonts),
ends up dithering it like so it does it like this:

Frame 1: Frame 2:
#.#. .#.#
.#.# #.#.
#.#. .#.#
.#.# #.#.
#.#. .#.#
.#.# #.#.
#.#. .#.#
.#.# #.#.

(two little checkerboards). The theoretical result is the same:
a solid grey box. It just looks much MORE like a solid grey box
(and not a blinking white box) in real life. :^)

Whew! Does that answer your question!? :^) :^)

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

# 1143. Re: Games we need on the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-14 07:56:26 UTC
From: bill@newbreedsoftware.com
Message-ID: <Ki13a.66200$lk.2791679@typhoon.sonic.net>
Source record: 23156

Zothen Runecaster <zothen@my-deja.com> wrote:
<snip>
>
> yes , someone started to write a game named Vector , which is a FPS
> game.Unfortunately it seems that the game wonï¿½t be finished ...

Why not!? Do they need help? (I recall they wanted help doing levels...)

<snip>
> ATARI got only the classic games , some games like Bubble Bobble were
> never ported.
<snip>

Heh.. I'm (kind of) working on a _Puzzle_ Bobble (aka Bust-a-Move) game. ;^)

Here's a test screenshot of the graphics (Super IRG mode):

http://www.sonic.net/~nbs/fbatari/emu.gif

Not quite the same. :^) (Bubble Bobble was a platformy-game, no?)

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

# 1144. Galaga for the Atari 8-bit - coders wanted!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-14 08:00:01 UTC
From: bill@newbreedsoftware.com
Message-ID: <5m13a.66201$lk.2791760@typhoon.sonic.net>
Source record: 23157

So I popped Galaga in my Nintendo NES today and played for a little bit,
and decided that a reasonable clone (perhaps not identical, but close
enough to be entertainign :^) ) would be done for the Atari 8-bit.

I started playing around with bug shapes that could be displayed with
Super IRG mode (40 x 24 characters, 4x8 pixels per character, 14 colors total)
and I think, even though the bugs would move a minimum of 4 pixels left and
right, and 8 pixels up and down, that it could be done!

Here's a little GIF animation of what it could look like:

http://www.newbreedsoftware.com/atari-galaga/

I don't think I'm the guy to do it, though. :^) I'm happy to help with
art and design, though!

Any takers!?

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

## 1145. Re: no care for lisp

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-14 08:50:42 UTC
From: solarinflux@aol.com
Message-ID: <20030214035042.03775.00000245@mb-cp.aol.com>
Source record: 23158

i am very glad to have had you respond to that message. you must really like the language and from the apparent you are far more advanced in programming than i am. if their is ANYTHING that i CAN do to help this endeavor i will assuradly do so very willingly.

with calming optimism,

solarinFlux

# 1146. Re: Galaga for the Atari 8-bit - coders wanted!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-14 08:55:38 UTC
From: solarinflux@aol.com
Message-ID: <20030214035538.03775.00000246@mb-cp.aol.com>
Source record: 23159

that is a solid case you have built. i f i were a better programmer i would be enticed by you nice bug.

looks like you could be the right buy from that bug

peace .. solar

# 1147. Re: Games we need on the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-14 09:48:55 UTC
From: Pockets <jp@pockets.dummy.cix.co.uk>
Message-ID: <b2ie2c$kvj$1@thorium.cix.co.uk>
Source record: 23160

"Zothen Runecaster" <zothen@my-deja.com> wrote in message
news:fcd76a9e.0302132313.6b4d59e2@posting.google.com...
> "Pockets" <jp@pockets.dummy.cix.co.uk> wrote in message
news:<b2g82t$f2$1@thorium.cix.co.uk>...
> > "Zothen Runecaster" <zothen@my-deja.com> wrote in message
> > news:fcd76a9e.0302091644.3b4ac245@posting.google.com...
>
> Sim City was not available on the ATARI.But the C64 version was very
> bad.It should be possible on the ATARI.
>
> Ultima 1-4 were available on the ATARI.They can still be found on ebay
> or on flea-markets today.But Ultima 5 and 6 were not ported to the
> ATARI , only C64.
>

Sorry, i was unclear, i ment the Ultimate Play The Game games, Knight Lore
etc. Actualy very pretty (for the spectrum) but i found Knight lore near
un-playable. But i was proberbly the only one in the whole damn world!

> >
> > Elite would have been brilliant. I mean if it can handle Mercenary, it
> > should handle Elite.
>
> 3D wireframe-games were quite fast on the ATARI , faster than on the
> C64.Elite is possible , someone started to port it , but it's still
> unfinished.
>
> >
> > A first person shooter? I'm proberbly being over optimistic with that
idea.
> > Could the hardware handle it and produce something enjoyable.
>
> yes , someone started to write a game named Vector , which is a FPS
> game.Unfortunately it seems that the game won't be finished ...
>
> > and obviously the major arcade machine conversions that didn't make it
to
> > the atari.
>
> ATARI got only the classic games , some games like Bubble Bobble were
> never ported.But if you look at some of the Spectrum/C64 arcade ports
> - some games were just too "big" for 8 Bit systems and the ports were
> crap.
>

> ZR

# 1148. Re: c64 vs CPC vs Speccy vs Atari vs Whatever

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-14 10:12:06 UTC
From: Jason <tmr@cosine.spam.org.block.uk>
Message-ID: <nk33a.2965$MD6.1355971@newsfep2-win.server.ntli.net>
Source record: 23161
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

```
Marc Walters <marc@objectconnections.com> wrote in message
news:L2Y2a.24146$Xo.77555@news-server.bigpond.net.au...
> "CreaMD" <creamd@c64.sk> wrote in message
> news:927e3ee3.0302121644.19a8e20e@posting.google.com...
> > c64 vs CPC vs Speccy vs Atari vs Whatever(tm)
> >
> > My answer to your pathetic flaming arguments and to other peoples
> > pathetic arguments about which computer is better. Blah blah blah
> > blah blah blah blah blah blah blah blah blah blah blah blah blah
>
> Hmm, you're obviously one of those articulate Speccy users. Nice try,
> though. :-)

Uh, he runs c64.sk so possibly not...? =-)
-- ____________________________________________________________________
/ ___/ / ___/ / / ___/ /\
/ /\_/ / /___ / / / / __// http://www.cosine.org.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________________\/
```

# 1149. Re: About the c64 vs CPC debate...

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-14 13:15:02 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2g4r77c8bt.fsf@legolas.mdh.se>
Source record: 23162
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"Jason" <tmr@cosine.spam.org.block.uk> writes:

> TMS9919 "3 channels and 5 octaves"

Hm. Maybe it is POKEY that can output those insane 44 kHz frequencies,
or my reference was misinformed?

--
Anders Carlsson

## 1150. SIMMS and refresh problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-14 13:36:06 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <b2irbh$pld$1@reader11.wxs.nl>
Source record: 23163

Hi!

In my 130xe I have build (thanks to TXG!) an extra 256kb; now it's 320kb.
This expansion is very simple: you'll only need an 74HCT158 to do this.

But now the problem. I have build this expansion in a few XE's. When I use
DRAM slower than 100ns everything is ok. But on the xe's I used 80ns, 70ns,
60ns the refresh is having problems. How to fix this?

I have heard there are simms (1mb or more) that do this refresh for the
whole 1mb by itself?

Who can help?
thanks,
Marius

# 1151. Re: SIMMS and refresh problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-14 13:42:14 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b2irnu$m0s$1@nets3.rz.RWTH-Aachen.DE>
Source record: 23164

Howdy Marius

> In my 130xe I have build (thanks to TXG!) an extra 256kb; now it's 320kb.
> This expansion is very simple: you'll only need an 74HCT158 to do this.
>
> But now the problem. I have build this expansion in a few XE's. When I use
> DRAM slower than 100ns everything is ok. But on the xe's I used 80ns,
70ns,
> 60ns the refresh is having problems. How to fix this?
>
> I have heard there are simms (1mb or more) that do this refresh for the
> whole 1mb by itself?
>
> Who can help?

Take a 74LS08 and AND the CASBANK signal with the REF signal. The result is
your new CASBANK signal.

CU Mathy van Nisselroy

# 1152. Re: SIMMS and refresh problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-14 13:43:33 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b2irqd$m2m$1@nets3.rz.RWTH-Aachen.DE>
Source record: 23165

Howdy Marius

> In my 130xe I have build (thanks to TXG!) an extra 256kb; now it's 320kb.
> This expansion is very simple: you'll only need an 74HCT158 to do this.
>
> But now the problem. I have build this expansion in a few XE's. When I use
> DRAM slower than 100ns everything is ok. But on the xe's I used 80ns,
70ns,
> 60ns the refresh is having problems. How to fix this?

BTW does the screen flicker with this upgrade when you access a bank of
extended RAM?

CU Mathy van Nisselroy

# 1153. Re: Cat5Walk status

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-14 14:40:13 UTC
From: Mopar Man <nospam@nowhere.com>
Message-ID: <mgvp4v42vh86pv407ue2a15vds7gk5nqok@4ax.com>
Source record: 23166

On Fri, 14 Feb 2003 07:51:37 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>
>Whew! Does that answer your question!? :^) :^)

WOW - Thanks for the tutorial! Sounds pretty cool. I have done some very very simple VBI stuff and DLI stuff, but never made or used any custom modes. I have some ideas for stuff I want to do, now I just need to actually sit down and start doing it.

Stephen Anderson

# 1154. Re: SIMMS and refresh problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-14 14:56:20 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <b2j01v$ru0$1@reader11.wxs.nl>
Source record: 23167

Hey Mathy,

Can you be some more specific. My knowledge about AND's etc. is ZERO :-) ...
so I have to piggy back a 74LS08 and then? Which pins should I connect to
what?

The CAS from the rams or the CAS from the mother board? What is the REF
signal? Is that RAS?

Greetz.
Marius

p.s. the screen doesn't really flickers. The screen does flicker on another
XE, but that one is functionating OK

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> schreef in
bericht news:b2irnu$m0s$1@nets3.rz.RWTH-Aachen.DE...
> Howdy Marius
>
> > In my 130xe I have build (thanks to TXG!) an extra 256kb; now it's
320kb.
> > This expansion is very simple: you'll only need an 74HCT158 to do this.
> >
> > But now the problem. I have build this expansion in a few XE's. When I
use
> > DRAM slower than 100ns everything is ok. But on the xe's I used 80ns,
> 70ns,
> > 60ns the refresh is having problems. How to fix this?
> >
> > I have heard there are simms (1mb or more) that do this refresh for the
> > whole 1mb by itself?
> >
> > Who can help?
>
> Take a 74LS08 and AND the CASBANK signal with the REF signal. The result
is
> your new CASBANK signal.
>
> CU Mathy van Nisselroy
>
>
>
>

# 1155. Re: Which assembler?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-14 16:11:23 UTC
From: Sheddy <cghutt@hotmail.com>
Message-ID: <b2j4fb$8ic$1@venus.btinternet.com>
Source record: 23168

even better than Mac/65 - a Mac/65 cross-assembler :-)

http://www.cs.utah.edu/~schmelze/atari/atasm/

"Slor" <slor@comcast.net> wrote in message
news:Xns932099C189855slorcomcastnet@130.133.1.4...
> Despite all prevention efforts, Slor <slor@comcast.net> wrote in
> news:Xns931AAC00FC4EFslorcomcastnet@130.133.1.4:
>
> > I'd like to get some opinions on what the best assembler is for 8-bit
> > Atari (specifically, 800XL). I know there are a few out there, so I'd
> > like to make sure I'm concentrating on the one that is most feature
> > rich and design for professional application development.
> >
> > Thanks!
> >
>
> Thanks for all the replies on this. It seems that the majority choice is
> the MAC/65 assembler. Now, does anyone know where I can get ahold of
this,
> in any format? I've also been watching the "How to learn Mac65" thread,
> and I haven't seen any pointer on where it can be obtained. Cartridge or
> disk image (if it happens to be public domain), either one would be great.
>
> --
> Slor

# 1156. Re: XE Game Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-14 16:24:02 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <qe4j2b-a21.ln@speaker.rodsbooks.com>
Source record: 23169

In article <fcd76a9e.0302132315.2f34f5d7@posting.google.com>,
zothen@my-deja.com (Zothen Runecaster) writes:
> "WeedWarrior" <mlangeonline@yahoo.com> wrote in message
news:<v4oh8pgv17th6c@corp.supernews.com>...
>> Does anyone know if the XE Game cartridges will work on an original 800
>> computer with 48k? Thanks for any information.
>
> I know that some of the new XEGS games like Airball only work with
> 64K.
>
> The classic games like Rescue on
> Fractalus,Ballblazer,Loderunner,Archon etc. may work on ATARI 800 ,
> too.

I bought Archon on cartridge back in 1988 or 1989. It didn't work on the
Atari 400 I had at the time, and ISTR that the box said it required an
XL-series or later system. I don't know about the other titles you
mention, though.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

# 1157. Re: Which assembler?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-14 20:00:53 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns932298BCB7C63slorcomcastnet@130.133.1.4>
Source record: 23170

Despite all prevention efforts, "Sheddy" <cghutt@hotmail.com> wrote in
news:b2j4fb$8ic$1@venus.btinternet.com:

> even better than Mac/65 - a Mac/65 cross-assembler :-)
>
> http://www.cs.utah.edu/~schmelze/atari/atasm/
>
>
> "Slor" <slor@comcast.net> wrote in message
> news:Xns932099C189855slorcomcastnet@130.133.1.4...
>> Despite all prevention efforts, Slor <slor@comcast.net> wrote in
>> news:Xns931AAC00FC4EFslorcomcastnet@130.133.1.4:
>>
>> > I'd like to get some opinions on what the best assembler is for
>> > 8-bit Atari (specifically, 800XL). I know there are a few out
>> > there, so I'd like to make sure I'm concentrating on the one that
>> > is most feature rich and design for professional application
>> > development.
>> >
>> > Thanks!
>> >
>>
>> Thanks for all the replies on this. It seems that the majority
>> choice is the MAC/65 assembler. Now, does anyone know where I can
>> get ahold of
> this,
>> in any format? I've also been watching the "How to learn Mac65"
>> thread, and I haven't seen any pointer on where it can be obtained.
>> Cartridge or disk image (if it happens to be public domain), either
>> one would be great.
>>
>> --
>> Slor
>
>
>

Cool - I'll check it out!

Thanks

--
Slor

# 1158. Re: c64 vs CPC vs Speccy vs Atari vs Whatever

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-14 21:34:42 UTC
From: stano2000@yahoo.com
Message-ID: <df105ff2.0302141334.8427504@posting.google.com>
Source record: 23171
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

creamd@c64.sk (CreaMD) wrote in message
news:<927e3ee3.0302121644.19a8e20e@posting.google.com>...
> c64 vs CPC vs Speccy vs Atari vs Whatever(tm)

> blah blah blah blah blah blah blah blah blah blah blah". Blah blah
> blah blah blah blah blah blah blah blah blah atari!! Blah blah blah

huh! blah blah? blah blah flamewar(tm) url:
http://emul8.xlabs.sk/flamewars/flame.html

/blah, still in heavy construction/

> party this year in March 14.-16.2003 in Trencin/SK.

blah blah good to know, uvidime sa v Trencine, blah blah, i'll be
looking for best flamewar(tm) competition :D

"Let's burn it" - Beavis & Butthead's comment to blah blah flamewar
dispute...

Stano

# 1159. Re: Translator Disk

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-14 21:37:58 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e4d0ce6846f32@attbi.com>
Source record: 23172

>Does anybody know where I can get a copy of the translator disk for the
>xe/xl computers? I just bought these computers and some games, but it
>appears some will not work unless the translator disk is loaded first.
>Thanks for your help.
>
>Ron Pothier

Hello,

I would probably try B&C Computers. Then seem to have everything
for the 8-bit. Best Electronics is another good place.

http://www.myatari.com/

http://www.best-electronics-ca.com/

I have a copy of that, plus the image disk version in DI format.
Comes in handy from time to time.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 1160. Re: Translator Disk

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-14 22:39:58 UTC
From: Mo <momo@atariland.com>
Message-ID: <2fe3a.10400$Lh5.315032@twister.austin.rr.com>
Source record: 23173

If you want one for the cost of shipping drop me an email. It'd be best if
you could send a blank to use and a priority stamp for the return.
Mo
momo@atariland.com

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:3e4d0ce6846f32@attbi.com...
> >Does anybody know where I can get a copy of the translator disk for the
> >xe/xl computers? I just bought these computers and some games, but it
> >appears some will not work unless the translator disk is loaded first.
> >Thanks for your help.
> >
> >Ron Pothier
>
> Hello,
>
> I would probably try B&C Computers. Then seem to have everything
> for the 8-bit. Best Electronics is another good place.
>
> http://www.myatari.com/
>
> http://www.best-electronics-ca.com/
>
> I have a copy of that, plus the image disk version in DI format.
> Comes in handy from time to time.
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 1161. Re: c64 vs CPC vs Speccy vs Atari vs Whatever

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-15 07:32:22 UTC
From: creamd@c64.sk
Message-ID: <927e3ee3.0302142332.18c4313c@posting.google.com>
Source record: 23174
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

Stanley wrote:
> huh! blah blah? blah blah flamewar(tm) url:
> http://emul8.xlabs.sk/flamewars/flame.html
>
> /blah, still in heavy construction/

nice, but needs more screens. ;-)

> > party this year in March 14.-16.2003 in Trencin/SK.
> blah blah good to know, uvidime sa v Trencine, blah blah, i'll be
> looking for best flamewar(tm) competition :D
> Stano

See ya there dude ;-)

Roma

## 1162. ATR files and SIO cable

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-15 14:11:21 UTC
From: WeedWarrior <mlangeonline@yahoo.com>
Message-ID: <v4sik11r6mth8d@corp.supernews.com>
Source record: 23175

Using a SIO cable, and copying ATR (emulator) files to a 5.25" disk - will the files run on the Atari? If not, is there some "conversion" process so they will run?

Thanks for any information,
Mike

# 1163. Re: ATR files and SIO cable

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-15 15:12:27 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <%Is3a.28262$Rc7.406085@news2.e.nsc.no>
Source record: 23176

"WeedWarrior" <mlangeonline@yahoo.com> skrev i melding
news:v4sik11r6mth8d@corp.supernews.com...
> Using a SIO cable, and copying ATR (emulator) files to a 5.25" disk - will
> the files run on the Atari? If not, is there some "conversion" process so
> they will run?
>
> Thanks for any information,
> Mike

Unless you are talking about the Mega games thingies, which isn't possible
to fit on a 5 1/4" disk, yes. All the ATR's I tried works fine on my REAL
Atari (Emus suck, cause they won't run my demos properly)

If it's a standard size ATR and your drive supports it (SD/ED/DD) then all
except the Mega Images will work (they are pretty big, 1Mb or so I think)

Take Atarian care

# 1164. Re: turbo basic is now on cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-15 15:29:05 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <b2lmai$n7s$1@reader10.wxs.nl>
Source record: 23177

why isn't turbo basic not compatible for the 400/800??

As far as I now, turbo basic was originally designed for the 400/800
series....

Marius

"Lance Ringquist" <video61@tcq.net> schreef in bericht
news:1044891908-26986AEicMi@tcq.net...
> turbo basic is now available from video 61 on
> cartridge.
> turbo basic is compatible with all xl/xe computers
> with at least 64k of ram.
> turbo basic is compatible with all dos 2.x, and
> mydos.
> turbo basic is not 400/800 compatible, and is not
> sparta dos compatible.
> please visit our new release page at,
> www.atarisales.com
> thanks,
> lance
>

## 1165. Re: turbo basic is now on cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-15 17:09:01 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v4ssvads0gksea@corp.supernews.com>
Source record: 23178

```
TB uses the same RAM ($C000 or something)
that SpartaDOS uses and the 800/400 don't have
as RAM.
Tom Hunt made a TB version that runs on Sparta/800,
if I recall.
That's why you can't use the original TB with Sparta
or on an 800.
```

# 1166. available ram left on the turbo basic cart

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-15 19:18:04 UTC
From: Lance Ringquist <video61@tcq.net>
Message-ID: <1045341324-90627AEicMi@tcq.net>
Source record: 23185

i demo'ed the turbo basic cart at my local atari club
space last night. there was a couple of turbo fans
there and they checked available ram for programming
left after booting the cart and dos, there is a little
over 34k left.
www.atarisales.com

# 1167. Re: c64 vs CPC vs Speccy vs Atari vs Whatever

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-15 19:55:25 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2g1y29z5ci.fsf@legolas.mdh.se>
Source record: 23179
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

stano2000@yahoo.com (Stanley) writes:

> "Let's burn it" - Beavis & Butthead's comment to blah blah flamewar

Scott McNealy, Sun Microsystems CEO (?) recently said he uses to refer
to the two biggest names within Microsoft as "Ballmer and Butthead". :)

--
Anders Carlsson

# 1168. New auctions - SpartaDos 3.2d / 1.1HS

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-15 21:09:48 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1045343391.71288.0@demeter.uk.clara.net>
Source record: 23180

Hello All,

I've just started new eBay auctions for SpartaDOS 3.2d and 1.1HS. I have started a new auction for the Advanced Programming Techniques book at half the original start price. I also have some other Atari bits for auction too.

The link is below (this will split on to two lines, so please copy both lines into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangarraghty

Dean Garraghty

# 1169. Re: ATR files and SIO cable

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-15 22:07:08 UTC
From: dunxuk@aol.com
Message-ID: <20030215170708.11231.00000709@mb-cl.aol.com>
Source record: 23181

>From: "WeedWarrior" mlangeonline@yahoo.com
>Date: 15-Feb-2003 14:11 GMT Standard Time
>Message-id: <v4sik11r6mth8d@corp.supernews.com>
>
>Using a SIO cable, and copying ATR (emulator) files to a 5.25" disk - will
>the files run on the Atari? If not, is there some "conversion" process so
>they will run?
>
>Thanks for any information,
>Mike
>

Just one thing to watch for, ATR files can include things like bad sectors that
cannot be copied directly onto a normal disk using a normal drive.You might
find that some uncracked game ATRs don't work.

# 1170. look cartridge "des chiffres et des lettres" very rare

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-15 23:50:35 UTC
From: arnaud33 <lanseau.arnaud@wanadoo.fr>
Message-ID: <b2mjnu$k96$2@news-reader11.wanadoo.fr>
Source record: 23182

Hello,

look my auction for rare cartridge games rxf52001 "des chiffres est des
lettres".
http://cgi.ebay.fr/ws/eBayISAPI.dll?ViewItem&category=4193&item=3402148142&r
d=1

it is french cartridge very rare .
good auction

Arnaud
--
please visite my website is : http://perso.wanadoo.fr/atari8bit
my collection atari 8 bit home computer.
-

## 1171. CPM emulator for the 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-16 01:16:10 UTC
From: rtdos <os65k@attbi.com>
Message-ID: <3E4EE614.2080304@attbi.com>
Source record: 23183

Was there ever a CPM emulator for the 8 bit ?

--
*** REPLY REQUESTED WHEN CONVENIENT ***

Jeff
http://geocities.com/rtdos

# 1172. Update: FS: Lot of Stuff - Chicago Atari Users

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-16 02:10:42 UTC
From: Rob Knautz <knautzr@yahoo.com>
Message-ID: <Xns9323CD08523C7robknautzcom@38.112.160.10>
Source record: 23184

Ok, no offers to buy the whole lot and I really dont want to move this stuff so FREE to anyone who will take all of it and can come pick it up by Sunday, February 23rd. I am in downtown Chicago (Lincoln Park..about 1 mile south of Wrigley Field). Offer expires Wednesday, February 19th which is the day I need to pack it for moving. If I move it, I may have time to mess with it and probably won't want to get rid of it then.

Rob Knautz <knautzr@removemeyahoo.com> wrote in news:Xns92FAC3C3CC79Arobknautzcom@199.184.165.241:

> Hello...
>
> I have a large quantity of Atari stuff which I would like to pass on
> to a local (Chicago, IL) fan. I will be moving in a few weeks so my
> time is limited to prepare shipment except for anyone who might want
> to pay for pack and mail services which would be quite expensive.
> Someone would need to pick this up in downtown Chicago (Wrigley area)
> or I could possibly drop off on the northside/north shore. Asking
> $150 for the lot OBO by Midnight, Sunday January 12th. I reserve the
> right to keep if no acceptable offers are made. I would prefer to not
> split at this point, but if I get no offers, I would consider doing
> this next week.
>
> Here's a quick list of the inventory and a link to pictures:
>
> http://www.knautz.com/atari/atari.html
>
> 2 x Atari 1200XL (worked the last time I tested)
> 1 x Atari 800XL (worked the last time I tested)
> 1 x Atari 800 (worked the last time I tested)
> 1 x Atari 400 (48K upgrade - worked the last time I tested, but the
> case is in very sad shape)
>
> 5 x Atari Power Supplies (none cracked to repair fuse)
> 1 x Atari 800 Power Supply
>
> 2 x Atari 1050 Disk Drives (no idea if these work)
> 1 x Atari XF 551 Disk Drive (worked the last time I tested)
>
> 1 x Atari XM301 300 baud modem (worked the last time I tested)
>
> 3 x Ape-Face Parallel interfaces (never could get one to work, but I
> had no documentation) (I will also throw in a Panasonic 24pin dot
> matrix KX-P2123 printer).
>

> 2 x Gemini GemSticks
> 1 x SpectraVideo Joystick
> 2 x Wico Command Control joysticks with all three handles for each
>
> 9 x SIO Cables
>
> 16 cartidges (some notched to fit the 400):
> Basic Rev A
> Star Raiders
> Pac-Man
> Qix
> Krazy Kritters
> Centipede
> Kickback
> Soccer
> Donkey Kong
> Gorf
> Asteroids
> Galaxian
> Jumbo Jet Pilot
> Buck Rogers
> Unlabeled, can't remember what it is
> Atariwriter - with Books, but not cassettes
>
> Bunch of Disks and bunch of books as shown. Not pictured is a beat up
> copy of the 400/800 basic reference guide.
>
> Please send email to knautzr at yahoo.com with questions or offers.
> Chicago buyers preferred without prior consent.
>

# 1173. Re: no care for lisp

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-16 07:15:57 UTC
From: solarinflux@aol.com
Message-ID: <20030216021557.03881.00000286@mb-cp.aol.com>
Source record: 23186

yup

# 1174. Re: Update: FS: Lot of Stuff - Chicago Atari Users

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-16 07:29:00 UTC
From: solarinflux@aol.com
Message-ID: <20030216022900.03881.00000287@mb-cp.aol.com>
Source record: 23187

i am not responding in order you stay stuck with it.

paece

solar

## 1175. Ethernet for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-16 08:51:34 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <b2njem$lul$1@terabinaries.xmission.com>
Source record: 23188

Any progress to date on an Ethernet interface for the 8bit?

If not, what options exist to make it more network capable?

For now, my 8bit can either dialup or via RS232, access a Unix box to
obtain a telnet session (which is how I'm typing this now).

Any information appreciated!

## 1176. Weird Stuff purchase

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-16 08:53:58 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <b2njj6$lul$2@terabinaries.xmission.com>
Source record: 23189

Just went into San Jose / Sunnyvale today and visited my favorite store, Weird Stuff. Came across a nice double SYDOS 44/2 (two mounted Syquest 44mb SCSI removable drives). Paid the $20.00 for it and crossed my fingers they'd work.

Happy to report that both Syquest drives fired right up, purred like kittens and are now driving several 44mb removable carts on my trusty 130xe.

Saw an old 810 disk drive down there too, but really didnt have a need for it.

Also, while I was in the area, drove by the old location for Atari HQ on Borregas Ave.. Looks like Veritas may have moved in, then vacated the building.

# 1177. Re: no care for lisp

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-16 09:02:06 UTC
From: solarinflux@aol.com
Message-ID: <20030216040206.03881.00000291@mb-cp.aol.com>
Source record: 23190

well i have given up on atari lisp. unless in the mass of this media i find hte newest interlisp and it is ok.

funny though that on a link i found a new arc for lisp. i thought it was what i just made it out to sound. lol.. arc is a new strain of lisp. just may have to abandon thoughts of a neural xl AI'd network to run robots and everything. may need a handycard and a lego.lol.. when i track down the missplaced address i will send out my extra bxe manual to the elglish hunted canine one who's domain claps. i hope i made no sense.

solarInflux

# 1178. Re: Cat5Walk status

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-16 09:12:17 UTC
From: bill@newbreedsoftware.com
Message-ID: <RBI3a.66532$lk.2825579@typhoon.sonic.net>
Source record: 23191

Marius Diepenhorst has donated some music for me to use in
Cat5Walk! (Well, now I _have_ to finish writing it! ;^) )

Hopefully I'll get it playing correctly under TurboBasic XL, with my
lame little DLI working. Unfortunately, I don't have any time this
weekend. (I did, until my wife's computer's power supply blew up!)

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

# 1179. Re: c64 vs CPC vs Speccy vs Atari vs Whatever

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-16 09:12:56 UTC
From: bill@newbreedsoftware.com
Message-ID: <sCI3a.66533$lk.2825724@typhoon.sonic.net>
Source record: 23192
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

In comp.sys.atari.8bit Anders Carlsson <anders.carlsson@mds.mdh.se> wrote:
>
> Scott McNealy, Sun Microsystems CEO (?) recently said he uses to refer
> to the two biggest names within Microsoft as "Ballmer and Butthead". :)

That... is awesome :)

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

# 1180. Borregas (Was re: Weird Stuff purchase)

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-16 09:14:40 UTC
From: bill@newbreedsoftware.com
Message-ID: <4EI3a.66534$lk.2825687@typhoon.sonic.net>
Source record: 23193

James King <utah_lanman@yahooo.com> wrote:
>
> Also, while I was in the area, drove by the old location for Atari HQ on
> Borregas Ave.. Looks like Veritas may have moved in, then vacated the
> building.
<snip>

*sniff* I was there once. *sob*

Well, at least I got to go once :^)

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

# 1181. Re: Weird Stuff purchase

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-16 10:03:31 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e4f6230$0$49112$e4fe514c@news.xs4all.nl>
Source record: 23194

Does this store have a web-site?

"James King" <utah_lanman@yahooo.com> wrote in message
news:b2njj6$lul$2@terabinaries.xmission.com...
> Just went into San Jose / Sunnyvale today and visited my favorite store,
> Weird Stuff. Came across a nice double SYDOS 44/2 (two mounted Syquest
> 44mb SCSI removable drives). Paid the $20.00 for it and crossed my
> fingers they'd work.
>
> Happy to report that both Syquest drives fired right up, purred like
> kittens and are now driving several 44mb removable carts on my trusty
> 130xe.
>
> Saw an old 810 disk drive down there too, but really didnt have a need for
> it.
>
> Also, while I was in the area, drove by the old location for Atari HQ on
> Borregas Ave.. Looks like Veritas may have moved in, then vacated the
> building.
>

## 1182. Re: available ram left on the turbo basic cart

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-16 10:44:10 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030216054410.22210.00000750@mb-ca.aol.com>
Source record: 23195

> ... there is a little over 34k left. <

Good. That would be the same as the disk version (34021 bytes with MyDos).

In order to get this amount of ram, does the cart have to be pulled from the computer?

Larry

# 1183. Standard FDD and Arari - how to?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-16 11:20:25 UTC
From: Piotr Pydych <NOSPAMpydych@NOSPAMpolbox.NOSPAMcom>
Message-ID: <b2ns3n$dd5$1@atlantis.news.tpi.pl>
Source record: 23196

Hello!

I have a little question. Does anybody know how to connect a standard PC FDD
(3.5") to the small Atari (for example Atari130XE). Any links, suggestions?

Thank you in advance!

--
Piotr Pydych
pydych@polcox.NOSPAM.com
(remove NOSPAM before answer me)

# 1184. Re: c64 vs CPC vs Speccy vs Atari vs Whatever

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-16 12:07:28 UTC
From: Object Connections <info@objectconnections.com>
Message-ID: <hPK3a.145$L7.13078@nasal.pacific.net.au>
Source record: 23197
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

"Jason" <tmr@cosine.spam.org.block.uk> wrote in message
news:nk33a.2965$MD6.1355971@newsfep2-win.server.ntli.net...
> Marc Walters <marc@objectconnections.com> wrote in message
> news:L2Y2a.24146$Xo.77555@news-server.bigpond.net.au...
> > "CreaMD" <creamd@c64.sk> wrote in message
> > news:927e3ee3.0302121644.19a8e20e@posting.google.com...
> > > c64 vs CPC vs Speccy vs Atari vs Whatever(tm)
> > >
> > > My answer to your pathetic flaming arguments and to other peoples
> > > pathetic arguments about which computer is better. Blah blah blah
> > > blah blah blah blah blah blah blah blah blah blah blah blah blah
> >
> > Hmm, you're obviously one of those articulate Speccy users. Nice try,
> > though. :-)
>
> Uh, he runs c64.sk so possibly not...? =-)

I knew he was a 64'er. It was a futile attempt to wind him up because he
appeared to be misusing a potential flamewar to stealth-advertise a
multi-platform party. :-P

Marc Walters

## 1185. Re: Games we need on the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-16 13:30:29 UTC
From: solarinflux@aol.com
Message-ID: <20030216083029.09031.00000599@mb-fn.aol.com>
Source record: 23198

i do not think ultima 1 was ever made for the c64..i think it was only atari on that version. even though the original ultima bag was for apple. and the rarest ultima is Mt.Dash on cassette .. hehe

solar

# 1186. Re: no care for lisp

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-16 13:41:14 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b2o45a$1ei5s7$1@ID-174234.news.dfncis.de>
Source record: 23199

Solar Influx wrote:

> i am very glad to have had you respond to that message. you must really
> like the language and from the apparent you are far more advanced in
> programming

I don't think so. I'm not considering me very good in programming, and I'm not more interested in LISP than in other languages like FORTH or C or ACTION!.

My interest are progrmming languages, and I try to learn about the languages and the implementation.

I work on LISP in my spare time, and because I haven't worked with LISP before, I currently learning the LISP language as well as the implementation details.

> than i am. if their is ANYTHING that i CAN do to help this endeavor i
> will assuradly do so very willingly.

If you send me I private mail, I will send you the source as of today. It's assembler code for the ATASM Crossassembler, but it can easily be converted to an other assmebler syntax.

Please be patient because I cannot be online every day, so it can take some days until I respond.

Best regards

Carsten

# 1187. Rev "A" format and Happy Drives

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-16 15:18:10 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030216101810.15573.00000297@mb-fv.aol.com>
Source record: 23200

Atari used at least 2 sector fomat patterns in the 810. The so-called Rev A was the first and quite slow format, which was replaced by the Rev B format about 1982. (I believe the change was coincident with the addition of the data separator board. "Grass Valley?") It reads about 20% faster than the Rev A on a stock 810. The Rev C format was never released, and it was supposedly another 10-15% faster than the Rev B.

But I've found that Happy Drives in Warp mode have trouble with the Rev. A format. It will not read these disks properly at high speed. Instead, it *sounds like* they are standard skew disks being read by a US Doubler in high speed mode. These disks will also frequently report bogus sector counts in the directory -- e.g. DOS SYS 23140. (A really ridiculous sector count number). If you put the disk in a regular drive or shift the Happy into slow mode, then they read correct sector counts.

This is *not* a hardware glitch on a particular Happy drive. As best I can tell it is a compatability issue. Does anyone have any info as to what the root cause might be? It is not really a significant problem, but a curiousity.

Larry

## 1188. Re: turbo basic is now on cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-16 16:16:26 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <b2odf8$bkv$1@reader10.wxs.nl>
Source record: 23201

I know that. That is that TB32Q software. But that is not the answer on my question.

I'm pretty sure; turbobasic was originally written for an ATARI 400 by Frank Ostrowski. Ok the common version of Turbo Basic, is for XL/XE computers ... very nice ofcourse. But I'm still wondering, why a product that was developped for atari 400/800 now available is on cart and NOT compatible on those computers.

If turbobasic is stored on the normal locations, it might work on both 800 and xl/xe series.

Marius

"Russ Gilbert" <russg@en.com> schreef in bericht
news:v4ssvads0gksea@corp.supernews.com...
> TB uses the same RAM ($C000 or something)
> that SpartaDOS uses and the 800/400 don't have
> as RAM.
> Tom Hunt made a TB version that runs on Sparta/800,
> if I recall.
> That's why you can't use the original TB with Sparta
> or on an 800.
>
>

# 1189. Re: Weird Stuff purchase

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-16 16:28:17 UTC
From: Glenn <glenn.bruner@verizon.net>
Message-ID: <B_O3a.3550$Yv2.1192@nwrddc02.gnilink.net>
Source record: 23202

It's www.weirdstuff.com.

But don't expect to find much Atari stuff there. Once in a while something like a disk drive shows up or maybe an ST. But if they ever came across large pallets of some good stuff, Brad Koda of Best Electronics will usually get his hands on it first.

Glenn

"TXG" <txg01@xs4all.nl> wrote in message
news:3e4f6230$0$49112$e4fe514c@news.xs4all.nl...
> Does this store have a web-site?
>
> "James King" <utah_lanman@yahooo.com> wrote in message
> news:b2njj6$lul$2@terabinaries.xmission.com...
> > Just went into San Jose / Sunnyvale today and visited my favorite store,
> > Weird Stuff. Came across a nice double SYDOS 44/2 (two mounted Syquest
> > 44mb SCSI removable drives). Paid the $20.00 for it and crossed my
> > fingers they'd work.
> >
> > Happy to report that both Syquest drives fired right up, purred like
> > kittens and are now driving several 44mb removable carts on my trusty
> > 130xe.
> >
> > Saw an old 810 disk drive down there too, but really didnt have a need
for
> > it.
> >
> > Also, while I was in the area, drove by the old location for Atari HQ on
> > Borregas Ave.. Looks like Veritas may have moved in, then vacated the
> > building.
> >
>
>

## 1190. Re: Weird Stuff purchase

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-16 17:29:22 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <b2ohpi$3m9$1@terabinaries.xmission.com>
Source record: 23203

TXG <txg01@xs4all.nl> wrote:
> Does this store have a web-site?

Yep, I think its weirdstuff.com.. They have a ton of items listed for sale on their site. I just wanted to drive the hour into Sunnyvale, as it had been a while since I was there last.

Next week, I may drive down to BEST and make some local purchases [grin]

# 1191. Re: Standard FDD and Arari - how to?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-16 17:30:48 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <b2ohs8$3m9$2@terabinaries.xmission.com>
Source record: 23204

Piotr Pydych <NOSPAMpydych@nospampolbox.nospamcom> wrote:

> I have a little question. Does anybody know how to connect a standard PC FDD
> (3.5") to the small Atari (for example Atari130XE). Any links, suggestions?

There is an upgrade kit for the XF551 that allows you to remove the 5.25
drive and replace with 1.44mb 3.5inch drive(s). I have one here that hasnt
seen much use lately. I know BEST sells the actual kit (sans XF551).

# 1192. Re: c64 vs CPC vs Speccy vs Atari vs Whatever

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-16 18:23:39 UTC
From: jledger@cyberstreet.com
Message-ID: <706f6242.0302161023.ea52f55@posting.google.com>
Source record: 23205
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

> c64 vs CPC vs Speccy vs Atari vs Whatever(tm)
>
> My answer to your pathetic flaming arguments and to other peoples
> pathetic arguments about which computer is better. Blah blah blah
> blah blah blah blah blah blah blah blah blah blah blah blah blah
> blah blah blah blah blah blah blah blah, or c64 blah. Blah blah blah,

This is funny!! I remember the computer flame wars of the 80's on BBSes!
Not only has my 80's computer made it to the 21st century, but the
STUPID computer debates as well. <stupid, stupid, stupid> Uh guys,
we're not 14 anymore. (Well, maybe one or two of us) <smirk!>

My first love will always be my 64, even though I am a collector and
computer historian of many different 8 bit machines. They all bring
us back to a time when perhaps computing was a hobby, and the automation
that we have today was a promise of the future. This is why I enjoy
my 20+ year old computers. Who cares if someone else is hooked on
CPC, or Atari, or whatever.. For some of us, our first computers were
given to us as gifts, and the bond we have for one machine or another
was good times invested in our machines.

I.M.H.O.

Jeff

# 1193. Re: c64 vs CPC vs Speccy vs Atari vs Whatever

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-16 18:25:29 UTC
From: creamd@c64.sk
Message-ID: <927e3ee3.0302161025.765edf06@posting.google.com>
Source record: 23206
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

"Object Connections" <info@objectconnections.com> wrote in message
news:<hPK3a.145$L7.13078@nasal.pacific.net.au>...
> I knew he was a 64'er. It was a futile attempt to wind him up because he
> appeared to be misusing a potential flamewar to stealth-advertise a
> multi-platform party. :-P
>
> Marc Walters

And what do you exactly mean by this post?

As far as stealth advertising is concerned, it's just the same as with the poll Micro-mart is running, but I at least don't tell people argue about stupid things and visit my site more. I tell them don't argue and join people who like to meet each other even when their 8-bit machines are so (??) different.

I wrote it because I don't like "one hundred plus one reply" crossposts which pop up on the news from time to time, they are so blind and full of misunderstanding. Everyone is typing some blah blah blah about whatever system they like and noone really cares about other system because they will never see it running in reality. Why is it good for? It would be a little better if those flamers at least runned emulators of the machines and check the possibilities for themselves. Mathew Westscott's crossplattform mini-game compo was good example of such activity.

Unfortunatelly ignorant people love to stay ignorant and that will stay until the end of ages it seems. If one is wise enough he knows that it's best to stay away from such discussions. Can we agree upon the fact that "one can't win a flamewar"? And if anyone eventualy wins.. he will still stay as wise and lonely as before... ;-)

# 1194. Re: available ram left on the turbo basic cart

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-16 20:36:07 UTC
From: nir@minicom.com
Message-ID: <83cd76b4.0302161236.1a28250f@posting.google.com>
Source record: 23207

Hi Larry,

no the cart can stay in

nir

llppwhite@aol.comnsp (LarryWhite) wrote in message
news:<20030216054410.22210.00000750@mb-ca.aol.com>...
> > ... there is a little over 34k left. <
>
> Good. That would be the same as the disk version (34021 bytes with MyDos).
>
> In order to get this amount of ram, does the cart have to be pulled from the
> computer?
>
> Larry

# 1195. Re: c64 vs CPC vs Speccy vs Atari vs Whatever

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-16 21:25:04 UTC
From: "White Flame (aka David Holz)" <whiteflame52@y.a.h.o.o.com>
Message-ID: <b2ovcm$1bht$1@barad-dur.nas.com>
Source record: 23208
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

"CreaMD" <creamd@c64.sk> wrote in message
news:927e3ee3.0302161025.765edf06@posting.google.com...
> it good for? It would be a little better if those flamers at least
> runned emulators of the machines and check the possibilities for
> themselves. Mathew Westscott's crossplattform mini-game compo was good
> example of such activity.

I think another such activity would be a contest of sorts where people try
to port "best of" demos from some other platform to their own. :)

--
White Flame (aka David Holz)
http://www.white-flame.com/
(spamblock in effect)

# 1196. Re: c64 vs CPC vs Speccy vs Atari vs Whatever

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-16 22:37:29 UTC
From: Marc Walters <ddmw@hunterlink.net.au>
Message-ID: <Y1U3a.157$L7.17860@nasal.pacific.net.au>
Source record: 23209
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

Hello CreaMD

I thought I'd better drop a personal line before this gets out of hand. :-)

First, the Object Connections/Marc Walters posts are both from me. I have several different accounts and one had my company's settings still installed. Sorry about any confusion.

Second, I do know who you are and what you do, I have been visiting the www.c64.sk site ever since it began.

I am NOT a rabid C64-only freak. I also own and enjoy using a Sinclair spectrum, Apple 2 and GS, PC, MAC, etc.

I understood perfectly and agreed with the purpose and spirit of your original post. My comment was entirely facetious and intended to be seen as such - ie an idiom of the typical C64 flamer. I apologise for not more clearly stating the post's purpose. My sense of humour is a bit strange.

I really cannot believe that anyone can take 8-bit vs 8bit flamewars seriously (I certainly don't) and that is the angle I come from in any flamewar -like thread. Check out my posts in comp.sys.apple2, c.s.sinclair, etc for confirmation.

I hope that clears this matter up.

Regards

Marc Walters
ddmw@hunterlink.net.au
mwalters@hunter.apana.org.au

"CreaMD" <creamd@c64.sk> wrote in message
news:927e3ee3.0302161025.765edf06@posting.google.com...
> "Object Connections" <info@objectconnections.com> wrote in message
news:<hPK3a.145$L7.13078@nasal.pacific.net.au>...
> > I knew he was a 64'er. It was a futile attempt to wind him up because he
> > appeared to be misusing a potential flamewar to stealth-advertise a
> > multi-platform party. :-P
> >
> > Marc Walters
>
> And what do you exactly mean by this post?
>
> As far as stealth advertising is concerned, it's just the same as with
> the poll Micro-mart is running, but I at least don't tell people argue

[snip]
> Unfortunatelly ignorant people love to stay ignorant and that will
> stay until the end of ages it seems. If one is wise enough he knows
> that it's best to stay away from such discussions. Can we agree upon
> the fact that "one can't win a flamewar"? And if anyone eventualy
> wins.. he will still stay as wise and lonely as before... ;-)

# 1197. Re: turbo basic is now on cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-16 22:49:22 UTC
From: bill@newbreedsoftware.com
Message-ID: <SzU3a.66620$lk.2830831@typhoon.sonic.net>
Source record: 23210

Marius Diepenhorst <grover25@zonnet.nl> wrote:
> I'm pretty sure; turbobasic was originally written for an ATARI 400 by Frank
> Ostrowski. Ok the common version of Turbo Basic, is for XL/XE computers ...
> very nice ofcourse. But I'm still wondering, why a product that was
> developped for atari 400/800 now available is on cart and NOT compatible on
> those computers.

I think it's because it's "TurboBASIC XL" that's on cartridge, not the
400/800 version, simply called "TurboBASIC."

Sound right, guys?

-bill!

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

# 1198. Re: Weird Stuff purchase

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-16 22:52:12 UTC
From: bill@newbreedsoftware.com
Message-ID: <wCU3a.66621$lk.2830887@typhoon.sonic.net>
Source record: 23211

James King <utah_lanman@yahooo.com> wrote:
>
> Next week, I may drive down to BEST and make some local purchases [grin]
>

Where are you located? I'm way the heck out here in Davis, but it might be
nice to meet up with folks in/near the Bay Area some time. :^)

Do you ever go to ABACUS meetings?
(It seems the next one will be March 1st)

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

## 1199. Re: no care for lisp

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 00:12:55 UTC
From: solarinflux@aol.com
Message-ID: <20030216191255.23668.00000293@mb-fs.aol.com>
Source record: 23212

carsten,

i am notoriously impatient. my bad.. thanks for your help and i look forward to seeing this come to be a reality. freddy offenga i believe quit this sig.. he was the only one i know who eveer had ilisp/65 past 2.1, he had 2.2

thanks,

patiently

solarInflux

# 1200. Re: CPM emulator for the 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 00:20:46 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <yVV3a.5521$_c6.531862@newsread2.prod.itd.earthlink.net>
Source record: 23213

Sort of... The ATR-8000 (ad on my page) could run CP/M thru the A8. Actually executed on the Z80 in the interface using the A8 as a terminal.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"rtdos" <os65k@attbi.com> wrote in message
> Was there ever a CPM emulator for the 8 bit ?
>
> --
> *** REPLY REQUESTED WHEN CONVENIENT ***
>
> Jeff
> http://geocities.com/rtdos
>

# 1201. Re: Weird Stuff purchase

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 00:25:39 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <7_V3a.5528$_c6.532466@newsread2.prod.itd.earthlink.net>
Source record: 23214

I would probably be perpetually broke if I was local to Best...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"James King" <utah_lanman@yahooo.com> wrote in message
> TXG <txg01@xs4all.nl> wrote:
> > Does this store have a web-site?
>
> Yep, I think its weirdstuff.com.. They have a ton of items listed for
> sale on their site. I just wanted to drive the hour into Sunnyvale, as it
> had been a while since I was there last.
>
> Next week, I may drive down to BEST and make some local purchases [grin]
>

# 1202. Re: Standard FDD and Arari - how to?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 00:30:02 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <e2W3a.5535$_c6.533081@newsread2.prod.itd.earthlink.net>
Source record: 23215

Supposedly the ATR-8000 interface can utilize a 1.44 3.5 inch floppy...

According to the 8-bit Alchemist, the Percom master drives will utilize the
720K 3.5 floppy; his article is on my site.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Piotr Pydych" <NOSPAMpydych@NOSPAMpolbox.NOSPAMcom> wrote in message
news:b2ns3n$dd5$1@atlantis.news.tpi.pl...
> Hello!
>
> I have a little question. Does anybody know how to connect a standard PC
FDD
> (3.5") to the small Atari (for example Atari130XE). Any links,
suggestions?
>
> Thank you in advance!
>
> --
> Piotr Pydych
> pydych@polcox.NOSPAM.com
> (remove NOSPAM before answer me)
>

# 1203. Re: turbo basic is now on cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 01:53:24 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0302161753.2e686960@posting.google.com>
Source record: 23216

I think the full name is "Turbo Basic XL", we just call it Turbo
Basic. There was 48K version called Frost BASIC for the 800, IIRC.

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:<b2odf8$bkv$1@reader10.wxs.nl>...
> I know that. That is that TB32Q software. But that is not the answer on my
> question.
>
> I'm pretty sure; turbobasic was originally written for an ATARI 400 by Frank
> Ostrowski. Ok the common version of Turbo Basic, is for XL/XE computers ...
> very nice ofcourse. But I'm still wondering, why a product that was
> developped for atari 400/800 now available is on cart and NOT compatible on
> those computers.
>
> If turbobasic is stored on the normal locations, it might work on both 800
> and xl/xe series.
>
> Marius
>
> "Russ Gilbert" <russg@en.com> schreef in bericht
> news:v4ssvads0gksea@corp.supernews.com...
> > TB uses the same RAM ($C000 or something)
> > that SpartaDOS uses and the 800/400 don't have
> > as RAM.
> > Tom Hunt made a TB version that runs on Sparta/800,
> > if I recall.
> > That's why you can't use the original TB with Sparta
> > or on an 800.
> >
> >

# 1204. Re: Weird Stuff purchase

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 02:27:05 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <b2ph9p$j9u$1@terabinaries.xmission.com>
Source record: 23217

William Kendrick <bill@newbreedsoftware.com> wrote:

> Where are you located? I'm way the heck out here in Davis, but it might be
> nice to meet up with folks in/near the Bay Area some time. :^)

I now live in the Watsonville/Santa Cruz area.. I'm about 40minutes out of San Jose, 60 minutes out of SF area.

I've been through Davis so many times, can't even count them.. I have an older brother in Travis AFB, and a sister-in-law in Roseville (near Sacramento), and since I'm still travelling back and forth to Utah, I take I80 fairly often.

We'll need to discuss meeting offline. I'll shoot you an email.

> Do you ever go to ABACUS meetings?
> (It seems the next one will be March 1st)

Never went to a meeting.. But I probably would if I knew other 8bitters would be there. Your last comm. seemed to indicate that it was mostly ST'ers, and I never really cared for the ST series.

## 1205. Bay area 8bitters!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 02:30:09 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <b2phfh$j9u$2@terabinaries.xmission.com>
Source record: 23218

How many of of you with an affection for the 8bit Atari live within an hour (or so) of the SF/SJC area?

I'd love to get a bunch of us together at a Starbucks, or even my place near Santa Cruz - one day soon.

Any responses appreciated.

# 1206. Re: c64 vs CPC vs Speccy vs Atari vs Whatever

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 02:37:11 UTC
From: Jason <tmr@cosine.spam.org.block.uk>
Message-ID: <_VX3a.27$8f2.39786@newsfep2-gui>
Source record: 23219
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

Object Connections <info@objectconnections.com> wrote in message
news:hPK3a.145$L7.13078@nasal.pacific.net.au...
>
> "Jason" <tmr@cosine.spam.org.block.uk> wrote in message
> news:nk33a.2965$MD6.1355971@newsfep2-win.server.ntli.net...

> > Uh, he runs c64.sk so possibly not...? =-)

> I knew he was a 64'er. It was a futile attempt to wind him up because he
> appeared to be misusing a potential flamewar to stealth-advertise a
> multi-platform party. :-P

Yes it's disgusting, we can't have co-operation between the various groups
[makes mental note to scrape together an email to Andy about that game
conversion... =-]
-- _____
/ ___/ / ___/ / / ___/ /\
/ /_/ / /___ / / / / __// http://www.cosine.org.uk / /
/_____/_____/_____/__/__/__/_____/_____/ /
_______________________________\/

# 1207. 576k XE w/quirk

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 04:45:40 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <b2ppdk$n4b$1@terabinaries.xmission.com>
Source record: 23220

Just this evening, had an odd thing start with my beloved 576k XE..

First, a bit of background: The XE is 576k upgraded, has the three OS ROM by CSS ( CSS+, MUX, standard), and all other imaginable upgrades including SuperVideo, SuperAudio, etc. The XE is always connected to my BlackBox, which is now connected to a dual set of SyQuest 44mb removable SCSI drives.

Accidently hit the tower of cards (RTime8, SDX, Express) and knocked them all out while the XE was powered on.

Immediately powered off XE, but upon power on, noticed that the SDX parms didnt appear to be taking (Ramdisk, command prompt, etc) and the machine has issues with performing a stable boot.

However, if I toggle over to the Mux ROM, all things are fine. Is it possible for jus a portion of the ROM to be flakey? I would think no.. but that's exactly how its acting.

Maybe I need to take it apart and ensure all solder connections and socketed chips are properly connected/seated..

Thoughts?

# 1208. Re: In Praise of Bravo Sierra Computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 06:31:11 UTC
From: solarinflux@aol.com
Message-ID: <20030217013111.04592.00000604@mb-ct.aol.com>
Source record: 23222

i am in a position to also say none but kind words of Ben. i have onlky just returned to my A8 roots(just 14 monthes ago). Ben was the first one i got in touch with. i mean he runs his buisness very uniquely. who else says "call whenever you want day or night". i bought some of my start up hardware from him. and know what..? the grand man sent me a prestine 400 just because. because he is kind. all the people who are still offering support for our machine rule, don't get me wrong. i love all you guys. just had to throw in for ben.

peace

solarinFlux

# 1209. WANTED: Ultima IV - Quest Of The Avatar

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 06:32:14 UTC
From: Paul Nurminen <visit_my_site@nurmix.com>
Message-ID: <b4015vs86jciu5o1tj59canufaa2nhtehi@4ax.com>
Source record: 23221

I'm looking for a complete / boxed ULTIMA IV - Quest Of The Avatar for
the Atari 8-bit. Please responde here, or send me an e-mail.

I'm in California (USA).

Thanks!

Anti-Spambot e-mail address:
n u r m i x <at> y a h o o <dot> c o m

Or visit my web site (below) to e-mail me if you like.

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: (visit my site to e-mail me)

# 1210. Re: Bay area 8bitters!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 06:49:33 UTC
From: Mo <momo@atariland.com>
Message-ID: <1C%3a.19576$Lh5.1062575@twister.austin.rr.com>
Source record: 23223

Starbucks?
I never pay more than $3.00 for a cup of Joe!
Mo

"James King" <utah_lanman@yahooo.com> wrote in message
news:b2phfh$j9u$2@terabinaries.xmission.com...
> How many of of you with an affection for the 8bit Atari live within
> an hour (or so) of the SF/SJC area?
>
> I'd love to get a bunch of us together at a Starbucks, or even my place
> near Santa Cruz - one day soon.
>
> Any responses appreciated.
>
>
>

# 1211. Re: Standard FDD and Arari - how to?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 07:28:12 UTC
From: Jarek Młynik <jmlynik@fuw.edu.pl>
Message-ID: <b2q3eb$ni8$2@h1.uw.edu.pl>
Source record: 23224

Piotr Pydych wrote:

> Hello!
>
> I have a little question. Does anybody know how to connect a standard PC
> FDD (3.5") to the small Atari (for example Atari130XE). Any links,
> suggestions?
>
> Thank you in advance!
>
> --
> Piotr Pydych

See the http://www.republika.pl/jsobola/maxi.zip

jarek

--
ni

# 1212. Re: Standard FDD and Arari - how to?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 08:01:16 UTC
From: Jarek Młynik <jmlynik@fuw.edu.pl>
Message-ID: <b2q5cc$q7m$1@h1.uw.edu.pl>
Source record: 23225

Jarek Mďż˝ynik wrote:

> Piotr Pydych wrote:
>
>> Hello!
>>
>> I have a little question. Does anybody know how to connect a standard PC
>> FDD (3.5") to the small Atari (for example Atari130XE). Any links,
>> suggestions?
>>
>> Thank you in advance!
>>
>> --
>> Piotr Pydych
>
> See the http://www.republika.pl/jsobola/maxi.zip
>
> jarek
>
I made a mistake. See the http://www.republika.pl/jsobola/atarisch/maxi.zip
--
ni

## 1213. Ben's Anonymous threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 08:01:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0302162340210.8302-100000@shell1.aracnet.com>
Source record: 23227

I believe the best way to deal with Terrorists is to expose them. This coward E-Mailed me Anonymously. Rather than back down and live in fear, I'm posting these threats for all to see.

===Ben===

From nobody@paranoici.org Sun Feb 16 23:29:58 2003
Date: Mon, 17 Feb 2003 01:30:12 +0100 (CET)
From: Anonymous <nobody@paranoici.org>
To: atari@aracnet.com
Subject: a8

It's big Benny! Benny the fagfucker! Benny the spammer! Benny the big shit eating loser! Benny is gonna get fucked up if he keeps spamming A8. Time to go down fagboy!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 1214. Re: Standard FDD and Arari - how to?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 08:20:40 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <sX04a.6069$_c6.596758@newsread2.prod.itd.earthlink.net>
Source record: 23226

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:e2W3a.5535$_c6.533081@newsread2.prod.itd.earthlink.net...
> Supposedly the ATR-8000 interface can utilize a 1.44 3.5 inch floppy...

I'm not so sure. I think it is the 5.25" 1.2 meg floppy that can plug into an ATR. Even then, if my info is correct, you have to format it as an 8" DDDS drive.

I had a 1.2 meg drive I picked up for that purpose. Unfortunely my S.O. decided to move it outside last fall during a rainstorm. I've lost quite a bit of computer hardware to S.O.'s over the years. I can't understand why potpouri <which is a jar of dead leaves> counts as a treasured memory while my new never been used electronic gear or classic gear is stuff in a leaky basement, outside, or placed directly into the trash. Current S.O. threw away a black powder pistol I was rebluing!

## 1215. Re: Bay area 8bitters!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 08:23:18 UTC
From: misterbumpy@wmconnect.com
Message-ID: <20030217032318.18409.00000522@mb-mc.wmconnect.com>
Source record: 23228

Hey, cool...

I am originally from Santa Cruz myself, though I am near Visalia now (about 3.5 hrs. from you).

Keep me posted here or at my e-mail address above and I'll do my darndest to get up there (my parents still live up there and I take the kids up there to see them whenever I can).

Let me know if you make any plans...

# 1216. Re: WANTED: Ultima IV - Quest Of The Avatar

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 09:09:23 UTC
From: dunxuk@aol.com
Message-ID: <20030217040923.11085.00001343@mb-ch.aol.com>
Source record: 23229

>From: Paul Nurminen visit_my_site@nurmix.com
>Date: 17/02/03 06:32 GMT Standard Time
>Message-id: <b4015vs86jciu5o1tj59canufaa2nhtehi@4ax.com>
>
>I'm looking for a complete / boxed ULTIMA IV - Quest Of The Avatar for
>the Atari 8-bit. Please responde here, or send me an e-mail.
>
>I'm in California (USA).
>
>
>Thanks!
>
>
>Paul Nurminen - California (USA)
>

I've got it complete except for the ankh which went missing. I'm in the UK
though, let me know if you're really stuck finding it in America.

# 1217. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 09:50:03 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1045475270@rtfm.mit.edu>
Source record: 23230
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: January 18, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

# 1218. Re: c64 vs CPC vs Speccy vs Atari vs Whatever

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 13:37:40 UTC
From: creamd@c64.sk
Message-ID: <927e3ee3.0302170537.38f9b124@posting.google.com>
Source record: 23232
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

"Marc Walters" <ddmw@hunterlink.net.au> wrote in message
news:<Y1U3a.157$L7.17860@nasal.pacific.net.au>...
> I hope that clears this matter up.

Thanx for explanation Marc. I'm sorry I didn't realise that sooner. It's mostly because I'm quite unfamiliar with all this philosphy behind news, I'm checking c.s.c. and c.s.s quite randomly and that's why I've got impression that people tend to spend too much time over those flaming debates. I've got involved to some of them unwillingly (like when some italian dude (he knows who he is was arguing with some german dude and hungarian dude about some tool). I felt a abused, especially when I got few personal e-mails from one of them. I've learned that few (far too many? ;-) people spend too much time producing content of low value here in a sort of twisted intellectual competition, instead of spending time in productive debate over various topics.

While I'm at it. I quite don't get what is binaries about. The way they are organised seems to be really contraproductive to me (I thought when there is so much software produced for C64 (as you can see at c64.sk) c.s.b. will be full of software too, but I was wrong. When I read the FAQ I cam to conclusion that problem is in 1. bureaucracy 2. bad presentation of sumbitted material. 3. long time unupdated web presence of c.s.b. (the system didn't work at that time and maybe it doesn't work even now. ;-) Now C.K. feel free to flame me, coz I'm so blind and don't get it... And btw. how about if you put news about VI at c64.sk would that be painful for you? ;-)))

In conclusion. News are very seductive.. on first look they seem like a really good place to learn something, to do something, but after few tries you will find yourself spending more time answering on posts of various degree of importance than actually working on something useful.

# 1219. Re: c64 vs CPC vs Speccy vs Atari vs Whatever

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 13:42:06 UTC
From: Marc Walters <ddmw@hunterlink.net.au>
Message-ID: <Yh54a.252$L7.21298@nasal.pacific.net.au>
Source record: 23231
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

"Marc Walters" <ddmw@hunterlink.net.au> wrote in message
news:Y1U3a.157$L7.17860@nasal.pacific.net.au...
> Hello CreaMD
>
> I thought I'd better drop a personal line before this gets out of hand.
:-)

No No No No No!!!
How did this get in here?
Crikey! I'm having a bad Internet day today:
1) Replying to my own post
AND
2) The post was one meant as a personal emailed message.

I'm also beginning to have my doubts about the validity of Microsoft
Internet Express as a news/email client. Er, could everyone reading the
previously posted message please ignore/cover your eyes/whatever until the
cancel propagates? :-)

And don't forget - Visit Forever 4 - multiplattform 8 bit
party this year in March 14.-16.2003 in Trencin/SK.

Absolution?

Marc

# 1220. Re: Ben's Anonymous threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 14:40:45 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <b2qs9d$3r6$1@terabinaries.xmission.com>
Source record: 23233

Bravo Sierra Computers <atari@aracnet.com> wrote:
> I believe the best way to deal with Terrorists is to expose them. This
> coward E-Mailed me Anonymously. Rather than back down and live in fear,
> I'm posting these threats for all to see.

I'm now personally sick of this, and unfortunately have just created a killfile and have added all threads related to Ben and the alleged retaliation..

## 1221. xep80ttl

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 15:03:55 UTC
From: solarinflux@aol.com
Message-ID: <20030217100355.25535.00000394@mb-fm.aol.com>
Source record: 23234

it is supposed to be on ac2 2 this article by,from what i can tell, the man with the most, Bob Woolley. had i known before i may never have but i now own an xep80 and i only have one monitor that can display the whole screen. i have searched everywhere but the file seems to be gone from the acheives. and by reading i wish i had about 6 other Bob Woolley articles i have seen mentioned but have never seen in reality.

i read some stuff that makes me think he threw his hands in the air. do not know but the articles i HAVE read are great. the wealth in his mind is being stifled.

maybey i just am blind or slow. hope not.. can anyone offer anything on this.

solarinFlux

# 1222. Re: Ben's Anonymous threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 16:37:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030217163702.4835A@ilaskey.cix.co.uk>
Source record: 23235

In article <Pine.LNX.4.44.0302162340210.8302-100000@shell1.aracnet.com>,
atari@aracnet.com (Bravo Sierra Computers) wrote:

> I believe the best way to deal with Terrorists is to expose them.
Christ on a bike, you yanks have terrorists on the brain..

# 1223. Re: c64 vs CPC vs Speccy vs Atari vs Whatever

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 17:34:20 UTC
From: Andy Cadley <ac@sys.uea.ac.uk>
Message-ID: <Pine.GSO.4.10.10302171733320.19218-100000@zen.sys.uea.ac.uk>
Source record: 23236
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

On Mon, 17 Feb 2003, Jason wrote:

> Yes it's disgusting, we can't have co-operation between the various groups
> [makes mental note to scrape together an email to Andy about that game
> conversion... =-]

Absolutely. We take this rivallry all very seriously and would never dream
of co-operating with "the enemy"

AndyC

# 1224. Re: Ben's Anonymous threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 17:49:41 UTC
From: lp <gfa@basic.net>
Message-ID: <BA768AE5.C580%gfa@basic.net>
Source record: 23237

in article memo.20030217163702.4835A@ilaskey.cix.co.uk, Iain Laskey at ilaskeyNOT@cix.co.uk wrote on 2/17/03 11:00 AM:

> In article <Pine.LNX.4.44.0302162340210.8302-100000@shell1.aracnet.com>,
> atari@aracnet.com (Bravo Sierra Computers) wrote:
>
>> I believe the best way to deal with Terrorists is to expose them.
> Christ on a bike, you yanks have terrorists on the brain..

Not eveyone over here is like that, that's a poor assumption.
However, I work in retail and alot of people were buying rolls of plastic and duct tape preparing for a chemial something or other. There are alot of stupid people over here, I'll grant you that.

I also killfilled the anonymous whoever and I'd classify this person as bored with too much free time, not a terrorist. ;-)

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

# 1225. Re: xep80ttl

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 17:51:10 UTC
From: Mopar Man <nospam@nowhere.com>
Message-ID: <t1825v865slanqagh712ngcne24vvm4f00@4ax.com>
Source record: 23238

On 17 Feb 2003 15:03:55 GMT, solarinflux@aol.com (Solar Influx) wrote:

>it is supposed to be on ac2 2 this article by,from what i can tell, the man
>with the most, Bob Woolley. had i known before i may never have but i now own
>an xep80 and i only have one monitor that can display the whole screen. i have
>searched everywhere but the file seems to be gone from the acheives. and by
>reading i wish i had about 6 other Bob Woolley articles i have seen mentioned
>but have never seen in reality.
>
>i read some stuff that makes me think he threw his hands in the air. do not
>know but the articles i HAVE read are great. the wealth in his mind is being
>stifled.
>
>maybey i just am blind or slow. hope not.. can anyone offer anything on this.
>
>
>solarinFlux

Well, it's not from Bob Wooley, bu this article may help you.
http://www-users.rwth-aachen.de/mathy.van_nisselroy/gb1.htm

# 1226. Re: Ben's Anonymous threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 18:04:43 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <%u94a.6742$_c6.649295@newsread2.prod.itd.earthlink.net>
Source record: 23239

"Iain Laskey" <ilaskeyNOT@cix.co.uk> wrote in message
news:memo.20030217163702.4835A@ilaskey.cix.co.uk...
> In article <Pine.LNX.4.44.0302162340210.8302-100000@shell1.aracnet.com>,
> atari@aracnet.com (Bravo Sierra Computers) wrote:
>
> > I believe the best way to deal with Terrorists is to expose them.
> Christ on a bike, you yanks have terrorists on the brain..

Pot vs. kettle? British Soccer Fans. I rest my case.

# 1227. Request: Can someone test this on a real A8 please?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 18:06:34 UTC
From: NoOne@FakeEmail.invalid
Message-ID: <9325881A6PrivacyLabs@209.143.0.11>
Source record: 23240

Would someone be so kind as to download and test the following program
on a real 8-bit?

http://cth.dtdns.net/atos/test.arc

It is a test of proportional fonts. I need to know the following-

1) Is it readable on your system?
2) Is artifacting a problem effecting readability?

If anyone tests this they can email me at the address at the bottom of
the following web page-

http://cth.dtdns.net/atos/

Thanks,
Tom

# 1228. Re: c64 vs CPC vs Speccy vs Atari vs Whatever

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 18:56:31 UTC
From: creamd@c64.sk
Message-ID: <927e3ee3.0302171056.1627a4c8@posting.google.com>
Source record: 23241
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

jledger@cyberstreet.com (Jeff Ledger) wrote in message
news:<706f6242.0302161023.ea52f55@posting.google.com>...
> > c64 vs CPC vs Speccy vs Atari vs Whatever(tm)
> >
> > My answer to your pathetic flaming arguments and to other peoples
> > pathetic arguments about which computer is better. Blah blah blah
> > blah blah blah blah blah blah blah blah blah blah blah blah blah
> > blah blah blah blah blah blah blah blah, or c64 blah. Blah blah blah,
>
> This is funny!! I remember the computer flame wars of the 80's on BBSes!
> Not only has my 80's computer made it to the 21st century, but the
> STUPID computer debates as well. <stupid, stupid, stupid> Uh guys,
> we're not 14 anymore. (Well, maybe one or two of us) <smirk!>
>
> My first love will always be my 64, even though I am a collector and
> computer historian of many different 8 bit machines. They all bring
> us back to a time when perhaps computing was a hobby, and the automation
> that we have today was a promise of the future. This is why I enjoy
> my 20+ year old computers. Who cares if someone else is hooked on
> CPC, or Atari, or whatever.. For some of us, our first computers were
> given to us as gifts, and the bond we have for one machine or another
> was good times invested in our machines.
>
> I.M.H.O.
>
> Jeff

Yup!

# 1229. Re: c64 vs CPC vs Speccy vs Atari vs Whatever

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 19:51:38 UTC
From: gasman@raww.org
Message-ID: <9325CF626gasmanrawworg@127.0.0.1>
Source record: 23242
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

White Flame (aka David Holz) wrote in <b2ovcm$1bht$1@barad-dur.nas.com>:

>I think another such activity would be a contest of sorts where people try
>to port "best of" demos from some other platform to their own. :)

Ohhhh god no. A surefire way to make a really crap Spectrum demo (and yes, I'm sure the same thing goes for any other 8-bitter) is to blindly port demo effects from some other platform with no regard for whether it looks good or takes full advantage of the Speccy's abilities. Usually, the end result is some hideously complicated textured polygon bonanza running at ultra-low resolution and the speed of a dead sloth (and invariably backed by a high-speed techno soundtrack, just to emphasise how slow it is). Far better to do something original for a change...

--
http://www.zxdemo.org/ - the home of the Spectrum demo scene
* this post was a production of the Honesty In Flamewars society *

## 1230. Re: xep80ttl

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 21:24:52 UTC
From: solarinflux@aol.com
Message-ID: <20030217162452.08958.00000805@mb-fn.aol.com>
Source record: 23243

no this is another one is it not. these are two seperate articles(three because the one you mentioned is two parts and two pics) i have the one you mentioned. it is not clear enough and besides where is all the slcc stuff anyway.

but on the positive side i am thankfull you took the time to help me. there is much good stuff on that site. i need to get fox-1 his basicxebook

peace

# 1231. Re: WANTED: Ultima IV - Quest Of The Avatar

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 21:55:42 UTC
From: Paul Nurminen <visit_my_site@nurmix.com>
Message-ID: <mgm25vodcksq9hmqbcqi4bjj51q06dntfe@4ax.com>
Source record: 23244

On 17 Feb 2003 09:09:23 GMT, dunxuk@aol.com (DunxUK) wrote:

>I've got it complete except for the ankh which went missing. I'm in the UK
>though, let me know if you're really stuck finding it in America.

Thanks, I'll let you know if I don't get any American offers.

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: (visit my site to e-mail me)

# 1232. Re: Bay area 8bitters!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 22:37:58 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3e5164e1$0$20332@fountain.mindlink.net>
Source record: 23245

I'm still here....

Bob

"James King" <utah_lanman@yahooo.com> wrote in message
news:b2phfh$j9u$2@terabinaries.xmission.com...
> How many of of you with an affection for the 8bit Atari live within
> an hour (or so) of the SF/SJC area?
>
> I'd love to get a bunch of us together at a Starbucks, or even my place
> near Santa Cruz - one day soon.
>
> Any responses appreciated.
>
>
>

# 1233. Re: 576k XE w/quirk

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 22:42:08 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3e5165da$0$20332@fountain.mindlink.net>
Source record: 23246

Normally, you can pull a cart while you're powered up and it will not hurt.
Most electronic things only get broken from power-on disconnect when there
are two or more voltages on the chips.

Part of the data in a ROM can go south - happens all the time on EPROMs.

Bob

"James King" <utah_lanman@yahooo.com> wrote in message
news:b2ppdk$n4b$1@terabinaries.xmission.com...
>
> Just this evening, had an odd thing start with my beloved 576k XE..
>
> First, a bit of background: The XE is 576k upgraded, has the three OS ROM
> by CSS ( CSS+, MUX, standard), and all other imaginable upgrades including
> SuperVideo, SuperAudio, etc. The XE is always connected to my BlackBox,
> which is now connected to a dual set of SyQuest 44mb removable SCSI
> drives.
>
> Accidently hit the tower of cards (RTime8, SDX, Express) and knocked them
> all out while the XE was powered on.
>
> Immediately powered off XE, but upon power on, noticed that the SDX parms
> didnt appear to be taking (Ramdisk, command prompt, etc) and the machine
> has issues with performing a stable boot.
>
> However, if I toggle over to the Mux ROM, all things are fine. Is it
> possible for jus a portion of the ROM to be flakey? I would think no.. but
> that's exactly how its acting.
>
> Maybe I need to take it apart and ensure all solder connections and
> socketed chips are properly connected/seated..
>
> Thoughts?
>

# 1234. Re: Standard FDD and Arari - how to?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 22:47:02 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3e516701$0$17165@fountain.mindlink.net>
Source record: 23247

Richard - we can just begin to comprehend our 8-bits with a lot of help from each other.... what chance do we have with S.O.s????

Bob <---- whose S.O. doesn't touch my Atari Stuff!

"richard cortese" <ricortes@earthlink.net> wrote in message news:sX04a.6069$_c6.596758@newsread2.prod.itd.earthlink.net...
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> news:e2W3a.5535$_c6.533081@newsread2.prod.itd.earthlink.net...
> > Supposedly the ATR-8000 interface can utilize a 1.44 3.5 inch floppy...
>
> I'm not so sure. I think it is the 5.25" 1.2 meg floppy that can plug into
> an ATR. Even then, if my info is correct, you have to format it as an 8"
> DDDS drive.
>
> I had a 1.2 meg drive I picked up for that purpose. Unfortunely my S.O.
> decided to move it outside last fall during a rainstorm. I've lost quite a
> bit of computer hardware to S.O.'s over the years. I can't understand why
> potpouri <which is a jar of dead leaves> counts as a treasured memory while
> my new never been used electronic gear or classic gear is stuff in a leaky
> basement, outside, or placed directly into the trash. Current S.O. threw
> away a black powder pistol I was rebluing!
>
>

# 1235. Re: xep80ttl

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 22:54:51 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3e5168d6$0$17165@fountain.mindlink.net>
Source record: 23248

ahhhh..... can I put my hands down now???

The TTL XEP80 is from a long ago SLCC article that appeared in Vol. 2 No. 6 of AC.

Bob

"Solar Influx" <solarinflux@aol.com> wrote in message news:20030217100355.25535.00000394@mb-fm.aol.com...
> it is supposed to be on ac2 2 this article by,from what i can tell, the man
> with the most, Bob Woolley. had i known before i may never have but i now own
> an xep80 and i only have one monitor that can display the whole screen. i have
> searched everywhere but the file seems to be gone from the acheives. and by
> reading i wish i had about 6 other Bob Woolley articles i have seen mentioned
> but have never seen in reality.
>
> i read some stuff that makes me think he threw his hands in the air. do not
> know but the articles i HAVE read are great. the wealth in his mind is being
> stifled.
>
> maybey i just am blind or slow. hope not.. can anyone offer anything on this.
>
>
> solarinFlux

# 1236. Re: Bay area 8bitters!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 22:57:39 UTC
From: bill@newbreedsoftware.com
Message-ID: <DNd4a.66845$lk.2849454@typhoon.sonic.net>
Source record: 23249

Bob Woolley <ataribob@directvinternet.com> wrote:
> I'm still here....
>

And you still have my 1200XL, darnit! ;^)

I need to come down and steal it back one of these weekends. :^)

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

# 1237. Re: Weird Stuff purchase

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-17 23:01:04 UTC
From: bill@newbreedsoftware.com
Message-ID: <QQd4a.66847$Ik.2849386@typhoon.sonic.net>
Source record: 23250

James King <utah_lanman@yahooo.com> wrote:
> Never went to a meeting.. But I probably would if I knew other 8bitters
> would be there. Your last comm. seemed to indicate that it was mostly
> ST'ers, and I never really cared for the ST series.

Me neither. Technically, I have one now. (Someone found it in one of
the officer where my group moved, and they decided I'd want it... I have no
use for it; there's no monitor, and they're expensive.)

Perhaps us 8-bitters can infiltrate a few of the next ABACUS meetings. :^)

There's definitely some interesting stuff to show off (VECTOR demo (NUMEN),
the latest Atari800 emulator, JDPEG, etc.)

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

# 1238. Re: JurassicParcII on cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-18 01:13:10 UTC
From: Daniel Miller <daniel@mediakingx.com>
Message-ID: <3E5188A6.B27199EC@mediakingx.com>
Source record: 23251

How about an 800 version? I would buy the ATR if it ran on the 800.

# 1239. Re: Bay area 8bitters!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-18 01:40:39 UTC
From: Rich Jackson <rj5jackson@mindspring.com>
Message-ID: <b2s84l$qrn$1@slb5.atl.mindspring.net>
Source record: 23257

"James King" <utah_lanman@yahooo.com> wrote in message
news:b2phfh$j9u$2@terabinaries.xmission.com...
> How many of of you with an affection for the 8bit Atari live within
> an hour (or so) of the SF/SJC area?
>
> I'd love to get a bunch of us together at a Starbucks, or even my place
> near Santa Cruz - one day soon.
>
> Any responses appreciated.
>
I live in Fremont. Would love to attend such a meeting in the Fremont/San
Jose area.

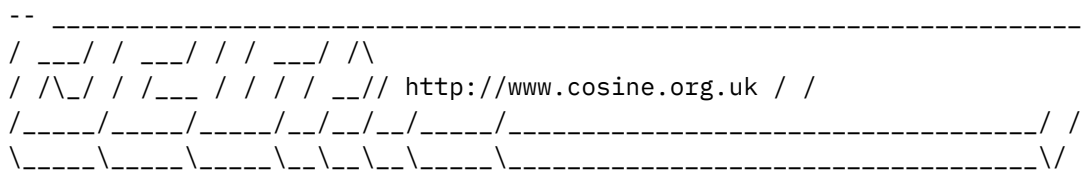
Rich Jackson
8 bitfan

# 1240. Re: c64 vs CPC vs Speccy vs Atari vs Whatever

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-18 02:05:45 UTC
From: Jason <tmr@cosine.spam.org.block.uk>
Message-ID: <syg4a.3110$nv6.2888@newsfep1-gui.server.ntli.net>
Source record: 23252
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

Matthew Westcott <gasman@raww.org> wrote in message
news:9325CF626gasmanrawworg@127.0.0.1...
> White Flame (aka David Holz) wrote in <b2ovcm$1bht$1@barad-dur.nas.com>:
>
> >I think another such activity would be a contest of sorts where people
try
> >to port "best of" demos from some other platform to their own. :)
>
> Ohhhh god no. A surefire way to make a really crap Spectrum demo (and yes,
I'm
> sure the same thing goes for any other 8-bitter) is to blindly port demo
> effects from some other platform with no regard for whether it looks good
or
> takes full advantage of the Speccy's abilities.

[Looks at Spectral, keeps gob shut...!]



# 1241. Re: c64 vs CPC vs Speccy vs Atari vs Whatever

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-18 02:07:24 UTC
From: Jason <tmr@cosine.spam.org.block.uk>
Message-ID: <Zzg4a.3111$nv6.2122@newsfep1-gui.server.ntli.net>
Source record: 23253
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

Andy Cadley <ac@sys.uea.ac.uk> wrote in message
news:Pine.GSO.4.10.10302171733320.19218-100000@zen.sys.uea.ac.uk...
>
> On Mon, 17 Feb 2003, Jason wrote:

> > Yes it's disgusting, we can't have co-operation between the various
groups
> > [makes mental note to scrape together an email to Andy about that game
> > conversion... =-]

> Absolutely. We take this rivallry all very seriously and would never dream
> of co-operating with "the enemy"

Absolutely. Not that i'm agreeing or anything, oh no! [Looks at crosspost]
Whilst we're here, if i wanted to code stuff for the Atari 8bit where's a
good place to look for docs...? =-)
-- _____
/ ___/ / ___/ / / ___/ /\
/ /_/ / /___ / / / / __// http://www.cosine.org.uk / /
/_____/_____/_____/__/__/__/_____/_____/ /
_______________________________\/

# 1242. Re: Weird Stuff purchase

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-18 02:15:41 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <b2s50d$eou$1@terabinaries.xmission.com>
Source record: 23254

William Kendrick <bill@newbreedsoftware.com> wrote:

> Perhaps us 8-bitters can infiltrate a few of the next ABACUS meetings. :^)

Yeah, that would be nice. If nothing else, monthly nostalgia trips would
be fun! [grin]

> There's definitely some interesting stuff to show off (VECTOR demo (NUMEN),
> the latest Atari800 emulator, JDPEG, etc.)

And I have tons of hardware mods I could show, include the MyIDE interface
and the SYQUEST removable SCSI drives, the 20gb HD hookup, the mem mods,
etc..

Are you going to the March 1st meeting? If so, maybe I'll tag along.

> --
> bill@newbreedsoftware.com Was I useful? Rate this message!
> http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

## 1243. Re: Bay area 8bitters!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-18 02:16:33 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <b2s521$eou$2@terabinaries.xmission.com>
Source record: 23255

Bob Woolley <ataribob@directvinternet.com> wrote:
> I'm still here....

Do you attend local Atari 8bit club meetings? If so, which?

# 1244. Re: xep80ttl

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-18 02:53:01 UTC
From: solarinflux@aol.com
Message-ID: <20030217215301.25599.00000746@mb-me.aol.com>
Source record: 23256

Thanks you.. very very much..

now i go do..

john r

# 1245. Re: Ben's Anonymous threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-18 04:38:06 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v53e3gb1a65m4e@corp.supernews.com>
Source record: 23258

Ben.
You can block anonymous mail from some anon
re-mailers.
In this case if you send a message (not the subject):

destination-block your@email.adr

to anon@ecn.org it should block any
mails from that particular remailer. Other re-mailers
may have similar services.
Good Luck
Russg

# 1246. Re: Ben's Anonymous threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-18 04:47:10 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v53ekgj7gj0h24@corp.supernews.com>
Source record: 23259

Uhm. You can also configure Outlook Express
and maybe others to reject mail from any domain
or address you wish. It shouldn't be much of a problem.
I wouldn't want the messages, but it is like spam,
you just delete it if your filter doesn't pick it up.
I won't comment on the posts or the sender, other
than to say neither deserves comment.
We all get unwanted stuff.
Russg

# 1247. Re: c64 vs CPC vs Speccy vs Atari vs Whatever

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-18 05:03:00 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <qbf35v8700b7uedaiu8pqtu1j717sck5l2@4ax.com>
Source record: 23260
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

On 17 Feb 2003 19:51:38 GMT, gasman@raww.org (Matthew Westcott) wrote:

>White Flame (aka David Holz) wrote in <b2ovcm$1bht$1@barad-dur.nas.com>:
>
>>I think another such activity would be a contest of sorts where people try
>>to port "best of" demos from some other platform to their own. :)
>
>Ohhhh god no. A surefire way to make a really crap Spectrum demo (and yes, I'm
>sure the same thing goes for any other 8-bitter) is to blindly port demo
>effects from some other platform with no regard for whether it looks good or
>takes full advantage of the Speccy's abilities. Usually, the end result is some
>hideously complicated textured polygon bonanza running at ultra-low resolution
>and the speed of a dead sloth (and invariably backed by a high-speed techno
>soundtrack, just to emphasise how slow it is). Far better to do something
>original for a change...

Hmmm... remember the Amiga bouncing ball demo? And how they duplicated it on the
A8?

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

## 1248. Anyone Remember?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-18 06:24:39 UTC
From: WeedWarrior <mlangeonline@yahoo.com>
Message-ID: <v53kc9qjsaj92f@corp.supernews.com>
Source record: 23261

Does anyone remember a basic program listing in one of the magazines in the "early 80's" (probably Antic or Analog - maybe Compute?) that was a text based game similar in concept to SimCity. You were responsible for distributing resources, planting crops, etc so that the "population" could prosper and multiply.
I believe the name of the program started with S.

I know this qualifies as a "little known fact, less cared about" But I would be grateful to anyone who might be able to help.

THANKS
Mike Lange

## 1249. Forever Quattro

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-18 06:58:48 UTC
From: Vasco <vasco3@poczta.fm>
Message-ID: <b2slkq$ihn$1@atlantis.news.tpi.pl>
Source record: 23262

Someone comes? www.forever.sk

Vasco/Tristesse

# 1250. Re: Bay area 8bitters!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-18 07:38:22 UTC
From: Richard Anderson <richard_anderson@pacbell.net>
Message-ID: <Opl4a.97$HP1.12737699@newssvr15.news.prodigy.com>
Source record: 23263

"James King" <utah_lanman@yahooo.com> wrote in message
news:b2phfh$j9u$2@terabinaries.xmission.com...
> How many of of you with an affection for the 8bit Atari live within
> an hour (or so) of the SF/SJC area?
>
> I'd love to get a bunch of us together at a Starbucks, or even my place
> near Santa Cruz - one day soon.
>
> Any responses appreciated.
>
>
>
I'm right in the middle here in Redwood City.

Richard Anderson

# 1251. Re: c64 vs CPC vs Speccy vs Atari vs Whatever

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-18 10:07:59 UTC
From: Andy Cadley <ac@sys.uea.ac.uk>
Message-ID: <Pine.GSO.4.10.10302181003420.3523-100000@zen.sys.uea.ac.uk>
Source record: 23264
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

On 17 Feb 2003, Matthew Westcott wrote:

> Ohhhh god no. A surefire way to make a really crap Spectrum demo (and yes, I'm
> sure the same thing goes for any other 8-bitter) is to blindly port demo
> effects from some other platform with no regard for whether it looks good or
> takes full advantage of the Speccy's abilities. Usually, the end result is some
> hideously complicated textured polygon bonanza running at ultra-low resolution
> and the speed of a dead sloth (and invariably backed by a high-speed techno
> soundtrack, just to emphasise how slow it is). Far better to do something
> original for a change...

Absolutely. It also doesn't make much sense to do, as an effect which is rather impressive on one piece of hardware is trivial on another. For example, the Shock megademo on the Speccy has that awesome full screen multicolour bit (part 2 IIRC) which looks terribly good for a Speccy. The same effect can be reproduced trivially on the CPC from within BASIC (set the CRTC to a full screen display, load a static bitmap and cycle the palette whilst playing some AY music).

AndyC

# 1252. Re: Ben's Anonymous threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-18 10:25:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030218102522.38907C@ilaskey.cix.co.uk>
Source record: 23265

In article <BA768AE5.C580%gfa@basic.net>, gfa@basic.net (lp) wrote:
> Not eveyone over here is like that, that's a poor assumption.
OK, fair point, I'm just getting sick and tired of this rubbish re Ben,
it's all so juvenile.

# 1253. Re: Ben's Anonymous threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-18 10:25:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030218102523.38907D@ilaskey.cix.co.uk>
Source record: 23266

In article <%u94a.6742$_c6.649295@newsread2.prod.itd.earthlink.net>,
ricortes@earthlink.net (richard cortese) wrote:
> > > I believe the best way to deal with Terrorists is to expose them.
> > Christ on a bike, you yanks have terrorists on the brain..
> Pot vs. kettle? British Soccer Fans. I rest my case.
?? Don't get the connection??

## 1254. Atari 1020 plotter converter

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-18 11:07:10 UTC
From: Fabrice Frances <nospam@nospam.fr>
Message-ID: <3e5213dd$1$258$626a54ce@news.free.fr>
Source record: 23267

Hello 8-bit friends, I'm only announcing this small converter program :
http://oric.free.fr/TOOLS/mcp2bmp.zip
It generates bitmap files from the plotter's output, just for the
nostalgic feeling...

Best regards,

Fabrice

PS: the package contains executables for MS-Dos/Windows and Linux, a small
readme file and a graphics demo.

# 1255. Re: Request: Can someone test this on a real A8 please?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-18 12:15:18 UTC
From: Matthias Reichl <usenet-20030218@hias.horus.com>
Message-ID: <slrnb5484e.177.usenet-20030218@camel.hias.horus.com>
Source record: 23269

Hi!

I'm using a PAL 800XL with a SuperVideo mod hooked up to the
s-video input of my 28" Panasonic wide screen TV (a TX-W28D3F,
nothing high-end, but quite decent though).

On Mon, 17 Feb 2003 18:06:34 GMT, Tom Hunt wrote:
> It is a test of proportional fonts. I need to know the following-
>
> 1) Is it readable on your system?

Yes, it is readable, but a lot harder than the standard Atari font.
I used the standard text "The quick brown fox jumps over the lazy dog",
which saves approx. 30% of space with your font (compared to the
Atari font).

IMO several characters don't fit into the font. Eg. 'v' is far too
wide and should be a lot (some 30%) smaller. Also 'l' looks quite
strange. Either add a horizontal bar at the bottom (like in the
Times font), or remove the horizontal bar at the top (like in
Helvetica / Arial).

Maybe you should try creating a font similar to Helvetica/Arial,
this could somewhat improve readability and also save some
additional space.

> 2) Is artifacting a problem effecting readability?

No. But this could be due to the s-video connection and my
PAL machine. I haven't tried composite or RF connections.

so long,

Hias

# 1256. Re: SIMMS and refresh problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-18 12:15:19 UTC
From: Matthias Reichl <usenet-20030218@hias.horus.com>
Message-ID: <slrnb548td.177.usenet-20030218@camel.hias.horus.com>
Source record: 23268

On Fri, 14 Feb 2003 15:56:20 +0100, Marius Diepenhorst wrote:
> Can you be some more specific. My knowledge about AND's etc. is ZERO :-) ...
> so I have to piggy back a 74LS08 and then? Which pins should I connect to
> what?

Piggy-back the LS08 on top of another 14-pin 74LS type chip, but only
connect pin 7 (ground) and pin 14 (+5V).

Next, cut the CAS signal line coming from your Atari (or memory
expansion logic) to the expansion RAM chips. Connect the CAS output
signal from your Atari to pin 1 of the LS08, and connect pin 3 of
the LS08 to the CAS line going to your RAM expansion chips.

Connect pin 8 of Antic (refresh output) to pin 2 of the LS08.

That's it - this implements a simple CAS-before-RAS refresh logic.

Most modern RAMs support this refresh type which is needed if your
RAMs are organized with more than 256 rows internally. Antic only
supports 128 (or 256?) rows for RAS-refresh. Usually, 256kbit RAMs
(like the 41256) work well in RAS-only-refresh mode, but all larger
RAMS (like the 1Mbit types) have 512 or more rows and you need
the CAS-before-RAS refresh logic.

BTW: which kind of upgrade did you use, is there some schematic
available online?

so long,

Hias

# 1257. Re: c64 vs CPC vs Speccy vs Atari vs Whatever

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-18 12:57:44 UTC
From: BJ <dontspamme@nosirree.net>
Message-ID: <hfb45vgtcj7lotg03hackjakt5mrpu487m@4ax.com>
Source record: 23270
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

On Tue, 18 Feb 2003 00:03:00 -0500, machf <no_me_j.machf@terra.com.pe>
wrote:

>On 17 Feb 2003 19:51:38 GMT, gasman@raww.org (Matthew Westcott) wrote:
>
>>White Flame (aka David Holz) wrote in <b2ovcm$1bht$1@barad-dur.nas.com>:
>>
>>>I think another such activity would be a contest of sorts where people try
>>>to port "best of" demos from some other platform to their own. :)
>>
>>Ohhhh god no. A surefire way to make a really crap Spectrum demo (and yes, I'm
>>sure the same thing goes for any other 8-bitter) is to blindly port demo
>>effects from some other platform with no regard for whether it looks good or
>>takes full advantage of the Speccy's abilities. Usually, the end result is some
>>hideously complicated textured polygon bonanza running at ultra-low resolution
>>and the speed of a dead sloth (and invariably backed by a high-speed techno
>>soundtrack, just to emphasise how slow it is). Far better to do something
>>original for a change...
>
>Hmmm... remember the Amiga bouncing ball demo? And how they duplicated it on the
>A8?

Yes, I remember that demo... we had a version of it on the 99/4A
written in Extended Basic...

# 1258. Re: c64 vs CPC vs Speccy vs Atari vs Whatever

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-18 13:10:34 UTC
From: maggoo_be@hotmail.com
Message-ID: <2c1bc0e5.0302180510.22a6b774@posting.google.com>
Source record: 23271
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

weetomuncher@yahoo.co.uk (Weetomuncher) wrote in message
news:<28e19b30.0302131504.570fddda@posting.google.com>...
> I have made a couple of jokes and little comments about C64s and the
> like but I really do believe that blatant flaming and aggression
> towards users of other formats is stupid as we can learn from each
> other.
>
> An example of this is that the C64 has been upgraded to a far higher
> level than the beloved
> Spectrum (Hallelujah!) but if we used similar procedures (obviously
> adapted) we could do the same and what about the MSX?
>
> Have you guys seen what the boys in Japan have done with those -
> WOW!?!
>
> If some of the upgraders over here were to work on their machines in a
> similar fashion then we could see the 8-bit machines gaining more
> respect from the wider computing world.

Well MSX2 and later models didn't need much extensions to provide near
16bits performances, and this as early as 84-85. Too bad it wasn't
well supported outside Japan (the best games never were officially
imported) and that most games developped in Europe were simple
spectrum ports (cheap 4 colors conversions).

# 1259. Re: Ben's Anonymous threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-18 15:47:40 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <wAs4a.9071$YU4.781826@newsread1.prod.itd.earthlink.net>
Source record: 23272

"Iain Laskey" <ilaskeyNOT@cix.co.uk> wrote in message
news:memo.20030218102523.38907D@ilaskey.cix.co.uk...
> In article <%u94a.6742$_c6.649295@newsread2.prod.itd.earthlink.net>,
> ricortes@earthlink.net (richard cortese) wrote:
> > > > I believe the best way to deal with Terrorists is to expose them.
> > > Christ on a bike, you yanks have terrorists on the brain..
> > Pot vs. kettle? British Soccer Fans. I rest my case.
> ?? Don't get the connection??

At least we obsess over things like our World Trade Center getting blown up
and thousands of people getting killed. British soccer obsess over soccer to
the point of being banned from competitions after their actions result in
numerous deaths. Pot calling the kettle black.

# 1260. Re: Ben's Anonymous threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-18 16:56:17 UTC
From: Geordie <blb_ash@yahoo.com>
Message-ID: <b2tojd$r4g$1@newsg1.svr.pol.co.uk>
Source record: 23273

Numerous deaths? In recent history, tell me about the numberous deaths caused by British football fans? This will sure be interesting. And at a time when deaths did occur related to British football - for example the Hiillsborough Disaster and the Bradford City disaster - these were accidents and nothing to do with hooliganism.

The only numerous hooligan related deaths were the Heysel disaster in 1985 which left 39 people dead. This was at a time when hooliganism throughout Europe was rife, and not just a British problem. Lest we forget that on that fateful day that the Italians were also involved in violence, the only saving grace for them being that it was on the Italians that the wall fell, and they were absolved of much of the blame.

Geordie

"richard cortese" <ricortes@earthlink.net> wrote in message
news:wAs4a.9071$YU4.781826@newsread1.prod.itd.earthlink.net...
> "Iain Laskey" <ilaskeyNOT@cix.co.uk> wrote in message
> news:memo.20030218102523.38907D@ilaskey.cix.co.uk...
> > In article <%u94a.6742$_c6.649295@newsread2.prod.itd.earthlink.net>,
> > ricortes@earthlink.net (richard cortese) wrote:
> > > > > > I believe the best way to deal with Terrorists is to expose them.
> > > > > Christ on a bike, you yanks have terrorists on the brain..
> > > > Pot vs. kettle? British Soccer Fans. I rest my case.
> > > ?? Don't get the connection??
>
> At least we obsess over things like our World Trade Center getting blown
up
> and thousands of people getting killed. British soccer obsess over soccer
to
> the point of being banned from competitions after their actions result in
> numerous deaths. Pot calling the kettle black.
>
>

## 1261. Re: Ben's Anonymous threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-18 17:26:43 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <n1u4a.8132$_c6.844383@newsread2.prod.itd.earthlink.net>
Source record: 23274

"Geordie" <blb_ash@yahoo.com> wrote in message
news:b2tojd$r4g$1@newsg1.svr.pol.co.uk...
> The only numerous hooligan related deaths were the Heysel disaster in 1985
> which left 39 people dead. This was at a time when hooliganism throughout

Oh excuse me, only 39 people died. That's OK then.

# 1262. Re: Anyone Remember?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-18 18:43:34 UTC
From: bill@newbreedsoftware.com
Message-ID: <q9v4a.66997$lk.2865495@typhoon.sonic.net>
Source record: 23275

WeedWarrior <mlangeonline@yahoo.com> wrote:
> Does anyone remember a basic program listing in one of the magazines in the
> "early 80's" (probably Antic or Analog - maybe Compute?) that was a text
> based game similar in concept to SimCity. You were responsible for
> distributing resources, planting crops, etc so that the "population" could
> prosper and multiply.
> I believe the name of the program started with S.

Hamurabi, maybe?

-bill!

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

## 1263. Re: Forever Quattro

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-18 18:47:10 UTC
From: bill@newbreedsoftware.com
Message-ID: <Ocv4a.66998$lk.2865253@typhoon.sonic.net>
Source record: 23277

Vasco <vasco3@poczta.fm> wrote:
> Someone comes? www.forever.sk

Cool! New demos :^) Can't wait to check them out.

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

# 1264. Re: Weird Stuff purchase

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-18 18:47:52 UTC
From: bill@newbreedsoftware.com
Message-ID: <sdv4a.66999$lk.2865253@typhoon.sonic.net>
Source record: 23276

James King <utah_lanman@yahooo.com> wrote:
>
> Are you going to the March 1st meeting? If so, maybe I'll tag along.

I'm strongly considering it. :^)

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

# 1265. Re: FS: Atari 800XL with disk drive, printer, color monitor and games

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-18 20:00:21 UTC
From: crossnet <crossnet@ix.netcom.com>
Message-ID: <3E5290D5.50704@ix.netcom.com>
Source record: 23278

This system is now listed on EBAY. For more info, go to:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3402528058&ssPageName=ADME:B:LC:US:1

# 1266. Re: turbo basic is now on cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-18 20:23:17 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E529635.CE9EA79C@students.uni-mainz.de>
Source record: 23279

Well,
the type-in listing from Happy Computer magazine was for XL/XE computer only, since it uses RAm under the OS ROM. There is however a so-called 400/800 Version of Tb, also known as Frost Basic or Turbo Basic 400. Alas, it is appended to DOS 2.0 or DOS 2.5 somehow (meaning you have an approx. 160 sectors long DOS.SYS file). If you are able to un-append the TB from DOS and make it work in a stand-alone fashion, then maybe you have a go. (I am not sure if this TB version was just appended to DOS or if it was/is a special bootable version, just named DOS.SYS)...
-Andreas.

P.S.: E-mail me, if you want that frost-basic / turbo basic 400 version...

Marius Diepenhorst schrieb:
> 
> why isn't turbo basic not compatible for the 400/800??
> 
> As far as I now, turbo basic was originally designed for the 400/800
> series....
> 
> Marius
> 
> "Lance Ringquist" <video61@tcq.net> schreef in bericht
> news:1044891908-26986AEicMi@tcq.net...
> > turbo basic is now available from video 61 on
> > cartridge.
> > turbo basic is compatible with all xl/xe computers
> > with at least 64k of ram.
> > turbo basic is compatible with all dos 2.x, and
> > mydos.
> > turbo basic is not 400/800 compatible, and is not
> > sparta dos compatible.
> > please visit our new release page at,
> > www.atarisales.com
> > thanks,
> > lance
> >

# 1267. Re: Anyone Remember?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-18 20:32:19 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E529853.12445C40@students.uni-mainz.de>
Source record: 23280

Well,
I have the game in my collection. Think it was called "safries"...
-Andreas.

WeedWarrior schrieb:
>
> Does anyone remember a basic program listing in one of the magazines in the
> "early 80's" (probably Antic or Analog - maybe Compute?) that was a text
> based game similar in concept to SimCity. You were responsible for
> distributing resources, planting crops, etc so that the "population" could
> prosper and multiply.
> I believe the name of the program started with S.
>
> I know this qualifies as a "little known fact, less cared about" But I would
> be grateful to anyone who might be able to help.
>
> THANKS
> Mike Lange

# 1268. Re: How to learn Mac65

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-18 21:39:56 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <MKx4a.9550$YU4.819335@newsread1.prod.itd.earthlink.net>
Source record: 23281

After you perform X=USR(32768), have the ml routine put your integer results into $D4-D5 (212-213, low-high) and your variable X will contain the value (0-65535) when you RTS back to Basic.

$CB to $CF are available in Basic, and the Floating Point registers also when you avoid math routines during the USR( execution and do not expect the data preserved back in Basic.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Robert Richter" <robertr@hildalecity.com> wrote in message
>
> 10 RETURN.VALUE = (Someone help me, I forgot how to return a value
> from a usr call)--For now, use $600; it is well out of danger of
> hurting anything in BASIC
> 20 MM.SRC = 128 ; I can't remember a safe place in the zero page for
> this, so I make a call to save and restore what locations I need to
> use.
>

# 1269. Re: Anyone Remember?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-18 22:51:10 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <yNy4a.426699$HG.73929042@news4.srv.hcvlny.cv.net>
Source record: 23282

There was a text game that was a type-in from a magazine I saw only once and never again. It was centered on a medieval society and it was called, "Serf City."
"William Kendrick" <bill@newbreedsoftware.com> wrote in message news:q9v4a.66997$Ik.2865495@typhoon.sonic.net...
> WeedWarrior <mlangeonline@yahoo.com> wrote:
> > Does anyone remember a basic program listing in one of the magazines in the
> > "early 80's" (probably Antic or Analog - maybe Compute?) that was a text
> > based game similar in concept to SimCity. You were responsible for
> > distributing resources, planting crops, etc so that the "population" could
> > prosper and multiply.
> > I believe the name of the program started with S.
>
> Hamurabi, maybe?
>
> -bill!
>
> --
> bill@newbreedsoftware.com Was I useful? Rate this message!
> http://newbreedsoftware.com/bill
http://svcs.affero.net/rm.php?r=billkendrick

# 1270. Re: Anyone Remember?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-19 00:19:09 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <r%z4a.24267$CG6.402530@news4.e.nsc.no>
Source record: 23283

Sounds just like Atari's Kingdom to me. It was commercial, but in Basic. I played it quite a lot actually. Anywhere to download the "S?" game ?

"WeedWarrior" <mlangeonline@yahoo.com> skrev i melding news:v53kc9qjsaj92f@corp.supernews.com...
> Does anyone remember a basic program listing in one of the magazines in the
> "early 80's" (probably Antic or Analog - maybe Compute?) that was a text
> based game similar in concept to SimCity. You were responsible for
> distributing resources, planting crops, etc so that the "population" could
> prosper and multiply.
> I believe the name of the program started with S.
>
> I know this qualifies as a "little known fact, less cared about" But I would
> be grateful to anyone who might be able to help.
>
> THANKS
> Mike Lange
>
>

# 1271. Re: Request: Can someone test this on a real A8 please?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-19 00:19:21 UTC
From: solarinflux@aol.com
Message-ID: <20030218191921.09100.00000556@mb-fn.aol.com>
Source record: 23284

well i guess i would have to deassemble that and get that path out...or create
a file structure to suit fmdemo's neet to load thin2.fnt hrom
d:>desktop>fonts>.. emulators...

if my thinking is correct this may be you trying to work on ATOS.. if this is
so i am happy. if it is not i am wondering. wish my harddrive was not broken
else i would be running ATOS now..! anyway i tried for a while to help you and
learned alot in the process. but i am unable to offer feedback on your test.
i am glad to see that TOm Hunt is still making things to make a8's the best

solar

## 1272. Re: Forever Quattro

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-19 02:29:29 UTC
From: Mopar Man <nospam@nowhere.com>
Message-ID: <ipq55v4m8mkkgg7or4qr1ds811h2lbnkn9@4ax.com>
Source record: 23285

On Tue, 18 Feb 2003 07:58:48 +0100, "Vasco" <vasco3@poczta.fm> wrote:

>Someone comes? www.forever.sk
>
> Vasco/Tristesse
>

WOW - how did they manage to do the effects in QLKEE (forever3.atr)???
In only 1K. Very very impressive little demo.

# 1273. Re: Forever Quattro

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-19 06:39:07 UTC
From: bill@newbreedsoftware.com
Message-ID: <fEF4a.67123$lk.2880400@typhoon.sonic.net>
Source record: 23286

Mopar Man <nospam@nowhere.com> wrote:
> WOW - how did they manage to do the effects in QLKEE (forever3.atr)???
> In only 1K. Very very impressive little demo.

Meh... That's just a simple 'unlimited bobs' trick. It uses 3 frames,
flipping between each one, over and over again, while drawing a new 'bob'
(the sphere) into the current frame. It makes it look like an endless
collection of them are spewing out.

Now, as to how it got those particular colors on the screen at once,
that's a puzzler. Anyone care to share the magic? :^)

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

# 1274. Re: Rana 1000 Settings

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-19 11:41:08 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b2vn1p$1dhe21$1@ID-174234.news.dfncis.de>
Source record: 23287

Gooch wrote:

> I have the origianl Rana Systems 1000 Installation Guide here. If it will
> be of some use, I can scan it and convert it to PDF format.
>
> I am not sure if you want it attached to a message here, or uploaded
> somewhere...let me know!
>
> Scott
>
> (PS, it may take me a while to get this scanned into PDF.)

Good Idea,

maybe you can upload it into the ABBUC Infothek.
ABBUC Infothek is a virtual library with Books and Magazines on A8.
Everyone can upload content and change content.

The URL is:
http://www.strotmann.de/twiki/bin/view/Infothek/WebHome

If you don't like to register at the Infothek, please send me the PDF and I
will upload the file.

Best regards

Carsten

# 1275. Re: Surge Protectors/Ground

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-19 11:48:50 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030219064850.25250.00000437@mb-cf.aol.com>
Source record: 23288

After I posted my original question, I found a web site that has a pretty decent explanation/info about surge protectors. I haven't checked out the rest of the site, but looks as if it may have info about other technical subjects (and unfortunately, plenty of "pop-ups", also.)

http://computer.howstuffworks.com/surge-protector.htm

Larry

## 1276. Re: Ben's Anonymous threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-19 12:01:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030219120123.9521A@ilaskey.cix.co.uk>
Source record: 23289

In article <wAs4a.9071$YU4.781826@newsread1.prod.itd.earthlink.net>,
ricortes@earthlink.net (richard cortese) wrote:
> At least we obsess over things like our World Trade Center getting
> blown up and thousands of people getting killed.
Probably best not to mention all the US funded terrorists then eh?

> British soccer obsess over soccer to the point of being banned from
> competitions after their actions result in numerous deaths.
Don't know anything at all about soccer so can't comment. Still strikes me
as a rather obtuse comment given that the person the comment was aimed at
had decided a threatening letter was terrorism.

# 1277. Re: Ben's Anonymous threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-19 12:01:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030219120124.9521B@ilaskey.cix.co.uk>
Source record: 23290

In article <n1u4a.8132$_c6.844383@newsread2.prod.itd.earthlink.net>,
ricortes@earthlink.net (richard cortese) wrote:
> Oh excuse me, only 39 people died. That's OK then.
No comment on the fact that the rest of your 'facts' were just plain wrong
then?

## 1278. Re: Anyone Remember?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-19 12:02:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030219120226.9521C@ilaskey.cix.co.uk>
Source record: 23291

That was a very common game genre back then - many many versions.

Iain

# 1279. Looking for German "Supermarket" game

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-19 14:07:02 UTC
From: Frank Schr&#65533;der <bgtzhn@NOSPAMgmx.de>
Message-ID: <3e538f87$1@olaf.komtel.net>
Source record: 23292

Hello all!

I'm looking for a German game which plays in a supermarket. IIRC, it came
from a German magazine and was programmed for several platforms. The title
might be "Angst im Kaufhaus" oder "Terror im Kaufhaus" or something similar.

Any takers?

(-:

# 1280. Re: Ben's Anonymous threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-19 17:26:06 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <O6P4a.10743$YU4.968394@newsread1.prod.itd.earthlink.net>
Source record: 23296

"Iain Laskey" <ilaskeyNOT@cix.co.uk> wrote in message
news:memo.20030219120124.9521B@ilaskey.cix.co.uk...
> In article <n1u4a.8132$_c6.844383@newsread2.prod.itd.earthlink.net>,
> ricortes@earthlink.net (richard cortese) wrote:
> > Oh excuse me, only 39 people died. That's OK then.
> No comment on the fact that the rest of your 'facts' were just plain wrong
> then?

http://www.sportsjones.com/soccerbooks2.htm
All my facts are right. I and millions of other people saw the videos and
the interviews with your English thugs on tv and in print.

The problem with sarcasm is it is often wasted. Having dozens of people
killed at sporting events is not normal behavior except outside the USA.
Fans don't even kill each other at our football games. You have to go to
Mexico or maybe a Canadian Hockey game to even see it in North America. That
you find one behavior excusable but the American reaction to thousands of
people killed in multiple terrorist attacks<two WTC bombings, Anthrax
deaths, etcetera> unreasonable is of my point.

# 1281. Re: Anyone Remember?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-19 17:48:33 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <RrP4a.10764$YU4.971388@newsread1.prod.itd.earthlink.net>
Source record: 23097

I remember that one; seems like it came from Compute!. I know it is around
somewhere on disk.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Gabooch" <Anonymous@anon.com> wrote in message
> I used to LOVE that game - OK, so I am/was(?) an ultra-geek, but me and
some
> friends used to have marathon all-night sessions trying to keep this game
> going!!
>
> We would get in to the code, and hack the variables just to see what-if...
>
> The game was called SAFRYLAND, I have it on floppy, but don't know if it
is
> still usable.
>
> Unfortunately, I threw out (!!?!*$*%) all my magazines (I had almost all
> Antic and Analog mags....damn it!!) so I don't have the instructions or
code
> listings any more.
>
> Sigh....
>
> Scott
>

# 1282. Racing Cars for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-19 18:15:20 UTC
From: Mike Stepansky <design3d@2-scale.com>
Message-ID: <3E53BCE3.9D7E15CF@2-scale.com>
Source record: 23293

Let's review some of the racing car games for the Atari 8-bit computers.

Pole Position
Pole Position II (with Designer to design roads)
Speedway Blast (ala Rally-X in arcade; top view)
Speedway Rally (nice top view, multi-directional scrolling graphics)
Pitstop II (split screens, from EPYX)
Stealth/Landscape (? 3D futuristic carplane to collect the electrical hums on road, shoot down the dark tower at the end)
Ion Roadway (from APX software)
Getaway! (you are thief to collect money, to avoid police chase; top view scrolling)
ElectraGlide (from U.K.)

Any other ones that is not listed above?

mike

--
2Scale - 3D Design Lab
1049 S. McCord Road
Holland, Ohio 43528
419-865-4006

# 1283. Re: Need 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-19 18:19:37 UTC
From: Mike Stepansky <design3d@2-scale.com>
Message-ID: <3E53BDE3.734314B2@2-scale.com>
Source record: 23294

Atari 400 + Atari 800xl = Atari 1200xl

Likewise, Atari 2600 (VCS) + Atari 5200 = Atari 7800

(In case you guys didn't know that...)

mike

--
2Scale - 3D Design Lab
1049 S. McCord Road
Holland, Ohio 43528
419-865-4006

# 1284. Re: Formatting HD w/ SpartaDOS on Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-19 18:23:17 UTC
From: Mike Stepansky <design3d@2-scale.com>
Message-ID: <3E53BEC1.C3D30EBB@2-scale.com>
Source record: 23295

What is the real reason for using preformatted 16 meg ATRs? Is that something
I should use for APE software?

Curious.

mike

Jeffrey Loomis wrote:

> "Tom Hunt" <NoOne@FakeEmail.invalid> wrote in message
> news:931FB49E5PrivacyLabs@209.143.0.11...
> > jloomis2k@hotmail.com (Jeffrey Loomis) wrote in
> > <yUOdnXKgZ7tNCtujXTWcpQ@comcast.com>:
> >
> > >
> > > >Any suggestions?
> > > >
> > >
> > > I don't know if this helps, but there are some preformatted 16 meg ATRs
> > > available at ftp://ftp.spudster.org/pub/Atari/CTH/Emulators/Blank_Disks/
> > >
> > > Best,
> > > Tom
> > >
>
> Thanks. This is exactly what I need.
>
> Jeffrey

--
2Scale - 3D Design Lab
1049 S. McCord Road
Holland, Ohio 43528
419-865-4006

# 1285. Re: c64 vs CPC vs Speccy vs Atari vs Whatever

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-19 19:26:37 UTC
From: richard@systemeD.not
Message-ID: <1fqlftv.1dmwebbtw7flsN%richard@systemeD.not>
Source record: 23098
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

Matthew Westcott <gasman@raww.org> wrote:

> Ohhhh god no. A surefire way to make a really crap Spectrum demo (and yes, I'm
> sure the same thing goes for any other 8-bitter) is to blindly port demo
> effects from some other platform with no regard for whether it looks good or
> takes full advantage of the Speccy's abilities.

You know, we could have done with you eight years ago, when every CPC
demo coder started coding crap, jerky "vector-ball" demos.

--
| Richard Fairhurst, Charlbury, Oxfordshire www.systemeD.net
| The point is not to put poetry at the service of the revolution,
| but to put the revolution at the service of poetry.

# 1286. Re: Forever Quattro

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-19 19:37:08 UTC
From: Mopar Man <nospam@nowhere.com>
Message-ID: <dvm75vccansg77vha80nef1q695a1j4ito@4ax.com>
Source record: 23100

On Wed, 19 Feb 2003 06:39:07 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>Meh... That's just a simple 'unlimited bobs' trick. It uses 3 frames,
>flipping between each one, over and over again, while drawing a new 'bob'
>(the sphere) into the current frame. It makes it look like an endless
>collection of them are spewing out.
>
>
>Now, as to how it got those particular colors on the screen at once,
>that's a puzzler. Anyone care to share the magic? :^)

Yeah - I should have been a little more clear in my post. It was the colors that amazed me.

# 1287. Re: Racing Cars for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-19 19:40:09 UTC
From: Mopar Man <nospam@nowhere.com>
Message-ID: <k5n75vgnb5ugmiqqahg61svcdbs4i9ks5e@4ax.com>
Source record: 23101

On Wed, 19 Feb 2003 18:15:20 GMT, Mike Stepansky
<design3d@2-scale.com> wrote:

>Let's review some of the racing car games for the Atari 8-bit computers.
>
>Pole Position
>Pole Position II (with Designer to design roads)
>Speedway Blast (ala Rally-X in arcade; top view)
>Speedway Rally (nice top view, multi-directional scrolling graphics)
>Pitstop II (split screens, from EPYX)
>Stealth/Landscape (? 3D futuristic carplane to collect the electrical hums on road,
>shoot down the dark tower at the end)
>Ion Roadway (from APX software)
>Getaway! (you are thief to collect money, to avoid police chase; top view
>scrolling)
>ElectraGlide (from U.K.)
>
>Any other ones that is not listed above?
>
>mike

The Great American Cross Country Road Race. Pretty awesome game for
the time. Would change from night to day, you could blow up your
engine.

# 1288. Atari Auctions soon to expire/New stuff

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-19 19:47:50 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1045684077.16111.0@demeter.uk.clara.net>
Source record: 23099

Hello All,

My eBay auctions for SpartaDOS 3.2d and 1.1HS and the Advanced Programming Techniques book are soon to expire, so you'll need to act fast if you want to bid.

I have also taken advantage of eBay's free listing day for 'buy it now' items, and I've listed some quantity of stuff at below list prices: PPP CD, Digi-Studio, Print-Filer, and Screen Aided Management. I may add a few more items before the end of the offer too, so check back tomorrow as well.

The link is below (this will split on to two lines, so please copy both lines into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangar
raghty

Dean Garraghty

# 1289. ATR-8000 Help Needed!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-19 21:07:46 UTC
From: SteveV4V <stevev4v1@attbi.com>
Message-ID: <CmS4a.164855$2H6.3212@sccrnsc04>
Source record: 23102

Hi,

I recently aquired a 64k ATR-8000 which the previous owner purchased new. It works, it's great but the system disk and CP/M 2.2 disk were thrown away some time ago by mistake. Anyhow, needless to say I am in need of the system software and the CP/M disks. If anybody can point me to a source to buy a new set or would be willing make me copies of theirs I will be happy to reimburse you for your time/trouble/materials/postage.

Cheers,
Steve

# 1290. Re: CPM emulator for the 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-19 23:30:59 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0302191530.5df5e23c@posting.google.com>
Source record: 23103

what about a software based emulator ?

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<yVV3a.5521$_c6.531862@newsread2.prod.itd.earthlink.net>...
> Sort of... The ATR-8000 (ad on my page) could run CP/M thru the A8. Actually
> executed on the Z80 in the interface using the A8 as a terminal.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "rtdos" <os65k@attbi.com> wrote in message
> > Was there ever a CPM emulator for the 8 bit ?
> >
> > --
> > *** REPLY REQUESTED WHEN CONVENIENT ***
> >
> > Jeff
> > http://geocities.com/rtdos
> >

# 1291. Re: Ben's Anonymous threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-19 23:39:20 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0302191539.16eb132f@posting.google.com>
Source record: 23104

Ben, Please knock it off. This is getting old. No body cares anymore.

Bravo Sierra Computers <atari@aracnet.com> wrote in message
news:<Pine.LNX.4.44.0302162340210.8302-100000@shell1.aracnet.com>...
> I believe the best way to deal with Terrorists is to expose them. This
> coward E-Mailed me Anonymously. Rather than back down and live in fear,
> I'm posting these threats for all to see.
>
> ===Ben===
>
> From nobody@paranoici.org Sun Feb 16 23:29:58 2003
> Date: Mon, 17 Feb 2003 01:30:12 +0100 (CET)
> From: Anonymous <nobody@paranoici.org>
> To: atari@aracnet.com
> Subject: a8
>
> It's big Benny! Benny the fagfucker! Benny the spammer! Benny the big
> shit eating loser! Benny is gonna get fucked up if he keeps spamming A8.
> Time to go down fagboy!
>
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 1292. Re: Request: Can someone test this on a real A8 please?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-19 23:43:36 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0302191543.27588612@posting.google.com>
Source record: 23105

I wonder if anyone has tried it with NTSC or other formats ?

I'd try it but I am unable to hook my my real atari unfortunately. :-(

Matthias Reichl <usenet-20030218@hias.horus.com> wrote in message
news:<slrnb5484e.177.usenet-20030218@camel.hias.horus.com>...
> Hi!
>
> I'm using a PAL 800XL with a SuperVideo mod hooked up to the
> s-video input of my 28" Panasonic wide screen TV (a TX-W28D3F,
> nothing high-end, but quite decent though).
>
> On Mon, 17 Feb 2003 18:06:34 GMT, Tom Hunt wrote:
> > It is a test of proportional fonts. I need to know the following-
> >
> > 1) Is it readable on your system?
>
> Yes, it is readable, but a lot harder than the standard Atari font.
> I used the standard text "The quick brown fox jumps over the lazy dog",
> which saves approx. 30% of space with your font (compared to the
> Atari font).
>
> IMO several characters don't fit into the font. Eg. 'v' is far too
> wide and should be a lot (some 30%) smaller. Also 'l' looks quite
> strange. Either add a horizontal bar at the bottom (like in the
> Times font), or remove the horizontal bar at the top (like in
> Helvetica / Arial).
>
> Maybe you should try creating a font similar to Helvetica/Arial,
> this could somewhat improve readability and also save some
> additional space.
>
> > 2) Is artifacting a problem effecting readability?
>
> No. But this could be due to the s-video connection and my
> PAL machine. I haven't tried composite or RF connections.
>
> so long,
>
> Hias

# 1293. Re: available ram left on the turbo basic cart

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-19 23:46:01 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0302191546.1625453@posting.google.com>
Source record: 23106

can it be booted without DOS ? How much ram is left over then ?

nir@minicom.com (Nir) wrote in message
news:<83cd76b4.0302161236.1a28250f@posting.google.com>...
> Hi Larry,
>
> no the cart can stay in
>
> nir
>
> llppwhite@aol.comnsp (LarryWhite) wrote in message
news:<20030216054410.22210.00000750@mb-ca.aol.com>...
> > > ... there is a little over 34k left. <
> >
> > Good. That would be the same as the disk version (34021 bytes with MyDos).
> >
> > In order to get this amount of ram, does the cart have to be pulled from the
> > computer?
> >
> > Larry

# 1294. Re: Surge Protectors/Ground

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-20 00:33:28 UTC
From: w_tom <w_tom1@hotmail.com>
Message-ID: <3E542258.7E277142@hotmail.com>
Source record: 23107

Cited are half truths advocated by ineffective, grossly overpriced, and undersized surge protector manufacturers. Rather than detail the so long list of half truths, instead, read a long but abbreviated list of technical problems, posted in the newsgroups alt.comp.hardware & sci.electronics.basics : "Is my surge protector good?" 7 Oct 2002

Where in HowStuffWorks is there any mention of earth ground? Earthing is the most critical component of a surge protection system! To sell grossly overpriced, ineffective surge protectors, they must avoid all mention of earthing. Did you address earthing for surge protection? No earth ground means no effective surge protection. That missing information alone demonstrates that HowStuffWorks forgets to mention critical information. A surge protector is only as effective as its earth ground. How many days of reading would you like to see to learn how inaccurate that post was?

Bottom line: a surge protector is only as effective as its earth ground. How to identify ineffective surge protectors: no dedicated connection to central earth ground AND avoids all discussion about earthing.

Lets see what those indicator lights really mean in more expensive surge protectors. After all, your original post thought that ground LED indicated something useful. Notice in scary pictures that all active components were removed from more expensive plug-in surge protectors and still a light claimed it was OK:
http://www.zerosurge.com/HTML/movs.html

Noted blunt, up front, and supported by generations of research and example - your effective and your least expensive solution is a 'whole house' surge protector. Many surge protectors throughout the house only enriched those who don't even claim to provide effective common mode surge protection. Where is your earth ground? Did any of those grossly overpriced (10 or 50 times overpriced) surge protectors even mention that one must inspect central earth ground? Of course not. They are not providing an effective surge protector. They even forgot to mention that common mode surges do damage. Therefore you will 'assume' it is effective protection.

LarryWhite wrote:
>

> After I posted my original question, I found a web site that has a pretty
> decent explanation/info about surge protectors. I haven't checked out the rest
> of the site, but looks as if it may have info about other technical subjects
> (and unfortunately, plenty of "pop-ups", also.)
>
> http://computer.howstuffworks.com/surge-protector.htm
>
> Larry

# 1295. Re: CPM emulator for the 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-20 00:56:20 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <UIV4a.12367$YU4.1029014@newsread1.prod.itd.earthlink.net>
Source record: 23108

Don't know of one... :-(

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"rtdos" <rtdos@yahoo.com> wrote in message
> what about a software based emulator ?
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> > Sort of... The ATR-8000 (ad on my page) could run CP/M thru the A8.
Actually
> > executed on the Z80 in the interface using the A8 as a terminal.
> > --
> > Ron
> >
> > http://www.atariland.com/members/oldatarian
> > and mirror
> > http://www.powow.com/oldatarian
> > "rtdos" <os65k@attbi.com> wrote in message
> > > Was there ever a CPM emulator for the 8 bit ?
> > >

# 1296. Re: ATR-8000 Help Needed!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-20 01:09:48 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <wVV4a.12389$YU4.1031015@newsread1.prod.itd.earthlink.net>
Source record: 23109

Hi, Steve,
I got mine used also with no documentation; much of the instructions are out there online - just not the CP/M stuff.

I believe the system disk was just a MyDos 3.? with a driver for the ATR's rs232 serial port. I booted up the CP/M disk once to merely a flashing cursor prompt and had no idea what to do next as there was no response to all I tried... If that was normal, I would attempt to dup it for you when you can direct me how to do it.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"SteveV4V" <stevev4v1@attbi.com> wrote in message
> Hi,
>
> I recently aquired a 64k ATR-8000 which the previous owner purchased new. It
> works, it's great but the system disk and CP/M 2.2 disk were thrown away
> some time ago by mistake. Anyhow, needless to say I am in need of the system
> software and the CP/M disks. If anybody can point me to a source to buy a
> new set or would be willing make me copies of theirs I will be happy to
> reimburse you for your time/trouble/materials/postage.
>
> Cheers,
> Steve
>

# 1297. Re: ATR-8000 Help Needed!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-20 02:20:34 UTC
From: SteveV4V <stevev4v1@attbi.com>
Message-ID: <SXW4a.170371$tq4.4584@sccrnsc01>
Source record: 23110

Hi Ron,

Thanks much for the reply. Well, I would suspect you should get a flashing cursor at the > prompt and you should be able to use the ddcopy.com command to copy a disk.... I think... :) Anybody out there know for sure?

Cheers,
Steve

"Ron Hamilton" <oldatarian@atariland.com> wrote in message news:wVV4a.12389$YU4.1031015@newsread1.prod.itd.earthlink.net...
> Hi, Steve,
> I got mine used also with no documentation; much of the instructions are out
> there online - just not the CP/M stuff.
>
> I believe the system disk was just a MyDos 3.? with a driver for the ATR's
> rs232 serial port. I booted up the CP/M disk once to merely a flashing
> cursor prompt and had no idea what to do next as there was no response to
> all I tried... If that was normal, I would attempt to dup it for you when
> you can direct me how to do it.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "SteveV4V" <stevev4v1@attbi.com> wrote in message
> > Hi,
> >
> > I recently aquired a 64k ATR-8000 which the previous owner purchased new.
> It
> > works, it's great but the system disk and CP/M 2.2 disk were thrown away
> > some time ago by mistake. Anyhow, needless to say I am in need of the
> system
> > software and the CP/M disks. If anybody can point me to a source to buy a
> > new set or would be willing make me copies of theirs I will be happy to
> > reimburse you for your time/trouble/materials/postage.
> >
> > Cheers,
> > Steve
> >

>
>
>

## 1298. SAFRYLAND

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-20 03:13:20 UTC
From: WeedWarrior <mlangeonline@yahoo.com>
Message-ID: <v58huic2mumnac@corp.supernews.com>
Source record: 23111

THANKS for replies and especially to Gabooch (Scott) for the answer to my question.
Does anyone have the basic listing or a copy of Safryland? If so, would you please post it or if you don't have a way to post it I will pay for postage to me. I will transfer to PC, post it and return your original.

Thanks,
Mike

# 1299. Re: Racing Cars for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-20 03:26:27 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <%QX4a.30000$Rc7.427517@news2.e.nsc.no>
Source record: 23112

> >Pole Position
> >Pole Position II (with Designer to design roads)

Wasn't PPII only on 7800 ? I think I have PP, PP ver. 1.1, PP X (the designer thing)

> >Speedway Blast (ala Rally-X in arcade; top view)
> >Speedway Rally (nice top view, multi-directional scrolling graphics)
> >Pitstop II (split screens, from EPYX)

Pitstop was available too wasn't it ? I seem to remember having that.

> >Stealth/Landscape (? 3D futuristic carplane to collect the electrical hums on road,
> >shoot down the dark tower at the end)
> >Ion Roadway (from APX software)
> >Getaway! (you are thief to collect money, to avoid police chase; top view
> >scrolling)
> >ElectraGlide (from U.K.)
> >
> >Any other ones that is not listed above?
> >
> >mike
>
> The Great American Cross Country Road Race. Pretty awesome game for
> the time. Would change from night to day, you could blow up your
> engine.

And Racing Construction Set, Deathrace, and something looking like Super Sprint (It counts down with speech I believe and was on tape from a UK company). There must be more (Speed King or Speed something. One is a motorcycle thing, but the other is a car game), I have to sleep on that a while.

## 1300. SAFRYLAND Found!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-20 03:34:09 UTC
From: WeedWarrior <mlangeonline@yahoo.com>
Message-ID: <v58j5gdf7v6aa@corp.supernews.com>
Source record: 23113

If anyone's interested I found SAFRYLAND (safrylnd.bas) at
ftp.spudster.org

Thanks again to everyone for their help,
Mike

# 1301. Re: ATR-8000 Help Needed!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-20 03:50:54 UTC
From: Boyd <BoydStaley@attbi.com>
Message-ID: <ygY4a.167562$2H6.2968@sccrnsc04>
Source record: 23114

Steve,

I had the same problem but finally found a source. Go to this site:

http://www.gaby.de/sysdisk.htm

Send an email to Don listing the ones you need. He can provide you with
images that you can write to diskettes (if you have the proper hardware
and software) or he can make copies for you for a reasonable fee.

I got the images but don't have a hardware platform that will write them
to disk so I haven't been able to try them out yet. I'll email the
images to you also.

Boyd

SteveV4V wrote:
> Hi,
>
> I recently aquired a 64k ATR-8000 which the previous owner purchased new. It
> works, it's great but the system disk and CP/M 2.2 disk were thrown away
> some time ago by mistake. Anyhow, needless to say I am in need of the system
> software and the CP/M disks. If anybody can point me to a source to buy a
> new set or would be willing make me copies of theirs I will be happy to
> reimburse you for your time/trouble/materials/postage.
>
> Cheers,
> Steve
>
>

## 1302. Re: CPM emulator for the 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-20 03:59:16 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <ooY4a.12650$YU4.1058191@newsread1.prod.itd.earthlink.net>
Source record: 23115

"rtdos" <rtdos@yahoo.com> wrote in message
news:845192d9.0302191530.5df5e23c@posting.google.com...
> what about a software based emulator ?

FWIW: Guessimate I've heard is to emulate any processor is that you need
five times the processing power to emulate at the same speed. I still own a
native CP/M machine, 4 mHz Z80, and the performance is nothing to write home
about. Given that the 6502 is about the same processing power as a Z80 I
think you would find the performance too slow.

# 1303. Re: Racing Cars for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-20 04:12:50 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <6BY4a.27058$863.70832@news-server.bigpond.net.au>
Source record: 23116

Racing Construction set was awesome, used to thrash my little sister on that
all the time ;-). And yes Pitstop was on the 8-bit.

Mark

"Vidar Olavesen" <hawk@nmi.no> wrote in message
news:%QX4a.30000$Rc7.427517@news2.e.nsc.no...
> > >Pole Position
> > >Pole Position II (with Designer to design roads)
>
> Wasn't PPII only on 7800 ? I think I have PP, PP ver. 1.1, PP X (the
> designer thing)
>
> > >Speedway Blast (ala Rally-X in arcade; top view)
> > >Speedway Rally (nice top view, multi-directional scrolling graphics)
> > >Pitstop II (split screens, from EPYX)
>
> Pitstop was available too wasn't it ? I seem to remember having that.
>
> > >Stealth/Landscape (? 3D futuristic carplane to collect the electrical
> hums on road,
> > >shoot down the dark tower at the end)
> > >Ion Roadway (from APX software)
> > >Getaway! (you are thief to collect money, to avoid police chase; top
> view
> > >scrolling)
> > >ElectraGlide (from U.K.)
> > >
> > >Any other ones that is not listed above?
> > >
> > >mike
> >
> > The Great American Cross Country Road Race. Pretty awesome game for
> > the time. Would change from night to day, you could blow up your
> > engine.
>
> And Racing Construction Set, Deathrace, and something looking like Super
> Sprint (It counts down with speech I believe and was on tape from a UK
> company). There must be more (Speed King or Speed something. One is a
> motorcycle thing, but the other is a car game), I have to sleep on that a
> while.
>
>

# 1304. Re: Request: Can someone test this on a real A8 please?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-20 04:18:03 UTC
From: Mo <momo@atariland.com>
Message-ID: <%FY4a.10512$le5.447673@twister.austin.rr.com>
Source record: 23117

Okay, I fired up my 'real' Atari800 NTSC and it looked really crisp and
clean. Alot more like a standard terminal than the Atari font. No big
artifacting other than a slight pinkish color, but I think that was due to
the black background.
Overall it looked very nice!
If you need any other real testing done, let me know.
Mo

"rtdos" <rtdos@yahoo.com> wrote in message
news:845192d9.0302191543.27588612@posting.google.com...
> I wonder if anyone has tried it with NTSC or other formats ?
>
> I'd try it but I am unable to hook my my real atari unfortunately. :-(
>
>
> Matthias Reichl <usenet-20030218@hias.horus.com> wrote in message
news:<slrnb5484e.177.usenet-20030218@camel.hias.horus.com>...
> > Hi!
> >
> > I'm using a PAL 800XL with a SuperVideo mod hooked up to the
> > s-video input of my 28" Panasonic wide screen TV (a TX-W28D3F,
> > nothing high-end, but quite decent though).
> >
> > On Mon, 17 Feb 2003 18:06:34 GMT, Tom Hunt wrote:
> > > It is a test of proportional fonts. I need to know the following-
> > >
> > > 1) Is it readable on your system?
> >
> > Yes, it is readable, but a lot harder than the standard Atari font.
> > I used the standard text "The quick brown fox jumps over the lazy dog",
> > which saves approx. 30% of space with your font (compared to the
> > Atari font).
> >
> > IMO several characters don't fit into the font. Eg. 'v' is far too
> > wide and should be a lot (some 30%) smaller. Also 'l' looks quite
> > strange. Either add a horizontal bar at the bottom (like in the
> > Times font), or remove the horizontal bar at the top (like in
> > Helvetica / Arial).
> >
> > Maybe you should try creating a font similar to Helvetica/Arial,
> > this could somewhat improve readability and also save some
> > additional space.
> >
> > > 2) Is artifacting a problem effecting readability?

> >
> > No. But this could be due to the s-video connection and my
> > PAL machine. I haven't tried composite or RF connections.
> >
> > so long,
> >
> > Hias

## 1305. Re: Surge Protectors/Ground

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-20 04:24:10 UTC
From: Mo <momo@atariland.com>
Message-ID: <KLY4a.10539$le5.448759@twister.austin.rr.com>
Source record: 23118

Okay, I'm scared now! I use several of these 'power strips' on my atari and other computers. I never leave them on, especially in a storm. No, there is no earth ground (well, they're three prong plugs- so maybe). So if I only turn them on in good weather and only while I'm using the computer, am I safe?
Mo

"w_tom" <w_tom1@hotmail.com> wrote in message news:3E542258.7E277142@hotmail.com...
> Cited are half truths advocated by ineffective, grossly
> overpriced, and undersized surge protector manufacturers.

# 1306. Re: ATR-8000 Help Needed!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-20 04:49:21 UTC
From: SteveV4V <stevev4v1@attbi.com>
Message-ID: <l7Z4a.171587$tq4.4733@sccrnsc01>
Source record: 23119

Boyd,

Wow, thanks a bunch! I have a catweasel controller so hopfeully I will be
able to write these images out in the proper format. I'll keep you posted!

Best,
Steve

"Boyd" <BoydStaley@attbi.com> wrote in message
news:ygY4a.167562$2H6.2968@sccrnsc04...
> Steve,
>
> I had the same problem but finally found a source. Go to this site:
>
> http://www.gaby.de/sysdisk.htm
>
> Send an email to Don listing the ones you need. He can provide you with
> images that you can write to diskettes (if you have the proper hardware
> and software) or he can make copies for you for a reasonable fee.
>
> I got the images but don't have a hardware platform that will write them
> to disk so I haven't been able to try them out yet. I'll email the
> images to you also.
>
>
> Boyd
>
> SteveV4V wrote:
> > Hi,
> >
> > I recently aquired a 64k ATR-8000 which the previous owner purchased
new. It
> > works, it's great but the system disk and CP/M 2.2 disk were thrown away
> > some time ago by mistake. Anyhow, needless to say I am in need of the
system
> > software and the CP/M disks. If anybody can point me to a source to buy
a
> > new set or would be willing make me copies of theirs I will be happy to
> > reimburse you for your time/trouble/materials/postage.
> >
> > Cheers,
> > Steve
> >
> >
>

# 1307. Re: CPM emulator for the 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-20 05:12:52 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030220001252.23247.00000416@mb-ft.aol.com>
Source record: 23120

I don't believe it was mentioned that Indus/Future Systems also had a CPM setup
using the Z80 in the Indus drive. I can't remember for sure if you had to have
the Indus "RamCharger" board installed -- I think so, but I'm not positive.
What was the proposed Atari CPM (and other) expansion box-- the 1090?
Larry

## 1308. looking for indus gt

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-20 05:42:38 UTC
From: Coach Gary <gary@tornadossoftball.com>
Message-ID: <3e546953$1_1@newsfeed>
Source record: 23121

Does anyone know where i can find a cheap indus gt disk drive ?
i finally blew off the dust of my 800xl and the drive no longer powers up.
I have hundreds of floppies and no disk drive to use. any help would really
be
apreciated.

Thanks

Gary

## 1309. Re: looking for indus gt

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-20 07:12:15 UTC
From: Paul Alhart <paulalhart@hotmail.com>
Message-ID: <jd%4a.29606$wH5.14267@nwrddc04.gnilink.net>
Source record: 23122

I have a reconditioned Indus GT for sale. $45 + $10.50 shipping in USA.
Includes power supply I/O cable & 90 day warranty. Paul

"Coach Gary" <gary@tornadossoftball.com> wrote in message
news:3e546953$1_1@newsfeed...
> Does anyone know where i can find a cheap indus gt disk drive ?
> i finally blew off the dust of my 800xl and the drive no longer powers up.
> I have hundreds of floppies and no disk drive to use. any help would
really
> be
> apreciated.
>
> Thanks
>
> Gary
>
>

## 1310. Re: Racing Cars for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-20 08:12:12 UTC
From: misterbumpy@wmconnect.com
Message-ID: <20030220031212.14937.00000342@mb-cc.wmconnect.com>
Source record: 23123

There was also a Talladega race game here in the states and although I owned a copy once, I never got to play it before my Atari 8-bit stuff went bye-bye.

## 1311. Game-DOS Source available?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-20 09:21:34 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b326e5$1htdt6$1@ID-174234.news.dfncis.de>
Source record: 23124

Hello,

for a specific problem, I need to tweak a so called Mini- or Game-DOS. This is a minimal DOS for starting Games on Disks with a low-memory footprint. There are several available in binary-form, like Pico-DOS, Game-DOS ...

Does anyone know if there is Source-Code for such Mini-DOS available with a license that permits changes and republishing?

Best regards

Carsten Strotmann

## 1312. .BAS to TXT

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-20 09:35:03 UTC
From: Jozef Kosoru <jozef.kosoru@iblsoft.com>
Message-ID: <b327g7$1hlg7o$1@ID-164342.news.dfncis.de>
Source record: 23125

Hi!

I'm looking for a tool which can convert *.bas files to the plain text
BASIC sources. Is there something like that out there?

Thanx.

jozef

# 1313. Re: Ben's Anonymous threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-20 11:03:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030220110344.33899A@ilaskey.cix.co.uk>
Source record: 23126

In article <O6P4a.10743$YU4.968394@newsread1.prod.itd.earthlink.net>,
ricortes@earthlink.net (richard cortese) wrote:
> you find one behavior excusable but the American reaction to thousands
Where did I ever say football violence was excusable? Frankly I'd shut
down the entire football league in the UK. Bloody boring as well as
attracting idiots.

# 1314. Re: JurassicParcII on cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-20 13:09:33 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b32k2q$21f$1@nets3.rz.RWTH-Aachen.DE>
Source record: 23127

Howdy Daniel

> How about an 800 version? I would buy the ATR if it ran on the 800.

Ask the guy on the site who's selling it. I just found the thing on a site
and mentioned it here.

CU Mathy van Nisselroy

# 1315. Re: Racing Cars for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-20 13:13:35 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b32ka9$2cd$1@nets3.rz.RWTH-Aachen.DE>
Source record: 23128

Howdy folks

- The Last V8
- Bremspunkt (birdseye view. Max. 4 players, needs multijoy interface.)

CU Mathy van Nisselroy

# 1316. Re: looking for indus gt

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-20 14:26:11 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <b32oi3$68e$1@terabinaries.xmission.com>
Source record: 23129

Coach Gary <gary@tornadossoftball.com> wrote:
> Does anyone know where i can find a cheap indus gt disk drive ?
> i finally blew off the dust of my 800xl and the drive no longer powers up.

Have you tried a replacement power supply - or validted that the PS was
pushing out the proper voltage?

# 1317. Re: Surge Protectors/Ground

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-20 15:50:20 UTC
From: w_tom <w_tom1@hotmail.com>
Message-ID: <3E54F93B.6ED59D92@hotmail.com>
Source record: 23130

Turning computer or surge protector on or off makes no difference. A surge protector only shunts (distributes) a surge to all other wires. They are called shunt mode surge protectors. One wire leads directly to electronics - the green safety ground wire. Surge can bypasses power switches and power supply to seek earth ground, destructively, via the electronics.

Effective surge protection has always been to shunt to earth before surges enter the building. Telephone lines already have such 'whole house' protectors installed in the NID that also must be connected less than 10 feet to the same central earth ground. Protection installed free by the telco. But AC mains is source of most all surges - no protection installed at service entrance.

Generally, surge protection also means upgrading the house central earth ground to, at minimum, meet post 1990 National Electrical Code (NEC) requirements. That earth ground rod becomes central earth ground. All incoming utilities must connect either direct to using hardwire (CATV, satellite dish) or via a surge protector (AC electric, telephone) to this central earth ground.

AC mains are the most common source of destructive surges. Home Depot sells two minimally acceptable 'whole house' surge protectors: Intermatic EG240RC or Siemens QSA2020. Cost is about $1 per protected appliance.

BTW, all homes absolutely require earth ground not just for transistor safety. That earth ground is essential to human safety. Worse case examples of failure due to no earth ground - the house exploded when electricity had to find earth ground via gas meter.

Mo wrote:
>
> Okay, I'm scared now! I use several of these 'power strips' on my
> atari and other computers. I never leave them on, especially in a
> storm. No, there is no earth ground (well, they're three prong
> plugs- so maybe). So if I only turn them on in good weather and
> only while I'm using the computer, am I safe?
> Mo

## 1318. Re: .BAS to TXT

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-20 16:23:02 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <b32ve6$1r13$1@innferno.news.tiscali.de>
Source record: 23131

Just LIST a program file instead of SAVEing it:

LIST "D:filename.ext"

Mirko

"Jozef Kosoru" <jozef.kosoru@iblsoft.com> schrieb im Newsbeitrag
news:b327g7$1hlg7o$1@ID-164342.news.dfncis.de...
> Hi!
>
> I'm looking for a tool which can convert *.bas files to the plain text
> BASIC sources. Is there something like that out there?
>
> Thanx.
>
> jozef
>

# 1319. Re: looking for indus gt

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-20 17:14:28 UTC
From: Coach Gary <gary@tornadossoftball.com>
Message-ID: <3e550b4f$1_2@newsfeed>
Source record: 23132

Well.....

Thought about it, but before i could look at it my wife threw it away :(
given a choice, it would have been her.....

Gary

"James King" <utah_lanman@yahooo.com> wrote in message
news:b32oi3$68e$1@terabinaries.xmission.com...
> Coach Gary <gary@tornadossoftball.com> wrote:
> > Does anyone know where i can find a cheap indus gt disk drive ?
> > i finally blew off the dust of my 800xl and the drive no longer powers
up.
>
> Have you tried a replacement power supply - or validted that the PS was
> pushing out the proper voltage?
>
>

# 1320. Re: .BAS to TXT

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-20 17:15:45 UTC
From: Jindroush <jindroush@seznam.cz>
Message-ID: <3E550D41.2326A9EC@seznam.cz>
Source record: 23133

Jozef Kosoru wrote:
> I'm looking for a tool which can convert *.bas files to the plain text
> BASIC sources. Is there something like that out there?

You can use my PC utility chkbas.

--
Jindroush <jindroush@seznam.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

# 1321. Re: Racing Cars for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-20 18:14:46 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <QR85a.30247$Rc7.430494@news2.e.nsc.no>
Source record: 23134

"MisterBumpy" <misterbumpy@wmconnect.com> skrev i melding
news:20030220031212.14937.00000342@mb-cc.wmconnect.com...
> There was also a Talladega race game here in the states and although I
owned a
> copy once, I never got to play it before my Atari 8-bit stuff went
bye-bye.

Lucky for you. One of the worst car games on Atari. It was decent on C64,
but the A8 version lacks everything.

## 1322. Re: looking for indus gt

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-20 21:53:59 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <b4h33b-jmr.ln@speaker.rodsbooks.com>
Source record: 23135

In article <3e546953$1_1@newsfeed>,
"Coach Gary" <gary@tornadossoftball.com> writes:
> Does anyone know where i can find a cheap indus gt disk drive ?
> i finally blew off the dust of my 800xl and the drive no longer powers up.
> I have hundreds of floppies and no disk drive to use. any help would really
> be
> apreciated.

Chances are you don't need an actual Indus GT, but you may need a drive capable of enhanced and/or double density. Atari 1050 drives with double-density enhancement kits are somewhat common on eBay, so check there. Various used Atari retailers are also likely to have compatible drives in stock.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

# 1323. Re: Racing Cars for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-20 22:34:59 UTC
From: pr <pr@#NOSPAM#.com>
Message-ID: <AMc5a.5127$Vx2.426807@wards>
Source record: 23136

Speed Run - Red Rat (cockpit view perspective - crap game but excellent graphics. Came with an audio tape to play in your hi fi)

"Mike Stepansky" <design3d@2-scale.com> wrote in message news:3E53BCE3.9D7E15CF@2-scale.com...
> Let's review some of the racing car games for the Atari 8-bit computers.
>
> Pole Position
> Pole Position II (with Designer to design roads)
> Speedway Blast (ala Rally-X in arcade; top view)
> Speedway Rally (nice top view, multi-directional scrolling graphics)
> Pitstop II (split screens, from EPYX)
> Stealth/Landscape (? 3D futuristic carplane to collect the electrical hums on road,
> shoot down the dark tower at the end)
> Ion Roadway (from APX software)
> Getaway! (you are thief to collect money, to avoid police chase; top view
> scrolling)
> ElectraGlide (from U.K.)
>
> Any other ones that is not listed above?
>
> mike
>
>
> --
> 2Scale - 3D Design Lab
> 1049 S. McCord Road
> Holland, Ohio 43528
> 419-865-4006
>
>
>

# 1324. Re: Racing Cars for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-20 22:37:02 UTC
From: pr <pr@#NOSPAM#.com>
Message-ID: <qLc5a.5837$Lq.453165@stones>
Source record: 23137

Speed Ace - Zeppelin Games, motobike racing

"Mike Stepansky" <design3d@2-scale.com> wrote in message
news:3E53BCE3.9D7E15CF@2-scale.com...
> Let's review some of the racing car games for the Atari 8-bit computers.
>
> Pole Position
> Pole Position II (with Designer to design roads)
> Speedway Blast (ala Rally-X in arcade; top view)
> Speedway Rally (nice top view, multi-directional scrolling graphics)
> Pitstop II (split screens, from EPYX)
> Stealth/Landscape (? 3D futuristic carplane to collect the electrical hums
on road,
> shoot down the dark tower at the end)
> Ion Roadway (from APX software)
> Getaway! (you are thief to collect money, to avoid police chase; top view
> scrolling)
> ElectraGlide (from U.K.)
>
> Any other ones that is not listed above?
>
> mike
>
>
> --
> 2Scale - 3D Design Lab
> 1049 S. McCord Road
> Holland, Ohio 43528
> 419-865-4006
>
>
>

# 1325. Re: ATR-8000 Help Needed!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-20 22:55:09 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <h1d5a.12118$_c6.1229584@newsread2.prod.itd.earthlink.net>
Source record: 23138

Very interesting site... one question: Why is Dos 3 the only one he chose to
provide?

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Boyd" <BoydStaley@attbi.com> wrote in message
> Steve,
>
> I had the same problem but finally found a source. Go to this site:
>
> http://www.gaby.de/sysdisk.htm
>
> Send an email to Don listing the ones you need. He can provide you with
> images that you can write to diskettes (if you have the proper hardware
> and software) or he can make copies for you for a reasonable fee.
>
> I got the images but don't have a hardware platform that will write them
> to disk so I haven't been able to try them out yet. I'll email the
> images to you also.
>
> Boyd
>
> SteveV4V wrote:
> > Hi,
> >
> > I recently aquired a 64k ATR-8000 which the previous owner purchased
new. It
> > works, it's great but the system disk and CP/M 2.2 disk were thrown away
> > some time ago by mistake. Anyhow, needless to say I am in need of the
system
> > software and the CP/M disks. If anybody can point me to a source to buy
a
> > new set or would be willing make me copies of theirs I will be happy to
> > reimburse you for your time/trouble/materials/postage.
> >
> > Cheers,
> > Steve
>

# 1326. Re: .BAS to TXT

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-20 23:02:24 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <48d5a.12128$_c6.1230377@newsread2.prod.itd.earthlink.net>
Source record: 23139

You do not mention the platform in question...

http://home.columbus.rr.com/ksiders/atari.htm
Ken Siders' ATRUtil v. 1.3 for W95 will read a saved .BAS file from ATR/XFD
images and display them in Notepad typw text.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Jozef Kosoru" <jozef.kosoru@iblsoft.com> wrote in message
> Hi!
>
> I'm looking for a tool which can convert *.bas files to the plain text
> BASIC sources. Is there something like that out there?
>
> Thanx.
>
> jozef

# 1327. Re: Standard FDD and Arari - how to?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-21 00:53:40 UTC
From: solarinflux@aol.com
Message-ID: <20030220195340.09943.00000015@mb-ct.aol.com>
Source record: 23140

seems SO's across the board account for atari damage and loss. it is funny though that i was the benificiary of a SO's power and i ended up with a goldmine. i feel for the man who gave up what was practically a complete set of ATARI in almost all ways. mags,software, hardware. he knows who he is and i am so gratefull everyday. just had to add that in to this bit.

solar

# 1328. Re: CommodoreOne

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-21 01:05:29 UTC
From: solarinflux@aol.com
Message-ID: <20030220200529.09943.00000027@mb-ct.aol.com>
Source record: 23141

i read in the preclude to a mod file the creedo by which i subscribe to. it said to the effect... pseudo"the old hardware is out there and it is cheap so use it up".. i saw an article on using twin ataris to produce stereo as apposed to gumby or such.. 4 800xl's through PBI and maybey multiple monitors or superimposed(genlock?) screens to produce a much more powerfull machine through unity. integrity of the 79 technology still intact and your 1200 xl keyboard also..lol

thinkin

solar

# 1329. Re: CPM emulator for the 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-21 01:20:11 UTC
From: solarinflux@aol.com
Message-ID: <20030220202011.09943.00000028@mb-ct.aol.com>
Source record: 23142

inside my indus there is a floppy pin arrangement. never tried to just plug in a stan drive to see but maybey.. i know their is a z80 in there.. ramcharger and other stuff about it.. wish i knew. the cpu's 6502 and z80 together in parrallel would be interesting.. you guys know out there.. i am still hunting down info.

sInFlux

## 1330. Re: Need 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-21 01:22:05 UTC
From: solarinflux@aol.com
Message-ID: <20030220202205.09943.00000029@mb-ct.aol.com>
Source record: 23143

and it makes me wonder..???

# 1331. Wanted: 320-1mb upgraded XE

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-21 05:56:48 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <b34f30$mb$1@terabinaries.xmission.com>
Source record: 23144

Looking to purchase/trade for a 320k-1mb upgraded XE. Prefer a machine with either the CSS OS or the APE OS ROM upgrades.

My 576k is now too flakey and I've reverted to my 256k XL - until I get time to crack the XE open and review the internals.

## 1332. Re: Request: Can someone test this on a real A8 please?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-21 06:31:54 UTC
From: solarinflux@aol.com
Message-ID: <20030221013154.20693.00000022@mb-fi.aol.com>
Source record: 23145

i used superunarc on a single density disk. since the path was reduced to d:
it got a step further. now i get an end of file error.

wonder how all you got it working? feeling lil lame.. i will repeat process.

solar

## 1333. interlisp/65 2.5

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-21 06:44:00 UTC
From: solarinflux@aol.com
Message-ID: <20030221014400.20693.00000023@mb-fi.aol.com>
Source record: 23146

well i releafed through my mags quickly scanning for the article i knew i saw. then i saw it.march 1988vol.6 #11page 25. Special Software Systems released interlisp/65 version 2.5. wonder where this is? anyway lisp has a future on eight bit in some version or this oric port project. till next time

SolarinFlux

# 1334. Re: CommodoreOne

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-21 07:01:16 UTC
From: bill@newbreedsoftware.com
Message-ID: <09k5a.67618$lk.2920547@typhoon.sonic.net>
Source record: 23047

Solar Influx <solarinflux@aol.com> wrote:
> i read in the preclude to a mod file the creedo by which i subscribe to. it
> said to the effect... pseudo"the old hardware is out there and it is cheap so
> use it up".. i saw an article on using twin ataris to produce stereo as apposed
> to gumby or such.. 4 800xl's through PBI and maybey multiple monitors or
> superimposed(genlock?) screens to produce a much more powerfull machine through
> unity. integrity of the 79 technology still intact and your 1200 xl keyboard
> also..lol

Once upon a time I was thinking of using a number of MUX'd Ataris to
simulate something like X-Window in the Unix/Linux world. :^)

The 'master' would, of course, still be the master (with the big hard disk,
or whatever; and from which the other machines (slaves) boot).

One 'slave' would be the GUI display.

Finally, each additional slave would be running applications.
The applications would listen to the GUI display for any keyboard or
joystick/mouse input, and would send graphical updates back along the MUX.
Just like X-Window! :^)

--
bill@newbreedsoftware.com Was I useful? Rate this message!
http://newbreedsoftware.com/bill http://svcs.affero.net/rm.php?r=billkendrick

# 1335. Re: Game-DOS Source available?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-21 08:27:46 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3E55E302.BE734C89@siemens.at>
Source record: 23048

Carsten Strotmann wrote:
>
> Hello,
>
> for a specific problem, I need to tweak a so called Mini- or Game-DOS. This
> is a minimal DOS for starting Games on Disks with a low-memory footprint.
> There are several available in binary-form, like Pico-DOS, Game-DOS ...
>
> Does anyone know if there is Source-Code for such Mini-DOS available with a
> license that permits changes and republishing?

I never saw any sources but IIRC about 15 years ago I disassembled one
and changed it to my needs. Never gave my version to anybody else.
But if you don't get sources from somewhere on the net, I could look
whether I can find my sources somewhere. BTW, I wrote them in MAC/65.

Gerhard

# 1336. Alien Group Voice Box

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-21 08:30:19 UTC
From: SteveV4V <stevev4v1@attbi.com>
Message-ID: <usl5a.184748$tq4.5023@sccrnsc01>
Source record: 23049

Hi,

Just wondering if anybody has an .atr or .dcm image (or even a real disk) of
the software that came with the Alien Group Voice/Speech synthesizer.

Thanks much,
Steve

# 1337. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-21 09:26:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0302210119050.17206-100000@shell1.aracnet.com>
Source record: 23050
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auctions Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. I can afford to sell for less because I keep overhead down, avoid making promises I cant keep and avoid offering services I cant follow up on! So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Act Now,or I can't save you any Money! Goto http://BensCatalogs.Atari.org Or goto my Domain at http://BenSells.Atari.org or Call Ben@(503)256-9974! http://www.aracnet.com/~atari/numbers.htm Calling Hours and Info:

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 1338. Re: Request: Can someone test this on a real A8 please?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-21 11:02:06 UTC
From: NoOne@FakeEmail.invalid
Message-ID: <9329380DAPrivacyLabs@209.143.0.11>
Source record: 23051

solarinflux@aol.com (Solar Influx) wrote in
<20030221013154.20693.00000022@mb-fi.aol.com>:

>i used superunarc on a single density disk. since the path was reduced
>to d: it got a step further. now i get an end of file error.
>

It needs Sparta DOS. For some reason MyDOS (and maybe ADOS) doesn't
like my-

c = xio(3,1,4,0,f); /* open the file */

# 1339. Re: Rana 1000 Settings

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-21 12:09:27 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b351et$1ijrcc$1@ID-174234.news.dfncis.de>
Source record: 23052

Gooch wrote:

> I have the origianl Rana Systems 1000 Installation Guide here. If it will
> be of some use, I can scan it and convert it to PDF format.
>
> I am not sure if you want it attached to a message here, or uploaded
> somewhere...let me know!
>
> Scott
>
> (PS, it may take me a while to get this scanned into PDF.)

Thanks to Scott, the Installation Guide is now online available at
http://www.strotmann.de/twiki/bin/view/Infothek/RanaThousand

Carsten

## 1340. Compatible Inkjet printer

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-21 13:29:36 UTC
From: Comet Service 302 <302.workshop@tiscali.co.uk>
Message-ID: <3e5629c0$1_1@mk-nntp-2.news.uk.tiscali.com>
Source record: 23053

Does anyone know of a suitable inkjet for the 8-bits -B&W only would suffice. This would be connected via a Centronics type interface. I have an Epson Stylus Color 400, but despite all efforts at writing a printer driver, it won't work correctly (ignores nearly all commands).
Thanks in advance,

Chris Davis

## 1341. Re: Request: Can someone test this on a real A8 please?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-21 13:53:52 UTC
From: solarinflux@aol.com
Message-ID: <20030221085352.27341.00000018@mb-fn.aol.com>
Source record: 23054

ok will now test on..

solarinflux

# 1342. Re: Compatible Inkjet printer

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-21 14:00:05 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b35bdm$jem$1@nets3.rz.RWTH-Aachen.DE>
Source record: 23055

Howdy Chris

> Does anyone know of a suitable inkjet for the 8-bits -B&W only would
> suffice. This would be connected via a Centronics type interface. I have
> an Epson Stylus Color 400, but despite all efforts at writing a printer
> driver, it won't work correctly (ignores nearly all commands).

My Canon BJC 4200 prints everything (text) I can copy to it. But it skips two lines of text between sheets of paper. And DaisyDot works fine if you can live with the fact that the round dots a dot matrix printer prints are now small black squares. (meaning: it looks horrible)

But if you want it, I can send you a document I have that mentions many commands for many Canon printers.

CU Mathy van Nisselroy

# 1343. Re: Request: Can someone test this on a real A8 please?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-21 15:20:09 UTC
From: Mo <momo@atariland.com>
Message-ID: <Jsr5a.26487$DV.879711@twister.austin.rr.com>
Source record: 23056

I used Ataridos 2.0s and it went okay. To unpack the arc file I used the emulator and unarc.com (available from spudster). Copied the files to my desktop which was set as a virtual harddrive. Then I put those on a floppy and sneaker net'd them to my 486 APE box and ran it on the real Atari with my SIO2PC cable.
Mo

"Tom Hunt" <NoOne@FakeEmail.invalid> wrote in message news:9329380DAPrivacyLabs@209.143.0.11...
> solarinflux@aol.com (Solar Influx) wrote in
> <20030221013154.20693.00000022@mb-fi.aol.com>:
>
> >i used superunarc on a single density disk. since the path was reduced
> >to d: it got a step further. now i get an end of file error.
> >
>
> It needs Sparta DOS. For some reason MyDOS (and maybe ADOS) doesn't
> like my-
>
> c = xio(3,1,4,0,f); /* open the file */

# 1344. FS: Atari SX212 modem

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-21 16:30:00 UTC
From: Greg Menke <gregm-news@toadmail.com>
Message-ID: <m3fzqhppfb.fsf@europa.pienet>
Source record: 23057

Atari SX212 1200 baud Hayes compatible modem with power supply. The modem has both the standard 25 pin DCE serial connector and an SIO interface, seems like these units were sold in 1988. No users manual, but it is in the original box. It worked fine the last time it was used, but I've not tested it. Its fine cosmetically.

I'm asking $10 to cover shipping, first come first served.

Thanks,

Gregm

# 1345. Re: Need 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-21 18:01:48 UTC
From: billko@comcast.net
Message-ID: <kpo4mKkdV4bJ-pn2-hRrD70JJfl08@localhost>
Source record: 23058

But then where does the 600XL fit into the scheme of things? ;)

On Wed, 19 Feb 2003 18:19:37 UTC, Mike Stepansky
<design3d@2-scale.com> wrote:

> Atari 400 + Atari 800xl = Atari 1200xl
>
> Likewise, Atari 2600 (VCS) + Atari 5200 = Atari 7800
>
> (In case you guys didn't know that...)
>
> mike
>
> --
> 2Scale - 3D Design Lab
> 1049 S. McCord Road
> Holland, Ohio 43528
> 419-865-4006
>
>
>

--
Bill

## 1346. bbs software ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-21 19:54:09 UTC
From: Coach Gary <gary@tornadossoftball.com>
Message-ID: <3e56822c$1_1@newsfeed>
Source record: 23059

Anyone know where to locate any old 8 bit bbs software ?
just like to tinker with it and reminisce.

# 1347. Re: bbs software ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-21 20:55:52 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v5d4g9bpbk0r06@corp.supernews.com>
Source record: 23060

BBSXPRESS, I think it became public domain.
Anyway, it is at ftp.spudster.org, under telecom
and unclassified txt files (the docs I guess). Look
for bbsx*.* BBS XPRESS PRO is still sold, owned
and supported by Video 61.
I can't find the old AMIS BBSes. I guess they're around.
They were BASIC BBS. My first BBS was MPP AMIS by Matt Pritchard.

# 1348. Re: bbs software ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-21 21:03:18 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v5d4u6ec1ogm21@corp.supernews.com>
Source record: 23061

Uhm. I didn't mention Carina and BBCS, they are
also at ftp.spudster.org, but I don't recommend them.
I heard the later Carina was stable, the early version
I had was unstable. BBCS was very unstable, at least
for me. BBSXPRESS never crashed, always worked flawlessly.
Russ

# 1349. Re: Rana 1000 Settings

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-21 21:29:17 UTC
From: RED <redodd@comcast.net>
Message-ID: <6oKcnbobYYW0B8ujXTWcow@comcast.com>
Source record: 23062

"Carsten Strotmann" <cas_news@strotmann.de> wrote in message
news:b351et$1ijrcc$1@ID-174234.news.dfncis.de...
> Gooch wrote:
>
> > I have the origianl Rana Systems 1000 Installation Guide here. If it
will
> > be of some use, I can scan it and convert it to PDF format.
> >
> > I am not sure if you want it attached to a message here, or uploaded
> > somewhere...let me know!
> >
> > Scott
> >
> > (PS, it may take me a while to get this scanned into PDF.)
>
> Thanks to Scott, the Installation Guide is now online available at
> http://www.strotmann.de/twiki/bin/view/Infothek/RanaThousand
>
>
> Carsten

Thanks to everyone who was involved! I've been looking for this manual for
long time.

Ralph

# 1350. Re: bbs software ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-21 22:29:54 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0302211414310.12486-100000@shell1.aracnet.com>
Source record: 23063

The Shadow of Shadow Software owns Carina and gave me an archived copy of it to make available. I believe it's the latest version. If you goto my WebSite where you can download my Catalogs, the file is CARBBS. goto http://BensCatalogs.Atari.org

==Thanx==
===Ben===

On Fri, 21 Feb 2003, Coach Gary wrote:

> Anyone know where to locate any old 8 bit bbs software ?
> just like to tinker with it and reminisce.

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 1351. Re: Need 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-22 00:53:49 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3e56c9c4$0$27767$afc38c87@news.optusnet.com.au>
Source record: 23064

Half a 1200XL? or 75% of a 800XL?

Mark

<billko@comcast.net> wrote in message
news:kpo4mKkdV4bJ-pn2-hRrD70JJfl08@localhost...
> But then where does the 600XL fit into the scheme of things? ;)
>
> On Wed, 19 Feb 2003 18:19:37 UTC, Mike Stepansky
> <design3d@2-scale.com> wrote:
>
> > Atari 400 + Atari 800xl = Atari 1200xl
> >
> > Likewise, Atari 2600 (VCS) + Atari 5200 = Atari 7800
> >
> > (In case you guys didn't know that...)
> >
> > mike
> >
> > --
> > 2Scale - 3D Design Lab
> > 1049 S. McCord Road
> > Holland, Ohio 43528
> > 419-865-4006
> >
> >
> >
>
>
> --
> Bill

# 1352. Re: interlisp/65 2.5

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-22 01:33:16 UTC
From: solarinflux@aol.com
Message-ID: <20030221203316.08958.00000027@mb-fs.aol.com>
Source record: 23065

turns out this Ilisp/65 was no longer being distributed by datasoft in chatsworth. Antic picked up the product and distributed it for Special Software Systems. it is in a number of the antic catalogue's. this makes me think that it should be easy to track down. there is an interim between now and 2004.. when the projected oric port is done as xlisp.. anyway this is my thinking.

solar

# 1353. Re: Request: Can someone test this on a real A8 please?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-22 01:38:27 UTC
From: solarinflux@aol.com
Message-ID: <20030221203827.08958.00000028@mb-fs.aol.com>
Source record: 23066

i finally got to see this work of Tom Hunts... very nice. on my 6.5 inch lcd screen it was fine. on a monochrome monitor it is crisp and clear. this is what you do with ATOS's typeface? anyway Tom Hunt is patient. feed more info Tom on actually how i can use this. it is in ML? very nice again

pardon

johnr

# 1354. Re: xep80ttl

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-22 01:48:20 UTC
From: solarinflux@aol.com
Message-ID: <20030221204820.08958.00000029@mb-fs.aol.com>
Source record: 23067

Bob Woolley.. i have seen some of your mods, but only in small amounts. a site made special attention to convey the wooley articles were with your permission. this makes me think that you just don't let you stuff out. all the sources i have consulted th AC mag you mentioned i find has only one side. i cannot fint your article. hope you can help me get this article. if not i will be forced to try the european mod. i hate to do something when I have not seen all sides.

newhey thank you MR. Woolley,

peace ,

solarInFlux

# 1355. Re: Need 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-22 02:38:39 UTC
From: SteveV4V <stevev4v1@attbi.com>
Message-ID: <PoB5a.191341$2H6.3357@sccrnsc04>
Source record: 23068

Well, it's a 7800-5200-800-1200xl....

I think. :0

<billko@comcast.net> wrote in message
news:kpo4mKkdV4bJ-pn2-hRrD70JJfl08@localhost...
> But then where does the 600XL fit into the scheme of things? ;)
>
> On Wed, 19 Feb 2003 18:19:37 UTC, Mike Stepansky
> <design3d@2-scale.com> wrote:
>
> > Atari 400 + Atari 800xl = Atari 1200xl
> >
> > Likewise, Atari 2600 (VCS) + Atari 5200 = Atari 7800
> >
> > (In case you guys didn't know that...)
> >
> > mike
> >
> > --
> > 2Scale - 3D Design Lab
> > 1049 S. McCord Road
> > Holland, Ohio 43528
> > 419-865-4006
> >
> >
> >
>
>
> --
> Bill

# 1356. Re: Compatible Inkjet printer

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-22 04:26:44 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v5duu3bfgnp5ea@corp.supernews.com>
Source record: 23069

I think all the cheap inkjets today are 'Windows'
printers. That means that Windows has to do the
fonts, has all the smarts. The printer doesn't know
the alphabet. Older printers have built in fonts, at
least one font (courier or something).
The Atari laser printer was like today's Windows
printers, it was stupid, all the printing was handled
by the computer, the printer just knew how to print
dots.
Something like that.
Get an old deskjet or cannon or brother or whatever
that was before the new types.
I think modems are like that today too. You can't
get an external Winmodem, but internal ones I guess
don't have any firmware in them, they are strictly
hardware and only understand bits, and bytes, no
AT commands and stuff, I think.
Russg

# 1357. Re: Compatible Inkjet printer

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-22 06:06:41 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <jo4e5v8sdd2rdhbaa7fdd1v24p7kdh2c43@4ax.com>
Source record: 23070

On Fri, 21 Feb 2003 13:29:36 -0000, "Comet Service 302"
<302.workshop@tiscali.co.uk> wrote:

>Does anyone know of a suitable inkjet for the 8-bits -B&W only would
>suffice. This would be connected via a Centronics type interface. I have
>an Epson Stylus Color 400, but despite all efforts at writing a printer
>driver, it won't work correctly (ignores nearly all commands).
>Thanks in advance,
>
>Chris Davis
>
Well, I have a Xerox XJ6C and it works fine. Like somone else said, most
currently available printers are 'WinPrinters' - when buying one make sure
it can print from DOS and/or comes with DOS drivers, since if it does it's
likely it'll work with the A8 too.

--
__________ ____---____ Marco Antonio Checa Funcke
_________D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

## 1358. Idea : All-in-one ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-22 06:41:05 UTC
From: blutrunst@yahoo.de
Message-ID: <7d24ed2c.0302212241.4584ce40@posting.google.com>
Source record: 23071

Think of a PPC-based machine which emulates all the ATARI computers :

basically an ATARI ST/STE/TT , which is quite "easy" to emulate and
had a better-than-DOS/Windows GUI in its time

with modern GEM-version and LINUX.That means,when you power it,youï¿½ll
have an ST/TT or Falcon or a LINUX machine.

plus

ATARI 400/800/130 XL/XE
ATARI 5200
ATARI 2600
ATARI 7800
ATARI Jaguar
ATARI Lynx

Software-only emulation or "real" hardware on cards.For example -
someone designed an "ATARI 2600 in 1 chip".This should be possible to
add as a cart.

This system would be 7 ATARIs-in-One ,could sell quite a few more
units than just a new 8 Bit.

Only problem :Getting the name "ATARI" for it.Otherwise it would be
possible in a few months.

Blutrunst

# 1359. Re: Idea : All-in-one ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-22 07:34:51 UTC
From: solarinflux@aol.com
Message-ID: <20030222023451.20693.00000043@mb-fi.aol.com>
Source record: 23072

a year ago when i reentered this atari world that i love so much.. i postulated an 8 bit on a chip. the commodore people were working on it. i like your idea of eight on a chip.. this is a cool idea..

solar

# 1360. Re: Compatible Inkjet printer

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-22 13:02:56 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <4yK5a.504649$HG.88266415@news4.srv.hcvlny.cv.net>
Source record: 23073

It's interesting. I've been following H-P inkjets for a while, and I can only assume that the other manufacturers went through similar stuff.

In a sense, we were spoiled with dot-matrix printer manuals, which usually contained not only all of the necessary codes, but a means for designing and downloading fonts from the Atari (or any computer, for that matter) to the printer.

There was a time when you could get all the codes for a specific H-P model only if you went to their Web site and knew where to look. I was able to get the codes for an H-P 660c. But when I looked at the strings that would have to be sent to it from an Atari, I knew that few of us would be willing, or even able, to imbed those strings in something like Atariwriter. Keeping it monochrome might help a little, but not much. As for writing a driver, well, that would be even more complex.

Now it's pretty near impossible to get the codes for any specific inkjet printer. And even beyond that, if you look at several H-Ps in a series that were released at about the same time and had the same general appearance, you'd find that some came with drivers for DOS (which would have helped Atari people) and some didn't; some could use USB and parallel connections at the same time and some couldn't, etc.

So the advice to find an older, monochrome inkjet is valid, but not a guarantee of success.

Take care.

Alan

"Russ Gilbert" <russg@en.com> wrote in message
news:v5duu3bfgnp5ea@corp.supernews.com...
> I think all the cheap inkjets today are 'Windows'
> printers. That means that Windows has to do the
> fonts, has all the smarts. The printer doesn't know
> the alphabet. Older printers have built in fonts, at
> least one font (courier or something).
> The Atari laser printer was like today's Windows
> printers, it was stupid, all the printing was handled
> by the computer, the printer just knew how to print
> dots.
> Something like that.
> Get an old deskjet or cannon or brother or whatever
> that was before the new types.
> I think modems are like that today too. You can't
> get an external Winmodem, but internal ones I guess

> don't have any firmware in them, they are strictly
> hardware and only understand bits, and bytes, no
> AT commands and stuff, I think.
> Russg
>
>

## 1361. Re: Compatible Inkjet printer

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-22 14:50:01 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030222095001.15680.00000040@mb-ca.aol.com>
Source record: 23074

The advice on finding an M.S. Dos compatible printer is good advice. I did some looking about a year ago, and IIRC, portable units ($$$) were the only current ones that I found then to be M.S. Dos compatible. You will probably have to contact the maker's tech/sales support to get real solid info. I also found that Laser printers were more likely to still support Dos.

The early inkjets nearly all supported Dos, and at least a couple of the HP models could use an Epson FX emulation cartridge. I had one of those -- a DeskJet 500. Those can be picked up for very low cost.

Of course, you mentioned "compatible inkjet", but depending on your needs, have you considered printing through APE? On Win 95 or Win 98 it is quite viable. Atari fonts are available for Win and (I think) Mac. I usually use Courier or Times Roman, but if I need to print the special Atari characters, I use the Atari Fonts -- usually "Extra Smooth".
Larry

## 1362. Computer Controller Cookbook on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-22 15:58:59 UTC
From: Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com>
Message-ID: <usenet-DELETEthisPART-FB4613.07585922022003@news.west.cox.net>
Source record: 23075

The team at AtariArchives.org is thrilled to announce that the full text of the classic book _The Computer Controller Cookbook_ by Tom & Kelda Riley is now online at http://www.atariarchives.org/ccc/

Published in 1983 by Creative Computing Press, this hard-to-find book shows how to build your own controllers for Apple // and Atari 8-bit computers.

Chapters include instructions for building an airplane wheel, sketch pad, race car steering wheel, foot pedals, sound-activated controller, and joysticks. There are also chapters on rebuilding paddles and joysticks, converters for using Atari joysticks on Apple computers (and vice versa), and more. Chapter 14 is an electronics tutorial that tells how to adapt the controllers for use on VIC-20, IBM PC, Radio Shack, and other computers.

This is the 11th classic computing book available at AtariArchives.org.

--Kevin Savetz
--
Kevin Savetz - http://www.savetz.com/contact/
Curator of Classic Computer Magazine Archive - www.atarimagazines.com
& Atariarchives.org - www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

# 1363. Re: Compatible Inkjet printer

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-22 18:00:51 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <nVO5a.442$vU3.67242@newsread1.prod.itd.earthlink.net>
Source record: 23076

Larry,

Have you found a way to access the entire A8 font? The Classic Chunky and others I have found do not have all of the control and inverse characters in the corrent sequence.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"LarryWhite" <llppwhite@aol.comnsp> wrote in message
> The advice on finding an M.S. Dos compatible printer is good advice. I did
> some looking about a year ago, and IIRC, portable units ($$$) were the only
> current ones that I found then to be M.S. Dos compatible. You will probably
> have to contact the maker's tech/sales support to get real solid info. I also
> found that Laser printers were more likely to still support Dos.
>
> The early inkjets nearly all supported Dos, and at least a couple of the HP
> models could use an Epson FX emulation cartridge. I had one of those -- a
> DeskJet 500. Those can be picked up for very low cost.
>
> Of course, you mentioned "compatible inkjet", but depending on your needs, have
> you considered printing through APE? On Win 95 or Win 98 it is quite viable.
> Atari fonts are available for Win and (I think) Mac. I usually use Courier or
> Times Roman, but if I need to print the special Atari characters, I use the
> Atari Fonts -- usually "Extra Smooth".
> Larry
>

# 1364. Re: xep80ttl

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-22 18:17:53 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3e57bf6b$0$30101@fountain.mindlink.net>
Source record: 23077

Other than the Antic article, which belongs to Antic and Matt really, anyone can distribute anything I have ever done for what ever purpose they wish. Some of the projects, such as the 80 column adaptor or dual Antic mod, are a little advanced for most casual hackers... And, I can't find a lot of the reference material for many of them anymore - not easily, anyway.

I can send you a scan of the article if you like.

Bob

"Solar Influx" <solarinflux@aol.com> wrote in message news:20030221204820.08958.00000029@mb-fs.aol.com...
> Bob Woolley.. i have seen some of your mods, but only in small amounts. a site
> made special attention to convey the wooley articles were with your permission.
> this makes me think that you just don't let you stuff out. all the sources i
> have consulted th AC mag you mentioned i find has only one side. i cannot fint
> your article. hope you can help me get this article. if not i will be forced
> to try the european mod. i hate to do something when I have not seen all
> sides.
>
> newhey thank you MR. Woolley,
>
> peace ,
>
> solarInFlux

# 1365. Re: Compatible Inkjet printer

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-22 18:25:18 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3e57c125$0$30101@fountain.mindlink.net>
Source record: 23078

If you can find an old DeskJet or DeskJet Plus and an Epson cartridge, that works pretty well. Look on E-bay, maybe.

I use a LaserJet 4P on my 8-bit. This printer allows me to set the default font from the operators panel on the 4P and print text from any Atari program in that font. I wrote a driver for AtariWriter long ago that printed to an HP PCL printer (either laser or inkjets).

What are you trying to print?

Bob

"Comet Service 302" <302.workshop@tiscali.co.uk> wrote in message news:3e5629c0$1_1@mk-nntp-2.news.uk.tiscali.com...
> Does anyone know of a suitable inkjet for the 8-bits -B&W only would
> suffice. This would be connected via a Centronics type interface. I have
> an Epson Stylus Color 400, but despite all efforts at writing a printer
> driver, it won't work correctly (ignores nearly all commands).
> Thanks in advance,
>
> Chris Davis
>
>

# 1366. Re: Computer Controller Cookbook on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-22 18:29:19 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <3kP5a.475$vU3.27539@newsread1.prod.itd.earthlink.net>
Source record: 23079

Thanks Kevin, a lot of really good stuff in those last few chapters for us
green novices.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Kevin Savetz" wrote in message
> The team at AtariArchives.org is thrilled to announce that the full text
> of the classic book _The Computer Controller Cookbook_ by Tom & Kelda
> Riley is now online at
> http://www.atariarchives.org/ccc/
>
> Published in 1983 by Creative Computing Press, this hard-to-find book
> shows how to build your own controllers for Apple // and Atari 8-bit
> computers.
>
> Chapters include instructions for building an airplane wheel, sketch
> pad, race car steering wheel, foot pedals, sound-activated controller,
> and joysticks. There are also chapters on rebuilding paddles and
> joysticks, converters for using Atari joysticks on Apple computers (and
> vice versa), and more. Chapter 14 is an electronics tutorial that tells
> how to adapt the controllers for use on VIC-20, IBM PC, Radio Shack, and
> other computers.
>
> This is the 11th classic computing book available at AtariArchives.org.
>
> --Kevin Savetz
> --
> Kevin Savetz - http://www.savetz.com/contact/
>

# 1367. Re: Compatible Inkjet printer

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-22 18:32:42 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3e57c2e2$0$30101@fountain.mindlink.net>
Source record: 23080

The HP printers all seem to use PCL for printing, which hasn't changed a whole lot over the years. I have been able to even get color off of my old DJ500C on the 8-bit using the DJ Tech Ref Guide from HP (HP part number C2121-90101).

Bob

"Alan Sharkis" <asharkis@optonline.net> wrote in message news:4yK5a.504649$HG.88266415@news4.srv.hcvlny.cv.net...
> It's interesting. I've been following H-P inkjets for a while, and I can
> only assume that the other manufacturers went through similar stuff.
>
> In a sense, we were spoiled with dot-matrix printer manuals, which usually
> contained not only all of the necessary codes, but a means for designing
and
> downloading fonts from the Atari (or any computer, for that matter) to the
> printer.
>
> There was a time when you could get all the codes for a specific H-P model
> only if you went to their Web site and knew where to look. I was able to
> get the codes for an H-P 660c. But when I looked at the strings that
would
> have to be sent to it from an Atari, I knew that few of us would be
willing,
> or even able, to imbed those strings in something like Atariwriter.
Keeping
> it monochrome might help a little, but not much. As for writing a driver,
> well, that would be even more complex.
>
> Now it's pretty near impossible to get the codes for any specific inkjet
> printer. And even beyond that, if you look at several H-Ps in a series
that
> were released at about the same time and had the same general appearance,
> you'd find that some came with drivers for DOS (which would have helped
> Atari people) and some didn't; some could use USB and parallel connections
> at the same time and some couldn't, etc.
>
> So the advice to find an older, monochrome inkjet is valid, but not a
> guarantee of success.
>
> Take care.
>
> Alan
>
> "Russ Gilbert" <russg@en.com> wrote in message

> news:v5duu3bfgnp5ea@corp.supernews.com...
> > I think all the cheap inkjets today are 'Windows'
> > printers. That means that Windows has to do the
> > fonts, has all the smarts. The printer doesn't know
> > the alphabet. Older printers have built in fonts, at
> > least one font (courier or something).
> > The Atari laser printer was like today's Windows
> > printers, it was stupid, all the printing was handled
> > by the computer, the printer just knew how to print
> > dots.
> > Something like that.
> > Get an old deskjet or cannon or brother or whatever
> > that was before the new types.
> > I think modems are like that today too. You can't
> > get an external Winmodem, but internal ones I guess
> > don't have any firmware in them, they are strictly
> > hardware and only understand bits, and bytes, no
> > AT commands and stuff, I think.
> > Russg
> >
> >
>
>

# 1368. FA:Lots of boxed,new XE games on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-22 19:39:10 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <f16cbc23.0302221139.478420b4@posting.google.com>
Source record: 23081

Look at :

http://cgi6.ebay.de/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=klassische-videospiele&sort=3&page=11&rows=25&since=-1&showpics=1&stab=0

lots of boxed XE games on ebay , like Airball,Rescue on Fractalus,Ballblazer,Crime Buster,Thunderfox ...

All new + shrinkwrapped.

this is ebay.de,but I can sell worldwide.Prices are in Euro , but 1 Euro is just a little more than $1.

All games are NTSC and PAL compatible and have English manuals !!!

Mathias

# 1369. Re: xep80ttl

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-22 20:51:41 UTC
From: solarinflux@aol.com
Message-ID: <20030222155141.09129.00000038@mb-ct.aol.com>
Source record: 23082

Bob,

i have allmost every antic and analog and am constantly going through them. will see what i see in time concerning those mags. but i have searched for the ttl from the xep80 and cannot find it either in Atari Classics or any archeive i have tried. i hate to trouble you in asking for you to scan it for me, but i really would like to see it. on a side note i got my green screen macintosh Atari going(after tuning the yolk so now i see all the screen on that monitor and it is quite sharp. i think i am the only one to get a seemless installation of another sreen into a mac case. now if i could only get the board of an atari inside the mac case. twin antics.. now i want to see that badly. before now it was a rumor to me. time is as valuable an asset to have as anything, so i will waste no more of yours.

peace and thank you

sincerely

john ratzlaff

# 1370. Re: Idea : All-in-one ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-22 21:17:55 UTC
From: blutrunst@yahoo.de
Message-ID: <7d24ed2c.0302221317.5fd823cb@posting.google.com>
Source record: 23083

solarinflux@aol.com (Solar Influx) wrote in message
news:<20030222023451.20693.00000043@mb-fi.aol.com>...
> a year ago when i reentered this atari world that i love so much.. i postulated
> an 8 bit on a chip. the commodore people were working on it. i like your idea
> of eight on a chip.. this is a cool idea..
>
> solar

Yes.I think the 2 "main ATARIs" are the ST and the 800.They should be
there as "hardware" on a card.

The 5200 is basically an ATARI 800.

A 7800 on-a-chip should also be able to run 2600 games.

It would maybe possible to create such a system - with the MIDI port ,
so that it would be possible to use the ST MIDI software.

Such a computer would be great for MIDI , for DTP , word processing
etc. in its "ST part" , and great for games in its "800 part" or
"console part".

The problem is that a new ATARI 800 (65816-based) would never sell
many units.I donï¿½t want to make big profit , but itï¿½s necessary to
sell a certain amount of units to get parts cheap enough produced.

Combined with the ATARI ST and all the consoles , this "multi
computer" could be intersting even as a modern system - because the ST
was always better than a DOS PC in its days.Then it could sell enough
units.

The ST is a quite "simple" computer without much special hardware.The
ATARI 800 XL is far more complicated with its custom chips.Only STE
and Falcon and more advanced custom chips (Blitter , DMA Sound , DSP
in Falcon,Scrolling).

Maybe the best idea would be to make an ST/linux - based computer and
offer all the other ATARIs on cards to add to the system.The ST market
is the biggest , I think Lynx the smallest (since its games are only
interesting on the handheld).

So the basic computer system would be an ST/Linux system and all other
systems would be emulated by software.Real hardware emulation of all
other systems could be added with cards.

ST and all other OSs are small and could be held on ROMs = no booting
of Linux as in using of emulators.Switches could be made to change
between the computers.

As Iï¿½ve said , only 5 cards would be needed - ST, ATARI 800 XL (includes 5200) , ATARI 7800 (includes 2600),Jaguar and Lynx.

Only problem : ATARI 7800,5200,Jaguar,Lynx,XL all have different cartridge slots.That means , using carts would not be possible except each card had its own slot.

Blutrunst

# 1371. Re: bbs software ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-22 21:39:20 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-24EC1F.15392022022003@free.teranews.com>
Source record: 23086

Ben, I found the file at

http://www.aracnet.com/~atari/ftp/car_bbs.arc

But I'm unable to get the file to un-arc. I can download and unpack other .arc files in the folder without a problem.

Even though I can't get the file to un-arc, I can see that this might be Carina version 2.7, where the most recent I have seen on the Net was 2.6, so this might be of some general interest to BBS enthusiasts.

-Michael

In article <Pine.LNX.4.44.0302211414310.12486-100000@shell1.aracnet.com>,
Bravo Sierra Computers <atari@aracnet.com> wrote:

> The Shadow of Shadow Software owns Carina and gave me an archived copy of
> it to make available. I believe it's the latest version. If you goto my
> WebSite where you can download my Catalogs, the file is CARBBS. goto
> http://BensCatalogs.Atari.org

--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

# 1372. Re: Compatible Inkjet printer

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-22 22:14:10 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030222171410.07798.00000089@mb-ft.aol.com>
Source record: 23084

Hi Ron-
> Have you found a way to access the entire A8 font? <
No, I do use the updated font (V1.1), and it is very adequate for my purposes, but you are right, there are still things that it won't print correctly. I pretty much only print text and program listings, so 95% of the time, I just use Courier. (Besides, the Atari fonts take lots of ink :-)

There is at least one Windows font editor that allows you to construct or edit fonts. It is from a person in the Netherlands, IIRC, and called the "Font Creator". It looks like a really solid product, but my priority list never seems to get to "fonts".

IIRC, APE for Dos would also do printing chores. Did anyone ever develop any special fonts for M.S. Dos? (And back to a Dos-compatible printer.)

Larry

# 1373. Re: Idea : All-in-one ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-22 22:20:47 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gel60yn28.fsf@legolas.mdh.se>
Source record: 23085

blutrunst@yahoo.de (Blutrunst) writes:

> Only problem : ATARI 7800,5200,Jaguar,Lynx,XL all have different
> cartridge slots.That means , using carts would not be possible except
> each card had its own slot.

Heh. The final unit might look like a Swiss chesse.

--
Anders Carlsson

# 1374. Re: Compatible Inkjet printer

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-22 23:02:13 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3e58011b$0$10327$afc38c87@news.optusnet.com.au>
Source record: 23087

The Stylus Colour 400 is fully FX-80 compatible. I have been using one on a MegaSTE and Falcon for ages. For First Word and Word Writer I just use the Epson LQ driver, it works OK. I would imagine thee 8-Bit would be the same.

Mark

"Comet Service 302" <302.workshop@tiscali.co.uk> wrote in message news:3e5629c0$1_1@mk-nntp-2.news.uk.tiscali.com...
> Does anyone know of a suitable inkjet for the 8-bits -B&W only would
> suffice. This would be connected via a Centronics type interface. I have
> an Epson Stylus Color 400, but despite all efforts at writing a printer
> driver, it won't work correctly (ignores nearly all commands).
> Thanks in advance,
>
> Chris Davis
>
>

# 1375. Re: Idea : All-in-one ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-22 23:14:04 UTC
From: lp <gfa@basic.net>
Message-ID: <BA7D6E6C.C738%gfa@basic.net>
Source record: 23088

in article 7d24ed2c.0302221317.5fd823cb@posting.google.com, Blutrunst at blutrunst@yahoo.de wrote on 2/22/03 4:17 PM:

> The ST is a quite "simple" computer without much special hardware.The
> ATARI 800 XL is far more complicated with its custom chips.Only STE
> and Falcon and more advanced custom chips (Blitter , DMA Sound , DSP
> in Falcon,Scrolling).

It would need to be aimed at the Falcon if you wanted to market it.
Most of the really good software uses DSP. Most everyone I know has
a TT030, Falcon, Milan, of Hades. An ST equivlent would be rather
limiting.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

# 1376. How does Basic XL, Basic XE, and Turbo Basic XL Stack Up? (nt)

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-23 03:00:29 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <b39dgc$8hd$1@bob.news.rcn.net>
Source record: 23089

[No readable article body recovered]

# 1377. Re: How does Basic XL, Basic XE, and Turbo Basic XL Stack Up? (nt)

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-23 03:25:33 UTC
From: solarinflux@aol.com
Message-ID: <20030222222533.23967.00000082@mb-me.aol.com>
Source record: 23090

i am looking at those carts right now. they stacjed up nice and square. no ? rectangular..no? me?

solar

# 1378. Re: Idea : All-in-one ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-23 04:13:20 UTC
From: blutrunst@yahoo.de
Message-ID: <7d24ed2c.0302222013.7e47614@posting.google.com>
Source record: 23091

lp <gfa@basic.net> wrote in message news:<BA7D6E6C.C738%gfa@basic.net>...
> in article 7d24ed2c.0302221317.5fd823cb@posting.google.com, Blutrunst at
> blutrunst@yahoo.de wrote on 2/22/03 4:17 PM:
>
> > The ST is a quite "simple" computer without much special hardware.The
> > ATARI 800 XL is far more complicated with its custom chips.Only STE
> > and Falcon and more advanced custom chips (Blitter , DMA Sound , DSP
> > in Falcon,Scrolling).
>
> It would need to be aimed at the Falcon if you wanted to market it.
> Most of the really good software uses DSP. Most everyone I know has
> a TT030, Falcon, Milan, of Hades. An ST equivlent would be rather
> limiting.

Yes , a PPC - based Falcon + an 680x0 on a card.An original ST could
always be emulated by software only.

I think this could be a good all-in-one machine.The main system is a
next-generation Falcon (ST) and the 8 bits could be added on cards.

This would make such a system great for serious users - CAD,DTP , MIDI
,Word Processing and for gamers (the ATARI 8 Bit wasnï¿½t really
designed for word processing/DTP etc. , but the ST/TT/FALCON were
better than PCs at their time).

BTW : Anyone knows if thereï¿½s technical information about the Falcon
(the chips etc.) on the net ? 8 Bits are documented well.

Blutrunst

# 1379. Re: Idea : All-in-one ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-23 05:41:41 UTC
From: lp <gfa@basic.net>
Message-ID: <BA7DC945.C9D5%gfa@basic.net>
Source record: 23092

in article 7d24ed2c.0302222013.7e47614@posting.google.com, Blutrunst at
blutrunst@yahoo.de wrote on 2/22/03 11:13 PM:

> BTW : Anyone knows if thereï¿½s technical information about the Falcon
> (the chips etc.) on the net ? 8 Bits are documented well.

Most emulator sites have links to docs.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

## 1380. Atari 800 troubleshoot

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-23 06:12:23 UTC
From: WeedWarrior <mlangeonline@yahoo.com>
Message-ID: <v5gphdt2k61s7e@corp.supernews.com>
Source record: 23093

I have an Atari 800 that is not correctly reading any "up" movement on a joystick. I have used another computer and two controllers to verify this.

Is it possibly something simple like one of the resistors at the joystick port or should I replace the mainboard?

Any help is appreciated,
Mike Lange

## 1381. WTB 8-bit hard drive

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-23 07:31:33 UTC
From: Ron Pothier <cowboy.ron@verizon.net>
Message-ID: <pN_5a.551$V42.94@nwrddc03.gnilink.net>
Source record: 23094

Looking for the old hard drives that plugged into the parallel bus on the xl/xe 8-bit computers. Anybody know where I can find one?

Thanks,

Ron Pothier

# 1382. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-23 08:24:10 UTC
From: Mo <momo@atariland.com>
Message-ID: <Ky%5a.17199$F%.1531842@twister.austin.rr.com>
Source record: 23095
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale

I think you're about a thousand times more annoying than Ben is!
Mo

"Anonymous" <cripto@ecn.org> wrote in message
news:6d5ebdc64eba1527fb2c30939e99ca0f@ecn.org...
> Hi, I'm Ben Smith, proprietor of

# 1383. Re: ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-23 08:28:55 UTC
From: GrueMaster <nospam.gruemaster@yahoo.com>
Message-ID: <pan.2003.02.23.08.28.53.839119@yahoo.com>
Source record: 23096
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale

Would you just grow up. Ben is just trying to let the community know that there is still a source for atari related items. Having met & purhcased from him on numerous occasions, I found him to be one of the few good resources to help maintain my collection of atari-abilia (CES 2600, 7800, CX800, 800XL, Jaguar, & 3 1040STfm systems).

If you don't have anything constructive to say, then please slither back to the alt.spank.my.ass news groups that you apparently are fond of.

GrueMaster

On Sun, 23 Feb 2003 04:59:59 +0100, Anonymous wrote:

> Hi, I'm Ben Smith, proprietor of Fags R Us! I'm a big fagot who occupies a
> unique niche in the homosexual World! Most fags stick to just fucking
> other fags but I like meeting NEW fagots, I also sell Used/2nd Hand
> dildoes and sex toys!
>
> So not only do I fuck NEW fags, I also sell used sex toys you may not be
> able to find anymore at Swap Meets, Thrift Stores or even Auctions Sites!
> And I sell for less! And unlike those who will remain anonymous! I test my
> sex toys before I sell them. I can afford to sell for less because I keep
> overhead down, avoid making promises I cant keep and avoid offering
> services I cant follow up on! So not only can I sell you some Great New
> sex toys! But I can sell you hard to find 2nd Hand specially made for gays
> Goods, partly because I'm the fagot most people come to when they want to
> give their dildoes a New Home! I'm saving Orphaned sex toys from Oblivion!
> Act Now,or I can't save you any Money!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. My customers love me being a big fagot and
> the speedy service! I also have lots of gay sex Reference Books. Which I
> can Mail by special Book Rate for fagots!
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, Call fagboy Benny anytime at
> (503)256-9974!!!

# 1384. Re: ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-23 12:51:16 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <6tgh5v8mgcs973vmktvod4c5grnjccgfd9@4ax.com>
Source record: 22997
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale

On Sun, 23 Feb 2003 04:59:59 +0100 (CET), Anonymous <cripto@ecn.org>
wrote:

>Hi, I'm Ben Smith, proprietor of Fags R Us! I'm a big fagot who occupies a
>unique niche in the homosexual World! Most fags stick to just fucking other
>fags but I like meeting NEW fagots, I also sell Used/2nd Hand dildoes and sex
>toys!

What a wonderful advert for the group ALL this is...
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

# 1385. Re: How does Basic XL, Basic XE, and Turbo Basic XL Stack Up? (nt)

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-23 14:06:39 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030223090639.07762.00000089@mb-ft.aol.com>
Source record: 22998

You may get quite a few opinions about this. Briefly...
They are all *excellent products*. Atari folks had cause to celebrate when these products became available -- we no longer had to face the barbs from the C64 folks who had a (slightly) slower clock speed, but a built-in Basic that arguably ran 2-3 times faster than A8 Basic.

Basic XE has the most features, including allowing use of part of an XE's extra 64K for program use. No other does that.

Turbo Basic XL (disk) is free and has lots of features + more program space than regular A8 Basic. It is the fastest, and has a nice compiler, but no stand-alone compiled progs. Unfortunately when you type DOS, you lose your program and must reload TB. This may not be true in the new cart version. (?)

Basic XL has a nice runtime package and a few extensions in its Toolkit. Since it does not normally use the memory space under the OS, it probably is the most compatible product. (Yes, Frost Basic can be used with 800's and there is a Sparta version.)

Both Basic XL and XE are in Supercarts and can be turned OFF, although re-starting them causes a cold start under most conditions. Basic XL and XE both have Microsoft-type String Arrays + big strings, so they have the best of both worlds. Atari folks have always made the point that you don't really need string arrays, since you can manipulate the strings with the subscripts, but if you need string arrays, the "real deal" is handier (IMO).

I guess if I had to rank them, it would be in that order, but they are all great, and I use them all at varying times.
Larry

# 1386. Re: Atari 800 troubleshoot

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-23 16:53:09 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <V%66a.1804$vU3.220953@newsread1.prod.itd.earthlink.net>
Source record: 22999

"WeedWarrior" <mlangeonline@yahoo.com> wrote in message
news:v5gphdt2k61s7e@corp.supernews.com...
> I have an Atari 800 that is not correctly reading any "up" movement on a
> joystick. I have used another computer and two controllers to verify this.
>
> Is it possibly something simple like one of the resistors at the joystick
> port or should I replace the mainboard?

Worst case if it isn't something simple like a bad solder joint would be the
6520 PIA chip is bad. If that is the case then it would be easiest to
replace the chip. The PIA chips are off the shelf devices made by several
manufacturers and usually about $2. The 6820 and 6821 are compatible devices
is you can't find a 6520.

# 1387. MyPicoDos 3.0 available

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-23 22:28:01 UTC
From: Matthias Reichl <usenet-20030223@hias.horus.com>
Message-ID: <slrnb5iin9.320.usenet-20030223@camel.hias.horus.com>
Source record: 23000

Hi!

I just uploaded MyPicoDos 3.0 to my homepage

http://www.horus.com/~hias/atari/

MyPicoDos is a "game DOS" which can load COM/EXE, BIN and BAS files
and it supports MyDOS subdirectories.

New in this version:
- support for SD and DD (hard-) disks from 720 up to 65535 sectors
in DOS 2.x and MyDOS format
- MyPicoDos supports loading from D1: to D8:
- MyPicoDos is now GPL'ed and comes with full source code

so long,

Hias

# 1388. FA : 100 boxed , new ATARI XEGS/XL carts

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-23 23:05:39 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <f16cbc23.0302231505.24da0e79@posting.google.com>
Source record: 23001

This is great for traders , 100 ATARI XEGS or XL carts (13 different)
, all new + shrinkwrapped.

You may choose 100 of them , there are some great games like
Thunderfox , Ballblazer , Archon , Star Raiders 2 and others.

Look at :

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&category=3528&item=3009762259

Mathias

## 1389. My new 8bit Project!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-23 23:19:02 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <b3bkt6$idj$1@terabinaries.xmission.com>
Source record: 23002

Just bought a Max-a-Flex Exidy Arcade machine from a guy on Ebay this weekend. The Exidy is nothing more than a 600XL running a cart-based game. Other than the 600xl on the inside, the outside looks like any other full sized Arcade machine.

Here's my idea: I have an old 486dx2-656 Compaq all-in-one PC (the video, base, etc is in one unit) that I'm going to mount inside the chassis. Upon powerup, the PC will load specific ATR images to the 600 or 800xl (I will probably pull the 600xl and mount an 800xl or 130xe instead).

Imagine playing Alternate Reality from a full sized arcade machine! Cool, eh??

Will then use PCAnywhere for DOS to manage the pC thats locked inside the unit.

## 1390. Re: WTB 8-bit hard drive

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-24 00:45:32 UTC
From: SteveV4V <stevev4v1@attbi.com>
Message-ID: <MWd6a.231706$HN5.992864@rwcrnsc51.ops.asp.att.net>
Source record: 23003

Have you seen the MyIDE kit from this website:
http://home.wanadoo.nl/mr.atari/ ? I ordered one and receive it in about a week or so, just waiting to find a good deal on a 130xe to put it in. It looks pretty easy to install, in fact it can be installed interally or in a cartridge.

Cheers,
Steve

"Ron Pothier" <cowboy.ron@verizon.net> wrote in message
news:pN_5a.551$V42.94@nwrddc03.gnilink.net...
> Looking for the old hard drives that plugged into the parallel bus on the
> xl/xe 8-bit computers. Anybody know where I can find one?
>
> Thanks,
>
> Ron Pothier
>
>

# 1391. Re: WTB 8-bit hard drive

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-24 01:11:05 UTC
From: Coach Gary <gary@tornadossoftball.com>
Message-ID: <3e596f92$1_3@newsfeed>
Source record: 23004

too bad they are sold out.......

"SteveV4V" <stevev4v1@attbi.com> wrote in message
news:MWd6a.231706$HN5.992864@rwcrnsc51.ops.asp.att.net...
> Have you seen the MyIDE kit from this website:
> http://home.wanadoo.nl/mr.atari/ ? I ordered one and receive it in about a
> week or so, just waiting to find a good deal on a 130xe to put it in. It
> looks pretty easy to install, in fact it can be installed interally or in
a
> cartridge.
>
> Cheers,
> Steve
>
> "Ron Pothier" <cowboy.ron@verizon.net> wrote in message
> news:pN_5a.551$V42.94@nwrddc03.gnilink.net...
> > Looking for the old hard drives that plugged into the parallel bus on
the
> > xl/xe 8-bit computers. Anybody know where I can find one?
> >
> > Thanks,
> >
> > Ron Pothier
> >
> >
>
>

# 1392. Re: My new 8bit Project!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-24 04:19:59 UTC
From: Mo <momo@atariland.com>
Message-ID: <P3h6a.11725$O41.474454@twister.austin.rr.com>
Source record: 23005

Sounds alot like a MAME cabinet you're thinking of. If you look at www.arcadeathome.com they have alot of custom designs hobbyist have built. I think they can get you alot of stuff like buttons and joysticks. I still have the coinbox mechs out of an old Crazy Climber machine that I've been saving for my MAME cabinet someday.
Mo

"James King" <utah_lanman@yahooo.com> wrote in message news:b3bkt6$idj$1@terabinaries.xmission.com...
>
> Just bought a Max-a-Flex Exidy Arcade machine from a guy on Ebay this
> weekend. The Exidy is nothing more than a 600XL running a cart-based
> game. Other than the 600xl on the inside, the outside looks like any
> other full sized Arcade machine.
>
> Here's my idea: I have an old 486dx2-656 Compaq all-in-one PC (the video,
> base, etc is in one unit) that I'm going to mount inside the chassis. Upon
> powerup, the PC will load specific ATR images to the 600 or 800xl (I will
> probably pull the 600xl and mount an 800xl or 130xe instead).
>
> Imagine playing Alternate Reality from a full sized arcade machine! Cool,
> eh??
>
> Will then use PCAnywhere for DOS to manage the pC thats locked inside the
> unit.
>
>

## 1393. Re: CommodoreOne

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-24 04:31:33 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3e599f5e.612030@news>
Source record: 23006

bill@newbreedsoftware.com (William Kendrick):

>Once upon a time I was thinking of using a number of MUX'd Ataris to
>simulate something like X-Window in the Unix/Linux world. :^)

Curt Vendel has some information on his website about an atari network that
was setup at Club Med that used a similiar idea.

---
Shawn Jefferson
(fix reply to for email)

# 1394. Re: xep80ttl

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-24 04:35:47 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3e5aa070.885785@news>
Source record: 23007

"Bob Woolley" <ataribob@directvinternet.com>:
>Other than the Antic article, which belongs to Antic and Matt really, anyone
>can distribute anything I have ever done for what ever purpose they wish.
>Some of the projects, such as the 80 column adaptor or dual Antic mod, are a
>little advanced for most casual hackers... And, I can't find a lot of the
>reference material for many of them anymore - not easily, anyway.
>
>I can send you a scan of the article if you like.

What did your dual antic mod accomplish for the Atari?

Two screens?

---
Shawn Jefferson
(fix reply to for email)

# 1395. Re: My new 8bit Project!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-24 05:49:05 UTC
From: SteveV4V <stevev4v1@attbi.com>
Message-ID: <lni6a.241168$Ec4.251835@rwcrnsc52.ops.asp.att.net>
Source record: 23008

I've built a Mame/Emu out of an old Omega Race cabinet so if anybody needs
any pointers, I might be able to help.

"Mo" <momo@atariland.com> wrote in message
news:P3h6a.11725$O41.474454@twister.austin.rr.com...
> Sounds alot like a MAME cabinet you're thinking of. If you look at
> www.arcadeathome.com they have alot of custom designs hobbyist have built.
I
> think they can get you alot of stuff like buttons and joysticks. I still
> have the coinbox mechs out of an old Crazy Climber machine that I've been
> saving for my MAME cabinet someday.
> Mo
>
> "James King" <utah_lanman@yahooo.com> wrote in message
> news:b3bkt6$idj$1@terabinaries.xmission.com...
> >
> > Just bought a Max-a-Flex Exidy Arcade machine from a guy on Ebay this
> > weekend. The Exidy is nothing more than a 600XL running a cart-based
> > game. Other than the 600xl on the inside, the outside looks like any
> > other full sized Arcade machine.
> >
> > Here's my idea: I have an old 486dx2-656 Compaq all-in-one PC (the
video,
> > base, etc is in one unit) that I'm going to mount inside the chassis.
Upon
> > powerup, the PC will load specific ATR images to the 600 or 800xl (I
will
> > probably pull the 600xl and mount an 800xl or 130xe instead).
> >
> > Imagine playing Alternate Reality from a full sized arcade machine!
Cool,
> > eh??
> >
> > Will then use PCAnywhere for DOS to manage the pC thats locked inside
the
> > unit.
> >
> >
>
>

## 1396. Re: xep80ttl

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-24 08:06:04 UTC
From: solarinflux@aol.com
Message-ID: <20030224030604.16570.00000095@mb-mt.aol.com>
Source record: 23009

i think it enabled 4096 colors from what i have heard. this is in the exact area i would like to be learning .. using real atari hardware all hacked up. there is supposedly "address space" for many antics i think. i have just old faqs and archeives of all the maGS, and when i see these things the Bobs and the Toms of atari world have done and appear to be able to do.. i desire the information. sometimes you just gotta keep your own pace and eventually when i am the last a8er i will have mastered this machine. n eee whey

peace,
move , do, create , innovate , collaborate..

solarInflux

john ratzlaff

# 1397. Re: My new 8bit Project!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-24 08:09:16 UTC
From: solarinflux@aol.com
Message-ID: <20030224030916.16570.00000096@mb-mt.aol.com>
Source record: 23010

very cool ideas Omega race is great... i play it on a vic 20 with my homemade controller. why is there no omega race for the ate bit???

just a positive response to a creative idea..

solar

# 1398. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-24 11:13:29 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1046085149@rtfm.mit.edu>
Source record: 23011
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: January 18, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

## 1399. Re: Request: Can someone test this on a real A8 please?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-24 11:42:26 UTC
From: NoOne@FakeEmail.invalid
Message-ID: <932C4E955PrivacyLabs@209.143.0.11>
Source record: 23013

Thanks again to Solar Influx and the others for the feedback. I am limited in what I have to test with so it is good to know how it works and appears on other types of systems.

Originally I was going to use it inside of ATOS but it has been sitting around on my drive for a couple of years. So then I thought if I'm not going to do much more with it I might as well clean it up and release it so others can examine it and perhaps use the technique to make something out of it. I think the proportional font and artifact filter creates the most pleasing text display that I've ever seen on the A8. Maybe it could be used in a text processor like a micro emacs or micro vi?

# 1400. Re: Formatting HD w/ SpartaDOS on Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-24 11:50:09 UTC
From: NoOne@FakeEmail.invalid
Message-ID: <932C46D08PrivacyLabs@209.143.0.11>
Source record: 23012

design3d@2-scale.com (Mike Stepansky) wrote in
<3E53BEC1.C3D30EBB@2-scale.com>:

>What is the real reason for using preformatted 16 meg ATRs? Is that
>something I should use for APE software?
>

That might be a good question to send to the emulator authors. That
is, "Why can't I use (such and such) size ATRs that were generated with
(such and such) software?" It's been a few years since I made those ATRs,
but I think I remember having to tweak the ATR header with a hex editor in
order to get them to run in some emulators. It's a bit fuzzy now.

# 1401. Re: My new 8bit Project!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-24 14:23:23 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b3d9t6$3an$1@nets3.rz.RWTH-Aachen.DE>
Source record: 23014

Howdy James

> I will probably pull the 600xl and mount an 800xl or 130xe instead

Why not upgrade the 600XL? As far as I know (and I only know the Max-a-Flex from this site http://www.arcadecollecting.com/boulder/boulder.html that somebody pointed out once) it doesn't come with a keyboard or top half of the case.

CU Mathy van Nisselroy

## 1402. cojoined MYDOS source on my page

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-24 14:26:48 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b3da3i$3f3$1@nets3.rz.RWTH-Aachen.DE>
Source record: 23015

Howdy folks

Lee has cleaned up the MyDOS 4.50 source code, translated all the labels to
Atari's offficial labels and converted it so that both the disk and cart
versions of Mac65 will read the files.

Check out my MyDOS page at:
http://www-users.rwth-aachen.de/mathy.van_nisselroy/mydos.htm

CU Mathy van Nisselroy

# 1403. Version 4.1 of SIO2IDE is out.

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-24 14:36:53 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b3damh$405$1@nets3.rz.RWTH-Aachen.DE>
Source record: 23016

Howdy folks

As of February 21st, version 4.1 of the SIO2IDE interface is out. Check out:
http://www.atari.cuprum.com.pl/sio2ide.htm

CU Mathy van Nisselroy

--
---
My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

# 1404. Re: MyPicoDos 3.0 available

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-24 17:41:05 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e5a5967$0$49106$e4fe514c@news.xs4all.nl>
Source record: 23017

Will there be SpartaDOS support in a next version?

"Matthias Reichl" <usenet-20030223@hias.horus.com> wrote in message
news:slrnb5iin9.320.usenet-20030223@camel.hias.horus.com...
> Hi!
>
> I just uploaded MyPicoDos 3.0 to my homepage
>
> http://www.horus.com/~hias/atari/
>
> MyPicoDos is a "game DOS" which can load COM/EXE, BIN and BAS files
> and it supports MyDOS subdirectories.
>
> New in this version:
> - support for SD and DD (hard-) disks from 720 up to 65535 sectors
> in DOS 2.x and MyDOS format
> - MyPicoDos supports loading from D1: to D8:
> - MyPicoDos is now GPL'ed and comes with full source code
>
> so long,
>
> Hias

# 1405. Re: ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-24 18:28:54 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b3do94$v2$1@helle.btinternet.com>
Source record: 23018
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale

Hi GrueMaster

> Would you just grow up. Ben is just trying to let the community know that
> there is still a source for atari related items.

Ben is spamming the group with his commercial advertising which is against
base rules, whereas having an opinion however unsavoury is with the rules.

>Having met & purhcased from him on numerous occasions, I found him to be
one of the few good
> resources to help maintain my collection of atari-abilia (CES 2600, 7800,
> CX800, 800XL, Jaguar, & 3 1040STfm systems).

So you're biased anyway

> If you don't have anything constructive to say, then please slither back
> to the alt.spank.my.ass news groups that you apparently are fond of.

Again, opinions are with the rules, advertising is against the rules.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

---
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.456 / Virus Database: 256 - Release Date: 18/02/2003

# 1406. Re: ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-24 19:10:51 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <%6u6a.3733$vU3.389310@newsread1.prod.itd.earthlink.net>
Source record: 23019
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale

"Steve Sweet" <Steve.Sweet@btopenworld.com> wrote in message
news:b3do94$v2$1@helle.btinternet.com...
> Hi GrueMaster
>
> > Would you just grow up. Ben is just trying to let the community know
that
> > there is still a source for atari related items.
>
> Ben is spamming the group with his commercial advertising which is against
> base rules, whereas having an opinion however unsavoury is with the rules.

Can you show me a copy of this rule?

There was a informal group enforcement of no commercial posts back in the
80's. Much of the internet was being run on government subsidized computers
that allowed no commercial posts. There was also the .biz hierarchy for them
to use instead of this hierarchy. AFAIK there never was an official rule
against commercial posts but I would welcome the information.

There are rules for some of the newer groups like the programming, binary,
and announce, just for the older groups they never had a charter.

This all changed with the Al Gore legislation that created<sic> the internet
as we now know it.

# 1407. Re: ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-24 21:46:59 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <lg4l5v0j6n51rhosloi3mtoofb86lr16l1@4ax.com>
Source record: 23020

On Mon, 24 Feb 2003 19:10:51 GMT, "richard cortese"
<ricortes@earthlink.net> wrote:

>"Steve Sweet" <Steve.Sweet@btopenworld.com> wrote in message

>> Ben is spamming the group with his commercial advertising which is against
>> base rules, whereas having an opinion however unsavoury is with the rules.
>
>Can you show me a copy of this rule?
>
>There was a informal group enforcement of no commercial posts back in the
>80's. Much of the internet was being run on government subsidized computers
>that allowed no commercial posts. There was also the .biz hierarchy for them
>to use instead of this hierarchy. AFAIK there never was an official rule
>against commercial posts but I would welcome the information.

I believe there's a small set of folk who 'imagine' they moderate /
control the group, I imagine it's against 'their rules' rather than a
real rule.

Of course they could prove otherwise and show the info as you say.
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

# 1408. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-25 03:46:56 UTC
From: Larry <gimpogotch@Nospam.com>
Message-ID: <3e5ae81a$1@news3.accesscomm.ca>
Source record: 23021
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale

That's just stupid. Ben is a asset to the Atari community and I am glad that
he posts here. You sir are a idiot.

"Anonymous" <cripto@ecn.org> wrote in message
news:6d5ebdc64eba1527fb2c30939e99ca0f@ecn.org...
> Hi, I'm Ben Smith, proprietor of Fags R Us! I'm a big fagot who occupies a
> unique niche in the homosexual World! Most fags stick to just fucking
other
> fags but I like meeting NEW fagots, I also sell Used/2nd Hand dildoes and
sex
> toys!
>
> So not only do I fuck NEW fags, I also sell used sex toys you may not be
able
> to find anymore at Swap Meets, Thrift
> Stores or even Auctions Sites! And I sell for less! And unlike those who
> will remain anonymous! I test my sex toys before I sell them. I can afford
> to sell for less because I keep overhead down, avoid making promises I
cant
> keep and avoid offering services I cant follow up on! So not only can I
sell
> you some Great New sex toys! But I can sell you hard to find 2nd Hand
specially
> made for gays Goods, partly because I'm the fagot most people come to when
> they want to give their dildoes a New Home! I'm saving Orphaned sex toys
from
> Oblivion!
> Act Now,or I can't save you any Money!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. My customers love me being a big fagot and
the
> speedy service! I also have lots of gay sex Reference Books. Which I can
Mail
> by special Book Rate for fagots!
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, Call fagboy Benny anytime at
(503)256-9974!!!
>
>
>
>

>

# 1409. WTB: These Epyx Games: The Nightware, New World, Vulcan's Isle

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-25 05:42:26 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <6nD6a.149022$ce4.40454278@twister.socal.rr.com>
Source record: 23022

Original disks/tapes only please, not copies:

Atari -- The Nightmare by Epyx.

Also:

Any platform -- New World (Epyx)
Any platform -- Escape From Vulcan's Isle (Epyx)

If you have any for sale or trade, please write me at:
hughfalk@mindspring.com

## 1410. WTB: Raster Blaster

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-25 05:42:53 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <xnD6a.149029$ce4.40457037@twister.socal.rr.com>
Source record: 23023

If anybody has an original copy of Raster Blaster (it's a pinball game)
they are willing to sell, please write me at:

hughfalk@mindspring.com

Thanks,
Hugh

# 1411. Re: These Epyx Games: The Nightware, New World, Vulcan's Isle

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-25 05:59:04 UTC
From: Mo <momo@atariland.com>
Message-ID: <ICD6a.16402$O41.769783@twister.austin.rr.com>
Source record: 23024

And I'm still looking for 'The Keys of Acheron' and 'Sorcerer of Sieva' both
by Epyx in the early eighties. Either Atari or TRS-80 versions with box.
8-) Mo

"Hugh Falk" <hughfalk@mindspring.com> wrote in message
news:6nD6a.149022$ce4.40454278@twister.socal.rr.com...
> Original disks/tapes only please, not copies:
>
> Atari -- The Nightmare by Epyx.
>
> Also:
>
> Any platform -- New World (Epyx)
> Any platform -- Escape From Vulcan's Isle (Epyx)
>
>
> If you have any for sale or trade, please write me at:
> hughfalk@mindspring.com
>
>
>

# 1412. Re: My new 8bit Project!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-25 09:04:16 UTC
From: solarinflux@aol.com
Message-ID: <20030225040416.05751.00000264@mb-ba.aol.com>
Source record: 23025

Mathy van Nisselroy,

wow.. that is great.. phreaking suprising and on point. and i think your right about the 600xl. my 600xl's are my favorite.

very much have you offered us who use atari's.. thanks

solar

## 1413. Re: Idea : All-in-one ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-25 09:33:32 UTC
From: solarinflux@aol.com
Message-ID: <20030225043332.05751.00000265@mb-ba.aol.com>
Source record: 23026

now that was a real good thread that preceeded this post .. those were some IDEAS..

peace
SolarinFlux

## 1414. atari++ 1.19 released

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-25 09:38:20 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b3fdic$aqs$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 23027

Hi folks,

The 1.19 of the atari++ emulator is now available for download at the
canonical location:

http://www.math.tu-berlin.de/~thor/atari++/

Concering the features, quite a lot changed since then. Here's
the list of what happened:

Atari++ 1.16
- Added support for .dcm images and for .gz compressed
images of all kinds in general.
- Fixed an ANTIC timing problem for LMS instructions for
text-based mode lines.
- Fixed the directory requester of the GUI, again.
- Fixed the cycle count for several CPU instructions that
seem to have escaped earlier test.
- Added more autoconf tests for working compilers, most
notably for working exceptions and for icc specific
compiler setttings.
- Added autoconf specialization for the intel icc
compiler for better performance.
- Made several adaptions and stronger typing that
might help porting the code on other compilers.
- Several other minor bugfixes.

Atari++ 1.19
- Changed the licence conditions to TPL (almost identical
to the MPL).
- fixed a fatal bug in the SDL audio output that could
have caused buffer overruns.
- Fixed audio sample counter to reduce complexity.
- Modified RT8 cart support. The current emulation model
makes a bit more sense than the old implementation.
- ANTIC modeline speedup by using a different lookup table
concept.
- Changed the WSYNC logic for CPU and ANTIC.
- Simplified GTIA/CPU cycle coordination.
- POKEY audio generation makes now use of some LUTs to
speedup the polycounter usage.
- Added proper error handling: Run time error conditions
are now properly reported by a graphical requester.
- Added a warning log: Warnings get now reported within
the GUI and not on the command line.
- Added a licence agreement requester.

- Added an interface for SDL joystick emulation.
- Improved compatibility of the code by adding even
more autoconf tests.
- Split the CPU instruction build-up into several
subroutines to avoid some branch-distance problems
on some platforms.
- Added a requester before shutting down the program.
- Made handling of missing Os ROM images more user
friendly.
- Added a flag to disable the monitor for novice
users.
- Added a pretty-printer for the command-line help.
- Removed an unnecessary window-pop up that sneaked
into the code in 1.18.
- Implemented precise POT reading emulation for
POKEY.
- Modified and fixed boot loader for binary image
files.
- Fixed BASIC Rom handling on an error.
- added various workarounds for popular compiler bugs.
The existing code should be easier to port now.
- Added abstraction layers for time and curses
includes.
- The OsROM layer will now check a "roms" subdirectory
for missing ROM images automatically.

Happy downloading!

I'm also waiting for ideas how to improve the emulator further as I'm
currently running a bit out of ideas. It currently performs quite nicely
and is in a state near where I wanted to have it.

So long,
Thomas

## 1415. Re: Request: Can someone test this on a real A8 please?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-25 09:38:47 UTC
From: solarinflux@aol.com
Message-ID: <20030225043847.05751.00000266@mb-ba.aol.com>
Source record: 23028

my pleasure

# 1416. Re: atari++ 1.19 released

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-25 11:12:59 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <4tjm5vobq27lffs27dhppgnf49mqvol571@4ax.com>
Source record: 23029

On 25 Feb 2003 09:38:20 GMT, Thomas Richter
<thor@cleopatra.math.tu-berlin.de> wrote:

>Hi folks,
>
>The 1.19 of the atari++ emulator is now available for download at the
>canonical location:

Hooray!!
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

# 1417. Re: MyPicoDos 3.0 available

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-25 13:47:14 UTC
From: Matthias Reichl <usenet-20030225@hias.horus.com>
Message-ID: <slrnb5mqqn.1is.usenet-20030225@camel.hias.horus.com>
Source record: 23030

On Mon, 24 Feb 2003 18:41:05 +0100, TXG wrote:
> Will there be SpartaDOS support in a next version?

Maybe :-) It depends on how much time I can spend.

I just had a quick look at the sparta dos disk format docs,
and it's a lot more complicated than the DOS2.x/MyDOS format.

Especially storing the sector link table requires memory for
one additional sector - this could get tight with loading
BIN files (which sometimes start as low as $480).

Well, let's see :-)

so long,

Hias

# 1418. Re: CPM emulator for the 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-25 14:07:54 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b3ftcc$clr$1@nets3.rz.RWTH-Aachen.DE>
Source record: 23031

Howdy Jeff, folks

> Was there ever a CPM emulator for the 8 bit ?

The Atari 1060. Check it out at the Atari historical site owned by Curt Vendel.

CU Mathy van Nisselroy

## 1419. Re: atari++ 1.19 released

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-25 14:24:03 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <setf3b-t3g.ln@speaker.rodsbooks.com>
Source record: 23032

In article <b3fdic$aqs$1@mamenchi.zrz.tu-berlin.de>,
Thomas Richter <thor@cleopatra.math.tu-berlin.de> writes:
> Hi folks,
>
> The 1.19 of the atari++ emulator is now available for download at the
> canonical location:
>
> http://www.math.tu-berlin.de/~thor/atari++/

I'm glad to see you've ironed out the licensing issues! I'm looking
forward to trying it out when I get a bit less busy....

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

# 1420. Re: Request: Can someone test this on a real A8 please?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-25 16:46:30 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E5B9DE6.34D5A693@students.uni-mainz.de>
Source record: 23033

Hmmm,
so the ARC file worked ok for you ?!? When I tried to unarc the archive
with PK-Arc (or PKX-Arc) I got three errors: "file ... fails CRC check".
So I copied the archive to the A8 and tried to unarc it there, alas I
also got an error. Thus I could not unpack, nor test the 3 files in the
archive... -Andreas.

Solar Influx schrieb:
>
> well i guess i would have to deassemble that and get that path out...or create
> a file structure to suit fmdemo's neet to load thin2.fnt hrom
> d:>desktop>fonts>.. emulators...
>
> if my thinking is correct this may be you trying to work on ATOS.. if this is
> so i am happy. if it is not i am wondering. wish my harddrive was not broken
> else i would be running ATOS now..! anyway i tried for a while to help you and
> learned alot in the process. but i am unable to offer feedback on your test.
> i am glad to see that TOm Hunt is still making things to make a8's the best
>
> solar

# 1421. Re: Looking for German "Supermarket" game

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-25 16:48:48 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E5B9E70.910D26E5@students.uni-mainz.de>
Source record: 23034

Well,
I think I have this game in my collection. So, as always - write me an
e-mail and I will send you a copy... -Andreas.

"Frank Schröder" schrieb:
>
> Hello all!
>
> I'm looking for a German game which plays in a supermarket. IIRC, it came
> from a German magazine and was programmed for several platforms. The title
> might be "Angst im Kaufhaus" oder "Terror im Kaufhaus" or something similar.
>
> Any takers?
>
> (-:

# 1422. Re: Racing Cars for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-25 16:55:44 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E5BA010.4604612C@students.uni-mainz.de>
Source record: 23035

Well,
- Death race by atlantis (or another UK company)
- GACCRR by Activision
- Pitstop 1 (on disk, tape and cart) by epyx
- Racing Destruction Kit/Set by Activision
- grand prix simulator by codemasters
- ...galadega by ?!?
- another car race, with 1st person perspective and a separate audio
cassette for car/motor sounds (I don not remember its name right now)...

-andreas.

Mike Stepansky schrieb:
>
> Let's review some of the racing car games for the Atari 8-bit computers.
>
> Pole Position
> Pole Position II (with Designer to design roads)
> Speedway Blast (ala Rally-X in arcade; top view)
> Speedway Rally (nice top view, multi-directional scrolling graphics)
> Pitstop II (split screens, from EPYX)
> Stealth/Landscape (? 3D futuristic carplane to collect the electrical hums on road,
> shoot down the dark tower at the end)
> Ion Roadway (from APX software)
> Getaway! (you are thief to collect money, to avoid police chase; top view
> scrolling)
> ElectraGlide (from U.K.)
>
> Any other ones that is not listed above?
>
> mike
>
> --
> 2Scale - 3D Design Lab
> 1049 S. McCord Road
> Holland, Ohio 43528
> 419-865-4006

# 1423. Re: CPM emulator for the 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-25 16:59:29 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E5BA0F1.71939237@students.uni-mainz.de>
Source record: 23036

Well,
I have heard of the ATR-8000 and its CP/m software. Besides I have some
german programs, which are named CPM.BAS and such. Not sure if they have
anything to do with CP/M - they came from (eastern) german
crackers... -Andreas.

Ron Hamilton schrieb:
>
> Don't know of one... :-(
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "rtdos" <rtdos@yahoo.com> wrote in message
> > what about a software based emulator ?
> >
> > "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> > > Sort of... The ATR-8000 (ad on my page) could run CP/M thru the A8.
> Actually
> > > executed on the Z80 in the interface using the A8 as a terminal.
> > > --
> > > Ron
> > >
> > > http://www.atariland.com/members/oldatarian
> > > and mirror
> > > http://www.powow.com/oldatarian
> > > "rtdos" <os65k@attbi.com> wrote in message
> > > > Was there ever a CPM emulator for the 8 bit ?
> > > >

# 1424. Re: SAFRYLAND

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-25 17:00:45 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E5BA13D.7ED6E687@students.uni-mainz.de>
Source record: 23037

Well,
if you send me an e-mail, I will return an ATR image which contains this
and many similar games (in english and german language)... -andreas.

WeedWarrior schrieb:
>
> THANKS for replies and especially to Gabooch (Scott) for the answer to my
> question.
> Does anyone have the basic listing or a copy of Safryland? If so, would you
> please post it or if you don't have a way to post it I will pay for postage
> to me. I will transfer to PC, post it and return your original.
>
> Thanks,
> Mike

# 1425. Re: .BAS to TXT

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-25 17:03:42 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E5BA1EE.E311EDE@students.uni-mainz.de>
Source record: 23038

Well,
just list them to disk (e.g. LIST"D:*.LST"). you can now use any text
program to view them as a text... -Andreas.

Jozef Kosoru schrieb:
>
> Hi!
>
> I'm looking for a tool which can convert *.bas files to the plain text
> BASIC sources. Is there something like that out there?
>
> Thanx.
>
> jozef

# 1426. Re: Racing Cars for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-25 17:06:30 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E5BA296.2A898286@students.uni-mainz.de>
Source record: 23039

Ah, yes,
that was the game (where I forgot the name)... besides, the other game
mentioned "galladega" is called Talladega (oops)... Just to correct my
own post... -andreas.

pr schrieb:
>
> Speed Run - Red Rat (cockpit view perspective - crap game but excellent
> graphics. Came with an audio tape to play in your hi fi)
>
> "Mike Stepansky" <design3d@2-scale.com> wrote in message
> news:3E53BCE3.9D7E15CF@2-scale.com...
> > Let's review some of the racing car games for the Atari 8-bit computers.
> >
> > Pole Position
> > Pole Position II (with Designer to design roads)
> > Speedway Blast (ala Rally-X in arcade; top view)
> > Speedway Rally (nice top view, multi-directional scrolling graphics)
> > Pitstop II (split screens, from EPYX)
> > Stealth/Landscape (? 3D futuristic carplane to collect the electrical hums
> on road,
> > shoot down the dark tower at the end)
> > Ion Roadway (from APX software)
> > Getaway! (you are thief to collect money, to avoid police chase; top view
> > scrolling)
> > ElectraGlide (from U.K.)
> >
> > Any other ones that is not listed above?
> >
> > mike
> >
> >
> > --
> > 2Scale - 3D Design Lab
> > 1049 S. McCord Road
> > Holland, Ohio 43528
> > 419-865-4006
> >
> >
> >

# 1427. Re: Request: Can someone test this on a real A8 please?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-25 17:07:42 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E5BA2DE.1EEB73A6@students.uni-mainz.de>
Source record: 23040

Well,
I had the same problem. Could not unpack it on the PC nor the A8...

Solar Influx schrieb:
>
> i used superunarc on a single density disk. since the path was reduced to d:
> it got a step further. now i get an end of file error.
>
> wonder how all you got it working? feeling lil lame.. i will repeat process.
>
> solar

# 1428. Re: Request: Can someone test this on a real A8 please?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-25 17:10:21 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E5BA37D.9A9AA043@students.uni-mainz.de>
Source record: 23041

```
Ah,
thats the trick! Since I (almost) never use sparta, I didn`t think about
that.
-Andreas.

Tom Hunt schrieb:
>
> solarinflux@aol.com (Solar Influx) wrote in
> <20030221013154.20693.00000022@mb-fi.aol.com>:
>
> >i used superunarc on a single density disk. since the path was reduced
> >to d: it got a step further. now i get an end of file error.
> >
>
> It needs Sparta DOS. For some reason MyDOS (and maybe ADOS) doesn't
> like my-
>
> c = xio(3,1,4,0,f); /* open the file */
```

# 1429. Re: How does Basic XL, Basic XE, and Turbo Basic XL Stack Up? (nt)

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-25 17:20:23 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E5BA5D7.1F8FBC76@students.uni-mainz.de>
Source record: 23042

```
Well,

LarryWhite schrieb:
>
> You may get quite a few opinions about this. Briefly...
> They are all *excellent products*. Atari folks had cause to celebrate when
> these products became available -- we no longer had to face the barbs from the
> C64 folks who had a (slightly) slower clock speed, but a built-in Basic that
> arguably ran 2-3 times faster than A8 Basic.
>
> Basic XE has the most features, including allowing use of part of an XE's extra
> 64K for program use. No other does that.

Uses cart + disk thats a little awkward. without the "fast" command it
is almost as slow as A8 Basic...

>
> Turbo Basic XL (disk) is free and has lots of features + more program space
> than regular A8 Basic. It is the fastest, and has a nice compiler, but no
> stand-alone compiled progs. Unfortunately when you type DOS, you lose your
> program and must reload TB. This may not be true in the new cart version. (?)

For A8 Basic there was Mem.SAV - this can also be used with TB. Just
goto DOs (after you loaded Mem.SAv previously) and when you want to
leave use run at adress 2080. this may not work everytime, but mostly it
does. you have to avoid memory
"destructive" things (like copy, etc.) of course...

>
> Basic XL has a nice runtime package and a few extensions in its Toolkit. Since
> it does not normally use the memory space under the OS, it probably is the most
> compatible product. (Yes, Frost Basic can be used with 800's and there is a
> Sparta version.)
>
> Both Basic XL and XE are in Supercarts and can be turned OFF, although
> re-starting them causes a cold start under most conditions. Basic XL and XE
> both have Microsoft-type String Arrays + big strings, so they have the best of
> both worlds. Atari folks have always made the point that you don't really need
> string arrays, since you can manipulate the strings with the subscripts, but if
> you need string arrays, the "real deal" is handier (IMO).
>
> I guess if I had to rank them, it would be in that order, but they are all
> great, and I use them all at varying times.
> Larry

you are right, they are great products ! -Andreas.
```

# 1430. Re: xep80ttl

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-25 17:23:32 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E5BA694.12CBA32F@students.uni-mainz.de>
Source record: 23043

Oh,
you also have the Bob Wooley (or probably C.Steinman) articles on how to
add a second Antic and GTIA to your A8?!? I am very interested in that
article. Why not post it here...??? -Andreas.

Solar Influx schrieb:
>
> i think it enabled 4096 colors from what i have heard. this is in the exact
> area i would like to be learning .. using real atari hardware all hacked up.
> there is supposedly "address space" for many antics i think. i have just old
> faqs and archeives of all the maGS, and when i see these things the Bobs and
> the Toms of atari world have done and appear to be able to do.. i desire the
> information. sometimes you just gotta keep your own pace and eventually when i
> am the last a8er i will have mastered this machine. n eee whey
>
> peace,
> move , do, create , innovate , collaborate..
>
> solarInflux
>
> john ratzlaff

# 1431. Re: MyPicoDos 3.0 available

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-25 17:26:33 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E5BA749.DEB58FE@students.uni-mainz.de>
Source record: 23044

Well,
there is already the program "Micro-Sparta-DOS" by Bewesoft/Jiri
Bernasek, which does the same... -andreas.

TXG schrieb:
>
> Will there be SpartaDOS support in a next version?
>
> "Matthias Reichl" <usenet-20030223@hias.horus.com> wrote in message
> news:slrnb5iin9.320.usenet-20030223@camel.hias.horus.com...
> > Hi!
> >
> > I just uploaded MyPicoDos 3.0 to my homepage
> >
> > http://www.horus.com/~hias/atari/
> >
> > MyPicoDos is a "game DOS" which can load COM/EXE, BIN and BAS files
> > and it supports MyDOS subdirectories.
> >
> > New in this version:
> > - support for SD and DD (hard-) disks from 720 up to 65535 sectors
> > in DOS 2.x and MyDOS format
> > - MyPicoDos supports loading from D1: to D8:
> > - MyPicoDos is now GPL'ed and comes with full source code
> >
> > so long,
> >
> > Hias

# 1432. Re: MyPicoDos 3.0 available

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-25 17:33:24 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E5BA8E4.77678E26@students.uni-mainz.de>
Source record: 23045

Well,
I don`t think there is a need to support sparta/bewe dos format with
mypicodos. there is already the bewesoft program "Micro-sparta-DOs"
which is very similar to Mypicodos and in fact does the same (loads any
ML-file, 720-65535 sectors, single/double, with/out high/ultra speed,
etc. etc.)... -Andreas.

Matthias Reichl schrieb:
>
> On Mon, 24 Feb 2003 18:41:05 +0100, TXG wrote:
> > Will there be SpartaDOS support in a next version?
>
> Maybe :-) It depends on how much time I can spend.
>
> I just had a quick look at the sparta dos disk format docs,
> and it's a lot more complicated than the DOS2.x/MyDOS format.
>
> Especially storing the sector link table requires memory for
> one additional sector - this could get tight with loading
> BIN files (which sometimes start as low as $480).
>
> Well, let's see :-)
>
> so long,
>
> Hias

# 1433. Re: MyPicoDos 3.0 available

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-25 19:13:28 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e5bc091$0$49102$e4fe514c@news.xs4all.nl>
Source record: 23046

I know but I like to have a program that supports both formats...

TXG/MNX
"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3E5BA749.DEB58FE@students.uni-mainz.de...
> Well,
> there is already the program "Micro-Sparta-DOS" by Bewesoft/Jiri
> Bernasek, which does the same... -andreas.
>
>
>
> TXG schrieb:
> >
> > Will there be SpartaDOS support in a next version?
> >
> > "Matthias Reichl" <usenet-20030223@hias.horus.com> wrote in message
> > news:slrnb5iin9.320.usenet-20030223@camel.hias.horus.com...
> > > Hi!
> > >
> > > I just uploaded MyPicoDos 3.0 to my homepage
> > >
> > > http://www.horus.com/~hias/atari/
> > >
> > > MyPicoDos is a "game DOS" which can load COM/EXE, BIN and BAS files
> > > and it supports MyDOS subdirectories.
> > >
> > > New in this version:
> > > - support for SD and DD (hard-) disks from 720 up to 65535 sectors
> > > in DOS 2.x and MyDOS format
> > > - MyPicoDos supports loading from D1: to D8:
> > > - MyPicoDos is now GPL'ed and comes with full source code
> > >
> > > so long,
> > >
> > > Hias

# 1434. Re: MyPicoDos 3.0 available

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-25 20:55:59 UTC
From: Matthias Reichl <usenet-20030225@hias.horus.com>
Message-ID: <slrnb5nfov.22q.usenet-20030225@camel.hias.horus.com>
Source record: 22897

On Tue, 25 Feb 2003 18:33:24 +0100, Andreas Magenheimer wrote:
> I don`t think there is a need to support sparta/bewe dos format with
> mypicodos. there is already the bewesoft program "Micro-sparta-DOs"
> which is very similar to Mypicodos and in fact does the same (loads any
> ML-file, 720-65535 sectors, single/double, with/out high/ultra speed,
> etc. etc.)... -Andreas.

Ah, thanks for the info. In this case, I'll use my time for doing
other stuff :-)

so long,

Hias

# 1435. Re: Request: Can someone test this on a real A8 please?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-26 01:30:05 UTC
From: NoOne@FakeEmail.invalid
Message-ID: <932DDFEBDPrivacyLabs@209.143.0.11>
Source record: 22898

magea000@students.uni-mainz.de (Andreas Magenheimer) wrote in
<3E5BA2DE.1EEB73A6@students.uni-mainz.de>:

>Well,
>I had the same problem. Could not unpack it on the PC nor the A8...
>

Did you remember to hold down shift before you clicked to download?
;-)

# 1436. Re: CPM emulator for the 8 bit ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-26 15:36:42 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0302260736.395420d1@posting.google.com>
Source record: 22899

1060 or 1090 ?

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in message
news:<b3ftcc$clr$1@nets3.rz.RWTH-Aachen.DE>...
> Howdy Jeff, folks
>
> > Was there ever a CPM emulator for the 8 bit ?
>
> The Atari 1060. Check it out at the Atari historical site owned by Curt
> Vendel.
>
> CU Mathy van Nisselroy

# 1437. Re: My new 8bit Project!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-26 17:21:31 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <b3it2r$3ma$1@terabinaries.xmission.com>
Source record: 22900

Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de> wrote:

> Why not upgrade the 600XL? As far as I know (and I only know the Max-a-Flex

Why go through the hassle of upgrading when I have extra 800XL's and
130XE's? The 600XL is limited in memory, etc - and I can play better cart
games on an 800XL or 130XE.

## 1438. Re: atari++ 1.19 released

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-26 18:00:13 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <_877a.51334$hh5.16656@fe07.atl2.webusenet.com>
Source record: 22901

"Rod Smith" <rodsmith@nessus.rodsbooks.com> wrote in message
news:setf3b-t3g.ln@speaker.rodsbooks.com...
> In article <b3fdic$aqs$1@mamenchi.zrz.tu-berlin.de>,
> Thomas Richter <thor@cleopatra.math.tu-berlin.de> writes:
> > Hi folks,
> >
> > The 1.19 of the atari++ emulator is now available for download at the
> > canonical location:
> >
> > http://www.math.tu-berlin.de/~thor/atari++/
>
> I'm glad to see you've ironed out the licensing issues! I'm looking
> forward to trying it out when I get a bit less busy....

Is the windows version still under development as well?

>
> --
> Rod Smith, rodsmith@rodsbooks.com
> http://www.rodsbooks.com
> Author of books on Linux, networking, & multi-OS configuration

## 1439. 850 power supply?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-26 18:06:47 UTC
From: Ron Pothier <cowboy.ron@verizon.net>
Message-ID: <Xm77a.29661$ep5.22597@nwrddc02.gnilink.net>
Source record: 22902

Does anyone know the number for the 850 interface power supply? I have several ps's and would not want to plug in the wrong one and burn out the unit.

Thanks,
Ron Pothier

# 1440. Re: WTB 8-bit hard drive

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-26 18:26:17 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <b3j0s9$4oa$1@terabinaries.xmission.com>
Source record: 22903

Coach Gary <gary@tornadossoftball.com> wrote:
> too bad they are sold out.......

I have one that I may trade or sell.. Has a 2.5inch 20gb IDE hard drive (from a laptop) configured and attached. Was used in cart mode, not internally.

# 1441. Re: Racing Cars for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-26 18:49:30 UTC
From: nir@minicom.com
Message-ID: <83cd76b4.0302261049.2c2b96bd@posting.google.com>
Source record: 22904

Here is my list of racing games / car games on atari...

Pole Position
Pole Position II (with Designer to design roads)
Speedway Blast (ala Rally-X in arcade; top view)
Speedway Rally (nice top view, multi-directional scrolling graphics)
PitStop (Epyx)
Pitstop II (split screens, from EPYX)
Ion Roadway (from APX software)
Getaway! (you are thief to collect money, to avoid police chase; top
view scrolling)
ElectraGlide (English Software)
Great American Cross race
Racing Destruction Set
Death Race
Speed King -
Speed Ace - Zeppelin Game (MotorBike Racing)
Talladega
The Last V8 (mastertronic)
SpeedRun (Red Rat)
James Bond 007
hazard run
milk race (bike racing simulation)
Kick Start (motorbyke racing game)
Motor Cross
Spy Hunter (Sega)
FireChief (English Software) Drive Car to put down fire
Action Biker (Mastertronic) drive bike to collect items and complete
tasks
On Track
BMX Bike simulation (CodeMasters) Race your BMX bikes around tracks
GrandPrix Simulator (CodeMasters) lap car racing
California Run
Dearh Racer (toney coacher 1987)

"pr" <pr@#NOSPAM#.com> wrote in message news:<qLc5a.5837$Lq.453165@stones>...
> Speed Ace - Zeppelin Games, motobike racing
>
>
> "Mike Stepansky" <design3d@2-scale.com> wrote in message
> news:3E53BCE3.9D7E15CF@2-scale.com...
> > Let's review some of the racing car games for the Atari 8-bit computers.
> >
> > Pole Position
> > Pole Position II (with Designer to design roads)

> > Speedway Blast (ala Rally-X in arcade; top view)
> > Speedway Rally (nice top view, multi-directional scrolling graphics)
> > Pitstop II (split screens, from EPYX)
> > Stealth/Landscape (? 3D futuristic carplane to collect the electrical hums
> on road,
> > shoot down the dark tower at the end)
> > Ion Roadway (from APX software)
> > Getaway! (you are thief to collect money, to avoid police chase; top view
> > scrolling)
> > ElectraGlide (from U.K.)
> >
> > Any other ones that is not listed above?
> >
> > mike
> >
> >
> > --
> > 2Scale - 3D Design Lab
> > 1049 S. McCord Road
> > Holland, Ohio 43528
> > 419-865-4006
> >
> >
> >

## 1442. Re: 850 power supply?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-26 20:15:16 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3E5D3C10.F6DAD690@ev1.net>
Source record: 22905

Ron Pothier wrote:
>
> Does anyone know the number for the 850 interface power supply? I have
> several ps's and would not want to plug in the wrong one and burn out the
> unit.
>
For North America, these will work according to the FAQ:

9 V AC 15.3 VA (1.7 A) Atari#CO14319
400,800,822,850,1010,1200XL

9 V AC 18 VA (2.0 A) Atari#CA014748/CA016804
400,800,822,850,1010,1200XL,810

9 V AC 31 VA (3.4 A) Atari#CO17945
400,800,822,850,1010,1200XL,810,1020,1050,XF551

9 V AC 50 VA (5.6 A) Atari#CA017964
400,800,822,850,1010,1200XL,810,1020,1050,XF551

For Europe, you have to use:

9.3 V AC 15.44 VA (1,66 A) (Atari# not printed)/FW 6799
400,800,822,850,1010,1200XL

9 V AC 27 VA (3.0 A) Atari#CO60592-34 (UK)
400,800,822,850,1010,1200XL,810,1020,1050,XF551

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+

# 1443. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-26 20:54:34 UTC
From: SteveV4V <stevev4v1@attbi.com>
Message-ID: <eQ97a.272255$HN5.1156906@rwcrnsc51.ops.asp.att.net>
Source record: 22906
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale

Well, this isn't real mature way to respond but I can understand the
underlying frustration behind it too. I hate SPAM, especially in newsgroups
but Ben does have a right to post what he wants and you have the equal right
to filter/killfile his posts.

Just my 0.02 cents worth.

"Anonymous" <cripto@ecn.org> wrote in message
news:6d5ebdc64eba1527fb2c30939e99ca0f@ecn.org...
> Hi, I'm Ben Smith, proprietor of Fags R Us! I'm a big fagot who occupies a
> unique niche in the homosexual World! Most fags stick to just fucking
other
> fags but I like meeting NEW fagots, I also sell Used/2nd Hand dildoes and
sex
> toys!
>
> So not only do I fuck NEW fags, I also sell used sex toys you may not be
able
> to find anymore at Swap Meets, Thrift
> Stores or even Auctions Sites! And I sell for less! And unlike those who
> will remain anonymous! I test my sex toys before I sell them. I can afford
> to sell for less because I keep overhead down, avoid making promises I
cant
> keep and avoid offering services I cant follow up on! So not only can I
sell
> you some Great New sex toys! But I can sell you hard to find 2nd Hand
specially
> made for gays Goods, partly because I'm the fagot most people come to when
> they want to give their dildoes a New Home! I'm saving Orphaned sex toys
from
> Oblivion!
> Act Now,or I can't save you any Money!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. My customers love me being a big fagot and
the
> speedy service! I also have lots of gay sex Reference Books. Which I can
Mail
> by special Book Rate for fagots!
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, Call fagboy Benny anytime at
(503)256-9974!!!
>

>
>
>
>

# 1444. Trade Indus GT for Rana 1000.

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-26 20:56:29 UTC
From: SteveV4V <stevev4v1@attbi.com>
Message-ID: <1S97a.279093$Ec4.282523@rwcrnsc52.ops.asp.att.net>
Source record: 22907

I have a working Indus GT drive that I would like to trade for a working Rana 1000 or Astra 1620 drive.

Thanks
Steve

# 1445. Re: My new 8bit Project!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-26 21:22:55 UTC
From: SteveV4V <stevev4v1@attbi.com>
Message-ID: <Pea7a.272488$HN5.1155269@rwcrnsc51.ops.asp.att.net>
Source record: 22908

Just a question about the better cart games on the 800xl as opposed to the 600xl statement... I thought it didn't matter, as the memory was in the cartridge itself so whatever works on the 800xl should work the same on the 600xl.. is this right? Just wondering if I had missed something somewhere... :)

Steve

"James King" <utah_lanman@yahooo.com> wrote in message news:b3it2r$3ma$1@terabinaries.xmission.com...
> Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de> wrote:
>
> > Why not upgrade the 600XL? As far as I know (and I only know the Max-a-Flex
>
> Why go through the hassle of upgrading when I have extra 800XL's and
> 130XE's? The 600XL is limited in memory, etc - and I can play better cart
> games on an 800XL or 130XE.
>
>
>
>

# 1446. Re: atari++ 1.19 released

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-26 22:20:05 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns932EB056ED576slorcomcastnet@130.133.1.4>
Source record: 22909

Despite all prevention efforts, "Son of man" <bcozier@bellsouth.net>
wrote in news:_877a.51334$hh5.16656@fe07.atl2.webusenet.com:

> "Rod Smith" <rodsmith@nessus.rodsbooks.com> wrote in message
> news:setf3b-t3g.ln@speaker.rodsbooks.com...
>> In article <b3fdic$aqs$1@mamenchi.zrz.tu-berlin.de>,
>> Thomas Richter <thor@cleopatra.math.tu-berlin.de> writes:
>> > Hi folks,
>> >
>> > The 1.19 of the atari++ emulator is now available for download at
the
>> > canonical location:
>> >
>> > http://www.math.tu-berlin.de/~thor/atari++/
>>
>> I'm glad to see you've ironed out the licensing issues! I'm looking
>> forward to trying it out when I get a bit less busy....
>
> Is the windows version still under development as well?
>
>>
>> --
>> Rod Smith, rodsmith@rodsbooks.com
>> http://www.rodsbooks.com
>> Author of books on Linux, networking, & multi-OS configuration
>
>
>
>

It is as of now. I hadn't done anything during the whole licensing
thing, but now I'll get back on it. I'm eager to get Thomas's latest set
of changes too, because I think it's going to fix one or two of the
issues I ran into!

I have everyone's info, so I'll be back in contact when it's ready for
any formal testing.

--
Slor

# 1447. Re: ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-26 22:41:49 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <v5qgle14cgtq18@corp.supernews.com>
Source record: 22910
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale

I'd like to see the rules also.

There couldn't be any rules if cowards can post using "Anonymous" and use
vomit vocabulary.

Don
Vancouver, USA

"richard cortese" <ricortes@earthlink.net> wrote in message
news:%6u6a.3733$vU3.389310@newsread1.prod.itd.earthlink.net...
> "Steve Sweet" <Steve.Sweet@btopenworld.com> wrote in message
> news:b3do94$v2$1@helle.btinternet.com...
> > Hi GrueMaster
> >
> > > Would you just grow up. Ben is just trying to let the community know
> that
> > > there is still a source for atari related items.
> >
> > Ben is spamming the group with his commercial advertising which is
against
> > base rules, whereas having an opinion however unsavoury is with the
rules.
>
> Can you show me a copy of this rule?
>
> There was a informal group enforcement of no commercial posts back in the
> 80's. Much of the internet was being run on government subsidized
computers
> that allowed no commercial posts. There was also the .biz hierarchy for
them
> to use instead of this hierarchy. AFAIK there never was an official rule
> against commercial posts but I would welcome the information.
>
> There are rules for some of the newer groups like the programming, binary,
> and announce, just for the older groups they never had a charter.
>
> This all changed with the Al Gore legislation that created<sic> the
internet
> as we now know it.
>
>

# 1448. Re: ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-26 23:08:48 UTC
From: Mark D <mducksub@removesspam_atari-source.com>
Message-ID: <1046308293.461679@blade.atari-source.com>
Source record: 22911
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale

Don Schmidt wrote:

> I'd like to see the rules also.
>
> There couldn't be any rules if cowards can post using "Anonymous" and use
> vomit vocabulary.
>
> Don
> Vancouver, USA
>
>

Nevermind the rules,

What about the unwritten rules of basic human conduct. Nobody has ever even so much acknowledged the anonymous poster as being "right" or justified. There is however a good number of high profile atarians who think that Ben's behavior is flat out wrong. Most of the advertisements in this group are from where they belong - NONCOMMERCIAL ENTITIES. Being noncommercial they don't have an advertising BUDGET. However if anyone has ever started any sort of business, advertising should always be in the budget. If there's no budget room for advertising, give up. Frankly I'd rather see BS fade into the darkness then endure his endless drivel. I'd rather sacrifice an Atari dealer... I'd rather become a non-profit Atari dealer myself. Why? Because that's the way I feel. Wake up people? Ben is completely ignorant of everyone. I can only recount 1 single response to anyone regarding the huge amount of challenges to his posts, and that post said something along the lines of "I'm mentally challenged". Yet Ben does indeed manage to write well worded essays on why you should shop from him. I think it's a load of shit, everything. I'm so sick and tired of people being incompetent, not because they really can't do something, but because they are lazy and make silly excuses. And excuses are all that I think is going on.

Fact: if ben can maintain the website, maintain the catalog, write essays, carry (sometimes large) boxes to the post office to ship and do things like that, he could also do MANY other things to supplement his income. It means he should play by the rules and at very least respond to people questioning his practices. I mean after all, as an Atari retailer, how busy could he be?

This all just bothers me on so many levels. I HATE it when people say they CAN'T do something... it's crap.

Mark
http://atari-source.com

PS: my opinion may be blunt or unfavorable but understand I'm the type of person who must have something proven to him before he believes it. I don't believe ben has a mental disability because nothing of any sort has been said to prove it, however I do believe Ben is an ignorant ass and he has certainly proven that. How can you challenge that? Wah wah, he's one of few. Who cares? It's a business and if one business advertises here then every small software developer and commercial entity should be allowed to advertise here. That's the rules right? Atari may be small but don't you think this newsgroup would become rather unreadable rather quickly right?
The fact remains, there's so many more forums and even BETTER ways for him to advertise in this one. Ben chooses not to so why shouldn't we bitch?

# 1449. Re: ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-26 23:53:26 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <v5qkrnch0dm3d3@corp.supernews.com>
Source record: 22912

Those who say Ben is wrong in effect are saying they read every message posted. After all, they are unable to make the decision to just avoid it or even block it. Anyone who reads every post needs therapy. AND.... once they've read a post from Ben decide it isn't something they are interested in and then go ahead and feel they must read succeeding posts from Ben, even though the Subject line clearly states its an advertisement..... gives new meaning to retardation.

Don
Vancouver, USA

"Mark D" <mducksub@removesspam_atari-source.com> wrote in message news:1046308293.461679@blade.atari-source.com...
> Don Schmidt wrote:
>
> > I'd like to see the rules also.
> >
> > There couldn't be any rules if cowards can post using "Anonymous" and use
> > vomit vocabulary.
> >
> > Don
> > Vancouver, USA
> >
> >
>
> Nevermind the rules,
>
> What about the unwritten rules of basic human conduct. Nobody has ever even
> so much acknowledged the anonymous poster as being "right" or justified.
> There is however a good number of high profile atarians who think that
> Ben's behavior is flat out wrong. Most of the advertisements in this group
> are from where they belong - NONCOMMERCIAL ENTITIES. Being noncommercial
> they don't have an advertising BUDGET. However if anyone has ever started
> any sort of business, advertising should always be in the budget. If
> there's no budget room for advertising, give up. Frankly I'd rather see BS
> fade into the darkness then endure his endless drivel. I'd rather
> sacrifice an Atari dealer... I'd rather become a non-profit Atari dealer
> myself. Why? Because that's the way I feel. Wake up people? Ben is
> completely ignorant of everyone. I can only recount 1 single response to
> anyone regarding the huge amount of challenges to his posts, and that post
> said something along the lines of "I'm mentally challenged". Yet Ben does

> indeed manage to write well worded essays on why you should shop from him.
> I think it's a load of shit, everything. I'm so sick and tired of people
> being incompetent, not because they really can't do something, but because
> they are lazy and make silly excuses. And excuses are all that I think is
> going on.
>
> Fact: if ben can maintain the website, maintain the catalog, write essays,
> carry (sometimes large) boxes to the post office to ship and do things
like
> that, he could also do MANY other things to supplement his income. It
> means he should play by the rules and at very least respond to people
> questioning his practices. I mean after all, as an Atari retailer, how
> busy could he be?
>
> This all just bothers me on so many levels. I HATE it when people say
they
> CAN'T do something... it's crap.
>
> Mark
> http://atari-source.com
>
> PS: my opinion may be blunt or unfavorable but understand I'm the type of
> person who must have something proven to him before he believes it. I
> don't believe ben has a mental disability because nothing of any sort has
> been said to prove it, however I do believe Ben is an ignorant ass and he
> has certainly proven that. How can you challenge that? Wah wah, he's one
> of few. Who cares? It's a business and if one business advertises here
> then every small software developer and commercial entity should be
allowed
> to advertise here. That's the rules right? Atari may be small but don't
> you think this newsgroup would become rather unreadable rather quickly
> right?
> The fact remains, there's so many more forums and even BETTER ways for him
> to advertise in this one. Ben chooses not to so why shouldn't we bitch?

# 1450. Re: ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-27 00:51:35 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <rid7a.590032$HG.106560524@news4.srv.hcvlny.cv.net>
Source record: 22913

Don, your reasoning is a bit far fetched but, ...
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<scroll down>
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<keep scrolling>
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I LIKE IT!

Email spam is horrible. You set up a mailbox and get all kinds of junk.
You can protest it, filter it, whatever, but it keeps coming. Newsgroup
spam can be just as bad, particularly when it's commercial stuff aimed at a
wide audience. But face it -- we "opt in" when we subscribe to this group.
In addition, what we have here is a newsgroup devoted to a small group of
followers of an orphaned, strictly hobbyist's line of computers. In the
overall scheme of keeping this line of computers and hobbies related to it

alive, it seems like a major war is being fought over a square inch of arid, totally useless land.

I gave up my Atari hardware a while back because I ran out of time and room for it. Since then I've followed as much of this newsgroup as I can and I continue to use (ugh!) emulation to satisfy my 8-bit cravings. Ben Smith can sell me nothing at this point. But I have to be very critical of those who oppose Ben's posts. We're not talking about a PC or Mac newsgroup here. Anyone who continues to support the Atari 8-bits commercially is not going to become a millionaire and knows it. Maybe Ben would rattle fewer cages if he posted only when a new item became available -- sort of the way Lance does it. But, for reasons of his own, he persists. How much emotional effort can be saved by just ignoring or kill-filtering the messages? Is this really something to go to war over? Is this question of whether it's right or wrong for Ben (or anyone else, for that matter) to put commercial posts in the newsgroup the burning issue of the world today? Will it save your job, your marriage, your sanity if you take a stand publicly and produce gallons of stomach acid in the process?

There are real issues to be discussed in maintaining a shrinking community, and they can be, and usually are, discussed dispassionately and intelligently. Let's not make the Ben Smith thing the straw that broke the camel's back.

Take care.

Alan

Take care.

Alan

"Don Schmidt" <dschmidt@pacifier.com> wrote in message
news:v5qkrnch0dm3d3@corp.supernews.com...
> Those who say Ben is wrong in effect are saying they read every message
> posted. After all, they are unable to make the decision to just avoid it
or
> even block it. Anyone who reads every post needs therapy. AND.... once
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> though the Subject line clearly states its an advertisement..... gives new
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> Don
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> news:1046308293.461679@blade.atari-source.com...
> > Don Schmidt wrote:
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> > > I'd like to see the rules also.
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> > > There couldn't be any rules if cowards can post using "Anonymous" and
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> > CAN'T do something... it's crap.
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> > Mark
> > http://atari-source.com
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> > PS: my opinion may be blunt or unfavorable but understand I'm the type
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> > to advertise here. That's the rules right? Atari may be small but
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> > you think this newsgroup would become rather unreadable rather quickly
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> > The fact remains, there's so many more forums and even BETTER ways for
him
> > to advertise in this one. Ben chooses not to so why shouldn't we bitch?
>
>

# 1451. Re: xep80ttl

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-27 01:02:12 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3e5d642b$0$26337@fountain.mindlink.net>
Source record: 22914

It overlapped two Antic screens on your system. You can have a GR.0 screen of text on one and color blocks on the other. Or, Luma on one and color on the other. It is basically two Antics, each with its own memory, that are synched on the VBlank pulse.

Bob

"Shawn Jefferson" <shawnjefferson@shaw.caREMOVEPLS> wrote in message news:3e5aa070.885785@news...
> "Bob Woolley" <ataribob@directvinternet.com>:
> >Other than the Antic article, which belongs to Antic and Matt really, anyone
> >can distribute anything I have ever done for what ever purpose they wish.
> >Some of the projects, such as the 80 column adaptor or dual Antic mod, are a
> >little advanced for most casual hackers... And, I can't find a lot of the
> >reference material for many of them anymore - not easily, anyway.
> >
> >I can send you a scan of the article if you like.
>
> What did your dual antic mod accomplish for the Atari?
>
> Two screens?
>
> ---
> Shawn Jefferson
> (fix reply to for email)

# 1452. Re: atari++ 1.19 released

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-27 02:32:09 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <r3uq5vg8vteg337aku3j3uknvpvav37598@4ax.com>
Source record: 22915

On 26 Feb 2003 22:20:05 GMT, Slor <slor@comcast.net> wrote:

>
>It is as of now. I hadn't done anything during the whole licensing
>thing, but now I'll get back on it. I'm eager to get Thomas's latest set
>of changes too, because I think it's going to fix one or two of the
>issues I ran into!
>
>I have everyone's info, so I'll be back in contact when it's ready for
>any formal testing.

Excellent....Thanks Slor (and Thomas)
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

## 1453. v-61 announces scott adams star flite 3.5

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-27 02:49:40 UTC
From: Lance Ringquist <video61@tcq.net>
Message-ID: <1046295612-29011AEicMi@tcq.net>
Source record: 22917

scott adams adventure international release "STAR
FLITE 3.5" is now availible on cartridge for all atari
computers with at least 48k of ram.
thanks to scott adams for his kind permission to
video 61 for rerelease all of his games onto cartridge
format.
thanks to the many talented, dedicated atari
programmers who ported this jewel to cartridge format.

www.atarisales.com

# 1454. Re: Request: Can someone test this on a real A8 please?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-27 03:51:53 UTC
From: solarinflux@aol.com
Message-ID: <20030226225153.26040.00000004@mb-mb.aol.com>
Source record: 22916

> -Andreas.

hmm.. what was to do at all on eight bit stuff. converted superarc and the fmdemo arc to 5 1/4, turned off the pc and then i unarced it and had no errors there. but then i got an end of file error. then i used spartados and it worked. so either pkunarc isn't good or wrong density? if you do not know , the file has been changed to fix a pathname..i am getting this message in out of thread context so i forget the content allready expressed in there. so try superarc to unark it to single density disk and use spartdos and make sure you have d/l'ed the new file. it is a nice work definately a very pro display most unique.. i design scrollers that just scrol graphic characters in geometric sequences produced by deeply nested loops. wish i could try it with this.. need to learn a bit more..

solar

# 1455. Re: ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-27 06:06:40 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3E5DAAF0.9080500@one.net>
Source record: 22918

Don Schmidt wrote:
[snip]

Anyone who reads every post needs therapy.

[snip]

I do? Well, I guess I need a life because I _read_ all the posts on this newsgroup AND the 8-bit mailing list. I'm not active with my equipment just yet, but I do like to stay informed.

-Bob

# 1456. Re: WTB 8-bit hard drive

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-27 06:52:22 UTC
From: Ron Pothier <cowboy.ron@verizon.net>
Message-ID: <GAi7a.35621$_J5.33752@nwrddc01.gnilink.net>
Source record: 22919

Does it come with the interface to hookup to a 130XE? What would you be interested in trading for? I have a few extra Atari items around here.

Ron Pothier

"James King" <utah_lanman@yahooo.com> wrote in message news:b3j0s9$4oa$1@terabinaries.xmission.com...
> Coach Gary <gary@tornadossoftball.com> wrote:
> > too bad they are sold out.......
>
> I have one that I may trade or sell.. Has a 2.5inch 20gb IDE hard drive
> (from a laptop) configured and attached. Was used in cart mode, not
> internally.
>
>

# 1457. Atari BBS in California?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-27 06:55:00 UTC
From: Ron Pothier <cowboy.ron@verizon.net>
Message-ID: <8Di7a.35631$_J5.29133@nwrddc01.gnilink.net>
Source record: 22920

Does anyone know of any Atari boards still running in Southern California?
It would be cool to find a few die hard sysOps still around.

Thanks,
Ron Pothier

## 1458. 130XE video problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-27 13:31:38 UTC
From: peterhjr@yahoo.co.uk
Message-ID: <7729e40e.0302270531.1f1ae28f@posting.google.com>
Source record: 22921

I picked up a cheap 130XE (all by itself, though) and it works like a bomb except for one small glitch.

Depending on what value is in location 710 (playfield 3) the background will either remain black or turn a yucky shade of dark orange. This also affects other colours on the screen as well.

The glitch occurs with 128 different values: the ones corresponding to BASIC's setcolor 3,2,0 thru 3,2,15 and 3,3,0 thru 3,3,15... and so on; with colours 0,1 4,5 8,9 10,11 and 14,15 not affected.

What the hell is going on?

..PeterH

# 1459. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-27 14:06:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0302270556550.23307-100000@shell1.aracnet.com>
Source record: 22923
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auctions Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. I can afford to sell for less because I keep overhead down, avoid making promises I cant keep and avoid offering services I cant follow up on! So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Act Now,or I can't save you any Money! Goto http://BensCatalogs.Atari.org Or goto my Domain at http://BenSells.Atari.org or Call Ben@(503)256-9974! http://www.aracnet.com/~atari/numbers.htm Calling Hours and Info:

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 1460. ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-27 14:13:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0302270606530.23307-100000@shell1.aracnet.com>
Source record: 22924
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

My Birthday is almost here! I'm 39 this March!For those of you asking what could I possibly want for my Birthday? Why Atari, of course! I don't just sell it, I live for it! I only use Atari Computers and play Atari Games! It's like Christmas every time someone unloads their Ataris on me!Specific Atari Types are Classic Atari 8 Bit, Atari Jaguar and Atari ST! Specified WantList of what I'm looking for is listed below! http://www.aracnet.com/~atari/wantlist.htm Gifts you might give Ben!

Or Bless me with your Atari Business, Which I gratefully Appreciate! And if none of the above, you can give Money so I can use it to buy my Gifts! And if none of the above, you can wish me a sincere Happy Birthday and hold back on the insults! Got Questions? E-Mail Ben: Atari@aracnet.com

http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 1461. How do the detect SHIFT in Demo's

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-27 14:21:03 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b3l6sq$6cl$1@nets3.rz.RWTH-Aachen.DE>
Source record: 22922

Howdy folks

I've seen a lot of demo's where you just press SHIFT (no other key) to get to the next part. How do they do that? Can the same be done for CONTROL?

CU Mathy van Nisselroy

--
---
My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

# 1462. Re: How do the detect SHIFT in Demo's

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-27 14:55:39 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b3l8tb$22g$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 22925

Hi,

> I've seen a lot of demo's where you just press SHIFT (no other key) to get
> to the next part. How do they do that?

Bit 3 of pokey register $d20f (SkStat) contains the state of the shift
register.

> Can the same be done for CONTROL?

No, as there is no similar bit. Control can only be detected together
with a "regular" key.

Greetings,
Thomas

# 1463. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-27 15:38:59 UTC
From: Mark D <mducksub@removesspam_atari-source.com>
Message-ID: <1046367717.624521@blade.atari-source.com>
Source record: 22926
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Bravo Sierra Computers wrote:

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> It's like Christmas every time someone unloads their Ataris on me!Specific
> Atari Types are Classic Atari 8 Bit, Atari Jaguar and Atari ST! Specified
> WantList of what I'm looking for is listed below!
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> Or Bless me with your Atari Business, Which I gratefully Appreciate! And
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> And if none of the above, you can wish me a sincere Happy Birthday and
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>
> http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
> http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. My customers love the speedy service! I
> also have lots of Atari Reference Books. Which I can Mail by Book Rate!
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
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> at http://BenSells.Atari.org Catalogs can be attached to,Requested by &
> Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
> Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> (503)256-9974!!!

Is this a joke? Seriously?

Mark

# 1464. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-27 16:23:47 UTC
From: SteveV4V <stevev4v1@attbi.com>
Message-ID: <nYq7a.289619$Ec4.289189@rwcrnsc52.ops.asp.att.net>
Source record: 22927
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Man, that really takes some stones....

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0302270556550.23307-100000@shell1.aracnet.com...
> Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari
> Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari
> Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods!
> So not only do I sell NEW Atari Goods at a competitive price, I also sell
> used Atari Goods you may not be able to find anymore at Swap Meets, Thrift
> Stores or even Auctions Sites! And I sell for less! And unlike those who
> will remain anonymous! I test Goods before I sell them. I can afford to
> sell for less because I keep overhead down, avoid making promises I cant
> keep and avoid offering services I cant follow up on! So not only can I
> sell you some Great New stuff! But I can sell you hard to find 2nd Hand
> Goods, partly because I'm the guy most people come to when they want to
> give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion!
> Act Now,or I can't save you any Money! Goto http://BensCatalogs.Atari.org
> Or goto my Domain at http://BenSells.Atari.org or Call Ben@(503)256-9974!
> http://www.aracnet.com/~atari/numbers.htm Calling Hours and Info:
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. My customers love the speedy service! I
> also have lots of Atari Reference Books. Which I can Mail by Book Rate!
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

# 1465. Atari eBay auction - selection of mags

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-27 21:25:51 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1046381166.93447.0@iris.uk.clara.net>
Source record: 22928

Hello All,

I forgot to post last week the fact that I have put a selection of Atari mags up for auction on eBay. There's only a couple of days left to run on it now. I've also got lots of other non-Atari stuff (mags, ZX81 stuff, etc.) on there too.

The link is below (this will split on to two lines, so please copy both lines into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangarraghty

Dean Garraghty

# 1466. Re: Anyone Remember?

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-27 23:03:00 UTC
From: Winston Smith <winston.smith@pinkrose.dhis.org.remove-aqh-this>
Message-ID: <3E5E929F.1297.csat8@pinkrose.dhis.org>
Source record: 22929

To: "Vidar Olavesen" <hawk@nmi.no>
Re: Re: Anyone Remember?
By: "Vidar Olavesen" <hawk@nmi.no> to comp.sys.atari.8bit on Wed Feb 19 2003 01:19 am

> > "early 80's" (probably Antic or Analog - maybe Compute?) that was a text
> > based game similar in concept to SimCity. You were responsible for
> > distributing resources, planting crops, etc so that the "population" could
> > prosper and multiply.
> > I believe the name of the program started with S.
> >
> > I know this qualifies as a "little known fact, less cared about" But I
> would
> > be grateful to anyone who might be able to help.
> >
> > THANKS
> > Mike Lange

I know what you are talking about. It was a variation on Hammurabi.
Only instead of running a kingdom in Sumer, you ran a small Italian City State.
It was called somethinlike Santa Vittorio, and the marketer was Creative
Computing games.
--- Synchronet 3.10L-Linux NewsLink 1.43
* Planet Maca's Opus - Winsted, Ct - 860-738-7176 telnet://pinkrose.dhis.org

# 1467. Re: Racing Cars for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-28 03:45:56 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <npmt5vocdb3thacu0klf8n4fmt1lofdthj@4ax.com>
Source record: 22930

On 26 Feb 2003 10:49:30 -0800, nir@minicom.com (Nir) wrote:

>Here is my list of racing games / car games on atari...
>
>Pole Position
>Pole Position II (with Designer to design roads)
>Speedway Blast (ala Rally-X in arcade; top view)
>Speedway Rally (nice top view, multi-directional scrolling graphics)
>PitStop (Epyx)
>Pitstop II (split screens, from EPYX)
>Ion Roadway (from APX software)
>Getaway! (you are thief to collect money, to avoid police chase; top
>view scrolling)
>ElectraGlide (English Software)
>Great American Cross race
>Racing Destruction Set
>Death Race
>Speed King -
>Speed Ace - Zeppelin Game (MotorBike Racing)
>Talladega
>The Last V8 (mastertronic)
>SpeedRun (Red Rat)
>James Bond 007
>hazard run
>milk race (bike racing simulation)
>Kick Start (motorbyke racing game)
>Motor Cross
>Spy Hunter (Sega)
>FireChief (English Software) Drive Car to put down fire
>Action Biker (Mastertronic) drive bike to collect items and complete
>tasks
>On Track
>BMX Bike simulation (CodeMasters) Race your BMX bikes around tracks
>GrandPrix Simulator (CodeMasters) lap car racing
>California Run
>Dearh Racer (toney coacher 1987)
>
>
>
>
>
>
>
>

>
>
>
>
>"pr" <pr@#NOSPAM#.com> wrote in message news:<qLc5a.5837$Lq.453165@stones>...
>> Speed Ace - Zeppelin Games, motobike racing
>>
>>
>> "Mike Stepansky" <design3d@2-scale.com> wrote in message
>> news:3E53BCE3.9D7E15CF@2-scale.com...
>> > Let's review some of the racing car games for the Atari 8-bit computers.
>> >
>> > Pole Position
>> > Pole Position II (with Designer to design roads)
>> > Speedway Blast (ala Rally-X in arcade; top view)
>> > Speedway Rally (nice top view, multi-directional scrolling graphics)
>> > Pitstop II (split screens, from EPYX)
>> > Stealth/Landscape (? 3D futuristic carplane to collect the electrical hums
>> on road,
>> > shoot down the dark tower at the end)
>> > Ion Roadway (from APX software)
>> > Getaway! (you are thief to collect money, to avoid police chase; top view
>> > scrolling)
>> > ElectraGlide (from U.K.)
>> >
>> > Any other ones that is not listed above?
>> >
>> > mike
>> >
>> >
>> > --
>> > 2Scale - 3D Design Lab
>> > 1049 S. McCord Road
>> > Holland, Ohio 43528
>> > 419-865-4006
>> >
>> >
>> >
Just remembered... Wasn't there a prototype version of OutRun for the A8? I
remember a friend telling me about a friend f him who had it and messed it
up trying to crack the protection...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

# 1468. Re: xep80ttl

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-28 05:21:17 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3e5ef079.1963424@news>
Source record: 22931

Was this modification published somewhere that I could get ahold of it? It sounds interesting... the only drawback, as with all modifications of this nature is that code has to be specifically written for it.

Any applications where you may interlace two screens during VBI could benefit from this upgrade. Did you build in seperate access to extended memory for each Antic chip, like in the 130XE? That would make it a little more practical, I think.

"Bob Woolley" <ataribob@directvinternet.com>:
>It overlapped two Antic screens on your system. You can have a GR.0 screen
>of text on one and color blocks on the other. Or, Luma on one and color on
>the other. It is basically two Antics, each with its own memory, that are
>synched on the VBlank pulse.
>
>Bob
>
>"Shawn Jefferson" <shawnjefferson@shaw.caREMOVEPLS> wrote in message
>news:3e5aa070.885785@news...
>> "Bob Woolley" <ataribob@directvinternet.com>:
>> >Other than the Antic article, which belongs to Antic and Matt really,
>anyone
>> >can distribute anything I have ever done for what ever purpose they wish.
>> >Some of the projects, such as the 80 column adaptor or dual Antic mod,
>are a
>> >little advanced for most casual hackers... And, I can't find a lot of the
>> >reference material for many of them anymore - not easily, anyway.
>> >
>> >I can send you a scan of the article if you like.
>>
>> What did your dual antic mod accomplish for the Atari?
>>
>> Two screens?
>>
>> ---
>> Shawn Jefferson
>> (fix reply to for email)
>
>

---
Shawn Jefferson
(fix reply to for email)

# 1469. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-28 05:39:11 UTC
From: Aaron <holmesatari@hotmail.com>
Message-ID: <XCC7a.827$8b.146276@news02.tsnz.net>
Source record: 22932
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0302270556550.23307-100000@shell1.aracnet.com...
> Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari

<snip>

Ben, please format these adverts so they are at least 'readable'. One
massive paragraph at the start makes for instant deletion.

Aaron

# 1470. what game is that

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-28 12:17:25 UTC
From: Imran Khan <ikhan42@hotmail.com>
Message-ID: <3e5f5350$1@news.comindico.com.au>
Source record: 22933

Hi,

I am trying to find out the name of an atari game from the early 80's the game had a man that would go from cave to cave and pick up treasures a thief would be chasing you and stealing the treasures if you shot the thief he would drop the treasures and run , if the thief hit you then ytou would lose some of your treasures.

Any one know the name of this game???

Imran

# 1471. new tools for myide

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-28 15:03:30 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <b3ntmi$32c$1@reader11.wxs.nl>
Source record: 22934

Hi Folks,

Today I finished version 1.0 of MySwap.

It works great with myIDE 3.0 AND 3.1
with this tool you can swap your partitions between D1..D8

There is a file version, and a disk version available. Especially the disk version might be VERY interesting... I suggest you write this disk version on IMAGE 1 of the MyIDE images. You always be able to switch your partitions without disconnecting your harddrive etc.

Wanna have the stuff? Mail me!

Marius

# 1472. Re: MyPicoDos 3.0 available

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-28 15:10:02 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <b3nu2q$381$1@reader11.wxs.nl>
Source record: 22935

Micro Sparta Dos is really cool:

BUT (!!!!!)

It is NOT compatible with myide. It seems to do have some kind of own
sio-routine (even with high-speed sio off) ... and that's why myide is
getting confused.

I'm gonig to write a new game-loader for spartados.

Marius

"TXG" <txg01@xs4all.nl> schreef in bericht
news:3e5bc091$0$49102$e4fe514c@news.xs4all.nl...
> I know but I like to have a program that supports both formats...
>
> TXG/MNX
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
> news:3E5BA749.DEB58FE@students.uni-mainz.de...
> > Well,
> > there is already the program "Micro-Sparta-DOS" by Bewesoft/Jiri
> > Bernasek, which does the same... -andreas.
> >
> >
> >
> > TXG schrieb:
> > >
> > > Will there be SpartaDOS support in a next version?
> > >
> > > "Matthias Reichl" <usenet-20030223@hias.horus.com> wrote in message
> > > news:slrnb5iin9.320.usenet-20030223@camel.hias.horus.com...
> > > > Hi!
> > > >
> > > > I just uploaded MyPicoDos 3.0 to my homepage
> > > >
> > > > http://www.horus.com/~hias/atari/
> > > >
> > > > MyPicoDos is a "game DOS" which can load COM/EXE, BIN and BAS files
> > > > and it supports MyDOS subdirectories.
> > > >
> > > > New in this version:
> > > > - support for SD and DD (hard-) disks from 720 up to 65535 sectors
> > > > in DOS 2.x and MyDOS format
> > > > - MyPicoDos supports loading from D1: to D8:
> > > > - MyPicoDos is now GPL'ed and comes with full source code
> > > >

> > > > so long,
> > > >
> > > > Hias
>
>

# 1473. Re: space shuttle tragedy

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-28 18:32:38 UTC
From: Steven Posey <steven.posey@pardee-med.org>
Message-ID: <49av5vkm22fmde7smltbb93isb2uu3plh9@4ax.com>
Source record: 22936

They have. It's called Orbiter, and can be found at
http://www.medphys.ucl.ac.uk/~martins/orbit/orbit.html

Best of all, it's free :-D

Steep learning curve, but navigating around (and docking with) a space
station is really cool. Not a fully mature program (you can fly right
through the space stations if you miss the docking port!) but overall
worth the time to check it out -- and it can be played right from a CD
if you choose to burn it there.

I still play Activision's Space Shuttle from time to time. Lots of
fun. And to Andreas Magenheimer -- yes, you do have to fly the
shuttle into orbit, and you do have to land it at the cape.
Activision managed to cram a LOT of detail into that game.

Steven

On 10 Feb 2003 15:39:41 -0800, rtdos@yahoo.com (rtdos) wrote:

>I am surprised no one has come up with an updated version for today's
>video / sound cards & processing power? Heck, we've got simulators
>for just about everything (except that Microsoft removed the Twin
>Towers from their Flight Simulator game).
>
>
>billko@comcast.net wrote in message news:<kpo4mKkdV4bJ-pn2-edZ38TgkCkkN@localhost>...
>> I remember it clearly. You had to guide the shuttle into orbit
>> keeping it on track all the way to insertion. Then you had to dock
>> with satellites with each one being tougher than the last. You
>> learned how to be most efficient with your fuel or else you wouldn't
>> have enough to get home. It didn't require you to flip the shuttle
>> upside down, but it DID require you to flip the shuttle backwards to
>> use your main engines to slow you down so you could re-enter the
>> atmosphere. Then you had to flip it around forward and had to
>> actually guide the shuttle down the glide path. It would be clouds
>> and stuff and then they would clear and you would see the landing
>> strip. Then you would have to land the thing.
>>

# 1474. Re: xep80ttl

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-28 18:42:55 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3e5fae46$0$21840@fountain.mindlink.net>
Source record: 22937

Actually, one of the things I liked about the hack is that you didn't need a lot of special code to use it. You could swap ANTICs and just write to it as if it were stock. Sort of a screen flipping with no flicker - you just need a screen draw routine for each screen. The main ANTIC used normal memory and the ghost ANTIC had his own separate RAM that was write enabled with ANTIC. No VBI is required per se - each ANTIC/GTIA is always active and producing video from its own DL and RAM, enabled or not (sorry, no DLIs or P/M graphics are available in the ghost display).

The mod was published in mid 1990 in the SLCC Journal.

I was thinking that a better hack would be to sync up two complete machines (or three?) Not so much wiring involved to do that - maybe two ICs in each box.....

Be pretty cool to feed three machines into the component jacks on a monitor - one for LUMA and two for COLOR.

Bob

"Shawn Jefferson" <shawnjefferson@shaw.caREMOVEPLS> wrote in message news:3e5ef079.1963424@news...
> Was this modification published somewhere that I could get ahold of it? It
> sounds interesting... the only drawback, as with all modifications of this
> nature is that code has to be specifically written for it.
>
> Any applications where you may interlace two screens during VBI could
> benefit from this upgrade. Did you build in seperate access to extended
> memory for each Antic chip, like in the 130XE? That would make it a little
> more practical, I think.
>
> "Bob Woolley" <ataribob@directvinternet.com>:
> >It overlapped two Antic screens on your system. You can have a GR.0 screen
> >of text on one and color blocks on the other. Or, Luma on one and color on
> >the other. It is basically two Antics, each with its own memory, that are
> >synched on the VBlank pulse.
> >
> >Bob
> >
> >"Shawn Jefferson" <shawnjefferson@shaw.caREMOVEPLS> wrote in message
> >news:3e5aa070.885785@news...
> >> "Bob Woolley" <ataribob@directvinternet.com>:

> >> >Other than the Antic article, which belongs to Antic and Matt really,
> >anyone
> >> >can distribute anything I have ever done for what ever purpose they
wish.
> >> >Some of the projects, such as the 80 column adaptor or dual Antic mod,
> >are a
> >> >little advanced for most casual hackers... And, I can't find a lot of
the
> >> >reference material for many of them anymore - not easily, anyway.
> >> >
> >> >I can send you a scan of the article if you like.
> >>
> >> What did your dual antic mod accomplish for the Atari?
> >>
> >> Two screens?
> >>
> >> ---
> >> Shawn Jefferson
> >> (fix reply to for email)
> >
> >
>
> ---
> Shawn Jefferson
> (fix reply to for email)

# 1475. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-28 21:44:38 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <dPQ7a.1$0U2.2540@nsw.nnrp.telstra.net>
Source record: 22938

Mark D <mducksub@removesspam_atari-source.com> wrote in message
news:1046367717.624521@blade.atari-source.com...
> Bravo Sierra Computers wrote:
>
> > My Birthday is almost here! I'm 39 this March!For those of you asking
what
> > could I possibly want for my Birthday? Why Atari, of course! I don't
just
> > sell it, I live for it! I only use Atari Computers and play Atari Games!
> > It's like Christmas every time someone unloads their Ataris on
me!Specific
> > Atari Types are Classic Atari 8 Bit, Atari Jaguar and Atari ST!
Specified
> > WantList of what I'm looking for is listed below!
> > http://www.aracnet.com/~atari/wantlist.htm Gifts you might give Ben!
> >
> > Or Bless me with your Atari Business, Which I gratefully Appreciate! And
> > if none of the above, you can give Money so I can use it to buy my
Gifts!
> > And if none of the above, you can wish me a sincere Happy Birthday and
> > hold back on the insults! Got Questions? E-Mail Ben: Atari@aracnet.com
> >
> > http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!
> > http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
> >
> > I've got a fast turnaround rate. Usually, Once I receive payment your
> > order goes out the same day. My customers love the speedy service! I
> > also have lots of Atari Reference Books. Which I can Mail by Book Rate!
> >
> > Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> > Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
> >
> > Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
> > References/
> > Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org
or
> > at http://BenSells.Atari.org Catalogs can be attached to,Requested by &
> > Received
> > Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
> > Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> > (503)256-9974!!!
>
> Is this a joke? Seriously?
>

> Mark

No joke.

Regards,

Clockmeister.

# 1476. Infiltrator help needed

Newsgroup: comp.sys.atari.8bit
Date: 2003-02-28 23:12:04 UTC
From: Frank Schr&#65533;der <bgtzhn@NOSPAMgmx.de>
Message-ID: <3e5fecc6$1@olaf.komtel.net>
Source record: 22939

Evening *.*!

Is there any chance to cheat around the annoying helicopter scene at the beginning of Infiltrator?

If not, could some kind soul please provide me with a "Saved State" for Atari800Win at the start of Level 2?

(-;

Frank

# 1477. Re: Atari BBS in California?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-01 00:25:18 UTC
From: solarinflux@aol.com
Message-ID: <20030228192518.20588.00000259@mb-fi.aol.com>
Source record: 22940

yes there are some.. do a google search. i was suprised. even in the high desert there is an atari bbs still up.. there are also some in the larger LA region but i was trying to keep a local call.. hope this helped.. and i have some ambition to start one up myself.. 8-bit.

solarinFlux

## 1478. Re: v-61 announces scott adams star flite 3.5

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-01 00:29:53 UTC
From: solarinflux@aol.com
Message-ID: <20030228192953.20588.00000260@mb-fi.aol.com>
Source record: 22941

it has been so long since i was working on the original series of text only programs. i am thinking of them now. i am only able to find the versions with the handwriting font. is there a promt to return to reg. atascii char font. i am interested in these cart forms..maybey you can make a cart with all the games on it. just the originals.? just thinking...

sFlux

# 1479. Re: My new 8bit Project!

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-01 00:49:41 UTC
From: solarinflux@aol.com
Message-ID: <20030228194941.20588.00000261@mb-fi.aol.com>
Source record: 22942

there is no reason to use the 600xl.. but i think it was kinda like" look in here it was a 600xl ";; not really saying to do the 600 but like ha ha funny in this it was a 600xl. personally.. when memory is 64k, and that is well suited. the 600 xl (with the upgrades) my favorite because it is so small.. just thinkin

solar

## 1480. Re: xep80ttl

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-01 01:05:54 UTC
From: solarinflux@aol.com
Message-ID: <20030228200554.20588.00000262@mb-fi.aol.com>
Source record: 22943

as a ponderer of tohught and a witness to the success of those thoughts
allready accomplished by another and others..

standing on the shoulders of giants.. but seems the giants are bored..

phonetic is correct

solar

## 1481. Re: Request: Can someone test this on a real A8 please?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-01 01:14:00 UTC
From: solarinflux@aol.com
Message-ID: <20030228201400.20588.00000263@mb-fi.aol.com>
Source record: 22944

all,

Andreas Magenheimer,

i like the emothion you conveyed.. i too was elated when i finally got it to work.

all i know is i had to learn alot to get it going and now i amm much more adept with thispc atari connection arc elf un zip pk un....as allways try every possible option.

peace

# 1482. Re: what game is that

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-01 01:40:25 UTC
From: Atari-Chart <SPAMMENOTatari-chart@shaw.ca>
Message-ID: <8r306vs2qulv2hspd3fdnrm85ll7q8j0sa@4ax.com>
Source record: 22945

Space Dungeon...
It was an arcade conversion.
(It was a *good* arcade conversion.) ;)

On Fri, 28 Feb 2003 12:17:25 GMT, "Imran Khan" <ikhan42@hotmail.com>
wrote:

>Hi,
>
>I am trying to find out the name of an atari game from the early 80's the
>game had a man that would go from cave to cave and pick up treasures a thief
>would be chasing you and stealing the treasures if you shot the thief he
>would drop the treasures and run , if the thief hit you then ytou would lose
>some of your treasures.
>
>Any one know the name of this game???
>
>Imran
>

# 1483. XEP80 Internal Mount

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-01 03:15:23 UTC
From: SteveV4V <stevev4v1@attbi.com>
Message-ID: <fBV7a.276508$tq4.5797@sccrnsc01>
Source record: 22946

I was wondering if anybody knows if the XEP80 80-column adapter can be mounted internally? Just wondering, having it hooked up to the joystick port looks rather stinky.

Cheers,
Steve

# 1484. Re: XEP80 Internal Mount

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-01 04:31:45 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030228233145.05394.00000320@mb-cn.aol.com>
Source record: 22947

Hi Steve-
Certainly you could "hard wire" it, but the actual board is quite large to be an internal mount. When I use mine (rarely) I just set it on top of the disk drive stack.

Actually, the whole thing is pretty stinky -- not one of Atari's better efforts,
and not the least of which was it would only work with a few composite monochrome monitors. (Most monitors would "overscan" an lose text at the top/bottom and/or sides.) Do you have a monitor that displays its output correctly?

The Bob Woolley TTL mod worked good when I had a TTL-capable monitor. I guess I should try it with my ATI (All-In-Wonder) video card. It would not work correctly with a JAM!! or Instant TV.
Larry

# 1485. Re: Atari BBS in California?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-01 04:35:13 UTC
From: Coach Gary <gary@tornadossoftball.com>
Message-ID: <3e6036f7$1_1@newsfeed>
Source record: 22948

How about the Dallas Ft Worth Area ?

Gary

"Solar Influx" <solarinflux@aol.com> wrote in message
news:20030228192518.20588.00000259@mb-fi.aol.com...
> yes there are some.. do a google search. i was suprised. even in the
high
> desert there is an atari bbs still up.. there are also some in the larger
LA
> region but i was trying to keep a local call.. hope this helped.. and i
have
> some ambition to start one up myself.. 8-bit.
>
> solarinFlux

# 1486. Atari 1200XL Keyboard not working

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-01 05:11:50 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <v60g8kr318dsa7@corp.supernews.com>
Source record: 22949

I have a 1200XL that I brought back from a long sleep. It works but a lot of the keys don't work. I noticed that after pressing some several times real hard they started to work. But not all are working. Any way to get this fixed?

Thx
Tim

# 1487. Re: Atari 1200XL Keyboard not working

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-01 07:26:35 UTC
From: Paul Alhart <paulalhart@hotmail.com>
Message-ID: <LgZ7a.47183$_J5.30023@nwrddc01.gnilink.net>
Source record: 22950

Remove the back of the keyboard (about 22 small screws). Carefully remove the Mylar sheet. It is actually a large sheet folded in half. Carefully unfold it. Work slow and don't tear it. It will be pretty well stuck stuck together. Gently wipe with a clean dry cloth and put it back together. Make sure the Mylar is aligned on the two plastic guide posts before reassembly. I fixed 3 with the same problem just last week. They had been stored in the attic and the heat had caused the Mylar to stick together. Paul

"Tim" <tjlazer@mail.com> wrote in message
news:v60g8kr318dsa7@corp.supernews.com...
> I have a 1200XL that I brought back from a long sleep. It works but a lot
> of the keys don't work. I noticed that after pressing some several times
> real hard they started to work. But not all are working. Any way to get
> this fixed?
>
> Thx
> Tim
>
>

# 1488. Re: Trade Indus GT for Rana 1000.

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-01 07:31:18 UTC
From: Paul Alhart <paulalhart@hotmail.com>
Message-ID: <alZ7a.47227$_J5.34968@nwrddc01.gnilink.net>
Source record: 22951

I have Ranas for sale ($40 + $10.50 US shipping) if you don't find a trade.
Paul

"SteveV4V" <stevev4v1@attbi.com> wrote in message
news:1S97a.279093$Ec4.282523@rwcrnsc52.ops.asp.att.net...
> I have a working Indus GT drive that I would like to trade for a working
> Rana 1000 or Astra 1620 drive.
>
> Thanks
> Steve
>
>

# 1489. Re: Atari 1200XL Keyboard not working

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-01 07:37:30 UTC
From: Paul Alhart <paulalhart@hotmail.com>
Message-ID: <_qZ7a.47291$_J5.47208@nwrddc01.gnilink.net>
Source record: 22952

Remove the back of the keyboard (about 22 small screws). Remove Mylar
contact sheet. Carefully unfold sheet. Work slow and do not tear the Mylar.
Wipe with a clean dry cloth & reassemble. Make sure Mylar is aligned with
the 2 plastic guide posts before putting the screws back in. Paul
"Tim" <tjlazer@mail.com> wrote in message
news:v60g8kr318dsa7@corp.supernews.com...
> I have a 1200XL that I brought back from a long sleep. It works but a lot
> of the keys don't work. I noticed that after pressing some several times
> real hard they started to work. But not all are working. Any way to get
> this fixed?
>
> Thx
> Tim
>
>

# 1490. Re: Trade Indus GT for Rana 1000.

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-01 07:51:44 UTC
From: SteveV4V <stevev4v1@attbi.com>
Message-ID: <kEZ7a.272468$SD6.14200@sccrnsc03>
Source record: 22953

That's a little more than I'd be willing spend, especially for the shipping
but I do appreciate the offer.

"Paul Alhart" <paulalhart@hotmail.com> wrote in message
news:alZ7a.47227$_J5.34968@nwrddc01.gnilink.net...
> I have Ranas for sale ($40 + $10.50 US shipping) if you don't find a
trade.
> Paul
>
>
> "SteveV4V" <stevev4v1@attbi.com> wrote in message
> news:1S97a.279093$Ec4.282523@rwcrnsc52.ops.asp.att.net...
> > I have a working Indus GT drive that I would like to trade for a working
> > Rana 1000 or Astra 1620 drive.
> >
> > Thanks
> > Steve
> >
> >
>
>

# 1491. Re: Atari 1200XL Keyboard not working

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-01 12:49:34 UTC
From: Richard Heldmann <sales@vulcantool.com>
Message-ID: <b3qa5p$83s$1@bob.news.rcn.net>
Source record: 22954

"Tim" <tjlazer@mail.com> wrote in message
news:v60g8kr318dsa7@corp.supernews.com...
> I have a 1200XL that I brought back from a long sleep. It works but a lot
> of the keys don't work. I noticed that after pressing some several times
> real hard they started to work. But not all are working. Any way to get
> this fixed?
>
> Thx
> Tim
>
>

Check out the link below, it worked great for me. Thanks again, Bob
Wooley!!

http://www.retrobits.net/keyboard.html

# 1492. Re: what game is that

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-01 12:56:15 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <8ab16vkj5uggtmtvc02ouf6pf7uq6bfm7c@4ax.com>
Source record: 22955

On Sat, 01 Mar 2003 01:40:25 GMT, Atari-Chart
<SPAMMENOTatari-chart@shaw.ca> wrote:

>Space Dungeon...
>It was an arcade conversion.
>(It was a *good* arcade conversion.) ;)
>
Mmmmmmmmmm....Also reminds me to play Way out again. I hated the
thief who stole the map).

Argh..Now I am thinking maze games I want a go at Tumblebugs....

>On Fri, 28 Feb 2003 12:17:25 GMT, "Imran Khan" <ikhan42@hotmail.com>
>wrote:
>
>>Hi,
>>
>>I am trying to find out the name of an atari game from the early 80's the
>>game had a man that would go from cave to cave and pick up treasures a thief
>>would be chasing you and stealing the treasures if you shot the thief he
>>would drop the treasures and run , if the thief hit you then ytou would lose
>>some of your treasures.
>>
>>Any one know the name of this game???
>>
>>Imran
>>

--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

# 1493. Re: Atari 1200XL Keyboard not working

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-01 18:08:58 UTC
From: Dan Vernon <newsgroups@retrobits.net>
Message-ID: <b3qsv9$20n$1@news.chatlink.com>
Source record: 22956

Try the 1200XL keyboard tune-up described on my site:
http://retrobits.net

-Dan

"Tim" <tjlazer@mail.com> wrote in message
news:v60g8kr318dsa7@corp.supernews.com...
> I have a 1200XL that I brought back from a long sleep. It works but a lot
> of the keys don't work. I noticed that after pressing some several times
> real hard they started to work. But not all are working. Any way to get
> this fixed?
>
> Thx
> Tim
>
>

# 1494. Atari810 update 1.4d

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-01 18:14:43 UTC
From: Dan Vernon <newsgroups@retrobits.net>
Message-ID: <b3qtb8$282$1@news.chatlink.com>
Source record: 22957

Just posted a new version of Atari810 (1.4d) to my website. Among other improvements, the UI now supports "skins". In addition to the 810 skin that many have grown to love (or hate!), you can pick a 1050 skin (not too pretty yet, sorry to the 1050 fans out there), along with several more "standard-application" looking skins, several of which are resizeable, have larger fonts, etc.

get it at:
http://retrobits.net

many thanks to my vast team of beta testers! (er... well, OK... maybe I don't quite have a vast team yet, but it sounds kinda impressive)

Any feedback is welcome.

Thanks,
-Dan

# 1495. Re: 1050toPC only with 1050?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-01 20:11:24 UTC
From: Hon Tseng <pcuser45@yahoo.com>
Message-ID: <or426v4q203p0umfg44vcdbrqv8e3928vu@4ax.com>
Source record: 22958

I have a prosys cable. it does not work with XF551 disk dirve. Any
idea you suggest?

On Fri, 7 Feb 2003 12:32:42 +0000 (UTC), Matthias Reichl
<usenet-20030207@hias.horus.com> wrote:

>On Fri, 7 Feb 2003 11:57:02 +0100, mcdenko wrote:
>> I've made a 1050toPC cable and I've got a CA 2001 disk drive. And this cable
>> doesn't work. I can format diskettes in this drive, but can't write .atr
>> files into the real disks.
>
>Which version of the 1050-2-PC cable did you build?
>
>The pro-system cable (using a 14C89) doesn't work reliable with all
>serial ports. For example, it works with the serial port on my
>mainboard, but not with the ports on the expansion card in my
>computer.
>
>OTOH, the MAX232 version (as described in the SIO2PC docs, needs
>external +5V supply) worked fine with all computers and all ports
>I've tested it with so far.
>
>Anyway, try re-checking the circuit, maybe you've placed a
>capacitor the wrong way, got a short circuit, swapped two
>pins or another small mistake like that.
>
>> Question: Does 1050toPC work only with 1050 drives?
>
>I don't know - I've only tested it with 1050s yet.
>
>so long,
>
>Hias

# 1496. Re: My new 8bit Project!

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-01 21:19:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e60cf34e91948@attbi.com>
Source record: 22959

>
>Just bought a Max-a-Flex Exidy Arcade machine from a guy on Ebay this
>weekend. The Exidy is nothing more than a 600XL running a cart-based
>game. Other than the 600xl on the inside, the outside looks like any
>other full sized Arcade machine.
>
>Here's my idea: I have an old 486dx2-656 Compaq all-in-one PC (the video,
>base, etc is in one unit) that I'm going to mount inside the chassis. Upon
>powerup, the PC will load specific ATR images to the 600 or 800xl (I will
>probably pull the 600xl and mount an 800xl or 130xe instead).
>
>Imagine playing Alternate Reality from a full sized arcade machine! Cool,
>eh??
>
>Will then use PCAnywhere for DOS to manage the pC thats locked inside the
>unit.

Sounds like a very good idea. I saw something similar at the CGE
in Las Vegas. They were using a PC in an arcade case to run other
arcade games from the past like Paper Boy, etc. Looked run nice...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

## 1497. Canyon Climber question

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-01 21:19:46 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e60cf34e91947@attbi.com>
Source record: 22960

Hello all,

It has been awhile since I played this game and was wondering in the first level when one sets all the charges, how do you detonate them? I know you have to push down on a plunger, but I thought the plunger just appears and you just walk into it, but I could be wrong. I get all the charges set, but then, nothing else happens.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 1498. Re: Canyon Climber question

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-01 21:54:37 UTC
From: SteveV4V <stevev4v1@attbi.com>
Message-ID: <x_98a.277187$SD6.14586@sccrnsc03>
Source record: 22961

Ed,

I just loaded it up and played a round, yes after setting all the charges all you should have to do is walk into the plunger to set them off. There is an alt version floating around that has a green background and for some reason the plunger is not there so make sure the background (canyon walls) are orange. This is one of the first games I got for my Atari 400 way back when... on cassette even... I love this game. LOL.

Steve

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message news:3e60cf34e91947@attbi.com...
> Hello all,
>
> It has been awhile since I played this game and was wondering in
> the first level when one sets all the charges, how do you detonate
> them? I know you have to push down on a plunger, but I thought the
> plunger just appears and you just walk into it, but I could be
> wrong. I get all the charges set, but then, nothing else happens.
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

## 1499. What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-01 22:24:42 UTC
From: SteveV4V <stevev4v1@attbi.com>
Message-ID: <Kqa8a.277494$SD6.14427@sccrnsc03>
Source record: 22962

Just curious what your favorite game for the Atari8 is? I think my favorite was/is Star Raiders, in fact it's what made me buy an Atari 400 in the first place. The first time I saw it I was totally blown away.

# 1500. [Still FS] FTe Sweet16 65c816 CPU for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-01 22:30:38 UTC
From: bill@newbreedsoftware.com
Message-ID: <iwa8a.69564$lk.3034530@typhoon.sonic.net>
Source record: 22963

I still have a Fine Tooned Engineering (FTe) "Sweet16" for sale.

Asking USD $100. Shipping is included.

Sweet16 is a 65c816 CPU with another chip on its belly, which plugs
directly into your CPU slot on an XL or XE motherboard.

Assuming your CPU is slotted, you just pull out the 8-bit chip and plug
in the Sweet16 and you're good to go!

E-mail me if interested.

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 1501. [Still FS] Multiplexer (MUX) carts & OS ROMs

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-01 22:33:45 UTC
From: bill@newbreedsoftware.com
Message-ID: <dza8a.69565$lk.3034179@typhoon.sonic.net>
Source record: 22964

My set of Multiplexer! cartridges and ROMs are still available for sale.

USD $100 gets you the set. Shipping is included!

One Master cartridge
Two Slave cartridges
Two OS ROM chips for the slaves

Please e-mail me if interested.

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 1502. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-01 22:46:07 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <QFa8a.33356$Rc7.469313@news2.e.nsc.no>
Source record: 22965

"SteveV4V" <stevev4v1@attbi.com> skrev i melding
news:Kqa8a.277494$SD6.14427@sccrnsc03...
> Just curious what your favorite game for the Atari8 is? I think my
favorite
> was/is Star Raiders, in fact it's what made me buy an Atari 400 in the
first
> place. The first time I saw it I was totally blown away.

Yes, Star Raiders was the game that hooked me on the Atari's too. All people here in Norway bought C64's and I had to get the Atari instead. Also others that I think is worth mentioning is Rescue on Fractalus, Ballblazer, Bounty Bob (and Miner 2049'er), Dropzone, IK and actually it's too many to be listed. But, Star Raiders is probably number 1 still.

Take Atarian care

# 1503. PhillyClassic 4 Update: T minus 4 weeks until the big event...

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-02 00:05:57 UTC
From: mattp@phillyclassic.com
Message-ID: <a5777dd9.0303011605.2e449421@posting.google.com>
Source record: 22966
Cross-posted to: rec.games.video.classic,rec.games.video.arcade.marketplace,rec.games.video.arcade.collecting,rec.games.vectrex,comp.sys.atari.8bit

Hi All!

For those of you that haven't visited the site in a little bit, check out the SPECIAL GUESTS section for some exciting news. We're working on a couple of other guests whose names you MIGHT recognize (wink, wink, nudge, nudge!)

http://www.phillyclassic.com

We're filling up with table registrations QUICKLY. They're 75% gone at this point. If you THINK you might want a table... if you've been waiting for JUST the right moment... if you feel you might need a LITTLE more room than what you've already reserved... or if you didn't know that a display table at the show is only $60 for all your buying/selling/trading/show-n-tell needs (AND includes a 3-day pass)... NOW IS THE TIME TO PURCHASE THOSE TABLES!!! Avoid disappointment and cruise over to:

http://www.phillyclassic.com/register.php

Hit that big ole VENDOR TABLE button, and we'll take care of it from there.

Ticket sales are also going at a good clip, and the sooner you register for a 2-day or 3-day pass, the sooner you can strike that item off your to-do list!

NOTE: We've had some inquiries about getting a 1-day pass to the show. ANSWER: 1 day cost $20 last year, so this year, when you pay for 1 day, you get the second day FREE. We're not selling 1-day passes, so if you can only join us for 1 day, you'll get the same deal as last year without the extra FREE bonus day!

REMINDERS: If you're a TRON fan, bring your TRON books, videos, videogame carts, whatever for Cindy Morgan to sign. Oh, and I guess same goes for Caddyshack items. Do you remember her famous scene in that classic film? [Ooo la la!]

If you're a SID MEIER fan (Hello?!? Aren't we all???) same goes for your copy of F15 Strike Eagle, Silent Service, Pirates, Red Storm Rising, Railroad Tycoon, Civilization, and countless other landmark classics.

If you're a TABLEHOLDER and plan to bring some goodies to plug in and play/demo/share during the show, remember to bring your classic

gaming trade show supplies, which should include:

TV's, monitors, extension cords and power strips, duct tape, extra controllers for your consoles, a dropcloth or tarp to cover your table(s) should you want to come late/leave early, Shopping list, Personal collection list, Want lists, Trade lists, cell phone, room in your suitcase for once-in-a-lifetime deals and incredible rarities!

==========
Where will YOU be 4 weeks from right now (Saturday 5:39pm EST)?

* Having dinner with a bunch of guys from r.g.v.c.?
* Trading up a storm on the show floor?
* Playing Dance Dance Revolution and sweating like a pig?
* Watching the movie Joysticks and wondering how movies that bad got made?
* Rocking out in homebrew heaven at the Atari Age booth?
* Playing your favorite coin-op in the QuarterArcade megaplex on the show floor?
* Jumping up and down screaming after having won a $100 gift certificate from EB?
* Holding up your flashy new PC4 t-shirt and showing it off for your girlfriend?
==========

Stay tuned...

David Newman
PhillyClassic4 Co-organizer
http://www.phillyclassic.com
The East Coast Classic Gamer's Event
March 28-30, 2003

# 1504. Re: Atari 1200XL Keyboard not working

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-02 00:40:09 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <v62kncj2jhhqbe@corp.supernews.com>
Source record: 22967

Well my 1200 is happy now...! I removed the Mylar sheet and there was no other half. It was a clear pastic sheet with a white rubbery part that was on the PCB side, I guess to hold the sheet to the PCB. I ripped some of the rubber around the screw holes but it was still intact. I gently pulled it off the contact points from the PCB where it all gets contact and I put it all back together and it worked! Thanks for the tip. One thing I am worried about is that when I took it off the contact points it kinda ripped off a little, but not bad, should I get some silver paint like the Web Site the other posters provided says? I guess if the keys fail again I'll go ahead and do that for sure...

Thanks!
Tim

"Paul Alhart" <paulalhart@hotmail.com> wrote in message
news:LgZ7a.47183$_J5.30023@nwrddc01.gnilink.net...
> Remove the back of the keyboard (about 22 small screws). Carefully remove
> the Mylar sheet. It is actually a large sheet folded in half. Carefully
> unfold it. Work slow and don't tear it. It will be pretty well stuck stuck
> together. Gently wipe with a clean dry cloth and put it back together.
Make
> sure the Mylar is aligned on the two plastic guide posts before
reassembly.
> I fixed 3 with the same problem just last week. They had been stored in
the
> attic and the heat had caused the Mylar to stick together. Paul
>
>
> "Tim" <tjlazer@mail.com> wrote in message
> news:v60g8kr318dsa7@corp.supernews.com...
> > I have a 1200XL that I brought back from a long sleep. It works but a
lot
> > of the keys don't work. I noticed that after pressing some several
times
> > real hard they started to work. But not all are working. Any way to
get
> > this fixed?
> >
> > Thx
> > Tim
> >
> >
>
>

# 1505. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-02 01:03:09 UTC
From: Cruiser7 <Cruiser7@nospam.com>
Message-ID: <v62m1v57h7rb15@corp.supernews.com>
Source record: 22968

SteveV4V wrote:
> Just curious what your favorite game for the Atari8 is? I think my favorite
> was/is Star Raiders, in fact it's what made me buy an Atari 400 in the first
> place. The first time I saw it I was totally blown away.
>
>

I am someone else who'd have to say "Star Raiders". Not only did this game thrill me like no other, but it's where I got the handle "Cruiser 7" from.

The rest of my top 5

2. Alternate Reality (City & Dungeon)
3. Ali Baba and the 40 Thieves (I am STILL working on a mini guide for this game)
4. Archon
5. Tie between Pharaoh's Curse and Bruce Lee

# 1506. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-02 06:18:40 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <fh836v4pvb9n09am8fq7njnd0b0ovv7365@4ax.com>
Source record: 22969

On Sat, 01 Mar 2003 19:03:09 -0600, Cruiser7 <Cruiser7@nospam.com> wrote:

>SteveV4V wrote:
>> Just curious what your favorite game for the Atari8 is? I think my favorite
>> was/is Star Raiders, in fact it's what made me buy an Atari 400 in the first
>> place. The first time I saw it I was totally blown away.
>>
>>
>
>I am someone else who'd have to say "Star Raiders". Not only did this
>game thrill me like no other, but it's where I got the handle "Cruiser
>7" from.
>
>The rest of my top 5
>
>2. Alternate Reality (City & Dungeon)
>3. Ali Baba and the 40 Thieves (I am STILL working on a mini guide for
>this game)
>4. Archon
>5. Tie between Pharaoh's Curse and Bruce Lee

Well, I prefer M.U.L.E.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

# 1507. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-02 07:05:36 UTC
From: Mo <momo@atariland.com>
Message-ID: <43i8a.66787$F%.3700777@twister.austin.rr.com>
Source record: 22970

I always liked 'Quix' the best!
Mo

"Vidar Olavesen" <hawk@nmi.no> wrote in message
news:QFa8a.33356$Rc7.469313@news2.e.nsc.no...
> "SteveV4V" <stevev4v1@attbi.com> skrev i melding
> news:Kqa8a.277494$SD6.14427@sccrnsc03...
> > Just curious what your favorite game for the Atari8 is?

# 1508. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-02 07:49:59 UTC
From: Aaron <holmesatari@hotmail.com>
Message-ID: <wJi8a.1274$8b.246893@news02.tsnz.net>
Source record: 22971

> >The rest of my top 5
> >
> >2. Alternate Reality (City & Dungeon)
> >3. Ali Baba and the 40 Thieves (I am STILL working on a mini guide for
> >this game)
> >4. Archon
> >5. Tie between Pharaoh's Curse and Bruce Lee
>
> Well, I prefer M.U.L.E.

And I'll 2nd that, MULE is THE best game! ;-) And is the only Atari 8bit game I still play quite often.
But that said, Star Raiders is no.2!!

Aaron

# 1509. Re: MyMICROSPARTAdos

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-02 11:16:38 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e61e85c$0$49099$e4fe514c@news.xs4all.nl>
Source record: 22972

what did you change it this version...?

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:b3si3o$7aj$1@reader11.wxs.nl...
> Hi Folks,
>
> I have finished a 95% working version of BEWESOFT MicroSpartados for
MyIDE.
> I had to change some small things. Very much files do start now with it.
> Unfortunately I had to give up the 'load after reset' routine. That's why
> Wlockzkij won't run (if you want to play that game use MyPICOdos from
> Hiasoft -> link search in this newsgroup)
>
> If you are interested in my adapted version of MicroSpartados mail me. If
> you are not familiair with this game-menu please tell me that, in that
case
> you get the original MSINI.com file with it too.
>
> Greetz,
> Marius
>
>
>

# 1510. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-02 11:57:07 UTC
From: Bishop <dwebster@attbi.com>
Message-ID: <07s36vsc3nd7jd955ve5v5639q6nucs7l0@4ax.com>
Source record: 22973

>>SteveV4V wrote:
>>> Just curious what your favorite game for the Atari8 is? I think my favorite
>>> was/is Star Raiders, in fact it's what made me buy an Atari 400 in the first
>>> place. The first time I saw it I was totally blown away.
>>>

Same here. Not only is it my favorite 8 bit game, it's my all time
favorite on any platform. SR completety toasted my brain and jaded me
forever...

# 1511. Re: ADV: Bravo Sierra want's Your arsehole

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-02 14:23:38 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b3t459$867$11@helle.btinternet.com>
Source record: 22974

Hi "Mark D"

> Bravo Sierra Sex with Computers wrote:
>
> > My Birthday is almost here! I'm 39 this March!For those of you asking what

> Is this a joke? Seriously?

Nope, he's a certified fuck-wit, but everyone in here gets blow jobs off him so will jump to his defence.

I think they feel sorry for him coz he's a brain damaged mong.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

---
--
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.459 / Virus Database: 258 - Release Date: 25/02/2003

# 1512. Re: ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-02 14:23:43 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b3t45e$867$15@helle.btinternet.com>
Source record: 22975

Hi Mark

> PS: my opinion may be blunt or unfavorable but understand I'm the type of
> person who must have something proven to him before he believes it. I
> don't believe ben has a mental disability because nothing of any sort has
> been said to prove it, however I do believe Ben is an ignorant ass and he
> has certainly proven that. How can you challenge that? Wah wah, he's one
> of few. Who cares? It's a business and if one business advertises here
> then every small software developer and commercial entity should be
allowed
> to advertise here. That's the rules right? Atari may be small but don't
> you think this newsgroup would become rather unreadable rather quickly
> right?

I think i fancy you!, get your coat, you've pulled.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

---
--
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.459 / Virus Database: 258 - Release Date: 25/02/2003

# 1513. Re: www.retrochat.com

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-02 17:31:08 UTC
From: pr <pr@#NOSPAM#.com>
Message-ID: <Yfr8a.8999$Vx2.698927@wards>
Source record: 22976

So the ZX80 is a "computer" but the Atari 800 is a "console" ??????
You're not going to make many friends here I think.

pr

> If you have a wide are of emulation interests, and you are looking for
> forum chat for computers from the ZX80 to the Atari ST, for consoles
> from the Atari 800 to the Gameboy, then come and pay us a visit.
>

# 1514. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-02 18:03:34 UTC
From: Hidehiko Ogata <hog@aqu.bekkoame.ne.jp>
Message-ID: <I2.Z3.FO2QJpPBOZaSHPb.NR@aqu.bekkoame.ne.jp>
Source record: 22977

SteveV4V wrote:

> Just curious what your favorite game for the Atari8 is?

Too many to mention! 8) If I *have* to pick one... Ballblazer.
Not only it's a darned fine game, I like the way it neatly encapsulates
the strength of the A8 (DL grids, scalable PM/G, 4-ch audio).
--
// }{idehiko ()gata "War is over, if you want it"
\X/ Amiga since '86 - John Lennon

# 1515. Re: ADV: Bravo Sierra want's Your arsehole

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-02 19:28:11 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <lmm46vgid0f85d7aiik3i538ft3p793652@4ax.com>
Source record: 22978

On Sun, 2 Mar 2003 14:23:38 +0000 (UTC), "Steve Sweet"
<Steve.Sweet@btopenworld.com> wrote:

>Hi "Mark D"
>
>> Bravo Sierra Sex with Computers wrote:
>>
>> > My Birthday is almost here! I'm 39 this March!For those of you asking
>what
>
>> Is this a joke? Seriously?
>
>Nope, he's a certified fuck-wit, but everyone in here gets blow jobs off him
>so will jump to his defence.

He was doing blow jobs?

Shit!...I missed that promotion!

Always miss the good un's...
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

# 1516. BASIC Error 21

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-02 20:51:29 UTC
From: pikachudark@hotmail.com
Message-ID: <debb098e.0303021251.26f8e633@posting.google.com>
Source record: 22979

Can anybody tell me what Error 21 in BASIC means ?
I am getting it after I try to load a BASIC file from disk.
cheers. -d.

# 1517. GO Game on 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-02 21:21:05 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <b3tshf$1ouvrv$1@ID-112582.news.dfncis.de>
Source record: 22980

Howdy *.*!

Can somebody recommend an atari 8-bit port of the old chinese game "GO"?
I would like to see a nice conversion with some smart ai and a fancy ui.
Any hints?

--
\thomsen
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

# 1518. Re: BASIC Error 21

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-02 21:29:22 UTC
From: bill@newbreedsoftware.com
Message-ID: <SIu8a.69780$lk.3045149@typhoon.sonic.net>
Source record: 22981

Damon <pikachudark@hotmail.com> wrote:
> Can anybody tell me what Error 21 in BASIC means ?
> I am getting it after I try to load a BASIC file from disk.
> cheers. -d.

21. Attempted to LOAD a non-LOAD file

*shrug* :)

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 1519. Re: MyMICROSPARTAdos

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-02 22:09:24 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e628119$0$49105$e4fe514c@news.xs4all.nl>
Source record: 22982

Seems you have done a nice job...

E-mail me the new version....

TXG/MNX

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:b3tmmh$f2p$1@reader08.wxs.nl...
> Hi!
>
> Here Marius again.
>
> It's ready. The last thing I had to do was to get rid of the highspeed
sio.
> And that's done too ;-)
>
> This version of the Micro Spartados is also VERY FAST with emulator
(because
> of NO highspeed sio)... and everything that normally loads with
> MicroSpartados runs now with my modified version.
>
> If anyone is interested? Mail me.
>
> Marius
>
> "TXG" <txg01@xs4all.nl> schreef in bericht
> news:3e61e85c$0$49099$e4fe514c@news.xs4all.nl...
> > what did you change it this version...?
> >
> > "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
> > news:b3si3o$7aj$1@reader11.wxs.nl...
> > > Hi Folks,
> > >
> > > I have finished a 95% working version of BEWESOFT MicroSpartados for
> > MyIDE.
> > > I had to change some small things. Very much files do start now with
it.
> > > Unfortunately I had to give up the 'load after reset' routine. That's
> why
> > > Wlockzkij won't run (if you want to play that game use MyPICOdos from
> > > Hiasoft -> link search in this newsgroup)
> > >
> > > If you are interested in my adapted version of MicroSpartados mail me.
> If
> > > you are not familiair with this game-menu please tell me that, in that

> > case
> > > you get the original MSINI.com file with it too.
> > >
> > > Greetz,
> > > Marius
> > >
> > >
> > >
> >
> >
>
>

# 1520. Re: BASIC Error 21

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-02 22:15:08 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <Kiv8a.33626$Rc7.471913@news2.e.nsc.no>
Source record: 22983

"Damon" <pikachudark@hotmail.com> skrev i melding
news:debb098e.0303021251.26f8e633@posting.google.com...
> Can anybody tell me what Error 21 in BASIC means ?
> I am getting it after I try to load a BASIC file from disk.
> cheers. -d.

Tried typing
NEW
and then
ENTER "D:filename.ext"
?

Or is it BASIC at all, the file you are trying to load ?

# 1521. FA: Atari 7800 + 25 boxed/complete games+2 controllers+cables+gamebox

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-03 03:45:02 UTC
From: Paul Nurminen <visit_my_site@nurmix.com>
Message-ID: <lgj56v8tav9e8immm4eec5gv2k4omp764b@4ax.com>
Source record: 22984
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

For auction on eBay:

Atari 7800 Pro System with power supply, TV/Game box with 300ohm
adaptor and RF cable, 2 tested and working controllers, 25 boxed games
in near mint condition with all game instruction manuals, plus a bonus
Atari 7800 product poster.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3537&item=3011195100&rd=1

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: (visit my site to e-mail me)

# 1522. FA: PROTOTYPE 2600 "Frankenstein's Monster" by DATA AGE

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-03 03:49:12 UTC
From: Paul Nurminen <visit_my_site@nurmix.com>
Message-ID: <1rj56v059a76h0n3ff3emtpa1ji11bq8s9@4ax.com>
Source record: 22985
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

For auction on eBay:

Atari 2600 PROTOTYPE / lab-loaner game cartridge:
"Frankenstein's Monster" by DATA AGE

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3528&item=3011218091&rd=1

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: (visit my site to e-mail me)

# 1523. FA: Atari 2600 "Dukes Of Hazzard"

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-03 03:50:11 UTC
From: Paul Nurminen <visit_my_site@nurmix.com>
Message-ID: <10k56vo27ekajlcvcd0odnqg9hj00frgre@4ax.com>
Source record: 22986
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

For auction on eBay:

Atari 2600 Dukes Of Hazzard game cartridge

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=21178&item=3011209995&rd=1

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: (visit my site to e-mail me)

# 1524. FA: Six Assorted Atari 2600 cartridges + extras

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-03 03:50:43 UTC
From: Paul Nurminen <visit_my_site@nurmix.com>
Message-ID: <72k56v8ff42227btm1tuf0320vohqbpq7k@4ax.com>
Source record: 22987
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

For auction on eBay:

Six assorted Atari 2600 cartridges. Also included is the instruction
booklet for Pac-Man, as well as a 1982 Imagic game catalog, and two
Atari Corporation warranty cards

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3537&item=3011205816&rd=1

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: (visit my site to e-mail me)

# 1525. Re: BASIC Error 21

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-03 03:52:07 UTC
From: Mopar Man <nospam@nowhere.com>
Message-ID: <g4k56vccqq778319i3712ts7hf64bm90oh@4ax.com>
Source record: 22988

On 2 Mar 2003 12:51:29 -0800, pikachudark@hotmail.com (Damon) wrote:

>Can anybody tell me what Error 21 in BASIC means ?
>I am getting it after I try to load a BASIC file from disk.
>cheers. -d.

If memory serves correctly, that error results from attempting to load
a binary file from basic. I'll bet if you go to DOS and do a binary
load, it will work.

# 1526. FA : 100 boxed , new ATARI XEGS/XL carts

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-03 04:53:16 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <f16cbc23.0303022053.692bd1e0@posting.google.com>
Source record: 22989

Look at :

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&category=3528&item=3009762259

100 ATARI XL/XE cartridges , you can choose 100 of any of the games mentioned.

All games new , shrinkwrapped , english versions , NTSC and PAL compatible.

Great for traders or if you want to sell the games on ebay.

Mathias

# 1527. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-03 05:10:28 UTC
From: billko@comcast.net
Message-ID: <kpo4mKkdV4bJ-pn2-DQxy6OxT3B9u@localhost>
Source record: 22990

Yes, Star Raiders was my fave, also. Nothing so satisfying as getting
a lock on the enemy and having both your torpedoes fire at once,
obliterating the target.

As for Rescue on Fractalus... how many of you almost wet your pants
the first time that danged alien jumped up in your face and started
pounding on your window? I was so shocked the first time that I
didn't even remember to turn on my shield to disintegrate him. Of
course, he busted through the windshield and let in the acid-filled
atmoshpere... :)

On Sat, 1 Mar 2003 22:46:07 UTC, "Vidar Olavesen" <hawk@nmi.no> wrote:

> "SteveV4V" <stevev4v1@attbi.com> skrev i melding
> news:Kqa8a.277494$SD6.14427@sccrnsc03...
> > Just curious what your favorite game for the Atari8 is? I think my
> favorite
> > was/is Star Raiders, in fact it's what made me buy an Atari 400 in the
> first
> > place. The first time I saw it I was totally blown away.
>
> Yes, Star Raiders was the game that hooked me on the Atari's too. All people
> here in Norway bought C64's and I had to get the Atari instead. Also others
> that I think is worth mentioning is Rescue on Fractalus, Ballblazer, Bounty
> Bob (and Miner 2049'er), Dropzone, IK and actually it's too many to be
> listed. But, Star Raiders is probably number 1 still.
>
> Take Atarian care
>
>

--
Bill

# 1528. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-03 05:15:01 UTC
From: billko@comcast.net
Message-ID: <kpo4mKkdV4bJ-pn2-isG1UdzUmx2n@localhost>
Source record: 22991

Alternate Reality... I still play that game (both Dungeon and City).
There's STILL nothing quite like it. Nothing like sipping a potion of
"TREASURE FINDING!" and then going on a killing spree! ;)

On Sun, 2 Mar 2003 01:03:09 UTC, Cruiser7 <Cruiser7@nospam.com> wrote:

> SteveV4V wrote:
> > Just curious what your favorite game for the Atari8 is? I think my favorite
> > was/is Star Raiders, in fact it's what made me buy an Atari 400 in the first
> > place. The first time I saw it I was totally blown away.
> >
> >
>
> I am someone else who'd have to say "Star Raiders". Not only did this
> game thrill me like no other, but it's where I got the handle "Cruiser
> 7" from.
>
> The rest of my top 5
>
> 2. Alternate Reality (City & Dungeon)
> 3. Ali Baba and the 40 Thieves (I am STILL working on a mini guide for
> this game)
> 4. Archon
> 5. Tie between Pharaoh's Curse and Bruce Lee
>

--
Bill

# 1529. Re: GO Game on 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-03 05:39:29 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <7gq56vsrlf10frug0aij4o2pqfseph8blp@4ax.com>
Source record: 22992

On Sun, 02 Mar 2003 22:21:05 +0100, Thomas Havemeister <twh1@gmx.de> wrote:

>Howdy *.*!
>
>Can somebody recommend an atari 8-bit port of the old chinese game "GO"?
>I would like to see a nice conversion with some smart ai and a fancy ui.
>Any hints?

I think there was one at the UMich archives; at least, I once downloaded one,
I think it was from there...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

## 1530. Alternate Reality question...

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-03 09:00:45 UTC
From: dunxuk@aol.com
Message-ID: <20030303040045.08360.00000242@mb-mo.aol.com>
Source record: 22993

I had a go at 'the city' for the first time last week and now have two questions!

1: The version I found was in the form of four .Atr images, however at one point the game asked for the wilderness disk and none of the images seemed to work. Is there another .Atr I've missed...?

2: Is there any user guides on the net..?

Tia, Dunx

# 1531. Re: BASIC Error 21

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-03 09:24:38 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <n6F8a.33711$Rc7.473516@news2.e.nsc.no>
Source record: 22994

> >Can anybody tell me what Error 21 in BASIC means ?
> >I am getting it after I try to load a BASIC file from disk.
> >cheers. -d.
>
> If memory serves correctly, that error results from attempting to load
> a binary file from basic. I'll bet if you go to DOS and do a binary
> load, it will work.

He said it was a BASIC file, but that was my thought too. Or if the BASIC file was LIST(ed) and he needed to ENTER it back in. Won't that make the same error ?

# 1532. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-03 09:28:41 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <baF8a.33712$Rc7.473348@news2.e.nsc.no>
Source record: 22995

<billko@comcast.net> skrev i melding
news:kpo4mKkdV4bJ-pn2-isG1UdzUmx2n@localhost...
> Alternate Reality... I still play that game (both Dungeon and City).
> There's STILL nothing quite like it. Nothing like sipping a potion of
> "TREASURE FINDING!" and then going on a killing spree! ;)

I always had a hard time starting this. It's so difficult to survive. I get killed and can't afford health very soon. Especially in the City. What's the secret to staying alive in the beginning ? Ever tried Shining Force 3 on the Sega Saturn ? That's a really great RPG, with the best battle system I've ever had the please of encountering. All Shining Force games are wonderful, really. The graphics in Alternate Reality was awesome though. And the best music from Atari ? Perhaps The City, it really is awesome. Listened to that again and again when I first got my game. Gilbertson is really excellent.

# 1533. Re: Alternate Reality question...

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-03 09:41:45 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3e632302$0$12821$afc38c87@news.optusnet.com.au>
Source record: 22996

Don't know about point 2 but as far as the wilderness is concerned, it was never written. The idea was that you could just wander into the connecting game. Only the City and the Dungeon were ever written tho. The Dungeon is better imho.

Mark

"DunxUK" <dunxuk@aol.com> wrote in message
news:20030303040045.08360.00000242@mb-mo.aol.com...
> I had a go at 'the city' for the first time last week and now have two
> questions!
>
> 1: The version I found was in the form of four .Atr images, however at one
> point the game asked for the wilderness disk and none of the images seemed
to
> work. Is there another .Atr I've missed...?
>
> 2: Is there any user guides on the net..?
>
> Tia, Dunx
>

# 1534. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-03 12:54:33 UTC
From: jerry_glenwright@hotmail.com
Message-ID: <2be33b6b.0303030454.635c7bc2@posting.google.com>
Source record: 22847

Not a game exactly but... Flight Simulator II is my all-time favourite! A whole 'world' with 'real' and defined boundaires that you could explore exactly as you choose without being artificially limited by the computer (or programmer) in any way. No wonder it spawned that whole series of FSII adventure books by armchair pilot Charles Gulick.

The fabulous packaging with handbooks and flying guides, aeronautical maps and charts and an add-on scenery disk. Not cheap at almost 40GBP but well worth it for the fun I've had with it over the years.

I loved it then and I love it now.

It was also a challenge to crack and remove the copy protection so that I could play it from a hard drive (and now from within emulators!). This I did successfully 18 months ago (yes, it took me that long -- details of how posted in this newsgroup Christmas 2001)

Others: Ballblazer (*that* music!), Fractalus (yes, the shock of the alien banging on the window) and Mercenary which is never rated very highly but which is a nice demonstration of smoothly scrolling graphic manipulation...

# 1535. Re: 1050toPC only with 1050?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-03 13:37:15 UTC
From: Matthias Reichl <usenet-20030303@hias.horus.com>
Message-ID: <slrnb66lq5.1di.usenet-20030303@camel.hias.horus.com>
Source record: 22848

On Sat, 01 Mar 2003 20:11:24 GMT, Hon Tseng wrote:
> I have a prosys cable. it does not work with XF551 disk dirve. Any
> idea you suggest?

Short answer:

Try building a 1050-2-PC cable with a MAX 232 (as described
in the SIO2PC docs), and don't forget connecting +5V to the
+5V/Ready SIO input pin of your disk drive. At least the
1050 won't do anything if this signal is not
present - cost me about two hours to find out...

Long answer:

There are at least two possible pitfalls when using the
ProSys cable:

The RS232 voltage is out of spec, and using a 14C89 (as listed
in the APE docs) might cause troubles when interfacing with TTL.

I don't know the signal specs of the XF551, but I assume it
is standard bipolar TTL with a Vout_HI_min of 2.4V. According
to the "C" in 14C89 I assume it is a standard CMOS type IC
(I don't have the datasheets here ATM) with a Vin_HI_min of
some 3.5V. Given that my assumptions are right, this
combination _may_ fail (IOW: it might work, but not under
all circumstances).

so long,

Hias

# 1536. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-03 13:37:15 UTC
From: Matthias Reichl <usenet-20030303@hias.horus.com>
Message-ID: <slrnb66mj8.1di.usenet-20030303@camel.hias.horus.com>
Source record: 22849

On Sat, 01 Mar 2003 22:24:42 GMT, SteveV4V wrote:
> Just curious what your favorite game for the Atari8 is?

Boulder Dash, especially the Boulder Dash Construction Kit. Back in
the late 80s a friend of mine and I spent lots of time playing
and building levels. Even nowadays we regularly play our old levels!

There are at least some 10 or 15 other games I like very much
(eg Ballblazer, Master of the Lamps, Schreckenstein, Quest for Tires,
Miner 2049er, Aztec Challenge), but they all can't beat BDCK :-)

so long,

Hias

# 1537. Re: v-61 announces scott adams star flite 3.5

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-03 13:54:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030303135429.40457D@ilaskey.cix.co.uk>
Source record: 22850

OOI, what is the actual process here? Do you work from source code, hack binaries or what? Basically, what's the story behind getting some old e.g. tape game in to a cartridge and working?

Iain

# 1538. Re: Alternate Reality question...

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-03 17:54:05 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <1FM8a.731$gF3.89388@newsread1.prod.itd.earthlink.net>
Source record: 22851

"DunxUK" <dunxuk@aol.com> wrote in message
news:20030303040045.08360.00000242@mb-mo.aol.com...
> I had a go at 'the city' for the first time last week and now have two
> questions!
>
> 1: The version I found was in the form of four .Atr images, however at one
> point the game asked for the wilderness disk and none of the images seemed
to
> work. Is there another .Atr I've missed...?

What Mark said.
>
> 2: Is there any user guides on the net..?

Not that I know of. There used to be a guide or two in old forems like the
Compuserve RPG group.

Getting started in the game is extremely hard. There are a few utilities
floating around to resurect dead characters. The game is somewhat
traditional in that you don't get to see all your characters attributes like
luck and speed. You have to get used to the idea that some characters just
weren't meant to survive and you won't know it until they repeatedly die.

Assuming you don't use any of the character hacks, about the only way to
advance a character is to save after every encounter you win. Once you get a
save, you have to exit the game and make copies of your live characters'
save game disk. It is fairly easy to do if you are using ATRs and a IBM type
computer for storage. I would just label my saved games like LEVEL3.ATR,
LEVEL4.ATR, and so on.

You want to find one of the cheap taverns for food and a cheap inn to spend
the night. Hit points are restored best if you sleep straight through from
~10PM to 8AM game time. You have to make sure your character has plenty of
food and drink before you put them to bed or your gold will be wasted.

# 1539. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-03 18:05:39 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b405hi$sh5$1@venus.btinternet.com>
Source record: 22852
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale

Hi Larry

You cannot even comment good about him without using the word ass.

BTW, Is 'Asset' French for a small ass or a female ass?. Ass 'ette'?.

> That's just stupid. Ben is a asset to the Atari community and I am glad
that
> he posts here. You sir are a idiot.

Well i suppose i had that coming!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

---
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.459 / Virus Database: 258 - Release Date: 25/02/2003

# 1540. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-03 18:05:41 UTC
From: Steve Sweet <Steve.Sweet@btopenworld.com>
Message-ID: <b405hj$sh5$2@venus.btinternet.com>
Source record: 22853
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale

Hi Ben

I'll have a pack of ten, a floppy and a chocolate fudge packing please.

> Hi, I'm Ben Smith, proprietor of Fags R Us! I'm a big fagot who occupies a
> unique niche in the homosexual World! Most fags stick to just fucking
other
> fags but I like meeting NEW fagots, I also sell Used/2nd Hand dildoes and
sex
> toys!

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

---
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.459 / Virus Database: 258 - Release Date: 25/02/2003

## 1541. Re: Alternate Reality question...

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-03 20:28:18 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v67ekeev3ooq2f@corp.supernews.com>
Source record: 22854

http://www.cyou.com/~richard/atari-docs.htm
has doc for the city, not the dungeon.

# 1542. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-03 20:33:50 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v67eureusqf9b7@corp.supernews.com>
Source record: 22855

Sargon III.
It is about my speed at chess. I play regularly on
XLIT.

# 1543. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-03 20:53:03 UTC
From: billko@comcast.net
Message-ID: <kpo4mKkdV4bJ-pn2-zLU3KLVB48wM@localhost>
Source record: 22856

You're not doing anything wrong! It *is* very hard to start a
character. Here are a few (City) tips:

I value wisdom and intelligence above all. Then comes strength and
skill. Wisdom helps you figure out what potions are before they go
poof. You'll need intelligence to trick monsters in the beginning.
Also, I *think* it helps you determine whether armor/weapons are
magical or not (although it may be wisdom that is the factor here
instead). Strength is on the "B" list because you use it so often it
goes up even between level jumps. Skill is self-explanatory. The
reason why I don't try for harisma, hit points and money is because
they are hard to keep track of. Hit points and money are in corners
that are hard to see, and charisma spins way too quickly.

Go to Occum's Weaponsmith to get a cheap dagger then sleep and wake up
first thing the next morning. Then visit all the guilds you can to
boost your attributes.

When you can, buy a few rounds for the house. When they start
cheering you, the bartender and the waitress will be your friends, and
they will take care of your thirst and hunger if you are in dire need.
Don't forget to actually buy a few things here and there to keep them
happy.

On Mon, 3 Mar 2003 09:28:41 UTC, "Vidar Olavesen" <hawk@nmi.no> wrote:

> <billko@comcast.net> skrev i melding
> news:kpo4mKkdV4bJ-pn2-isG1UdzUmx2n@localhost...
> > Alternate Reality... I still play that game (both Dungeon and City).
> > There's STILL nothing quite like it. Nothing like sipping a potion of
> > "TREASURE FINDING!" and then going on a killing spree! ;)
>
> I always had a hard time starting this. It's so difficult to survive. I get
> killed and can't afford health very soon. Especially in the City. What's the
> secret to staying alive in the beginning ? Ever tried Shining Force 3 on the
> Sega Saturn ? That's a really great RPG, with the best battle system I've
> ever had the please of encountering. All Shining Force games are wonderful,
> really. The graphics in Alternate Reality was awesome though. And the best
> music from Atari ? Perhaps The City, it really is awesome. Listened to that
> again and again when I first got my game. Gilbertson is really excellent.
>
>

--

# 1544. 3SDOS, a read-only dos in 3 sectors (384 bytes)

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-03 21:19:14 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b40gj1$1qg8im$1@ID-174234.news.dfncis.de>
Source record: 22857

About

* Assembler: BiboAssembler 1.21
* License: GNU Public License, http://www.gnu.org
* Author: Carsten Strotmann
* Version: 0.8
* Description: Mini-Read-Only DOS 2.x compatible

Why?

Why I've written this DOS? I had a BASIC Cassette program. The program consists of two files, part1.bas and part2.bas . The first part initializes a new character-set and the starts the second part via the CLOAD command.

The second part was really large. Because the cassette load take some time, I would like to have a cassette version. But with a normal DOS loaded (MyDOS, ATARI DOS 2.x, 3, DOS XL, Turbo DOS, I tried almost all), there was only some byte free memory left. Too less to run the programm.

So I tested serveral game-dos. (btw, thanks to Matthias Reichl for the new GPL Release of MyPicoDos, http://www.horus.com/~hias/atari/ ). But the game-dos I own don't install a "D:" CIO Handler, they just load the file and start it. That is ok for one-part files, but it didn't work with my two-part file.

So I wrote 3SDOS. It's 384 Bytes long and fits into the first 3 bootsectors. With this, the basic-cassette program works! And it has 4k free space.

Limitations:

* only read operations
* "open file" and "get byte" CIO commands
* only finds files in the first directory sector ($169), so only the first 8 directory entries work
* no checks
* slower that normal dos load, but dos starts very fast!
* maybe buggy

Future development

* Autoload and Start Basic program in the first Directory entry, for real Basic-Boot-Disks
* keep it in 3 sectors (SD)

Download

http://www.strotmann.de/twiki/bin/view/APG/ThreeSectorDos

# 1545. Re: XEP80 Internal Mount

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-03 21:27:28 UTC
From: SteveV4V <stevev4v1@attbi.com>
Message-ID: <4NP8a.300688$iG3.36685@sccrnsc02>
Source record: 22858

I am using the Magnavox RGB Display80 aka C=1084 which does an OK job but does cut off half the top line and all of the bottom line. Also the contrast must be adjusted down quite a bit for it to look decent.

"LarryWhite" <llppwhite@aol.comnsp> wrote in message news:20030228233145.05394.00000320@mb-cn.aol.com...
> Hi Steve-
> Certainly you could "hard wire" it, but the actual board is quite large to be
> an internal mount. When I use mine (rarely) I just set it on top of the disk
> drive stack.
>
> Actually, the whole thing is pretty stinky -- not one of Atari's better
> efforts,
> and not the least of which was it would only work with a few composite
> monochrome monitors. (Most monitors would "overscan" an lose text at the
> top/bottom and/or sides.) Do you have a monitor that displays its output
> correctly?
>
> The Bob Woolley TTL mod worked good when I had a TTL-capable monitor. I guess
> I should try it with my ATI (All-In-Wonder) video card. It would not work
> correctly with a JAM!! or Instant TV.
> Larry

# 1546. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-03 21:41:07 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <RUP8a.33953$Rc7.477075@news2.e.nsc.no>
Source record: 22859

Thanks! I guess I dig it out again, as soon as I know where it is :-/ Just moved (okay, 5 months ago, but not done putting it all in place yet). I have too many consoles and computers to keep up, but I usually have the PC, Atari 130XE, Gamecube, Dreamcast, Jaguar, Megadrive/Genesis handy.

I always starved, so the tip about buying rounds sounds like a solution.

Thanks again and take Atarian care

<billko@comcast.net> skrev i melding
news:kpo4mKkdV4bJ-pn2-zLU3KLVB48wM@localhost...
> You're not doing anything wrong! It *is* very hard to start a
> character. Here are a few (City) tips:
>
> I value wisdom and intelligence above all. Then comes strength and
> skill. Wisdom helps you figure out what potions are before they go
> poof. You'll need intelligence to trick monsters in the beginning.
> Also, I *think* it helps you determine whether armor/weapons are
> magical or not (although it may be wisdom that is the factor here
> instead). Strength is on the "B" list because you use it so often it
> goes up even between level jumps. Skill is self-explanatory. The
> reason why I don't try for harisma, hit points and money is because
> they are hard to keep track of. Hit points and money are in corners
> that are hard to see, and charisma spins way too quickly.
>
> Go to Occum's Weaponsmith to get a cheap dagger then sleep and wake up
> first thing the next morning. Then visit all the guilds you can to
> boost your attributes.
>
> When you can, buy a few rounds for the house. When they start
> cheering you, the bartender and the waitress will be your friends, and
> they will take care of your thirst and hunger if you are in dire need.
> Don't forget to actually buy a few things here and there to keep them
> happy.
>
> On Mon, 3 Mar 2003 09:28:41 UTC, "Vidar Olavesen" <hawk@nmi.no> wrote:
>
> > <billko@comcast.net> skrev i melding
> > news:kpo4mKkdV4bJ-pn2-isG1UdzUmx2n@localhost...
> > > Alternate Reality... I still play that game (both Dungeon and City).
> > > There's STILL nothing quite like it. Nothing like sipping a potion of
> > > "TREASURE FINDING!" and then going on a killing spree! ;)
> >
> > I always had a hard time starting this. It's so difficult to survive. I
get

> > killed and can't afford health very soon. Especially in the City. What's
the
> > secret to staying alive in the beginning ? Ever tried Shining Force 3 on
the
> > Sega Saturn ? That's a really great RPG, with the best battle system
I've
> > ever had the please of encountering. All Shining Force games are
wonderful,
> > really. The graphics in Alternate Reality was awesome though. And the
best
> > music from Atari ? Perhaps The City, it really is awesome. Listened to
that
> > again and again when I first got my game. Gilbertson is really
excellent.
> >
> >
>
>
> --
>

# 1547. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-03 21:52:26 UTC
From: Frank Schr&#65533;der-H&#65533;ftmann <bgtzhn@NOSPAMgmx.de>
Message-ID: <3e63ce9e$1@olaf.komtel.net>
Source record: 22860

I'd say "Mercenary". That's definitely my favourite.

Followed by the first four Lucasfilm games (still can't believe "Labyrinth"
was not to be on the A8), plus "Alternate Reality The City / The Dungeon".

Ah, yes, and "The Goonies".

Oh, and "Blue Max".

(-;

Frank

## 1548. Re: Alternate Reality question...

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-03 22:05:25 UTC
From: Ed Cogburn <ecogburn@xtn.net>
Message-ID: <b40jj6$1r034s$1@ID-49761.news.dfncis.de>
Source record: 22861

Mark Bedingfield wrote:
> Don't know about point 2 but as far as the wilderness is concerned, it was
> never written. The idea was that you could just wander into the connecting
> game. Only the City and the Dungeon were ever written tho. The Dungeon is
> better imho.

It was prettier, but I don't know about better. IIRC, I was harrassed throughout the game by some monster that sucked in my equipment before I could kill it. After awhile I was destitute because of running into that thing 5 or 6 times in a row. The game never gave me a clue as to what that critter was or what its presense meant, and what if anything I could do about it. The point is you can't play the Dungeon for a long period of time, that equipment sucking monster won't let you.

# 1549. Re: Alternate Reality question...

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-03 23:01:22 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <69R8a.1294$gF3.127531@newsread1.prod.itd.earthlink.net>
Source record: 22862

"Ed Cogburn" <ecogburn@xtn.net> wrote in message
news:b40jj6$1r034s$1@ID-49761.news.dfncis.de...
> Mark Bedingfield wrote:
> > Don't know about point 2 but as far as the wilderness is concerned, it
was
> > never written. The idea was that you could just wander into the
connecting
> > game. Only the City and the Dungeon were ever written tho. The Dungeon
is
> > better imho.
>
>
> It was prettier, but I don't know about better. IIRC, I was harrassed
> throughout the game by some monster that sucked in my equipment before I
could
> kill it.

I read an interview with the programmer where they were kind of laughing about that. They had to deal with object count in a game that could run on a 48k computer so they created "The Devouer".

They gave a hint on how to avoid getting burned. IIRC it was to not carry to many similar items. If you just had one of each type of item and maybe a spare you were ok. If you had 5-6 swords and 20 pieces of armor you got in trouble.

# 1550. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-03 23:06:30 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <WdR8a.1305$gF3.128326@newsread1.prod.itd.earthlink.net>
Source record: 22863
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale

"Steve Sweet" <Steve.Sweet@btopenworld.com> wrote in message
news:b405hi$sh5$1@venus.btinternet.com...
> Hi Larry
>
> You cannot even comment good about him without using the word ass.

You know the really great thing about your numerous posts is my mail client
crashed just as I was about to killfile you.

Thanks for sticking your head up again! Saves me the trouble of going
through read messages.

# 1551. Re: Alternate Reality question...

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-03 23:34:49 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <tER8a.7550$Xh1.39460@news-server.bigpond.net.au>
Source record: 22864

never met him, got to some rediculous level too. I used to get bored a
little in the city.

Mark

"Ed Cogburn" <ecogburn@xtn.net> wrote in message
news:b40jj6$1r034s$1@ID-49761.news.dfncis.de...
> Mark Bedingfield wrote:
> > Don't know about point 2 but as far as the wilderness is concerned, it
was
> > never written. The idea was that you could just wander into the
connecting
> > game. Only the City and the Dungeon were ever written tho. The Dungeon
is
> > better imho.
>
>
> It was prettier, but I don't know about better. IIRC, I was harrassed
> throughout the game by some monster that sucked in my equipment before I
could
> kill it. After awhile I was destitute because of running into that thing
5 or
> 6 times in a row. The game never gave me a clue as to what that critter
was
> or what its presense meant, and what if anything I could do about it. The
> point is you can't play the Dungeon for a long period of time, that
equipment
> sucking monster won't let you.
>

# 1552. Re: turbo basic is now on cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-03 23:39:19 UTC
From: Matthias Reichl <usenet-20030304@hias.horus.com>
Message-ID: <slrnb67pru.24j.usenet-20030304@camel.hias.horus.com>
Source record: 22865

On Tue, 18 Feb 2003 21:23:17 +0100, Andreas Magenheimer wrote:
> the type-in listing from Happy Computer magazine was for XL/XE computer
> only, since it uses RAm under the OS ROM. There is however a so-called
> 400/800 Version of Tb, also known as Frost Basic or Turbo Basic 400.

I just checked my floppy disks this weekend:

The official disks for the first special issue on Atari computers
("Happy Computer - 1. Atari Sonderheft") in 1986 contained an
Atari 800 version of TurboBasic. It's also coming as a large
DOS.SYS file. I'm not sure if it is connected to "Frost Basic",
but at least there is an official version.

If anyone's interested, just email me.

so long,

Hias

# 1553. XEGS Cartridge for 400/600XL ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-04 01:58:52 UTC
From: Hon Tseng <pcuser45@yahoo.com>
Message-ID: <wLT8a.107832$P1.6763309@news1.east.cox.net>
Source record: 22866

I am wondering if the XEGS Cartriages such as Flight Simulator II work with Atari 400 and 600XL.

# 1554. Re: Racing Cars for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-04 02:22:15 UTC
From: eric@replyhere.net
Message-ID: <3e640c6f.1240053@207.106.92.52>
Source record: 22867

On 26 Feb 2003 10:49:30 -0800, nir@minicom.com (Nir) wrote:

Someone mentioned a Super Sprint style game. Its called On-Track and
it was by Gamestar. There was also a games called Auto Duel by Origin
Systems but that was an RPG.

I beleive the game you list as Speedway Rally was actually called
Rally Speedway. Can anyone verify this?

>Here is my list of racing games / car games on atari...
>
>Pole Position
>Pole Position II (with Designer to design roads)
>Speedway Blast (ala Rally-X in arcade; top view)
>Speedway Rally (nice top view, multi-directional scrolling graphics)
>PitStop (Epyx)
>Pitstop II (split screens, from EPYX)
>Ion Roadway (from APX software)
>Getaway! (you are thief to collect money, to avoid police chase; top
>view scrolling)
>ElectraGlide (English Software)
>Great American Cross race
>Racing Destruction Set
>Death Race
>Speed King -
>Speed Ace - Zeppelin Game (MotorBike Racing)
>Talladega
>The Last V8 (mastertronic)
>SpeedRun (Red Rat)
>James Bond 007
>hazard run
>milk race (bike racing simulation)
>Kick Start (motorbyke racing game)
>Motor Cross
>Spy Hunter (Sega)
>FireChief (English Software) Drive Car to put down fire
>Action Biker (Mastertronic) drive bike to collect items and complete
>tasks
>On Track
>BMX Bike simulation (CodeMasters) Race your BMX bikes around tracks
>GrandPrix Simulator (CodeMasters) lap car racing
>California Run
>Dearh Racer (toney coacher 1987)

# 1555. Re: Racing Cars for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-04 09:38:12 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <5p_8a.28774$CG6.460881@news4.e.nsc.no>
Source record: 22868

"eric" <eric@replyhere.net> skrev i melding
news:3e640c6f.1240053@207.106.92.52...
> On 26 Feb 2003 10:49:30 -0800, nir@minicom.com (Nir) wrote:
>
> Someone mentioned a Super Sprint style game. Its called On-Track and
> it was by Gamestar.

That was me, but it's not On-Track. It's by a british company, says
something before the race and it's on tape. Might be Mastertronic, but I
suspect one of the budget titles anyway. GBP 1.99 I think it was.

# 1556. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-04 10:31:32 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1046773629@rtfm.mit.edu>
Source record: 22869
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 26, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

# 1557. Re: Canyon Climber question

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-04 14:04:59 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e645dc41900682@attbi.com>
Source record: 22870

>Ed,
>
>I just loaded it up and played a round, yes after setting all the charges
>all you should have to do is walk into the plunger to set them off. There is
>an alt version floating around that has a green background and for some
>reason the plunger is not there so make sure the background (canyon walls)
>are orange. This is one of the first games I got for my Atari 400 way back
>when... on cassette even... I love this game. LOL.
>
>Steve

Steve,

Yes I love the game also. I have the cassette version and it was
my first computer game. I also have an ATR version that I
converted to DI image. I am sure the background is orange. When I
set all the charges I am not seeing the plunger. Just where does
it appear? Maybe I have a faulty version. I will check it out.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 1558. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-04 14:05:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e645dc41900683@attbi.com>
Source record: 22871

>Just curious what your favorite game for the Atari8 is? I think my favorite
>was/is Star Raiders, in fact it's what made me buy an Atari 400 in the first
>place. The first time I saw it I was totally blown away.

Mine is a toss-up between Ultima III and Castle Wolfenstein. I had
so much fun with those two games especially the Ultima's 1-3.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 1559. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-04 14:17:20 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <Lu29a.28889$CG6.462209@news4.e.nsc.no>
Source record: 22872

> Mine is a toss-up between Ultima III and Castle Wolfenstein. I had
> so much fun with those two games especially the Ultima's 1-3.
>
> --
> Edward S. Baiz Jr.
> (Gamer)

Not Ultima IV ? I think that was excellent on the Atari. I did like U III also, nice atmosphere, but I never completed it, which I did with IV. Did you like Beyond Castle Wolfenstein (I think that's what the other one was called)

## 1560. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-04 14:44:57 UTC
From: dunxuk@aol.com
Message-ID: <20030304094457.28886.00000007@mb-fj.aol.com>
Source record: 22873

For me, Pogo Joe for no fathomable reason whatsoever except it always grabs me for hours. After fiddling about for weeks I've finally managed to transfer it onto multiboot too! Double yay!

# 1561. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-04 16:55:24 UTC
From: Nigel Turton <npt@dickinsondoncaster.fsworld.co.uk>
Message-ID: <b42lj0$1k9$1@newsg1.svr.pol.co.uk>
Source record: 22874

Has to be Crusade in Europe, ive probably spent months on end playing this,
i know it was written in compiled BASIC and sometimes the program seems to
go asleep with the cursor but still fantastic wargame ..... Well done Sid
Mier

--
Nigel P Turton
800/800XL/65XE/130XE(switchable OS's), 6 x 1050 + Happy/Lazer
4MB STE/1MB STFM, 540MB HD, 4 x CDROM
Falcon 14MB, FPU, 2 x 340HD,CDROM,VGA
Lynx handheld (New aquisition :oP)
Jaguar 64 + CD (What a machine)
2600 (New aquisition :oP)
(ATARI LIVES)

# 1562. Re: XEGS Cartridge for 400/600XL ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-04 17:53:28 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e64e823$0$49115$e4fe514c@news.xs4all.nl>
Source record: 22875

No Not with 400 because it has 16Kb normal and maximum 48Kb.

The 600XL has normal 16Kb but when upgraded to 64Kb internally or with a
1064 memory kit it can run this cartridge.

Every XL/XE with 64Kb or more can run it...

The cartridge is very cool....

TXG/MNX
"Hon Tseng" <pcuser45@yahoo.com> wrote in message
news:wLT8a.107832$P1.6763309@news1.east.cox.net...
> I am wondering if the XEGS Cartriages such as Flight Simulator II work
with
> Atari 400 and 600XL.
>
>

# 1563. Re: Anyone Remember?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-04 19:30:53 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E64FEED.8461BAE6@students.uni-mainz.de>
Source record: 22876

Hmmm,
I remember it as "Santa Paravia & Fiumaccio". I have two different
versions of that game - both are in german language, but creative
computing was english - wasn`t it?
-Andreas.

Winston Smith schrieb:
>
> To: "Vidar Olavesen" <hawk@nmi.no>
> Re: Re: Anyone Remember?
> By: "Vidar Olavesen" <hawk@nmi.no> to comp.sys.atari.8bit on Wed Feb 19 2003 01:19 am
>
> > > "early 80's" (probably Antic or Analog - maybe Compute?) that was a text
> > > based game similar in concept to SimCity. You were responsible for
> > > distributing resources, planting crops, etc so that the "population" could
> > > prosper and multiply.
> > > I believe the name of the program started with S.
> > >
> > > I know this qualifies as a "little known fact, less cared about" But I
> > would
> > > be grateful to anyone who might be able to help.
> > >
> > > THANKS
> > > Mike Lange
>
> I know what you are talking about. It was a variation on Hammurabi.
> Only instead of running a kingdom in Sumer, you ran a small Italian City State.
> It was called somethinlike Santa Vittorio, and the marketer was Creative
> Computing games.
> --- Synchronet 3.10L-Linux NewsLink 1.43
> * Planet Maca's Opus - Winsted, Ct - 860-738-7176 telnet://pinkrose.dhis.org

# 1564. Re: GO Game on 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-04 19:39:00 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E6500D4.A49E458B@students.uni-mainz.de>
Source record: 22877

Well,
there is a PD version of GO! in the Abbuc Pd-library, next there is a
commercial Go version from Odesta (the same company that brought us
Chess 7.0 and Checkers). but the odesta version only works under the
400/800 OS. That`s all I remember right now... -Andreas.

Thomas Havemeister schrieb:
>
> Howdy *.*!
>
> Can somebody recommend an atari 8-bit port of the old chinese game "GO"?
> I would like to see a nice conversion with some smart ai and a fancy ui.
> Any hints?
>
> --
> \thomsen
> Sturz des Zaren & Take those Atarian care!
> Thomas Havemeister, Student of Commercial Information Technology
> Technical University of Ilmenau

# 1565. Re: BASIC Error 21

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-04 19:40:20 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E650124.BF81AB0D@students.uni-mainz.de>
Source record: 22878

Well,
you tried to load a ML-file from basic (*.COM, *.BIN, *.OBJ, *.EXE). Try
binary load from a DOS or Gamedos instead... -Andreas.

William Kendrick schrieb:
>
> Damon <pikachudark@hotmail.com> wrote:
> > Can anybody tell me what Error 21 in BASIC means ?
> > I am getting it after I try to load a BASIC file from disk.
> > cheers. -d.
>
> 21. Attempted to LOAD a non-LOAD file
>
> *shrug* :)
>
> --
> bill@newbreedsoftware.com Hire me!
> http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 1566. Re: turbo basic is now on cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-04 20:08:19 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E6507B3.69DE16F8@students.uni-mainz.de>
Source record: 22879

Well,
actually this is the same as Frost Basic (or Frost is the same as this
one)...
-Andreas.

Matthias Reichl schrieb:
>
> On Tue, 18 Feb 2003 21:23:17 +0100, Andreas Magenheimer wrote:
> > the type-in listing from Happy Computer magazine was for XL/XE computer
> > only, since it uses RAm under the OS ROM. There is however a so-called
> > 400/800 Version of Tb, also known as Frost Basic or Turbo Basic 400.
>
> I just checked my floppy disks this weekend:
>
> The official disks for the first special issue on Atari computers
> ("Happy Computer - 1. Atari Sonderheft") in 1986 contained an
> Atari 800 version of TurboBasic. It's also coming as a large
> DOS.SYS file. I'm not sure if it is connected to "Frost Basic",
> but at least there is an official version.
>
> If anyone's interested, just email me.
>
> so long,
>
> Hias

# 1567. New eBay Atari auctions - DOS3 manuals, APX tape, TV cable, Victagraph, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-04 20:49:21 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1046810978.59438.0@demeter.uk.clara.net>
Source record: 22880

Hello All,

Just started new eBay auctions for various Atari items, including the manual for the rare Victagraph system for the 1020 plotter, along with some other items of interest. The link is below (this will split on to two lines, so please copy both lines into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangar raghty

Dean Garraghty

# 1568. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-05 01:25:42 UTC
From: starbucknomad@aol.com
Message-ID: <20030304202542.02916.00000008@mb-mt.aol.com>
Source record: 22881

>My Birthday is almost here and I'm a bigger fagot then ever before!

What a total loser!

I am the Great One! Nothing can dispute that!

# 1569. Re: BASIC Error 21

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-05 04:05:34 UTC
From: pikachudark@hotmail.com
Message-ID: <debb098e.0303042005.529efbb@posting.google.com>
Source record: 22882

I tried posting a reply last night, which doesn't seem to have gone through.

The 'ENTER' solution worked ... kinda.
It only loaded 4 lines of the file. There should be 128 lines.

The ERROR it gave was ::

ERROR- 164 AT LINE 2040

2040 being the 4th line of the file.

Can anyone help me out with BASIC 'ERROR- 164 AT LINE 2040' ?
Sorry for all the rookie questions. Your replies are much appreciated.

cheers, -d.

# 1570. Re: BASIC Error 21

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-05 05:16:38 UTC
From: Mo <momo@atariland.com>
Message-ID: <WKf9a.87431$F%.4781920@twister.austin.rr.com>
Source record: 22883

164 is a hardware error, either you are loading from a bad disk or the
program is machine language and needs to be loaded with dos and no basic.
Mo

"Damon" <pikachudark@hotmail.com> wrote in message
news:debb098e.0303042005.529efbb@posting.google.com...
> I tried posting a reply last night, which doesn't seem to have gone
through.
>
> The 'ENTER' solution worked ... kinda.
> It only loaded 4 lines of the file. There should be 128 lines.
>
> The ERROR it gave was ::
>
> ERROR- 164 AT LINE 2040
>
> 2040 being the 4th line of the file.
>
> Can anyone help me out with BASIC 'ERROR- 164 AT LINE 2040' ?
> Sorry for all the rookie questions. Your replies are much appreciated.
>
> cheers, -d.

# 1571. Re: BASIC Error 21

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-05 05:19:57 UTC
From: Mo <momo@atariland.com>
Message-ID: <1Of9a.87452$F%.4783313@twister.austin.rr.com>
Source record: 22884

I looked it up- Error 164 a POINT statement moved the file pointer to a sector that's not part of an open file. Or a disk is scrambled; the intra-sector links are disorganized and inconsistent.
Sounds like this file is corrupt, or like I said it's machine language and needs DOS.
Mo

"Damon" <pikachudark@hotmail.com> wrote in message news:debb098e.0303042005.529efbb@posting.google.com...
> I tried posting a reply last night, which doesn't seem to have gone through.
>
> The 'ENTER' solution worked ... kinda.
> It only loaded 4 lines of the file. There should be 128 lines.
>
> The ERROR it gave was ::
>
> ERROR- 164 AT LINE 2040
>
> 2040 being the 4th line of the file.
>
> Can anyone help me out with BASIC 'ERROR- 164 AT LINE 2040' ?
> Sorry for all the rookie questions. Your replies are much appreciated.
>
> cheers, -d.

# 1572. atari++ 1.20 released

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-05 10:04:23 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b44i37$ice$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 22885

Hi folks,

atari++ 1.20 has been released. This is mainly a bug-fix release, only minor additions have been made - as the configurable atari 130XE compatible Ram disk support.

Atari++ 1.20:
- Fixed name resolution in the generic device handler.
(This broke H: successfully in 1.19)
- Fixed handling of DD disks. (Thanks, Matthias!)
- Fixed error handling within the menu.
- Added emulation of various XE like RAM expansions
that use bankswitching controlled by PIA Port B.
(Thanks, Andreas!) This is still experimental, though.
- Fixed endian dependentness of Antic emulation.
- Fixed a possible CPU pipeline trash on the G.M
monitor command.

Plans for future releases:

1.21 will most likely provide access to 1050/810 Atari diskdrives by means of proper cables thanks to the "atarisio" interface of Matthias Reichl. It was still in an unfinished state for the 1.20, but I first wanted to get a couple of bugs fixed before I'm going to introduce new ones. (-;

Maybe there will be also "alsa" support without the "oss" layer, all provided I find a suitable documentation of the alsa API. I haven't been able to find a proper and sufficient documentation for the features I need, yet. If you know where to obtain a real manual please let me know.

Greetings,
Thomas

# 1573. Re: GO Game on 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-05 13:56:27 UTC
From: Dan Vernon <newsgroups@retrobits.net>
Message-ID: <b44vln$j54$1@news.chatlink.com>
Source record: 22886

Achieving "smart ai" for Go on the 8-bit is basically impossible (at least in a playable version of the game that wouldn't take days or years between moves). Even with the most modern hardware, all available Go programs today can be easily beaten by beginning and average strength Go players. Unless you've never played Go before, the Atari versions will disappoint very quickly.

Check out this Seattle Times article about computer Go:
http://archives.seattletimes.nwsource.com/cgi-bin/texis.cgi/web/vortex/displ
ay?slug=gogo29m.art&date=20000829

I'd recommend GnuGo... its available for many platforms, is free, and plays well enough for a beginner to learn the game.

-Dan

# 1574. Re: BASIC Error 21

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-05 15:51:54 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <u2p9a.3661$wJ1.391039@newsread2.prod.itd.earthlink.net>
Source record: 22887

"Mo" <momo@atariland.com> wrote in message
news:1Of9a.87452$F%.4783313@twister.austin.rr.com...
> I looked it up- Error 164 a POINT statement moved the file pointer to a
> sector that's not part of an open file. Or a disk is scrambled; the
> intra-sector links are disorganized and inconsistent.
> Sounds like this file is corrupt, or like I said it's machine language and
> needs DOS.

If you have your reference handy...

Does it say what error you get when you try to use an enhanced density disk
with DOS II?

I seem to recall formating disks in the ~1040 sector format and then having
trouble reading those disks under DOS II. The directory and start of the
file would sometimes be right but it would bail out as the sectors went over
720.

# 1575. Re: GO Game on 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-05 19:39:04 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <b45jls$1se3mq$1@ID-112582.news.dfncis.de>
Source record: 22888

Dan Vernon schrieb:

> Check out this Seattle Times article about computer Go:
> http://archives.seattletimes.nwsource.com/cgi-bin/texis.cgi/web/vortex/displ
> ay?slug=gogo29m.art&date=20000829

thanks for the article. I will keep in mind, that a "smart ai" isn't
possible on very slow platforms like 8-bit atari. I remember the
fascinating game called "Gomuku". It was also nearly impossible to beat
the game ai. I assume, that the game had some serious problems with the
memory on a specific point. Then the ai makes some really stupid moves,
and ignores risky constellations.

however, both games (Go by Stan Erwin and Gomuku by S.Baker) can be
found on this url:

http://www.atari8bit-software.de/

click on "Spiele (sortiert)" (games sorted) and look for "go"
respectively "gomoku".

--
\thomsen
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

# 1576. Re: GO Game on 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-05 19:53:25 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <VAs9a.4030$gF3.446054@newsread1.prod.itd.earthlink.net>
Source record: 22889

"Thomas Havemeister" <twh1@gmx.de> wrote in message
news:b45jls$1se3mq$1@ID-112582.news.dfncis.de...
> Dan Vernon schrieb:
>
> > Check out this Seattle Times article about computer Go:
> >
http://archives.seattletimes.nwsource.com/cgi-bin/texis.cgi/web/vortex/displ
> > ay?slug=gogo29m.art&date=20000829
>
> thanks for the article. I will keep in mind, that a "smart ai" isn't
> possible on very slow platforms like 8-bit atari. I remember the
> fascinating game called "Gomuku". It was also nearly impossible to beat
> the game ai. I assume, that the game had some serious problems with the
> memory on a specific point. Then the ai makes some really stupid moves,
> and ignores risky constellations.
>
> however, both games (Go by Stan Erwin and Gomuku by S.Baker) can be
> found on this url:
>
> http://www.atari8bit-software.de/

Your post made me think back a bit. I used to routinely beat Sargon at the default difficulty level so when Antic published a program that played checkers I thought I would be able to beat it too.

I never won a single game and finally gave up in frustration. I was rusty playing checkers but I don't think it would have made a difference.

The program/Atari had taken 3rd place overall in a computer checker competition. I remember one of its losses went to a tricked out Mac and I can't remember the other hardware that beat it, dual pentium or something like Sun box I think.

# 1577. Re: GO Game on 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-05 21:29:34 UTC
From: Greg Menke <gregm-news@toadmail.com>
Message-ID: <m31y1llcxt.fsf@europa.pienet>
Source record: 22890

"richard cortese" <ricortes@earthlink.net> writes:

> "Thomas Havemeister" <twh1@gmx.de> wrote in message
> news:b45jls$1se3mq$1@ID-112582.news.dfncis.de...
> > Dan Vernon schrieb:
> >
> > > Check out this Seattle Times article about computer Go:
> > >
> http://archives.seattletimes.nwsource.com/cgi-bin/texis.cgi/web/vortex/displ
> > > ay?slug=gogo29m.art&date=20000829
> >
> > thanks for the article. I will keep in mind, that a "smart ai" isn't
> > possible on very slow platforms like 8-bit atari. I remember the
> > fascinating game called "Gomuku". It was also nearly impossible to beat
> > the game ai. I assume, that the game had some serious problems with the
> > memory on a specific point. Then the ai makes some really stupid moves,
> > and ignores risky constellations.
> >
> > however, both games (Go by Stan Erwin and Gomuku by S.Baker) can be
> > found on this url:
> >
> > http://www.atari8bit-software.de/
>
> Your post made me think back a bit. I used to routinely beat Sargon at the
> default difficulty level so when Antic published a program that played
> checkers I thought I would be able to beat it too.
>
> I never won a single game and finally gave up in frustration. I was rusty
> playing checkers but I don't think it would have made a difference.
>
> The program/Atari had taken 3rd place overall in a computer checker
> competition. I remember one of its losses went to a tricked out Mac and I
> can't remember the other hardware that beat it, dual pentium or something
> like Sun box I think.

I went to an AI conference in 1997. From presentations there it seems
that software has been written that plays perfect Checkers, meaning it
is impossible for a human to do better than tie against it. Chess,
Go, Bridge remain unmastered by computers, though the state of the art
is very good nowadays. Go seems especially problematic, even
compared to Chess, though IIRC, good software will beat all but
mature, highly competent Go players.

All these algorithms require a lot of grunt to be tractable,
ultimately the problem turns into traversing search spaces. Good AI

on an 8-bit is probably very nearly impossible. OTOH, perhaps Alice-like approaches might work, where pattern matching algorithms select canned responses. This approach is easy to implement and can provide uncannily good responses to textual queries- and it also allows you to cheat by canning subtlty.

Gregm

# 1578. Happy Birthday Ben!

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-06 01:35:35 UTC
From: atari4evr@aol.com
Message-ID: <20030305203535.07240.00000036@mb-ce.aol.com>
Source record: 22891

Dear Atarians,

Ben Smith of Bravo Sierra Computers has been a loyal and trusted Atari dealer for many years. He has served the Atari community with exceptional service, and has made it possible to purchase very rare Atari software and hardware that otherwise would probably be unavailable. I with many other Atarians wish him a very happy birthday and many many more!

Sincerely, An Atarian Forever

# 1579. Re: BASIC Error 21

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-06 03:35:47 UTC
From: Mo <momo@atariland.com>
Message-ID: <nmz9a.4542$z54.132986@twister.austin.rr.com>
Source record: 22892

Quoting 'Your Atari Computer' by Ion Poole,
The only two mentioned DOS version are 1.0 and 2.0S
"DOS 2.0S can read disks formated by DOS 1.0 but not the opposite. Random errors can occur if a disk created with DOS2.0S is read by DOS1.0"
Doesn't mention enhanced density, I think this book actually predates the 1050 drive. I'll keep plowing through my dustshelves and see what I find.
Mo

"richard cortese" <ricortes@earthlink.net> wrote in message news:u2p9a.3661$wJ1.391039@newsread2.prod.itd.earthlink.net...
> "Mo" <momo@atariland.com> wrote in message
> news:1Of9a.87452$F%.4783313@twister.austin.rr.com...
> > I looked it up- Error 164 a POINT statement moved the file pointer to a
> > sector that's not part of an open file. Or a disk is scrambled; the
> > intra-sector links are disorganized and inconsistent.
> > Sounds like this file is corrupt, or like I said it's machine language and
> > needs DOS.
>
> If you have your reference handy...
>
> Does it say what error you get when you try to use an enhanced density disk
> with DOS II?
>
> I seem to recall formating disks in the ~1040 sector format and then having
> trouble reading those disks under DOS II. The directory and start of the
> file would sometimes be right but it would bail out as the sectors went over
> 720.
>
>

# 1580. Re: BASIC Error 21

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-06 03:39:07 UTC
From: Mo <momo@atariland.com>
Message-ID: <vpz9a.4582$z54.133420@twister.austin.rr.com>
Source record: 22893

You could try using a disk editor like Diskey and see what's there....
Mo

## 1581. Disk Labels

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-06 04:14:17 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030305231418.15548.00000092@mb-ms.aol.com>
Source record: 22894

I recently purchased a Brother PT-1500 PC label maker, and thought a few folks might be interested in the product. The 1500 uses TZ series 1/4" -- 1" label tapes and it hooks up to the PC (or Mac) via USB. It has Win software and allows creating very professional-looking labels. The P-Touch TZ series tapes come in several background/print colors, and most are laminated with a clear covering over the actual label.

I must admit to being a neat-freak about disks and labels, and these make the best (non-comercial) labels I've ever seen. IMO they are definitely a cut above paper labels printed on a regular printer. I paid $70 for mine at officedepot.com with free shipping. Unfortunately, the label tapes are not cheap. They list for $15-20 per 26 foot roll, but I was able to find them for about 1/2 price with a little looking. If interested, check it out at www.brother.com
Larry

## 1582. why XF351, 1055, and 1053 never released?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-06 04:31:03 UTC
From: Hon Tseng <pcuser45@yahoo.com>
Message-ID: <baA9a.118200$P1.7451301@news1.east.cox.net>
Source record: 22895

I read the article about Atari disk drive family. According to the article, 1055, XF351, and 1053 were never released. I'd like to know why they were not released. Any idea?

# 1583. Atari 1200XL Keyboard repair

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-06 04:33:32 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <v6djt1qfv7uj7e@corp.supernews.com>
Source record: 22896

I used the advice from people on this group and was able to improve the keyboard functionality of my 1200XL. At first almost all keys were dead. After removing the mylar sheet and cleaning the PCB all but 1-3 keys will work flawlessly. A few will still be a little flaky but the more I push the better they work. It seems to be differnet keys every time I take the keyboard apart.

My question is, does this indicate that the actual contact under the key is not working well or the several vertical contacts to the PCB? I was thinking of getting some silver conductive paint to get better contact but it won't help if it's the actual contact under the key.

Anything else I can do to better the contact of the keys?

Thanks
Tim

# 1584. Re: Happy Birthday Ben!

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-06 05:54:11 UTC
From: Franti&#65533;ek Semeck&#65533; <semecky@saul-is.cz>
Message-ID: <b46nlb$nso$1@news.nextra.cz>
Source record: 22797

I wish to Ben Happy Birthday, too, Fanny.

--
Fanny, Prague, Czech, Europe
Atari 130XE
ICQ : 161254419
http://fanny.atari.org
semecky@saul-is.cz

"Atari4evr" <atari4evr@aol.com> p&#65533;e v diskusn&#65533;m p&#65533;&#65533;sp&#65533;vku news:20030305203535.07240.00000036@mb-ce.aol.com...
> Dear Atarians,
>
> Ben Smith of Bravo Sierra Computers has been a loyal and trusted Atari dealer
> for many years. He has served the Atari community with exceptional service,
> and has made it possible to purchase very rare Atari software and hardware that
> otherwise would probably be unavailable. I with many other Atarians wish him a
> very happy birthday and many many more!
>
> Sincerely, An Atarian Forever

# 1585. Re: why XF351, 1055, and 1053 never released?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-06 06:05:06 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <myB9a.4736$wJ1.490490@newsread2.prod.itd.earthlink.net>
Source record: 22798

"Hon Tseng" <pcuser45@yahoo.com> wrote in message
news:baA9a.118200$P1.7451301@news1.east.cox.net...
> I read the article about Atari disk drive family. According to the
article,
> 1055, XF351, and 1053 were never released. I'd like to know why they were
> not released. Any idea?

IIRC: The word out of Atari was that software distributers did not want to
add 3.5" support for the Atari so those were dropped in favor of the XF551.

I don't know about the 1053. There were a lot of 8 bit things in the works
that just got dumped when the Tramiels took over. They believed the future
was going to be 16 bit. Going XF551 vs. the 1053 meant they could use the
same disk controller chip as the ST. There were also some rumors at the time
that Atari got ahold of some bargain basement 8050 microcontrollers so that
was the way they went.

Not directly related but could be a reason. The 815 dual drive system ended
up being unreliable and actually would have cost more then buying two 810s.
It could be the 1053 with 4x as much storage as a 1050 was going to cost 5x
as much.

# 1586. Re: Formatting HD w/ SpartaDOS on Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-06 06:15:46 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <b46p1k$hvb$1@reader08.wxs.nl>
Source record: 22799

Hi Folks,

The same problem is there when you use MYIDE and Spartados/Bewedos. With myDos there is no problem at all. I have already a beta version of my 16mb formatter finished (only works on D2:, and there are no security questions, so be carefull) ... with this version you should setup a 16mb (65535 sectors/256bytes a sector) ATR and put it in D2: run the format software on D1: and after a few seconds your D2: is formatted. (16mb)

I'm working on a user friendly program that allows you to format any Dx on 16mb. It will only support 16mb; I think with todays large HD's you only want to format 16mb or you use stock .ATR size. The next version will have build-in security question, AND it will be erased from memory (to protect there will be a format after an (illegal) jmp to the format program in memory.

I'll keep you informed.
If you can't wait :-) you can mail me for that format program ...

Ah and before I forget, it automatically writes the volumelabel "MYIDE" on that atr. But that can be changed with another tool if you want it (I designed the progam not in first place to work with an emulator, but it works fine on that)

Marius

"Tom Hunt" <NoOne@FakeEmail.invalid> schreef in bericht
news:932C46D08PrivacyLabs@209.143.0.11...
> design3d@2-scale.com (Mike Stepansky) wrote in
> <3E53BEC1.C3D30EBB@2-scale.com>:
>
> >What is the real reason for using preformatted 16 meg ATRs? Is that
> >something I should use for APE software?
> >
>
> That might be a good question to send to the emulator authors. That
> is, "Why can't I use (such and such) size ATRs that were generated with
> (such and such) software?" It's been a few years since I made those ATRs,
> but I think I remember having to tweak the ATR header with a hex editor in
> order to get them to run in some emulators. It's a bit fuzzy now.

# 1587. FREE Atari Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-06 12:50:32 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0303060444390.11113-100000@shell1.aracnet.com>
Source record: 22800
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org Ben's Catalogs Area! Check out my Atari Catalogs as I've just updated 6 of 8 Catalogs!Lots of Items I have 1, 2 or a few of. I've Sold some inventory, deleting Items from Catalogs and added new Items including some rare GEMs!Like highly Modified and UpGraded Rev.7 1050 Happy Drives for the Atari 8 Bit! The Discovery Cartridge, makes your ST Drive copy anything! From Happy Computers!+NEW in BOX Jaguar Base Units and Jag CD Players plus Newly Purchased DooM,Brutal Sports Football & Troy Aikman Football. Brand New for the Jaguar! Plus more Games for the Atari 8 Bit like, Defender, Donkey Kong, Donkey Kong Junior, E.T. Phone Home and Joust! And my ST Games/Software Catalog is PHAT-ter than it's ever been, bulging with Atari Games. Like Crystal Castles, Cannon Fodder, Carrier Command and California Games both 1 & 2! So act now!While Inventory Lasts! http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 1588. Re: xep80ttl

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-06 13:58:00 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b47k5n$2e6$1@nets3.rz.RWTH-Aachen.DE>
Source record: 22801

Howdy Bob

Why don't you try tro squeeze some color out of the XEP80? According to the data sheets of the NS405 (main controller inside the XEP80) it can be done quite easily. Data sheets are available at freetrade.com I heard.

BTW will there ever be a next issue of Atari Classics? I've payed for 4 more mags and 2 more disks IIRC.

CU Mathy van Nisselroy

# 1589. Re: XEP80 Internal Mount

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-06 14:08:34 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b47kpf$33o$1@nets3.rz.RWTH-Aachen.DE>
Source record: 22802

Howdy Steve, folks

> I am using the Magnavox RGB Display80 aka C=1084 which does an OK job but
> does cut off half the top line and all of the bottom line. Also the
contrast
> must be adjusted down quite a bit for it to look decent.

Isn't there a knob somewhere on the front or back that let's you shrink the
screen? My Philips CM8833 has both horizontal and vertical shrink and so
does my 1084.

CU Mathy van Nisselroy

# 1590. MyDOS question

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-06 14:23:09 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b47lkp$485$1@nets3.rz.RWTH-Aachen.DE>
Source record: 22803

Howdy folks

Just a quick question:

As many will no know, you can substitute the ':' character for the '>'
character in MyDOS 4.5x.
One could use e.g: D1>SUB1>FILENAME.EXT instead of D1:SUB1:FILENAME.EXT

Does anybody use this feature?

CU Mathy van Nisselroy

--
---
My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

# 1591. Re: MyDOS question

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-06 19:06:43 UTC
From: the monkey <askme@hotmail.com>
Message-ID: <b4863s$1s6nof$1@ID-185717.news.dfncis.de>
Source record: 22804

```
don't use MyDOS 4.5 buddy... so no. :)
Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message news:b47lkp$485$1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> Just a quick question:
>
> As many will no know, you can substitute the ':' character for the '>'
> character in MyDOS 4.5x.
> One could use e.g: D1>SUB1>FILENAME.EXT instead of D1:SUB1:FILENAME.EXT
>
> Does anybody use this feature?
>
> CU Mathy van Nisselroy
>
> --
> ---
> My old email address has ceased to exist, please use my new address.
> Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
> Adresse.
> Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
> adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy
>
>
```

# 1592. Re: MyDOS question

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-06 20:22:42 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b48aco$1sl1bu$1@ID-174234.news.dfncis.de>
Source record: 22805

Mathy van Nisselroy wrote:

> Howdy folks
>
> Just a quick question:
>
> As many will no know, you can substitute the ':' character for the '>'
> character in MyDOS 4.5x.
> One could use e.g: D1>SUB1>FILENAME.EXT instead of D1:SUB1:FILENAME.EXT
>
> Does anybody use this feature?
>
> CU Mathy van Nisselroy
>

Yes, I use it sometimes. Because Sparta and Bewe also use '>'

Why do you ask?

## 1593. 65XE Monitor Jack Question

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-06 21:30:39 UTC
From: Richard Heldmann <sales@vulcantool.com>
Message-ID: <b48egu$4tr$1@bob.news.rcn.net>
Source record: 22806

Does the 65 XE have a monitor jack like the 130XE, with separate chroma and luma outputs?

# 1594. Need information about Turbo cassette formats

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-06 21:51:00 UTC
From: "Ernest R. Schreurs" <ernest@wxs.nl>
Message-ID: <l1ff6vod2ahqvhmbr6pkc5vi1pe8oephrk@4ax.com>
Source record: 22807

Hi everyone. I have been busy for a while, but I can notice a growing
interest in cassette based software. I do not know if I can spend
some time working on my cassette stuff but it would be nice to have
some technical information about the various Turbo cassette formats.
In places where disk drives were just far to expensive, some folks
modified the cassette unit to increase the baud rate. It seems that
the Turbo universal did not even need a hardware modification.
These Turbo tapes would load at 2000 to 6000 baud, so I am told.
I am considering adding some support to the wav2cas program for these
formats, but in order to be able to work on it, I need to know some
things about how these tapes are written.
I am hoping some of the folks that designed this stuff can actually
tell me more about it. Or maybe someone that just happens to have
this information. Here are just a few of my questions:
It looks like some tapes have three different sound frequencies.
Are these tapes simple FSK tones? If so, what are the frequencies for
mark and space? Is the third sound frequency just a leader tone?
Apart from the short bootstrap loader, which has a standard format,
what is the format of the Turbo files? Is there a format? It might
be just a huge stream of bytes, without checksum. If there is some
sort of checksum, I would need to know how to compute it.
It looks to me that the bootstrap loader takes control when it is
loaded and it looks at the SKSTAT register, looking directly at the
serial in pin of the SIO port, and decoding data without the help of
Pokey. But I might be wrong. Does anyone have the (documented?)
source code to this bootstrap loader?
Some research seems to point towards this information:
Turbo leader tone 1378 Hz, FSK tones 1764 Hz and 3392 Hz.
Standard FSK is 5327 for mark and 3995 for space.
There seem to be several Turbo formats, so I do not know which Turbo
version this applies to. To reduce it all to one question, I want to
know everything there is to know about the Turbo formats.
Any and all help is appreciated.
Keep those XL's/XE's buzzing.
Ernest.

# 1595. Re: 65XE Monitor Jack Question

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-06 22:08:25 UTC
From: Mark Watson <newsAfoftDfsnetD@co.uk>
Message-ID: <tFP9a.241783$oj6.1867017@news.easynews.com>
Source record: 22808

Richard Heldmann wrote:

> Does the 65 XE have a monitor jack like the 130XE, with separate chroma
> and luma outputs?

Both the ones I owned did. They were just 130XEs with only have the memory
present.

Mark

--
-----
(s/X/Y/g -> replace all X with Y in e-mail addr)
s/@//g; s/D/./g; s/A/@/g;

# 1596. Re: Need information about Turbo cassette formats

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-07 00:20:33 UTC
From: Matthias Reichl <usenet-20030307@hias.horus.com>
Message-ID: <slrnb6fpdg.21v.usenet-20030307@camel.hias.horus.com>
Source record: 22809

On Thu, 06 Mar 2003 22:51:00 +0100, Ernest R Schreurs wrote:
> I do not know if I can spend
> some time working on my cassette stuff but it would be nice to have
> some technical information about the various Turbo cassette formats.

It's been a really long time since I used my 1010 (almost 20 years ago),
but back in the mid 80s I spent some time playing with turbo formats.

Either I got the original software from a friend, or maybe I got it
from a german computer magazine - can't remember (sorry, I can't
remember the name of the software - if it had one at all).

I analyzed the software and started tweaking it a bit to see how far
an unmodified 1010 could go.

The code was in fact quite simple: IIRC it tweaked the original
SIO routine of the Atari OS ROM to just use a higher baud rate when
sending/receiving cassette data. Maybe it also used different
frequencies for mark/space, but I can't remember that correctly.

The rest of the code (block size, checksum stuff etc.) was exactly
the same as in the original SIO routine.

I tried different (higher) baud rates, and also experimented with
larger block sizes (eg 1 or 2k instead of 128 bytes, or the whole
file in just one large block) - it all worked quite well. I started
converting a few games to this high speed format (prepended with
a small boot loader containing the high-speed code), but then
lost interest soon when I got my 1050.

In case you are trying to read a format similar to this one
(don't know details about the other formats), I'd recommend doing
a FFT analysis of the WAV file (to find out the mark/space
frequencies) and then guess the baudrate from looking at the
WAV file. Should be doable with a little bit of trial-and-error.

Sorry, it's not much information I can remember, but maybe some others
know a little bit more details about other formats.

so long,

Hias

# 1597. Re: xep80ttl

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-07 00:27:43 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-eddqUstG1m1s@localhost>
Source record: 22810

hi Mathy,
don't feel alone. 4(?) years ago I sent a years subscription fee but
never got any magazines at all. I hope to someday.

Ken

On Thu, 6 Mar 2003 13:58:00, "Mathy van Nisselroy"
<mathy.van_nisselroy@post.rwth-aachen.de> wrote:

> Howdy Bob
>
> Why don't you try tro squeeze some color out of the XEP80? According to the
> data sheets of the NS405 (main controller inside the XEP80) it can be done
> quite easily. Data sheets are available at freetrade.com I heard.
>
> BTW will there ever be a next issue of Atari Classics? I've payed for 4
> more mags and 2 more disks IIRC.
>
> CU Mathy van Nisselroy
>
>
>

--

# 1598. Re: atari++ 1.20 released

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-07 05:07:45 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v6ga6i830gls46@corp.supernews.com>
Source record: 22811

OK, a new emulator.
I found the site has the source code.
But there was talk of a Windows version.
I guess Petr Stehlick (sp?) and Thomas have ironed
out the license problem.
Nobody commenting here. If there's a Windows
or DOS compile, I'd like to see it. All the talk about
this emulator leads me to believe it might have some
improvments.

# 1599. Re: Happy Birthday Ben!

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-07 05:42:43 UTC
From: solarinflux@aol.com
Message-ID: <20030307004243.04304.00000029@mb-mr.aol.com>
Source record: 22812

habby B-Day Ben!!!!!!!!

## 1600. XEP80 emulated for Atari Emulator?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-07 05:48:09 UTC
From: Hon Tseng <pcuser45@yahoo.com>
Message-ID: <toW9a.122162$P1.7771703@news1.east.cox.net>
Source record: 22813

XEP80 hardware device connects to Joystick port #1. 80col is displayed on the screen. Is PC possible to emulate XEP80 for Atari Emulator in PC?

# 1601. Re: MyDOS question

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-07 05:51:17 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <mmcg6vo29qqvc8ekn6922vit38g1bjfg92@4ax.com>
Source record: 22814

On Thu, 6 Mar 2003 15:23:09 +0100, "Mathy van Nisselroy"
<mathy.van_nisselroy@post.rwth-aachen.de> wrote:

>Howdy folks
>
>Just a quick question:
>
>As many will no know, you can substitute the ':' character for the '>'
>character in MyDOS 4.5x.
>One could use e.g: D1>SUB1>FILENAME.EXT instead of D1:SUB1:FILENAME.EXT
>
>Does anybody use this feature?
>
>CU Mathy van Nisselroy

Yep. BUT:

I think "D1:FILENAME.TXT" would rather be the same as "D1>SUB1>FILENAME.EXT"
after you've changed directories into D1>SUB1.
Or maybe that was "D:FILENAME.TXT"...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

# 1602. Re: xep80ttl

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-07 06:24:21 UTC
From: solarinflux@aol.com
Message-ID: <20030307012421.04304.00000030@mb-mr.aol.com>
Source record: 22815

> Mathy van Nisselroy,

i reaad your texts on the xep80 .. very nice... the whooley xep ttl upgrade is very nice and concise.. your analysis of the thing is very intersesting.. i wonder.. thanks..
solarInflux

# 1603. Re: bbs software ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-07 06:33:49 UTC
From: solarinflux@aol.com
Message-ID: <20030307013349.04304.00000031@mb-mr.aol.com>
Source record: 22816

carina II is the best i believe..carina 1 was like 5 modules and carina II was like 19 or so modules not including the games..i have it but am not sure of it's legitamacy.. in the doc's he talks about his piracy protection scheme.. i wonder.. but this version of carina is considered(from what i can tell) very stable and very good due to it's changability(customizationableness). wondering alout..

solarInflux

# 1604. Re: c64 vs CPC vs Speccy vs Atari vs Whatever

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-07 06:48:52 UTC
From: solarinflux@aol.com
Message-ID: <20030307014852.04304.00000032@mb-mr.aol.com>
Source record: 22817

it is an individual thing..

but the aTari has the best screen editor tha has ever existed(to me) and when i tru to use an apple II or a commie .. it is just weird.. i own a couple of all of these also.. but i only use my atari's old habitsa are hard too break.. mmommie bought kids commies.. people who liked computers got atari's.. even if it ment LEFT OUT

SolarInFlux

# 1605. Name this game: Australian Q*Bert-eque game

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-07 08:11:12 UTC
From: bill@newbreedsoftware.com
Message-ID: <AuY9a.71057$lk.3094158@typhoon.sonic.net>
Source record: 22818

There was this VERY cute Shareware or free game written in Australia
(I think my members of a user group) which had game play _kind_ of similar
to that of Q*Bert.

It's kind of an isometric view of the game area. You're a cute little
critter (with sunglasses, I think) and you jump around between hexagon-shaped
tiles. When you land on one, it gets pushed down (and a corresponding one
elsewhere on the screen moves up). The object is to get all of the tiles
at the same, middle level.

What's the name of this game!? I've completely forgotten, and I think I'm
too tired to use Google very well. ;^)

Thanks!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 1606. Re: 3SDOS, a read-only dos in 3 sectors (384 bytes)

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-07 08:13:28 UTC
From: bill@newbreedsoftware.com
Message-ID: <IwY9a.71059$Ik.3094102@typhoon.sonic.net>
Source record: 22819

Carsten Strotmann <cas_news@strotmann.de> wrote:
<snip>
>
> So I wrote 3SDOS. It's 384 Bytes long and fits into the first 3 bootsectors.
> With this, the basic-cassette program works! And it has 4k free space.

Nice! :^)

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 1607. Re: XEP80 emulated for Atari Emulator?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-07 09:12:29 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b49npt$iec$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 22820

Hi,

> XEP80 hardware device connects to Joystick port #1. 80col is displayed on
> the screen. Is PC possible to emulate XEP80 for Atari Emulator in PC?

If you can contribute technical data, manuals, software, etc... then
I would be willing to add emulation for that in atari++.

So long,
Thomas

# 1608. Re: XEP80 emulated for Atari Emulator?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-07 11:28:59 UTC
From: NoOne@FakeEmail.invalid
Message-ID: <93374B95APrivacyLabs@209.143.0.11>
Source record: 22821

thor@cleopatra.math.tu-berlin.de (Thomas Richter) wrote in
<b49npt$iec$1@mamenchi.zrz.TU-Berlin.DE>:

>Hi,
>
>> XEP80 hardware device connects to Joystick port #1. 80col is displayed
>> on the screen. Is PC possible to emulate XEP80 for Atari Emulator in
>> PC?
>
>If you can contribute technical data, manuals, software, etc... then
>I would be willing to add emulation for that in atari++.
>

What about the idea of pluggable software modules for peripherals? A
module for an MIO, one for a MUX, one for an XEP, etc? I have an Apple II
java emulator that allows you to plug and unplug peripherals while it is
running. The peripherals are in seperate java modules. In MS C I suppose
they could communicate through COM? Just expose the API and let users
designe and compile their own peripheral modules. It would take some of
the load off of yourself. Just an idea to kick around. :-)

# 1609. Re: MyDOS question

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-07 14:17:58 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b4a9n6$n04$1@nets3.rz.RWTH-Aachen.DE>
Source record: 22822

Howdy Carsten

> Why do you ask?

Somebody is working on MyDOS (I'm just a Beta tester) and we were thinking
of killing that feature.

What do you think? Should we keep it or toss it?

CU Mathy van Nisselroy

# 1610. Re: xep80ttl

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-07 14:36:50 UTC
From: Matthias Reichl <usenet-20030307@hias.horus.com>
Message-ID: <slrnb6hbj7.1ik.usenet-20030307@camel.hias.horus.com>
Source record: 22823

On Thu, 6 Mar 2003 14:58:00 +0100, Mathy van Nisselroy wrote:
> Why don't you try tro squeeze some color out of the XEP80? According to the
> data sheets of the NS405 (main controller inside the XEP80) it can be done
> quite easily.

NACK. The datasheet mentions that you could use the intensity output
of the NS405 to switch between two colors (instead of halfbright/
fullbright). And then, the output would still only be at TTL level
(no PAL/NTSC color bursts...). Another point: the intensity attribute
is stored on a per-character basis. So the most you could get out
of the XEP80 is eg to switch between "white on black" and "blue on
black" characters. Connecting a TTL monitor (like CGA) would be
doable, but anything else (especially color PAL/NTSC composite
output) would really be a mess.

IMO this minor improvement would not be worth the effort.

> Data sheets are available at freetrade.com I heard.

They _were_ available at partiminer/freetradezone. I just checked
today and they are only available for paying subscribers (in other
words: lots of cash...) :-(

so long,

Hias

# 1611. Re: WTB 8-bit hard drive

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-07 14:56:23 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <b4abun$p3p$1@terabinaries.xmission.com>
Source record: 22824

Ron Pothier <cowboy.ron@verizon.net> wrote:
> Does it come with the interface to hookup to a 130XE? What would you be
> interested in trading for? I have a few extra Atari items around here.

Yes, it just plugs into the cart port - or can be installed internally.
As for trade items, upgraded XL/XE's, Happy 1050, 256-1mb MIO, etc..

# 1612. Re: MyDOS question

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-07 15:30:38 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <v6heoua5ceflcd@corp.supernews.com>
Source record: 22825

Hey,
Since you have to type a character on the keyboard either one will do: I'm too use to using the colon now to change:::: Never knew the other option existed: Oh well I don't think that I lost out on much:::::::::: The colon is way easier to hit than the greater than sign or the less than sign ::::::: Thanks for Beta testing. I hope it is a good one. Kill a few more features also. I don't like a bulky DOS::: Like the A key for subdirectories::: * for Dir of D:::::: N load MEM.SAV::::: V Set Verify Flag::::: These features are not needed for my usage of MyDOS::

RoyE

thy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in message news:b4a9n6$n04$1@nets3.rz.RWTH-Aachen.DE...
> Howdy Carsten
>
> > Why do you ask?
>
> Somebody is working on MyDOS (I'm just a Beta tester) and we were thinking
> of killing that feature.
>
> What do you think? Should we keep it or toss it?
>
> CU Mathy van Nisselroy
>
>
>

# 1613. Re: XEP80 emulated for Atari Emulator?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-07 16:26:19 UTC
From: SteveV4V <stevev4v1@attbi.com>
Message-ID: <LK3aa.351832$2H6.6824@sccrnsc04>
Source record: 22826

Thomas,

I have a complete XEP80 and will be happy to scan the manual for you. I should have time to do it this weekend. I too would really like to see this added in as well as some sort of speech sythesizer.

Cheers,
Steve

"Thomas Richter" <thor@cleopatra.math.tu-berlin.de> wrote in message news:b49npt$iec$1@mamenchi.zrz.TU-Berlin.DE...
> Hi,
>
> > XEP80 hardware device connects to Joystick port #1. 80col is displayed on
> > the screen. Is PC possible to emulate XEP80 for Atari Emulator in PC?
>
> If you can contribute technical data, manuals, software, etc... then
> I would be willing to add emulation for that in atari++.
>
> So long,
> Thomas
>

# 1614. Re: MyDOS question

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-07 17:06:40 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b4aj9a$1t8476$1@ID-174234.news.dfncis.de>
Source record: 22827

Mathy van Nisselroy wrote:

> Howdy Carsten
>
>> Why do you ask?
>
> Somebody is working on MyDOS (I'm just a Beta tester) and we were thinking
> of killing that feature.
>
> What do you think? Should we keep it or toss it?
>
> CU Mathy van Nisselroy

Isn't it an feature of the File Management System, not only a function of
the DUP? If it is in the FMS, I would vote for keeping it, because that
feature help writing compatible programs.

Example: Open #1,4,0,"D:>SUB>MYDATA.BTA"

would work in MyDOS and in Sparta DOS (please correct me if I'm wrong).
So killing this feature will need the programmers to make seperate programms
for MyDOS and SpartaDOS, if they would like to support Directries.

Why do you want to kill this feature? Do you need save some memory?
If this is the case, killing the ":" would be better. But that can break a
whole lot of existing programs.

Not an easy decision.

Best regards

Carsten

# 1615. Re: XEP80 emulated for Atari Emulator?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-07 17:45:25 UTC
From: Thomas Richter <thor@kepler.math.tu-berlin.de>
Message-ID: <b4alrl$bv0$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 22828

Hi Steve,

> I have a complete XEP80 and will be happy to scan the manual for you. I
> should have time to do it this weekend. I too would really like to see this
> added in as well as some sort of speech sythesizer.

Great! I'm looking forward to see it!

Concerning the speach synthesis, I would have the manual of the SP0256AL2
chip, but the question is whether this was a widely used solution for the
Atari. I remember having seen some add-on box with software that contained
another speach processor, but I don't know its type as I've never seen
it myself.

Greetings,
Thomas

# 1616. Re: why XF351, 1055, and 1053 never released?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-07 18:24:39 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0303071024.6b86b3a0@posting.google.com>
Source record: 22829

anyone have any photos of these ?

"richard cortese" <ricortes@earthlink.net> wrote in message
news:<myB9a.4736$wJ1.490490@newsread2.prod.itd.earthlink.net>...
> "Hon Tseng" <pcuser45@yahoo.com> wrote in message
> news:baA9a.118200$P1.7451301@news1.east.cox.net...
> > I read the article about Atari disk drive family. According to the
> article,
> > 1055, XF351, and 1053 were never released. I'd like to know why they were
> > not released. Any idea?
>
> IIRC: The word out of Atari was that software distributers did not want to
> add 3.5" support for the Atari so those were dropped in favor of the XF551.
>
> I don't know about the 1053. There were a lot of 8 bit things in the works
> that just got dumped when the Tramiels took over. They believed the future
> was going to be 16 bit. Going XF551 vs. the 1053 meant they could use the
> same disk controller chip as the ST. There were also some rumors at the time
> that Atari got ahold of some bargain basement 8050 microcontrollers so that
> was the way they went.
>
> Not directly related but could be a reason. The 815 dual drive system ended
> up being unreliable and actually would have cost more then buying two 810s.
> It could be the 1053 with 4x as much storage as a 1050 was going to cost 5x
> as much.

# 1617. Re: why XF351, 1055, and 1053 never released?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-07 19:02:13 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <V06aa.7423$wJ1.721680@newsread2.prod.itd.earthlink.net>
Source record: 22830

http://www.backntime.net/Atari%20Computers/8bit/Prototype/Frame8bitProto.htm
l

"rtdos" <rtdos@yahoo.com> wrote in message
news:845192d9.0303071024.6b86b3a0@posting.google.com...
> anyone have any photos of these ?

# 1618. Re: atari++ 1.20 released

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-07 19:09:46 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <c6rh6vok2kqatftpiuniclcn0kkv17mmk8@4ax.com>
Source record: 22831

On Fri, 7 Mar 2003 00:07:45 -0500, "Russ Gilbert" <russg@en.com>
wrote:

>OK, a new emulator.
>I found the site has the source code.
>But there was talk of a Windows version.

Yes, there is.

Slor has worked on the Win port but it's early days yet although it's
looking very promising.

>I guess Petr Stehlick (sp?) and Thomas have ironed
>out the license problem.

I hope so...

>Nobody commenting here. If there's a Windows
>or DOS compile, I'd like to see it. All the talk about
>this emulator leads me to believe it might have some
>improvments.
>
There's certainly improvements although the recently released Atari800
core has Antic related stuff added (Master of the Lamps now shows the
right colours) etc.

Sadly a port to Plus looks far off unless some things change
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

# 1619. Re: atari++ 1.20 released

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-07 19:47:53 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v6htog7vre9n13@corp.supernews.com>
Source record: 22832

Paul said:
'Sadly a port to Plus looks far off unless some things change.'
Uhm. I get confused. I have atari800win Plus
3.1 for Windows (and XLIT .2). I guess you're talking
about the 'Plus' one I have. Except you say there is
a recent Antic update.
What's the latest a800winplus? a800dos? I think
those, and xlit are the only ones available and compiled.
The one by Thomas Richter is atari++, and only
source code is available and ready to be compiled
on a *nix/linux/bcd I guess.

# 1620. Re: Need information about Turbo cassette formats

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-07 22:17:38 UTC
From: Jindroush <jindroush@seznam.cz>
Message-ID: <3E691A82.3A593C76@seznam.cz>
Source record: 22837

"Ernest R. Schreurs" wrote:
> It seems that
> the Turbo universal did not even need a hardware modification.
> These Turbo tapes would load at 2000 to 6000 baud, so I am told.

There were two systems in Czech Republic:
First was Turbo 2000.
Newer one was Turbo Universal.

Both needed hardware mod of tape drive, usually XC12. Schematics are on
my site.

> It looks like some tapes have three different sound frequencies.

There are no frequencies ;-)

It's just a copy of Sinclair's format (I've been told that). You just
measure length of a pulse. Pulse consists of one change of serial input
pin. Turbo 2000 has 4 lengths:

super long - in the leader
super short - last pulse of the leader, it lets you know the polarity of
the pulses (if it's 0,1 or 1,0)
long - bit 1
short - bit 0

header has format:
byte $FF
byte type
byte[10] name
word begin_addr
word length
word run_addr
byte chksum

body
byte $00
byte[len] data
byte chksum

Chksum is xored byte of whole data including marker byte.

Turbo universal differences:
1) There are only 2 different lengths of pulse (they're equal for
leader/body)
2) Name is 20 bytes long
3) Marker bytes for header & body are different ($B7, $ED)

4) Speed is higher, loader computes it from the leader tone freq.

Loaders and copiers are on my site too.

There were different turbos in Germany & Poland. I don't know anything about them.

I wrote software for decoding the turbo format (bad, nonworking, abandoned) and software for creating turbo wavs from binaries (working, can send the sources).

--
Jindroush <jindroush@seznam.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

# 1621. Trade or sell > Atari 8-bit and other items

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-07 22:24:24 UTC
From: Someone's Fortune <NoNeed@forSpam.com>
Message-ID: <317i6vgtifobgkif5p48kag0mp1nrraojh@4ax.com>
Source record: 22833

Please reply to rdf0013@earthlink.net

Thanks,
James

Things I am looking for in trade:

LCD monitors
Gameboy advanced system
Neogeo Pocket system
Firewire HUB
USB cameras
X10 devices
portable mp3 players
Gemulator rom card

If you are interested please email me with a list of things you do
have for trade or if you would like to buy, just email me
and I will send you a list with what I am asking for the items.
If you have items for trade not listed above, please send list and we
may be able to work out something...

Things I have for sell or trade:

* Gateway solo 9300 specs: (has problems, might be easily fixed)
-PIII 600
-196mb ram
-10gb hard drive
-1024x768 active matrix screen 14.1"
-CD rom
-Floppy
-IR port
-Firewire port
-2 usb ports
-2 pc card slots
-ps/2 port for external mouse & keyboard
-digital spdif out
-composite video out
-Composite video in (for video capture or watching tv/movies)
+56k modem (pc card ï¿½ 3com w/xjack)
+10mb Xircom pc card nic w/adapter
+driver CD
+AC power adapter/chargers
+Windows98 with Eula preloaded.

* Atari arcade upright showcase cabinet (SN#152) with sub woofer, speakers, coin door and coin box. Can be made into a Mame cabinet or I have several arcade mother boards that can be mounted in it as well.
+For a Mame cabinet I will throw in the following items with the cabinet:( all working )
-Intel PIII 700
-Asus P3bf motherboard w/AGP
-128mb ram
-Sound Blaster PCI sound card
-Matrox MGA PCI video card (not the best, but its free with the deal)
-21" Viewsonic monitor
-8 way Joysticks
-Buttons and cherry switches (multi colors)
-Arcade power supply for lights
-Cable for wire harness
-PIII power supply
-32x max IDE CDrom drive

* Arcade Motherboards: (all worked when I pulled them from cabinets)
Star Castle
Vindicators (plus audio board)
Captain Commando / Knights of the Round (one motherboard and two daughter boards)
Time Soldiers ( with special controllers)
Super Street Fighter 2 (plus audio board)

* Sony Playstation with MOD chip, 1 controllers, 2 memory cards, gameshark pack, all cables and 95+ games and backups

* Nintendo64 system with controller, all cables, system memory expansion, 2 memory packs, controller carry case, 4 games

(Southpark, Super Mario64, Mortal Kombat Trilogy & Star Wars Shadows of the Empire)

* SNES system with Jap<>US adapter, all cables, 2 controllers, 4 games (Ranma 1/2 Jap rpg, Mechwarrior, Super Mario World & Ranma 1/2 hard battles)

* Panasonic 3DO development system (has switch on back to encrypt/decrypt, like MOD chip to play copied games) with 2 controllers, all cables, 20 Anime/Jap/US games (Shock Wave, Shanghai, Plumbers don't wear ties, Policenauts, Starblade, 3DO sampler, Night trap, Way of the Warrior, Strahl, Graduation, Belzerion, Powers Kingdom, Takeru,Virtual Puppet Reika, Nice Body, etc...)

* 2 Sega Genesis (new model & old model), Sega CD rom, 2 Controllers, Composite video cable, controller extension cable, 1 game (sonic the Hedgehog)

* 2 Sega gamegear, Sega Gamegear<>SMS adapter, Sega Link Cable, TV Tuner Module, Rechargable Battery Pack, Handy Gear case,

gamegear storage case, cartridge cleaning kit, Sega Master System
games (Trans Bot, Great Football, Space Gun, Heroes of the
Lance, Global Defense, Assault City, Hang On / Safari Hunt), Sega
Gamegear games (Chicago Syndicat, Beavis and Butthead,
Sports Trivia, Super Columns, Sonic the Hedgehog 2)

* Sega Nomad, AA battery module, 1 game (Shadow of the Beast)

* HP DAT 4gb scsi dat tape drive with Adaptec 2930 Ultra scsi card and
cable

* Zip 250 USB external drive

* Zip 250 IDE internal drive

* 2gb pc100 dimm memory (four 512mb dimms)

* 1gb pc100 dimm memory (four 256mb dimms)

* 128mb pc133 128mb dimm memory

* Protec bytelan 4way keyboard/video/mouse switch box, includes power
supply, doesn't come with cables

* Brother model 7150c 6-in-1 MFC color printer/fax/copier/scanner/vid
capture
See more details here:
http://www.superwarehouse.com/p.cfm?Brother_MFC_7150C&MFC7150C&p=119409

* Panasonic/Apple 2.6\5.2gb DVD-rom/DVD-ram IDE drive with four 2.6gb
(single sided) dvd ram cartridges (no drivers needed for
Windows XP, for other operating systems you will need to find drivers)

* Sound Blaster PCI sound card

* HP 10/100 PCI network card

* Teac 32max IDE CD-rom reader

* Mitsubishi IDE internal LS120 drive model MF357G-2111UAL

* NEC internal floppy drive

* HP C4459-56000 IDE CDR-W drive 8x/4x/32x 9100 series cdrw burner

* HP Vectra VL400 MT computer with 17" Hitachi Monitor and HP Laserjet
4l Laser printer
Windows 98se pre-installed with EULA
Intel Pentium III 933 mhz processor with 256 KB level-2 integrated
cache and 133 MHz front side bus
256 MB SDRAM memory at 133 MHz, expandable to 512 MB maximum
40gb Hard Disk
HP IDE CDrw 9100 (with Roxio Easy CD Creator 5 basic)
Floppy Disk
Win TV/Cast PCI (for watching TV/Cable on monitor)
Onboard Video Intel 815 integrated graphics Direct AGP

Onboard Networking: 10/100 Ethernet
Onboard Audio: 16-bit stereo full duplex integrated sound
-20-bit stereo audio recording and playback
-Full-duplex audio
-AC '97 architecture
Chassis
-Two 5 1/4 drive trays
-Two 3 1/2 drive trays
-Three free PCI slots
-One AGP
Built-in i/o:
- One 25-pin parallel port
- Two 9-pin serial ports (16550 UART)
- Two PS/2 connectors for keyboard and mouse (Mini-DIN)
- Two stacked Universal Serial Bus (USB)
- One 15-pin VGA connector on system board.
- Audio ports (stereo-in, stereo-out, microphone-in)
- One RJ-45 Ethernet port (10/100Base-T)
+Multimedia keyboard
+Mouse

* Apple Newton message pad with box of software (business and games),
Windows connection kit, 2mb memory card, newton serial
keyboard

* Atari ST Computer Hardware and software:
Atari ST Sams Manual
1040 STE, 1mb ram, 720k floppy, TOS 1.06
1040 STF, 1mb ram, 720k floppy, (missing TOS Roms)
Mega STE, 4mb ram, 720k floppy, TOS 2.04, ajax chip for 1.44 floppy
support, internal scsi hard drive, keyboard
2 Konica scsi 10mb 5 1/4 floppy drives, with box of 30+ disk
4 external 720k floppy drives
1.44 external floppy drive (modified ST floppy case)
4 mouse (atari and other brands)
Atari CX22 Trackball Controller (modified for ST)
Migraph hand scanner with cartridge
3 dma cables
ICD Link external scsi controller
SM124 Mono monitor
SC1224 JVC color monitor
Extra keyboard for ST
Xtra-RAM Deluxe kit for ST with 4mb ram (add 4mb to older ST models
easy)
Seagate ST32550N 2gb scsi hard drive
2 IBM OEM 4gb scsi drive model DCAS-34330

* Atari TT Hardware:
Atari TT back plate with serial 1 & 2 connectors and cables

* Atari 8bit Computer Hardware and Software:
Atari 800XL
Atari 1050 Disk Drive
Wico Bat Joystick
Wico Ball Joystick
Atari CX80 Trackball Controller (rare find, not many of these around)
All Power supplies included
Composite video cable
Super Breakout cartridge
Signalman Mark II 300 baud modem (rare item for collectors)
Joystick extension cable
Joystick Y adapter

* Atari 7800 Hardware and Software:
Atari 7800 Pro System
2 Mercury Joystick Controllers
Atari Paddle Cotroller
Atari Driving Controller
Atari Keyboard Controller
Star Raiders cartridge w/Video Touch Pad
BallBlazer cartridge

* Atari 5200 Hardware and Software:
Atari 5200 Trackball
Atari 5200 Joystick
Jungle Hunt cartridge

* Anime / Jap software & Music:
Anime Hyperguide Volume 1 - Project A-KO
Tenchi Muyo screen saver
Bubblegum Crisis screen saver
Ranma 1/2 screen saver
Demon School video CD
L'elisir D'amore video CD
Urotsukidoji Legend of the Overfiend video CD
Graduation Game CD
RG Veda digital movie (gametek cinema)
Robotech digital movie (gametek cinema)
Ranma 1/2 music CD
SM Girls Saber Marionette J music CD
Maison Ikkoku best collection music CD
Graduation teach me please music CD
Cyber Formula GPX singles music CD (2 cd set)
Blackboard Jungle video CD
Ninja High School comix CD
Inner Brain title game CD

* Roller Blade brand rollerblades size 9-10, knee pads, elbo pads and
wrist guards

* NEC Multisync mt600 color projector 800x600 max resolution,
composite and rgb/vga inputs, with remote and cables. Has wear
on one side from removing and replacing to storage.

* Panasonic DVD-L50 portable DVD player (excellent condition, light
scratchs on case top) with all cables, remote and battery.
plays DVD, DVD-r, SVCD, VCD, CD Audio and switches to monitor to plug
vcr or game system in and play on screen with audio. Has
video in/out, audio in/out, svideo, headphone connector. For more
details see:
http://www.amazon.com/exec/obidos/tg/detail/-/B00000JFMK/tech-data/ref=e_de_a_smtpd//103-8
397279-1086253?v=glance&s=electronics&vi=tech-data

* Apex AD-1100W DVD Player (new in box) plays cd with *mpg files, cd
with *jpg files, cd with *mp3 files, DVD, DVD-r, SVCD,
VCD, Kodak Photo CD, Audio CD, CDR Audio, has region code and
macrovision removed to play video from other countries and
allows DVD playback on projectors and copying to vhs tape (Hot item,
this is the 1mb rom unit that can be reprogrammed and is
saught after everywhere by video lovers)

* Pioneer laser disc player model CLD-D503 plays Laser Disc, CD Audio,
CD+G. Both side play (no flipping disc, unit is sensetive to low
quality disc that create more vibration) with remote and 93 Laser Disc
Movies:
AD Police Files
Alien
Aliens
Alien3
Alien Resurrection
Area 88 : Act 1 - Blue Skies of Betrayal
Army of Darkness
Batman & Robin
Blue Sonnet - Volume 1
Blue Sonnet - Volume 2
Body Snatchers - The Invasion Continues
BubbleGum Crisis - Volume 1 of 3
Detonator Orgun - Part 2
Detonator Orgun - Part 3
Explorer Woman Ray
Fast Times at Ridgemont High
Gall Force : Earth Chapter 1
Gall Force : Eternal Story
Genocyber - Part 1 : Birth of Genocyber
Genocyber - Part 2&3 : Vajranoid Showdown
Highlander
Highlander :10th Aniversary - Directors Cut
Iczer3 - Volume 1
Iczer3 - Volume 3
Kimagure Orange Road - Volume 1 of 3
Kimagure Orange Road - Volume 2 of 3
Leprechaun
Moldiver #1 : Metamorforce
Moldiver #2 : Overzone
Moldiver #3 : Longing
Moldiver #4 : Destruction

Moldiver #5 : Intruder
Moldiver #6 : Verity
Mortal Kombat
Phantom Quest Corp. : Volume 1
Project A-Ko
Project A-Ko - Versus Battle 2 : Blue Side
Project A-Ko - Versus Battle 1 : Grey Side
Project A-Ko 2 : Plot of the Daitokuji Finanancial Group
Project A-Ko 3 : Cinderella Rhapsody
Project A-Ko 4 : Final
Ranma 1/2 : Desperatly Seeking Shampoo
Ranma 1/2 : OVA #6
Ranma 1/2 : Special
RoboTech ( Macross ) : Volume 1 of 9
RoboTech ( Macross ) : Volume 2 of 9
RoboTech ( Macross ) : Volume 3 of 9
RoboTech ( Macross ) : Volume 4 of 9
RoboTech ( Macross ) : Volume 5 of 9
RoboTech ( Macross ) : Volume 6 of 9
RoboTech ( Macross ) : Volume 7 of 9
RoboTech ( Macross ) : Volume 8 of 9
RoboTech ( Macross ) : Volume 9 of 9
RoboTech ( Robotech Masters ) : Volume 1 of 6
RoboTech ( Robotech Masters ) : Volume 2 of 6
RoboTech ( Robotech Masters ) : Volume 3 of 6
RoboTech ( Robotech Masters ) : Volume 4 of 6
RoboTech ( Robotech Masters ) : Volume 5 of 6
RoboTech ( Robotech Masters ) : Volume 6 of 6
RoboTech II : The Sentinels
Rock & Roll High School
Roots Search
Single White Female
Tenchi Muyo : OVA #1
Tenchi Muyo : OVA #2
Tenchi Muyo : OVA #12 & #13
Tenchi Muyo : OVA #3
Tenchi Muyo : OVA #4
Tenchi Muyo : OVA #5
Tenchi Muyo : OVA #6
Tenchi Muyo : OVA #7 - Ryoohki Special
Terminator 2 : Judgement Day
The Heroic Legend of Arislan - Part 1
The Heroic Legend of Arislan - Part 2
They Were 11
Toy Story
U-Jin Brand
Urusei Yatsura : Always My Darling
Urusei Yatsura : Beautiful Dreamer
Urusei Yatsura : Only You
Time Rider

Chasing Amy
Daddy's Girl
Elvira : Mistress of the Dark
Hideaway
Highlander 2 : The Quickening
Jurassic Park - Letterbox
Mallrats
The Crush
The Lawnmower Man
True Crime
War Games
While You Were Sleeping

# 1622. Re: Name this game: Australian Q*Bert-eque game

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-07 22:26:36 UTC
From: Aaron <holmesatari@hotmail.com>
Message-ID: <319aa.3170$8b.434391@news02.tsnz.net>
Source record: 22834

Sound's like Andrew Davie's 'QB' to me. Used to live on my homepage for a couple of years.

He's done a brilliant 2600 version of it too.

Aaron

"William Kendrick" <bill@newbreedsoftware.com> wrote in message news:AuY9a.71057$Ik.3094158@typhoon.sonic.net...
>
> There was this VERY cute Shareware or free game written in Australia
> (I think my members of a user group) which had game play _kind_ of similar
> to that of Q*Bert.
>
> It's kind of an isometric view of the game area. You're a cute little
> critter (with sunglasses, I think) and you jump around between hexagon-shaped
> tiles. When you land on one, it gets pushed down (and a corresponding one
> elsewhere on the screen moves up). The object is to get all of the tiles
> at the same, middle level.
>
> What's the name of this game!? I've completely forgotten, and I think I'm
> too tired to use Google very well. ;^)
>
> Thanks!
>
> --
> bill@newbreedsoftware.com Hire me!
> http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 1623. Re: Name this game: Australian Q*Bert-eque game

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-07 22:47:56 UTC
From: Mark Keates <news@mkeates.force9.co.uk.removeme>
Message-ID: <ei9aa.11191$Lq.869327@stones>
Source record: 22835

XAGON would be my guess

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:AuY9a.71057$Ik.3094158@typhoon.sonic.net...
>
> There was this VERY cute Shareware or free game written in Australia
> (I think my members of a user group) which had game play _kind_ of similar
> to that of Q*Bert.
>
> It's kind of an isometric view of the game area. You're a cute little
> critter (with sunglasses, I think) and you jump around between
hexagon-shaped
> tiles. When you land on one, it gets pushed down (and a corresponding one
> elsewhere on the screen moves up). The object is to get all of the tiles
> at the same, middle level.
>
> What's the name of this game!? I've completely forgotten, and I think I'm
> too tired to use Google very well. ;^)
>
> Thanks!
>
> --
> bill@newbreedsoftware.com Hire
me!
> http://newbreedsoftware.com/bill/
http://newbreedsoftware.com/bill/resume/

# 1624. Re: atari++ 1.20 released

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-07 23:27:22 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <rn9i6v4oll57aorke1vupqpufuhp04hi6j@4ax.com>
Source record: 22836

On Fri, 7 Mar 2003 14:47:53 -0500, "Russ Gilbert" <russg@en.com>
wrote:

>Paul said:
>'Sadly a port to Plus looks far off unless some things change.'

>Uhm. I get confused. I have atari800win Plus
>3.1 for Windows (and XLIT .2). I guess you're talking
>about the 'Plus' one I have. Except you say there is
>a recent Antic update.

The antic update is to the Atari800 core which Plus uses.

http://atari800.sourceforge.net/

>What's the latest a800winplus?

The one you have..

>a800dos?

v1.3.0

>I think those, and xlit are the only ones available and compiled.
>The one by Thomas Richter is atari++, and only
>source code is available and ready to be compiled
>on a *nix/linux/bcd I guess.
>
Yep, the ones you mention are the only available pre compiled ones.

Re Atari800win Plus, like a few on here I am a beta bloke for it and
happen to know (without going into detail) that a newer version with
the updated core could be a fair while to say the *least* so I started
the drive for a Windows version of Thomas's Atari++ which Slor
thankfully took up.

Being that it's early days for the port and it's only just restarted
after the public differences between the two sets emulator dev peeps
there's no date for any releases of the Win port.

I'm sure Slor will pass on whatever info relating to that as the time
comes, I certainly am *not* speaking on his behalf.
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

# 1625. Re: Name this game: Australian Q*Bert-eque game

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-08 01:12:11 UTC
From: Ceilingfan <tony.smolar@unspam.verizon.net>
Message-ID: <Lrbaa.1418$gi1.1070@nwrdny02.gnilink.net>
Source record: 22838

I think it's Xagon, I also remembered the game, but could not think of the name, but I looked through my disks and found it.

If you need a copy, let me know.

William Kendrick wrote:

> There was this VERY cute Shareware or free game written in Australia
> (I think my members of a user group) which had game play _kind_ of similar
> to that of Q*Bert.
>
> It's kind of an isometric view of the game area. You're a cute little
> critter (with sunglasses, I think) and you jump around between
> hexagon-shaped
> tiles. When you land on one, it gets pushed down (and a corresponding one
> elsewhere on the screen moves up). The object is to get all of the tiles
> at the same, middle level.
>
> What's the name of this game!? I've completely forgotten, and I think I'm
> too tired to use Google very well. ;^)
>
> Thanks!
>

# 1626. Re: Name this game: Australian Q*Bert-eque game

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-08 04:35:34 UTC
From: bill@newbreedsoftware.com
Message-ID: <qqeaa.71301$lk.3104650@typhoon.sonic.net>
Source record: 22839

Aaron <holmesatari@hotmail.com> wrote:
> Sound's like Andrew Davie's 'QB' to me. Used to live on my homepage for a
> couple of years.

No - QB reminds me of it, though, but it's not it. :^/

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 1627. Re: Name this game: Australian Q*Bert-eque game

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-08 04:35:49 UTC
From: bill@newbreedsoftware.com
Message-ID: <Fqeaa.71302$lk.3104722@typhoon.sonic.net>
Source record: 22840

Mark Keates <news@mkeates.force9.co.uk.removeme> wrote:
> XAGON would be my guess
>

That's it! Thanks so much! :^) Whee! Play time :)

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

## 1628. Hover Bovver

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-08 10:32:02 UTC
From: bill@newbreedsoftware.com
Message-ID: <CEjaa.71337$lk.3107608@typhoon.sonic.net>
Source record: 22841

Wow, I don't think I had ever played Hover Bovver before. Brilliant! :^)

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 1629. New eBay auction - 13 issues of Atari Classics inc. Issue 1 + other stuff

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-08 13:51:51 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1047130956.86177.0@despina.uk.clara.net>
Source record: 22842

Hello All,

Just started a new eBay auction for 13 issues of Atari Classics magazine, including the first issue. I still have other various Atari items on eBay, which are due to end soon including the manual for the rare Victagraph system for the 1020 plotter, DOS3 manuals, PAL TV cable, 'Dice Poker' APX tape, along with some other items of interest. The link is below (this will split on to two lines, so please copy both lines into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangar
raghty

Dean Garraghty

## 1630. Atari sales comment

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-08 19:53:55 UTC
From: atari-man <flash@yahoo.com>
Message-ID: <mTraa.14955$3D1.1625@sccrnsc01>
Source record: 22843

As I'm sure it has been brought up before:

Isn't it funny that people that bitch about Ben's numerous post taking up 1) their hard drive space, 2) their bandwidth, 3) their time will post back and forth for 2 weeks taking up 10X more of the above then Ben does.

Is he NOT posting an ADV: before his advertising? whew! just killfile him if you need to....

# 1631. Graphix AT

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-08 22:01:15 UTC
From: Jim Koehn <jmkoehn@cedar-rapids.net>
Message-ID: <v6kq3hia1voa16@corp.supernews.com>
Source record: 22844

Anyone out there got the switch settings for a Graphix AT printer interface?
I got one with an 800XL but no manual. I think they are for different
printers.

Jim

# 1632. Re: Atari 1200XL Keyboard repair

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-09 00:02:55 UTC
From: Bob Woolley <ataribobdelete@directvinternet.com>
Message-ID: <3e6a853f$0$6490@fountain.mindlink.net>
Source record: 22845

The 1200XL keyboard has a bad connector between the mylar and the PCB. Once these contacts start to go bad, random keys will have a tough time registering. I think this is just affecting the least capable keys at the time, not any real defect in the keys themselves. If you pull the mylar off and lay it on the PCB while holding the connector tightly with your fingers, all the keys work well with just a light touch. The secret is to get the connector to make good contact. I wish we could solder it....

Bob

"Tim" <tjlazer@mail.com> wrote in message
news:v6djt1qfv7uj7e@corp.supernews.com...
> I used the advice from people on this group and was able to improve the
> keyboard functionality of my 1200XL. At first almost all keys were dead.
> After removing the mylar sheet and cleaning the PCB all but 1-3 keys will
> work flawlessly. A few will still be a little flaky but the more I push
the
> better they work. It seems to be differnet keys every time I take the
> keyboard apart.
>
> My question is, does this indicate that the actual contact under the key
is
> not working well or the several vertical contacts to the PCB? I was
> thinking of getting some silver conductive paint to get better contact but
> it won't help if it's the actual contact under the key.
>
> Anything else I can do to better the contact of the keys?
>
> Thanks
> Tim
>
>

# 1633. Re: xep80ttl

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-09 00:07:10 UTC
From: Bob Woolley <ataribobdelete@directvinternet.com>
Message-ID: <3e6a863e$0$6490@fountain.mindlink.net>
Source record: 22846

I have the book for the NS405 - I just don't care much for the XEP80...

I wish I could answer your AC question, but I really don't know. It takes me
a long time to do anything it seems.

Bob

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message news:b47k5n$2e6$1@nets3.rz.RWTH-Aachen.DE...
> Howdy Bob
>
> Why don't you try tro squeeze some color out of the XEP80? According to
the
> data sheets of the NS405 (main controller inside the XEP80) it can be done
> quite easily. Data sheets are available at freetrade.com I heard.
>
> BTW will there ever be a next issue of Atari Classics? I've payed for 4
> more mags and 2 more disks IIRC.
>
> CU Mathy van Nisselroy
>
>
>

# 1634. Re: Graphix AT

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-09 04:18:35 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0303082018.11e65249@posting.google.com>
Source record: 22747

"Jim Koehn" <jmkoehn@cedar-rapids.net> wrote in message
news:<v6kq3hia1voa16@corp.supernews.com>...
> Anyone out there got the switch settings for a Graphix AT printer interface?
> I got one with an 800XL but no manual. I think they are for different
> printers.
>
> Jim

This is an old post from this newgroup:

The Graphix AT is a parallel printer interface manufactured by Xetec. The
switches are as follows (numbered left to right, 1 to 8)

1 - UP = Graphix mode (Prints text and Atari Graphics)
DOWN = Transparent mode (Prints text, passes control codes to printer)
2 - UP = Line feeds on
DOWN = Line feeds off
3 - UP = Pass 155 (Atari EOL) on to printer unchanged
DOWN = Convert 155 (Atari EOL) to 13 (ASCII EOL)
4 - UP = Set high bit to 0
DOWN = Pass high bit on to printer

Switches 5 through 8 select the type of printer: all down for Epson /
compatible, switch 6 up for Prowriter, and all four up for Daisy wheel
printers (which have no graphics)

## 1635. Compute!'s First Book of Atari

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-09 15:13:13 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030309101313.10116.00000089@mb-mp.aol.com>
Source record: 22748

The programs and text of C1BA are currently being scanned and proof-read for posting at atariarchives.org (with permission). Does anyone know if any of the type-in programs can be found already in machine-readable format? Ditto for the Second and Third books, since they will eventually be done, also.

The type-in programs are especially difficult, since nearly all have dot matrix print which makes OCR'ing results very poor. Typing them in from scratch is quite a bit faster in most cases.
Thanks,
Larry

# 1636. Re: xep80ttl

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-09 16:10:08 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <AHJaa.10239$gF3.1024910@newsread1.prod.itd.earthlink.net>
Source record: 22750

"Bob Woolley" <ataribobdelete@directvinternet.com> wrote in message
news:3e6a863e$0$6490@fountain.mindlink.net...
> I have the book for the NS405 - I just don't care much for the XEP80...
>
> I wish I could answer your AC question, but I really don't know. It takes
me
> a long time to do anything it seems.

Do you have enough authors or is it no one to put the material together
since Jim died?

## 1637. checksum routine in os

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-09 16:10:39 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <b4fp0t$6af$1@reader08.wxs.nl>
Source record: 22749

Hi!

Where is the Checksum Routine stored in the XL/XE os? I want to get rid of it. So what do i have to do, to make the atari always boot, even when I modified the os, and did not change the CRC values.

Marius

# 1638. Re: checksum routine in os

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-09 16:29:58 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3e6b6b0c.878215@news>
Source record: 22751

"Marius Diepenhorst" <grover25@zonnet.nl>:
>Hi!
>
>Where is the Checksum Routine stored in the XL/XE os? I want to get rid of
>it. So what do i have to do, to make the atari always boot, even when I
>modified the os, and did not change the CRC values.

I just took a look at some code on my harddrive (Bob Woolley's SmartIDE
code) and this is what he did:

```
*=$C31D KILL ROM CHKSUM
NOP
NOP
```

This may only be the 1200XL though.

---
Shawn Jefferson
(fix reply to for email)

# 1639. Re: Atari 800 troubleshoot

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-09 20:22:42 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3E6BA292.6B2C731E@cswebmail.com>
Source record: 22752

WeedWarrior wrote:

> I have an Atari 800 that is not correctly reading any "up" movement on a
> joystick. I have used another computer and two controllers to verify this.
>
> Is it possibly something simple like one of the resistors at the joystick
> port or should I replace the mainboard?
>
> Any help is appreciated,
> Mike Lange

First to try always...pry up the chips a little, then reseat them.

Rick D.

# 1640. Re: BASIC Error 21

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-09 20:30:44 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3E6BA474.CDF923DD@cswebmail.com>
Source record: 22753

Damon wrote:

> I tried posting a reply last night, which doesn't seem to have gone through.
>
> The 'ENTER' solution worked ... kinda.
> It only loaded 4 lines of the file. There should be 128 lines.
>
> The ERROR it gave was ::
>
> ERROR- 164 AT LINE 2040
>
> 2040 being the 4th line of the file.
>
> Can anyone help me out with BASIC 'ERROR- 164 AT LINE 2040' ?
> Sorry for all the rookie questions. Your replies are much appreciated.
>
> cheers, -d.

Since you are working with a BASIC program, and sticking with BASIC error numbers...

164 is file number mismatch. You are probably using an Atari DOS to ENTER a program LISTED with some other DOS that does not use file numbers.

Try using other DOSes like MYDOS, MachDos, SmartDos, SpartaDos to Enter the program..then save it back(to single density if you must use Atari DOS with it).

Last resort is to use a Disk Editor to extract the program and save as a text file to another disk. Then start the Enter process all over.

Rick D.

# 1641. Re: Compatible Inkjet printer

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-09 20:43:03 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3E6BA757.B9A8D563@cswebmail.com>
Source record: 22754

Comet Service 302 wrote:

> Does anyone know of a suitable inkjet for the 8-bits -B&W only would
> suffice. This would be connected via a Centronics type interface. I have
> an Epson Stylus Color 400, but despite all efforts at writing a printer
> driver, it won't work correctly (ignores nearly all commands).
> Thanks in advance,
>
> Chris Davis

I started with a HP LaserJet 2 that I used to print lots of plain text, using front panel controls to set font attributes.

I then went to a HP DJ500 and an Epson emulator cartridge that work with all of the A8 and ST software that didn't have a DJ500 driver. I created a driver to use Paperclip with it--without the Epson cart. I expect the PCL3 language is still valid with HP printers today using PCL5 or PCL6.

I bought a Canon Color Inkjet BJC-4100 because it was color and defaulted to an Epson code set for printing..easy to use with the A8, though I have not done much with it. And I used an LQ2550 color driver for the ST which worked O.k...the printer was faster than the ST!

The only thing to keep in mind is that the drivers usually expected to SKIP PERF/EJECT PAGE, so I used legal paper with them.

As mentioned in another post..APE will probably work well.

Visit websites...if it mentions DOS drivers, then it may support Epson codes.

You can get a sample of codes by setting the PC printer to "Print to File". Then print a sample document. By looking at it, or using a prog to convert the bytes to numbers, the printer codes can be picked out.

Rick D.

# 1642. Re: Compute!'s First Book of Atari

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-09 20:44:51 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3E6BA7C3.5172A78C@cswebmail.com>
Source record: 22755

LarryWhite wrote:

> The programs and text of C1BA are currently being scanned and proof-read for
> posting at atariarchives.org (with permission). Does anyone know if any of the
> type-in programs can be found already in machine-readable format? Ditto for
> the Second and Third books, since they will eventually be done, also.
>
> The type-in programs are especially difficult, since nearly all have dot
> matrix print which makes OCR'ing results very poor. Typing them in from
> scratch is quite a bit faster in most cases.
> Thanks,
> Larry

I suspect a lot of A8 libraries have many of the programs already saved to disk.
I'll look at mine.

Yes. I'd love an OCR app that can read dot matrix text!

Rick D.

# 1643. Re: How do the detect SHIFT in Demo's

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-09 20:57:50 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3E6BAACE.F7EA537E@cswebmail.com>
Source record: 22756

Mathy van Nisselroy wrote:

> Howdy folks
>
> I've seen a lot of demo's where you just press SHIFT (no other key) to get
> to the next part. How do they do that? Can the same be done for CONTROL?
>
> CU Mathy van Nisselroy
>
> --
> ---
> My old email address has ceased to exist, please use my new address.
> Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
> Adresse.
> Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
> adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy

Also, 702 ($02be) MIGHT detect control key pressed(bit 7). I had better luck
for the shift key using 53775 ($d20f).

You might be better off just checking each byte for being a control code
value(as prev mentioned), or even shifted.

Rick D.

# 1644. Re: MyDOS question

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-09 21:01:46 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3E6BABBA.B6DABAF4@cswebmail.com>
Source record: 22757

Mathy van Nisselroy wrote:

> Howdy folks
>
> Just a quick question:
>
> As many will no know, you can substitute the ':' character for the '>'
> character in MyDOS 4.5x.
> One could use e.g: D1>SUB1>FILENAME.EXT instead of D1:SUB1:FILENAME.EXT
>
> Does anybody use this feature?
>
> CU Mathy van Nisselroy
>

I have never used '>', always ':'. Almost all software expects the colon.

Rick D.

# 1645. Re: checksum routine in os

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-09 21:44:19 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b4gcjj$8j3$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 22758

Hi,

> Where is the Checksum Routine stored in the XL/XE os? I want to get rid of
> it. So what do i have to do, to make the atari always boot, even when I
> modified the os, and did not change the CRC values.

The possibly best way is to always insert the proper checksum. (-; For all
the gory details, you might consider the sources of the Atari++ emulator
as it has to play with the very checksum itself, especially the
romxlchecksum.cpp source file. Here are some excerpts:

```
/// RomXLChecksum::CheckSum
// Run a word checksum over a range of the Os ROM, lo inclusive,
// hi exclusive.
UWORD RomXLChecksum::CheckSum(ADR lo,ADR hi)
{
class RomPage *rom = Machine->OsROM()->OsPages();
UWORD sum = 0;

// Offset the low and hi such that we get the right address within the
// ROM. Note that the selftest has its origin at d000-d800 and gets
// mirrored into 5000-5800
if (lo >= 0x5000 && hi <= 0x5800) {
lo += 0x8000;
hi += 0x8000;
}
// Now get the base into the XL rom. This is at 0xc000.
lo -= 0xc000;
hi -= 0xc000;

do {
sum += UWORD(rom[lo >> PAGE_SHIFT].ReadByte(lo));
lo++;
} while(lo<hi);

return sum;
}
///

/// RomXLChecksum::InstallPatch
// This entry is called whenever a new ROM is loaded. It is required
// to install the patch into the image.
void RomXLChecksum::InstallPatch(class AdrSpace *adr,UBYTE)
{
UWORD sum;
//
```

```
// Fix up the ROM checksums.
//
sum = CheckSum(0xc002,0xd000);
sum += CheckSum(0x5000,0x5800);
sum += CheckSum(0xd800,0xe000);
adr->PatchByte(0xc000,UBYTE(sum & 0xff));
adr->PatchByte(0xc001,UBYTE(sum >> 8));
//
sum = CheckSum(0xe000,0xfff8);
sum += CheckSum(0xfffa,0x10000);
adr->PatchByte(0xfff8,UBYTE(sum & 0xff));
adr->PatchByte(0xfff9,UBYTE(sum >> 8));
}
///
```

Greetings,
Thomas

# 1646. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 03:21:00 UTC
From: Paul <PaulusXVI@excite.com>
Message-ID: <wwTaa.26028$0L3.11263106@news2.news.adelphia.net>
Source record: 22759

I STILL have nightmares of that dreaded "Fractalus alien!!!"

I think Star Raiders was ahead of its time. Very much enjoyed Shamus,
Goonies, Boulderdash, and M.U.L.E.!

"SteveV4V" <stevev4v1@attbi.com> wrote in message
news:Kqa8a.277494$SD6.14427@sccrnsc03...
> Just curious what your favorite game for the Atari8 is? I think my
favorite
> was/is Star Raiders, in fact it's what made me buy an Atari 400 in the
first
> place. The first time I saw it I was totally blown away.
>
>

# 1647. Re: Atari 800 troubleshoot

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 03:53:21 UTC
From: Paul Alhart <paulalhart@hotmail.com>
Message-ID: <R_Taa.1217$IM3.1195@nwrddc03.gnilink.net>
Source record: 22760

> > I have an Atari 800 that is not correctly reading any "up" movement on a
> > joystick. I have used another computer and two controllers to verify
this.
> >
Check the connections to resistors R138 - R153. (May be a resistor pack)
The problem is most likely a bad PIA chip (A102)

# 1648. Re: atari++ 1.20 released

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 04:28:46 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v6o50jslo61ueb@corp.supernews.com>
Source record: 22761

I meant bsd (Berkely Software Development, I think.),
not bcd (binary coded decimal.)

# 1649. FA: Atari 600 xl and 130xe plus other classic game stuff

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 06:17:24 UTC
From: LaFlamme <curly_fry2@hotmailspamcentral.com>
Message-ID: <U5Waa.182454$na.5043973@news2.calgary.shaw.ca>
Source record: 22763

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=curlyfry1

Thanks for looking

Leo
--
Im looking for Commodore Cartridges! Got any?
Check out my tradelist at http://www.commodore64.allhell.com
And my want lists too!

# 1650. Re: checksum routine in os

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 06:38:16 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0303092238.6deb68e5@posting.google.com>
Source record: 22764

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:<b4fp0t$6af$1@reader08.wxs.nl>...
> Hi!
>
> Where is the Checksum Routine stored in the XL/XE os? I want to get rid of
> it. So what do i have to do, to make the atari always boot, even when I
> modified the os, and did not change the CRC values.
>
> Marius

It starts at $FF73 and goes to $FFD6. I just put in a CLC ($18) for a
SEC ($38) at $FF90, but Shawn's method via Wolley's code also works.
I tried once for days to figure out a way to calculate a new CRC, but
every time I burnt an eprom with those values it would fail the test.
So I got tired of that and went with the CLC.

IIRC, it will show as a bad rom in the self test my way, but it will boot.

# 1651. [--- Skeleton BBS ---]

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 07:01:56 UTC
From: Winston Smith <winston.smith@pinkrose.dhis.org.remove-11l1-this>
Message-ID: <3E6BDF6B.1477.csat8@pinkrose.dhis.org>
Source record: 22762

Does anyone know the service port and password for the Atari BBS, Skeleton.Org?
Thanks In advance
--- Synchronet 3.10L-Linux NewsLink 1.43
* Planet Maca's Opus - Winsted, Ct - 860-738-7176 telnet://pinkrose.dhis.org

# 1652. The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 07:56:11 UTC
From: Adam Dunkels <adam@dunkels.net>
Message-ID: <pan.2003.03.10.07.51.18.304706@dunkels.net>
Source record: 22765
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Hello c.s.cbm, c.s.atari.8bit, and c.s.apple2!

I am extremely proud to present version 1.0 of the cross-platform, open-source, Internet-enabled Contiki operating system and desktop environment. Contiki was originally intended for the the (unexpanded) Commodore 64, but also runs on the VIC-20, CBM PET, Plus/4, Atari 8-bit and the Nintendo Entertainment System (NES). Ports to the 8-bit Apple ][, Atari Jaguar, and a bunch of other platforms are under development. This first version of Contiki contains the following:

* Multitasking kernel.
* Windowing system with themeable GUI toolkit.
* Screensaver.
* TCP/IP networking with RS-232/SLIP or Ethernet (PPP support is under development).
* Personal web server for convenient file transfers (currently only on C64/TFE systems).
* Simple Telnet client (instead of the web server on RS232-systems).
* Web browser (the world's first true web browser for 8-bit systems!).

Everything is fully multitasking and does not require any loading of programs. Contiki does not require a disk drive or any other form of mass-storage devices, which means that it is useful both for disk drive owners and tape users.

See the Contiki web site for more information, a FAQ, lots of screenshots and for downloading the binaries or the source code:

http://dunkels.com/adam/contiki/

Contiki was written in the C programming language by me (Adam Dunkels) with encouragement, suggestions and support from Ullrich von Bassewitz, author of the cc65 C compiler. The VIC-20 port has been made in cooperation with Anders Carlsson, the Atari 8-bit port in cooperation with Christian Groessler, and the NES port together with Groepaz/Hitmen. Chris Morse is currently working on the Apple ][ port and Matthias Domin is working on the Atari Jaguar port. Lawrence Chitty is working on PPP support and on porting Contiki to the Sharp Wizard PDA, Fabio Fumi is porting selected parts of Contiki to the Casio PocketViewer, and James Dessart is porting Contiki to the Tandy CoCo. Mikael Backlund has drawn the Contiki desktop icons. Huge thanks to all for making this possible!

/adam
--

Adam Dunkels - http://dunkels.com/adam/

# 1653. Accessing my old BASIC programs

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 12:35:39 UTC
From: Wrath0110 <email.name.withheld@attbi.com>
Message-ID: <u30p6vc9n3cqsrg4587ai6eb1nafqg71hh@4ax.com>
Source record: 22766

Hi All! Bob here. Well, my trusty Atari 800 is up and running again. I had most of it in boxes on the top shelf of my closet, a fate shared by several other pre-IBM platforms.

In the late 80s I spent significant portions of my time writing hobbyist software in Atari BASIC. Now I am worried about the lifespan of the media that all of that code is stored on. It's all still accessible today, but I sure would like to port all of it to the PC for archive purposes. (I wouldn't mind being able to run this old stuff on an emulator either.)

Approach 1

So I sat down with the Atari right next to my PC with the intention to print my programs to paper and then scan and OCR them into the PC realm.

What an utter waste of time. The very first program, a small one-pager, proved what was wrong with my concept. Here's a snippet:

```
i'I:;:'CI~'!Jr!-.,
,J. ,1, rl J. -.., ..
1 '~~ f::.I=,t;::E~ ("5:~ .' j
;~(~1 .:;F~~TC:!:,I-.I:IF:: :2: ., .' ;.::'
::~~t !~:: !:)li:;F;: 1
,'fi;::! FI:I~::
1. TI~i ;1 [.~E:,':T
., l,~fif.:LI:~IF:[;' ' ,
```

A run-down ribbon coupled with a ancient dot-matrix font coupled to make this the results of my labor.

If I choose to pursue this approach there's another problem: I used to use a mixture of Atari BASIC, custom tools (Like SuperFont), known tricks in assembler, pokes and screen manipulation in concert in my programs, so merely reading the code can be an adventure.

Approach 2

My second thought was to link my Atari to the IBM somehow, but looking around I don't see any easy way of doing this, short of finding a working 850 or ATR8000 (neither of which I am enamored of, having done all that in the 80s with less than optimal success.)

I have to admit that I was hoping for a simpler solution, like an adaptor for a connection to a router. Has anyone given any thought to a simple interface device that would bring the Atari onto the net?

Approach 3

I suppose another answer might be a 3.5-inch diskette drive for the Atari 800 that uses an IBM formatted diskette. *sigh*

Addenda

On an administrative note, I've obscured my e-mail address to thwart spammers who grab all of our conversations from the UseNet and pepper us with crap e-mails. Please reply to the newsgroup.

# 1654. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 13:31:39 UTC
From: "Dave R." <watson@enteract.com>
Message-ID: <Xns933A4DA1E1979watsonenteractcom@204.127.204.17>
Source record: 22767
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

"Adam Dunkels" <adam@dunkels.net> wrote in
news:pan.2003.03.10.07.51.18.304706@dunkels.net:

> I am extremely proud to present version 1.0 of the cross-platform,
> open-source, Internet-enabled Contiki operating system and desktop
> environment.

Adam,

I just read about this on Slashdot.

You scare me.

Seriously, *GREAT* work. I can't wait to try it out. I know an SCPU isn't
required, but will it run in 20MHz mode?

# 1655. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 13:36:57 UTC
From: "D.B." <sorry@no.spam>
Message-ID: <3e6c94eb$0$23364$afc38c87@sisyphus.news.be.easynet.net>
Source record: 22768
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

WOW

# 1656. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 13:53:32 UTC
From: Adam Dunkels <adam@dunkels.net>
Message-ID: <pan.2003.03.10.13.53.29.759899@dunkels.net>
Source record: 22770
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Hi!

On Mon, 10 Mar 2003 13:31:39 +0000, Dave R. wrote:

> "Adam Dunkels" <adam@dunkels.net> wrote in
> news:pan.2003.03.10.07.51.18.304706@dunkels.net:
>
>> I am extremely proud to present version 1.0 of the cross-platform,
>> open-source, Internet-enabled Contiki operating system and desktop
>> environment.
>
> Adam,
>
> I just read about this on Slashdot.
>
> You scare me.

:-P

> Seriously, *GREAT* work. I can't wait to try it out. I know an SCPU isn't
> required, but will it run in 20MHz mode?

Thanks!

It probably will run on the 65816 in 6502, since it does not do
anything special or tricky on the C64. It won't make any use of the
extra RAM, however.

/adam
--
Adam Dunkels - http://dunkels.com/adam/

# 1657. Re: MyDOS question

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 14:02:17 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <b4i5r0$30hc$1@innferno.news.tiscali.de>
Source record: 22769

The BOSS-X Filemanager uses ">", but can easy rewritten to use only ":".

Mirko

www.atarixle.de

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> schrieb im
Newsbeitrag news:b47lkp$485$1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> Just a quick question:
>
> As many will no know, you can substitute the ':' character for the '>'
> character in MyDOS 4.5x.
> One could use e.g: D1>SUB1>FILENAME.EXT instead of D1:SUB1:FILENAME.EXT
>
> Does anybody use this feature?
>
> CU Mathy van Nisselroy
>
> --
> ---
> My old email address has ceased to exist, please use my new address.
> Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
> Adresse.
> Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
> adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy
>
>

# 1658. Re: xep80ttl

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 14:26:47 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b4i7bl$7te$1@nets3.rz.RWTH-Aachen.DE>
Source record: 22771

Howdy Matthias, folks

> > Why don't you try tro squeeze some color out of the XEP80? According to
the
> > data sheets of the NS405 (main controller inside the XEP80) it can be
done
> > quite easily.
>
> NACK. The datasheet mentions that you could use the intensity output
> of the NS405 to switch between two colors (instead of halfbright/
> fullbright).

Sorry, I do have the data sheets at home, about 40 pages of text and graphics. And it clearly tells you how to upgrade it so that it will use colours. How many bits are to be used for each colour is up to the developer. An extra multiplexer is needed plus some other stuff.

CU Mathy van Nisselroy

# 1659. Re: xep80ttl

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 14:30:09 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b4i7i2$862$1@nets3.rz.RWTH-Aachen.DE>
Source record: 22772

Howdy Bob

> I have the book for the NS405 - I just don't care much for the XEP80...

That's a pitty. The NS405 can do much more then it is allowed to do in the XEP80.

> I wish I could answer your AC question, but I really don't know.

Atleast you're giving me this answer.

> It takes me a long time to do anything it seems.

Welcome to the club!!!

CU Mathy van Nisselroy

# 1660. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 15:31:24 UTC
From: rand <rand@newsguy.com>
Message-ID: <0001HW.BA920BEC010C76E7F0101600@enews.newsguy.com>
Source record: 22773
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Wow, I just successfully loaded this on the Power64 emulator on Mac OS X.
I'm wondering if I can configure Power64 somehow to talk to my cable modem so
that I can actually see web pages load on the web browser!!!

GREAT JOB!

Randy

On Mon, 10 Mar 2003 1:56:11 -0600, Adam Dunkels wrote
(in message <pan.2003.03.10.07.51.18.304706@dunkels.net>):

> Hello c.s.cbm, c.s.atari.8bit, and c.s.apple2!
>
> I am extremely proud to present version 1.0 of the cross-platform,
> open-source, Internet-enabled Contiki operating system and desktop
> environment. Contiki was originally intended for the the (unexpanded)
> Commodore 64, but also runs on the VIC-20, CBM PET, Plus/4, Atari
> 8-bit and the Nintendo Entertainment System (NES). Ports to the 8-bit
> Apple ][, Atari Jaguar, and a bunch of other platforms are under
> development. This first version of Contiki contains the following:

# 1661. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 16:28:52 UTC
From: wildstar128 <wildstar128@hotmail.com>
Message-ID: <v6qn5mdh384v2a@corp.supernews.com>
Source record: 22715
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Looks, Very Nice !!!!

"Adam Dunkels" <adam@dunkels.net> wrote in message
news:pan.2003.03.10.07.51.18.304706@dunkels.net...
> Hello c.s.cbm, c.s.atari.8bit, and c.s.apple2!
>
> I am extremely proud to present version 1.0 of the cross-platform,
> open-source, Internet-enabled Contiki operating system and desktop
> environment. Contiki was originally intended for the the (unexpanded)
> Commodore 64, but also runs on the VIC-20, CBM PET, Plus/4, Atari
> 8-bit and the Nintendo Entertainment System (NES). Ports to the 8-bit
> Apple ][, Atari Jaguar, and a bunch of other platforms are under
> development. This first version of Contiki contains the following:
>
> * Multitasking kernel.
> * Windowing system with themeable GUI toolkit.
> * Screensaver.
> * TCP/IP networking with RS-232/SLIP or Ethernet (PPP support is under
> development).
> * Personal web server for convenient file transfers (currently only on
> C64/TFE systems).
> * Simple Telnet client (instead of the web server on RS232-systems).
> * Web browser (the world's first true web browser for 8-bit systems!).
>
> Everything is fully multitasking and does not require any loading of
> programs. Contiki does not require a disk drive or any other form of
> mass-storage devices, which means that it is useful both for disk
> drive owners and tape users.
>
> See the Contiki web site for more information, a FAQ, lots of
> screenshots and for downloading the binaries or the source code:
>
> http://dunkels.com/adam/contiki/
>
> Contiki was written in the C programming language by me (Adam Dunkels)
> with encouragement, suggestions and support from Ullrich von
> Bassewitz, author of the cc65 C compiler. The VIC-20 port has been
> made in cooperation with Anders Carlsson, the Atari 8-bit port in
> cooperation with Christian Groessler, and the NES port together with
> Groepaz/Hitmen. Chris Morse is currently working on the Apple ][ port
> and Matthias Domin is working on the Atari Jaguar port. Lawrence
> Chitty is working on PPP support and on porting Contiki to the Sharp
> Wizard PDA, Fabio Fumi is porting selected parts of Contiki to the

> Casio PocketViewer, and James Dessart is porting Contiki to the Tandy
> CoCo. Mikael Backlund has drawn the Contiki desktop icons. Huge
> thanks to all for making this possible!
>
> /adam
> --
> Adam Dunkels - http://dunkels.com/adam/
>

# 1662. Re: xep80ttl

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 16:39:30 UTC
From: Matthias Reichl <usenet-20030310@hias.horus.com>
Message-ID: <slrnb6pfta.1at.usenet-20030310@camel.hias.horus.com>
Source record: 22774

Hi!

On Mon, 10 Mar 2003 15:26:47 +0100, Mathy van Nisselroy wrote:
> Sorry, I do have the data sheets at home, about 40 pages of text and
> graphics. And it clearly tells you how to upgrade it so that it will use
> colours. How many bits are to be used for each colour is up to the
> developer. An extra multiplexer is needed plus some other stuff.

Hmmm. It seems we've got different versions of the datasheet.... :-(

I just had a look at my datasheet and discovered a short section about
external attributes that I missed when I wrote my last posting. Sorry.

Here's the full text (typed in by hand from the scanned PDF,
so there may be some typos...):

---- 8< -------- 8< -------- 8< -------- 8< -------- 8< -------- 8< ----
5.0 Extra Attributes

One may want to expand the external attribute field by adding more bits
so that functions such as color (Red-Green-Blue drive) or grey scale
may be implemented. Like the eight attributes which the chip handles
internally these extra attributes would operate on a character cell
basis. To add attribute bits one would have to duplicate the internal
4 level character/attribute FIFO externally using fast MSI chips. To
assist in handling the external FIFO circuitry the TMP features two FIFO
clocking signals on pins 17 and 25. The FIFO IN Clock (/FICLK) is used
to strobe attribute data into the external FIFO circuits in synchronism
with the internal TMP FIFO. Its timing is identical to /RAMRD but is
only active when the video does a display RAM read to load its FIFO. The
FIFO OUT Clock (/FOCLK) pulses for 1-3 bit times each time the video
starts the display of a new character cell. The external FIFO would
use the rising edge of this signal to clock out or latch the attribute
output.

In order for the TMP CPU to access the additional attribute bits special
bus gating arrangements would have to be worked out on the System
Bus (Video Data Bus is at most 16 bits wide). Unless one were to run
with internal attributes or only use a few of the external attributes
in which case the unused bits could be used with the external FIFO.
Whenever using the /FOCLK the intensity attribute is disabled since they
both share the same pin.
---- 8< -------- 8< -------- 8< -------- 8< -------- 8< -------- 8< ----

Please let me know if your docs are clearer, maybe you could post
some of the interesting parts.

so long,

Hias

# 1663. New OS?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 16:57:28 UTC
From: Spamless <Spamless@Nil.nil>
Message-ID: <3e6cc3f8$1_2@nntp2.nac.net>
Source record: 22775

[from slashdot: http://slashdot.org/]

Adam Dunkels writes "This is for those of you who think that a text-based operating system that fits compressed on a 1.44Mb floppy counts as 'tiny': the brand new Contiki operating system [http://dunkels.com/adam/contiki/] and desktop environment for the Commodore 64, with ports to a bunch of other platforms [http://dunkels.com/adam/contiki/ports/] such as the 8-bit Nintendo Entertainment System, the VIC-20, 8-bit Ataris, Atari Jaguar, the Tandy CoCo, and the Apple ][ under development. The Contiki system includes the following: a multi-tasking kernel [http://dunkels.com/adam/contiki/ek.html], a windowing system and themeable GUI toolkit [http://dunkels.com/adam/contiki/ctk.html], a screen saver [http://dunkels.com/adam/contiki/apps/screensaver.html], a TCP/IP stack [http://dunkels.com/adam/contiki/tcpip.html], a personal web server [http://dunkels.com/adam/contiki/apps/webserver.html], and a web browser [http://dunkels.com/adam/contiki/apps/webbrowser.html]. The Contiki web browser, which is likely to be the world's smallest browser given its extremely small memory footprint, is the world's first true web browser for an 8-bit system and probably makes the 21 years old Commodore 64 the oldest system ever to run a real web browser! All of the above programs are contained in a single, fully self-contained, 42 kilobytes large binary. The entire Contiki system with all programs running simultaneously is comfortable in 64 kilobytes of memory. The name 'Contiki' is derived from Thor Heyerdahl's famous Kon-Tiki raft which was able to sail across the Pacific Ocean despite being built using prehistoric techniques, something previously thought impossible. There are also screenshots [http://dunkels.com/adam/contiki/ss.html] and a FAQ avaliable [http://dunkels.com/adam/contiki/faq.html]."

# 1664. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 17:18:15 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <5P3ba.15$kl5.669@nsw.nnrp.telstra.net>
Source record: 22776
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Adam Dunkels <adam@dunkels.net> wrote in message
news:pan.2003.03.10.07.51.18.304706@dunkels.net...
> Hello c.s.cbm, c.s.atari.8bit, and c.s.apple2!
>

Could someone please gives this guy a medal! That's pretty impressive,
seriously.

# 1665. Re: Accessing my old BASIC programs

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 17:24:59 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <LT3ba.12240$wJ1.1186498@newsread2.prod.itd.earthlink.net>
Source record: 22777

"Wrath0110" <email.name.withheld@attbi.com> wrote in message
news:u30p6vc9n3cqsrg4587ai6eb1nafqg71hh@4ax.com...
> My second thought was to link my Atari to the IBM somehow, but looking
> around I don't see any easy way of doing this, short of finding a
> working 850 or ATR8000 (neither of which I am enamored of, having done
> all that in the 80s with less than optimal success.)

Look for documentation on the web for SIO2PC cables. There are two basic designs for them with the 1489 version being easiest having been completed by many as there first time project and the MAX232 version which is a more robust design.

They are frequently forsale on eBay at ~$25.

The two most popular software packages are SIO2PC and APE. SIO2PC has a really small footprint, it can run on an 8088 with a floppy drive. APE has a Windows version that naturally takes more room.

There is a learning curve you have to go through with the SIO2PC and possibly emulators on the PC to get everything squared away. Archiving will be no problem but you may have to resort to other tricks to get a print out if you used any of the special Atari graphics characters in your program. A straight bit map dump of the screen data works if you don't install a special character set.
<snip>
> I suppose another answer might be a 3.5-inch diskette drive for the
> Atari 800 that uses an IBM formatted diskette. *sigh*

You can use an ATR8000 or modified XF551 with 3.5" disk in 720k format to transfer files. IMO these are both less then optimal solutions since you will be spending a large amount of money on hardware and end with less functionality in the task you have at hand.

# 1666. Re: Atari 800 troubleshoot

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 17:40:15 UTC
From: Bill Ko <billko@no-spam.comcast.net>
Message-ID: <kpo4mKkdV4bJ-pn2-5tirBg6TfdfR@localhost>
Source record: 22778

Did you check to make sure that it's not something like a cold solder
joint on the motherboard's connector?

On Sun, 9 Mar 2003 20:22:42 UTC, "Rick D." <webrickd@cswebmail.com>
wrote:

> WeedWarrior wrote:
>
> > I have an Atari 800 that is not correctly reading any "up" movement on a
> > joystick. I have used another computer and two controllers to verify this.
> >
> > Is it possibly something simple like one of the resistors at the joystick
> > port or should I replace the mainboard?
> >
> > Any help is appreciated,
> > Mike Lange
>
> First to try always...pry up the chips a little, then reseat them.
>
>
> Rick D.
>
>
>

--
Bill
(Please remove "no-spam" from address when replying)

# 1667. 600 XL RAM - where ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 18:24:05 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E6CD845.E0B1F64B@students.uni-mainz.de>
Source record: 22779

Hello folks,
a silly + stupid question: The 600 XL normally has 16k RAM - but where
?? 0000-3FFF??? What happens if I turn off Basic - do I have 24k RAM
then ??? Does the 600XL in its standard form have RAM under the OS ROM
??? -Andreas.

# 1668. Re: 600 XL RAM - where ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 18:37:13 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <tX4ba.12347$wJ1.1193711@newsread2.prod.itd.earthlink.net>
Source record: 22780

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3E6CD845.E0B1F64B@students.uni-mainz.de...
> Hello folks,
> a silly + stupid question: The 600 XL normally has 16k RAM - but where
> ?? 0000-3FFF??? What happens if I turn off Basic - do I have 24k RAM
> then ??? Does the 600XL in its standard form have RAM under the OS ROM
> ??? -Andreas.

Right, $0000-$3FFF. There is no RAM under BASIC or OS ROM as it ends at
$3FFF and can't be mirrored to another location AFAIK.

# 1669. Re: atari++ 1.20 released

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 18:38:26 UTC
From: Slor <slor@comcast.net>
Message-ID: <b4im41$20am9o$1@ID-164868.news.dfncis.de>
Source record: 22781

> 
> Being that it's early days for the port and it's only just restarted
> after the public differences between the two sets emulator dev peeps
> there's no date for any releases of the Win port.
> 
> I'm sure Slor will pass on whatever info relating to that as the time
> comes, I certainly am *not* speaking on his behalf.

Indeed, I'm in the midst of getting this off the ground again. I've been out of town and busy with some other projects, but I should be back in the swing soon. As the rest of you, I'm glad the licensing issues got worked out, and I'll be speaking to the Windows beta volunteers soon.

--
Slor

# 1670. Re: Need information about Turbo cassette formats

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 18:42:17 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E6CDC89.6095605A@students.uni-mainz.de>
Source record: 22782

Well,
there were many turbo Tapes in the 80`s and 90`s. Some were software based, while others (mostly faster ones) were hardware based. I do remember a programm called Filecopy x.x (had a red screen and white text) which could copy c=>c, D=>D, C=D, D=C (i.e. a Tape-Disk Copier). when you copied something to tape, you could use short or long IRG and 600 or 800 baud; in the german magazine computer Kontakt they had a simple basic programm called Speed Tape - this one should work with approx. 1000 baud; in a later CK magazine (or maybe the german Atari magazine) they had a program called CBAUD plus a special copier program; the copier program could convert 600 baud tapes into 1200 baud tapes; CBAUD.COM was the loader program for these 1200 baud tapes; Ok, this was the software side...

Now, the hardware, I do remember the eastern german turbo 6000, which worked with 6000 baud, the czech or polish turbo 2000 that was only named turbo 2000 in the 80s or 90s (2000 = ahead of its time!) but worked with varying speeds. at least Bewesoft provided some software for his Bewedos, where one could load Bewedos from a turbo 2000 tape with varying speed; don`t know how fast the turbo 2000 really is. Surely Jindrish can tell you more about that. Maybe Sven Gleich can tell more about the eastern german turbo 6000 tape (he has schematics on his homepage for that). Finally there was the british RAMBIT turbo tape, sold by Derek Fern (Microdiscount) and others. It claimed to have a speed of 9600 baud. Most programs by Microdiscount could be bought as Disk, Tape or Rambit turbo tape in the 90s... -Andreas.

Matthias Reichl schrieb:
>
> On Thu, 06 Mar 2003 22:51:00 +0100, Ernest R Schreurs wrote:
> > I do not know if I can spend
> > some time working on my cassette stuff but it would be nice to have
> > some technical information about the various Turbo cassette formats.
>
> It's been a really long time since I used my 1010 (almost 20 years ago),
> but back in the mid 80s I spent some time playing with turbo formats.
>
> Either I got the original software from a friend, or maybe I got it
> from a german computer magazine - can't remember (sorry, I can't
> remember the name of the software - if it had one at all).
>
> I analyzed the software and started tweaking it a bit to see how far
> an unmodified 1010 could go.
>
> The code was in fact quite simple: IIRC it tweaked the original

> SIO routine of the Atari OS ROM to just use a higher baud rate when
> sending/receiving cassette data. Maybe it also used different
> frequencies for mark/space, but I can't remember that correctly.
>
> The rest of the code (block size, checksum stuff etc.) was exactly
> the same as in the original SIO routine.
>
> I tried different (higher) baud rates, and also experimented with
> larger block sizes (eg 1 or 2k instead of 128 bytes, or the whole
> file in just one large block) - it all worked quite well. I started
> converting a few games to this high speed format (prepended with
> a small boot loader containing the high-speed code), but then
> lost interest soon when I got my 1050.
>
> In case you are trying to read a format similar to this one
> (don't know details about the other formats), I'd recommend doing
> a FFT analysis of the WAV file (to find out the mark/space
> frequencies) and then guess the baudrate from looking at the
> WAV file. Should be doable with a little bit of trial-and-error.
>
> Sorry, it's not much information I can remember, but maybe some others
> know a little bit more details about other formats.
>
> so long,
>
> Hias

# 1671. Re: atari mags (was XEP80 TTL)...

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 18:47:19 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E6CDDB7.F45FF839@students.uni-mainz.de>
Source record: 22783

Well,
paying for some Atari magazines and never receiving them, seems to be
normal, when the publisher has *any kind of* problems. Me, I paid for
the "final" 6 issues of New Atari User (there were some ads here in csa8
by Les Ellingham), that was 35 british pounds or 105 german marks some
years ago. these final issues of NAU never saw the light of day (and I
never got my money back)... -andreas.

kenames@pacbell.net schrieb:
>
> hi Mathy,
> don't feel alone. 4(?) years ago I sent a years subscription fee but
> never got any magazines at all. I hope to someday.
>
> Ken
>
> On Thu, 6 Mar 2003 13:58:00, "Mathy van Nisselroy"
> <mathy.van_nisselroy@post.rwth-aachen.de> wrote:
>
> > Howdy Bob
> >
> > Why don't you try tro squeeze some color out of the XEP80? According to the
> > data sheets of the NS405 (main controller inside the XEP80) it can be done
> > quite easily. Data sheets are available at freetrade.com I heard.
> >
> > BTW will there ever be a next issue of Atari Classics? I've payed for 4
> > more mags and 2 more disks IIRC.
> >
> > CU Mathy van Nisselroy
> >
> >
> >
>
> --

# 1672. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 18:48:29 UTC
From: Mike Lee <mldl21624@blueyonder.co.uk>
Message-ID: <755ba.34$qQ4.10@news-binary.blueyonder.co.uk>
Source record: 22784
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

I have to say, this isn't half bad, a good program for sure.....
Mike.....
"Adam Dunkels" <adam@dunkels.net> wrote in message
news:pan.2003.03.10.07.51.18.304706@dunkels.net...
> Hello c.s.cbm, c.s.atari.8bit, and c.s.apple2!
>
> I am extremely proud to present version 1.0 of the cross-platform,
> open-source, Internet-enabled Contiki operating system and desktop
> environment. Contiki was originally intended for the the (unexpanded)
> Commodore 64, but also runs on the VIC-20, CBM PET, Plus/4, Atari
> 8-bit and the Nintendo Entertainment System (NES). Ports to the 8-bit
> Apple ][, Atari Jaguar, and a bunch of other platforms are under
> development. This first version of Contiki contains the following:
>
> * Multitasking kernel.
> * Windowing system with themeable GUI toolkit.
> * Screensaver.
> * TCP/IP networking with RS-232/SLIP or Ethernet (PPP support is under
> development).
> * Personal web server for convenient file transfers (currently only on
> C64/TFE systems).
> * Simple Telnet client (instead of the web server on RS232-systems).
> * Web browser (the world's first true web browser for 8-bit systems!).
>
> Everything is fully multitasking and does not require any loading of
> programs. Contiki does not require a disk drive or any other form of
> mass-storage devices, which means that it is useful both for disk
> drive owners and tape users.
>
> See the Contiki web site for more information, a FAQ, lots of
> screenshots and for downloading the binaries or the source code:
>
> http://dunkels.com/adam/contiki/
>
> Contiki was written in the C programming language by me (Adam Dunkels)
> with encouragement, suggestions and support from Ullrich von
> Bassewitz, author of the cc65 C compiler. The VIC-20 port has been
> made in cooperation with Anders Carlsson, the Atari 8-bit port in
> cooperation with Christian Groessler, and the NES port together with
> Groepaz/Hitmen. Chris Morse is currently working on the Apple ][ port
> and Matthias Domin is working on the Atari Jaguar port. Lawrence
> Chitty is working on PPP support and on porting Contiki to the Sharp
> Wizard PDA, Fabio Fumi is porting selected parts of Contiki to the

> Casio PocketViewer, and James Dessart is porting Contiki to the Tandy
> CoCo. Mikael Backlund has drawn the Contiki desktop icons. Huge
> thanks to all for making this possible!
>
> /adam
> --
> Adam Dunkels - http://dunkels.com/adam/
>

---
Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.459 / Virus Database: 258 - Release Date: 25/02/2003

# 1673. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 18:48:46 UTC
From: "White Flame (aka David Holz)" <whiteflame52@y.a.h.o.o.com>
Message-ID: <b4imm1$1cl3$1@barad-dur.nas.com>
Source record: 22794
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

"Adam Dunkels" <adam@dunkels.net> wrote in message
news:pan.2003.03.10.07.51.18.304706@dunkels.net...
> I am extremely proud to present version 1.0 of the cross-platform,
> open-source, Internet-enabled Contiki operating system and desktop
> environment.

yet another *wow*! You totally beat me to the punch on this one, and
definitely pulled it off better than the project I had planned!

I'm actually quite a fan of cooperative multitasking due to its efficiency.
It's nice to see it still used in a world of preemptives.

--
White Flame (aka David Holz)
http://www.white-flame.com/
(spamblock in effect)

# 1674. Re: MyDOS question

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 18:49:49 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E6CDE4D.305FDFD7@students.uni-mainz.de>
Source record: 22786

Well,
I do not use MyDOS subdirs often, but whenever I do, I use the ":" The
">" is for sparta compatibility, but since I don`t like sparta, I don`t
use that... -andreas.

machf schrieb:
>
> On Thu, 6 Mar 2003 15:23:09 +0100, "Mathy van Nisselroy"
> <mathy.van_nisselroy@post.rwth-aachen.de> wrote:
>
> >Howdy folks
> >
> >Just a quick question:
> >
> >As many will no know, you can substitute the ':' character for the '>'
> >character in MyDOS 4.5x.
> >One could use e.g: D1>SUB1>FILENAME.EXT instead of D1:SUB1:FILENAME.EXT
> >
> >Does anybody use this feature?
> >
> >CU Mathy van Nisselroy
>
> Yep. BUT:
>
> I think "D1:FILENAME.TXT" would rather be the same as "D1>SUB1>FILENAME.EXT"
> after you've changed directories into D1>SUB1.
> Or maybe that was "D:FILENAME.TXT"...
>
> --
> __________ ____---____ Marco Antonio Checa Funcke
> _________D /-/---_----' Santiago de Surco, Lima, Peru
> _H__/_/ http://machf.tripod.com
> '-_____|(
>
> remove the "no_me_j." and "sons.of." parts before replying

# 1675. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 18:50:22 UTC
From: Mike Lee <mldl21624@blueyonder.co.uk>
Message-ID: <V65ba.43$qQ4.3@news-binary.blueyonder.co.uk>
Source record: 22785
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

This is making me think of using my C64 for the Internet...
To see just what the C64 is capable of Internet wise.....

Mike.....

--
http://uk.geocities.com/swift240/mikes_page_1.html
"Adam Dunkels" <adam@dunkels.net> wrote in message
news:pan.2003.03.10.07.51.18.304706@dunkels.net...
> Hello c.s.cbm, c.s.atari.8bit, and c.s.apple2!
>
> I am extremely proud to present version 1.0 of the cross-platform,
> open-source, Internet-enabled Contiki operating system and desktop
> environment. Contiki was originally intended for the the (unexpanded)
> Commodore 64, but also runs on the VIC-20, CBM PET, Plus/4, Atari
> 8-bit and the Nintendo Entertainment System (NES). Ports to the 8-bit
> Apple ][, Atari Jaguar, and a bunch of other platforms are under
> development. This first version of Contiki contains the following:
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> Everything is fully multitasking and does not require any loading of
> programs. Contiki does not require a disk drive or any other form of
> mass-storage devices, which means that it is useful both for disk
> drive owners and tape users.
>
> See the Contiki web site for more information, a FAQ, lots of
> screenshots and for downloading the binaries or the source code:
>
> http://dunkels.com/adam/contiki/
>
> Contiki was written in the C programming language by me (Adam Dunkels)
> with encouragement, suggestions and support from Ullrich von
> Bassewitz, author of the cc65 C compiler. The VIC-20 port has been
> made in cooperation with Anders Carlsson, the Atari 8-bit port in
> cooperation with Christian Groessler, and the NES port together with

> Groepaz/Hitmen. Chris Morse is currently working on the Apple ][ port
> and Matthias Domin is working on the Atari Jaguar port. Lawrence
> Chitty is working on PPP support and on porting Contiki to the Sharp
> Wizard PDA, Fabio Fumi is porting selected parts of Contiki to the
> Casio PocketViewer, and James Dessart is porting Contiki to the Tandy
> CoCo. Mikael Backlund has drawn the Contiki desktop icons. Huge
> thanks to all for making this possible!
>
> /adam
> --
> Adam Dunkels - http://dunkels.com/adam/
>

---
Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.459 / Virus Database: 258 - Release Date: 25/02/2003

# 1676. Re: Name this game: Australian Q*Bert-eque game

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 18:50:50 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E6CDE8A.70EA63B9@students.uni-mainz.de>
Source record: 22787

XAGON!
greets, andreas.

P.S.: E-mail me, if you want a copy...

William Kendrick schrieb:
> 
> There was this VERY cute Shareware or free game written in Australia
> (I think my members of a user group) which had game play _kind_ of similar
> to that of Q*Bert.
> 
> It's kind of an isometric view of the game area. You're a cute little
> critter (with sunglasses, I think) and you jump around between hexagon-shaped
> tiles. When you land on one, it gets pushed down (and a corresponding one
> elsewhere on the screen moves up). The object is to get all of the tiles
> at the same, middle level.
> 
> What's the name of this game!? I've completely forgotten, and I think I'm
> too tired to use Google very well. ;^)
> 
> Thanks!
> 
> --
> bill@newbreedsoftware.com Hire me!
> http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 1677. Re: MyDOS question

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 18:52:37 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E6CDEF5.E4358F10@students.uni-mainz.de>
Source record: 22788

Well,
I vote for the ":" for a mydos subdir - so it doesn`t look like a dos
2.5 enhanced density file... -andreas.

Mathy van Nisselroy schrieb:
>
> Howdy Carsten
>
> > Why do you ask?
>
> Somebody is working on MyDOS (I'm just a Beta tester) and we were thinking
> of killing that feature.
>
> What do you think? Should we keep it or toss it?
>
> CU Mathy van Nisselroy

# 1678. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 18:55:24 UTC
From: "D.B." <sorry@no.spam>
Message-ID: <3e6cdf8e$0$23364$afc38c87@sisyphus.news.be.easynet.net>
Source record: 22789
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Ok, so now who makes me a TFE?
:-)

really

# 1679. Re: MyDOS question

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 18:57:16 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E6CE00C.B540B4D1@students.uni-mainz.de>
Source record: 22790

Well,
most programs (that I am aware of) which support subdirs, do not care,
if you use the : or > for the subdir. They have only limits in the
subdir length (for example max. 40 chars.). As said before: most
programs. afaik, the JPEG-Converter (A8JDPEG) by Raphael Espino uses the
: for a subdir, doesn`t it ?!? -Andreas.

Carsten Strotmann schrieb:
>
> Mathy van Nisselroy wrote:
>
> > Howdy Carsten
> >
> >> Why do you ask?
> >
> > Somebody is working on MyDOS (I'm just a Beta tester) and we were thinking
> > of killing that feature.
> >
> > What do you think? Should we keep it or toss it?
> >
> > CU Mathy van Nisselroy
>
> Isn't it an feature of the File Management System, not only a function of
> the DUP? If it is in the FMS, I would vote for keeping it, because that
> feature help writing compatible programs.
>
> Example: Open #1,4,0,"D:>SUB>MYDATA.BTA"
>
> would work in MyDOS and in Sparta DOS (please correct me if I'm wrong).
> So killing this feature will need the programmers to make seperate programms
> for MyDOS and SpartaDOS, if they would like to support Directries.
>
> Why do you want to kill this feature? Do you need save some memory?
> If this is the case, killing the ":" would be better. But that can break a
> whole lot of existing programs.
>
> Not an easy decision.
>
> Best regards
>
> Carsten

# 1680. Re: why XF351, 1055, and 1053 never released?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 18:58:41 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E6CE061.BE4DB809@students.uni-mainz.de>
Source record: 22791

Well,
maybe the Atari historical society homepage by curt Vendel. alas, I do
not remember its URL right now... -Andreas.

rtdos schrieb:
>
> anyone have any photos of these ?
>
> "richard cortese" <ricortes@earthlink.net> wrote in message
news:<myB9a.4736$wJ1.490490@newsread2.prod.itd.earthlink.net>...
> > "Hon Tseng" <pcuser45@yahoo.com> wrote in message
> > news:baA9a.118200$P1.7451301@news1.east.cox.net...
> > > I read the article about Atari disk drive family. According to the
> > article,
> > > 1055, XF351, and 1053 were never released. I'd like to know why they were
> > > not released. Any idea?
> >
> > IIRC: The word out of Atari was that software distributers did not want to
> > add 3.5" support for the Atari so those were dropped in favor of the XF551.
> >
> > I don't know about the 1053. There were a lot of 8 bit things in the works
> > that just got dumped when the Tramiels took over. They believed the future
> > was going to be 16 bit. Going XF551 vs. the 1053 meant they could use the
> > same disk controller chip as the ST. There were also some rumors at the time
> > that Atari got ahold of some bargain basement 8050 microcontrollers so that
> > was the way they went.
> >
> > Not directly related but could be a reason. The 815 dual drive system ended
> > up being unreliable and actually would have cost more then buying two 810s.
> > It could be the 1053 with 4x as much storage as a 1050 was going to cost 5x
> > as much.

# 1681. Re: Compute!'s First Book of Atari

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 19:03:07 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E6CE16B.16CC863F@students.uni-mainz.de>
Source record: 22792

Well,
for Computes first book of Atari Basic I have all the listings as an ATR
image. But only for the first book, not for the second or third. Write
me an e-mail to get a copy of this ATR... -andreas.

LarryWhite schrieb:
>
> The programs and text of C1BA are currently being scanned and proof-read for
> posting at atariarchives.org (with permission). Does anyone know if any of the
> type-in programs can be found already in machine-readable format? Ditto for
> the Second and Third books, since they will eventually be done, also.
>
> The type-in programs are especially difficult, since nearly all have dot
> matrix print which makes OCR'ing results very poor. Typing them in from
> scratch is quite a bit faster in most cases.
> Thanks,
> Larry

# 1682. Re: checksum routine in os

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 19:06:19 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E6CE22B.F9A1A854@students.uni-mainz.de>
Source record: 22793

Attention!
there are some commecial programs (like Encounter! by synapse) that look
for the OS version and/or the CRC numbers. They will not work anymore if
the OS version number or CRC are wrong or completely missing...
-andreas.

Marius Diepenhorst schrieb:
>
> Hi!
>
> Where is the Checksum Routine stored in the XL/XE os? I want to get rid of
> it. So what do i have to do, to make the atari always boot, even when I
> modified the os, and did not change the CRC values.
>
> Marius

# 1683. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 21:27:40 UTC
From: Brian Bagnall <bbagnall@check.my.web.page>
Message-ID: <gr7ba.61687$7_.271084@news1.mts.net>
Source record: 22795
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

I'm thinking it's time to build a TFE. Looks like it would be a fun project.

"D.B." <sorry@no.spam> wrote in message
news:3e6cdf8e$0$23364$afc38c87@sisyphus.news.be.easynet.net...
> Ok, so now who makes me a TFE?
> :-)
>
> really

# 1684. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 22:35:38 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.LNX.4.44.0303101427080.18863-100000@lab.oregonvos.net>
Source record: 22796
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On Mon, 10 Mar 2003, Adam Dunkels wrote:
|Hello c.s.cbm, c.s.atari.8bit, and c.s.apple2!
|
|I am extremely proud to present version 1.0 of the cross-platform,
|open-source, Internet-enabled Contiki operating system and desktop
|environment.

hm

|Contiki was originally intended for the the (unexpanded) Commodore 64,
|but also runs on the VIC-20, CBM PET, Plus/4, Atari 8-bit and the
|Nintendo Entertainment System (NES).

Runs, or just barely manages to run?

|Ports to the 8-bit Apple ][, Atari Jaguar, and a bunch of other
|platforms are under development.

If your program runs equally well on all those other platforms,
why even bother 'porting' it to the Apple, Atari, and you name it,
as it probably already runs magically perfectly on every platform
imaginable?

|This first version of Contiki contains
the following:
|
|* Multitasking kernel.

And *here* you were saying it ran on a C-64 or Vic 20. But now you are
suggesting a ROM replacement.

|* Windowing system with themeable GUI toolkit.

Well, it must be nice to offer Windows enthusiasts an alternative to
their damnably bad OS.

# 1685. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 22:38:51 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.LNX.4.44.0303101436150.18863-100000@lab.oregonvos.net>
Source record: 22697
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On Tue, 11 Mar 2003, Clockmeister wrote:
|Adam Dunkels <adam@dunkels.net> wrote in message
|news:pan.2003.03.10.07.51.18.304706@dunkels.net...
|> Hello c.s.cbm, c.s.atari.8bit, and c.s.apple2!
|
|Could someone please gives this guy a medal! That's pretty impressive,
|seriously.

You mean, all it takes is a ROM replacement, and you are suddenly on
Internet? Running the same code, regardless if it is a Vic-20 or
C-64, or yet the soon-to-be-ported Apple II?

# 1686. Old Atari video game?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 22:51:05 UTC
From: LS <lannie@me.com>
Message-ID: <b10ce0ea32eae258bf2cf30a610624f8@news.teranews.com>
Source record: 22698

My coworker says he has a old Atari game console. It is a motorcycle handlebar that hooks to a TV. You race and jump over things. I thinks it is from the 70's.

Anyone heard of this? I'm trying to talk him out of it. I'm trying to build a collection of all Atari hardware.

Lannie

# 1687. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 22:59:13 UTC
From: uz@remove-to-reply.musoftware.de
Message-ID: <1c5j4b.oq2.ln@news.musoftware.de>
Source record: 22699
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

In comp.sys.cbm Matthew Montchalin <mmontcha@oregonvos.net> wrote:
> |* Multitasking kernel.
>
> And *here* you were saying it ran on a C-64 or Vic 20. But now you are
> suggesting a ROM replacement.

Please read again. There's a difference between a "kernel" and a "kernal". A "kernel" is a core of something, while "kernal" is used in the Commodore world when talking about the ROM containing the operating system. So

* Multitasking kernel

does just mean that the Contiki core contains features to allow different apps to run at the same time.

And, because Adam was talking about a "kernel" (not the "kernal"), there's no need to swap any ROMs.

Regards

Uz

--
Ullrich von Bassewitz uz@remove-to-reply.musoftware.de
11:51pm up 33 days, 7:47, 12 users, load average: 0.02, 0.13, 0.11

# 1688. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 23:14:26 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <219ba.1$Vr5.474@nsw.nnrp.telstra.net>
Source record: 22700
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Matthew Montchalin <mmontcha@OregonVOS.net> wrote in message
news:Pine.LNX.4.44.0303101427080.18863-100000@lab.oregonvos.net...
> On Mon, 10 Mar 2003, Adam Dunkels wrote:
> |Hello c.s.cbm, c.s.atari.8bit, and c.s.apple2!
> |
> |I am extremely proud to present version 1.0 of the cross-platform,
> |open-source, Internet-enabled Contiki operating system and desktop
> |environment.
>
> hm
>
> |Contiki was originally intended for the the (unexpanded) Commodore 64,
> |but also runs on the VIC-20, CBM PET, Plus/4, Atari 8-bit and the
> |Nintendo Entertainment System (NES).
>
> Runs, or just barely manages to run?
>
> |Ports to the 8-bit Apple ][, Atari Jaguar, and a bunch of other
> |platforms are under development.
>
> If your program runs equally well on all those other platforms,
> why even bother 'porting' it to the Apple, Atari, and you name it,
> as it probably already runs magically perfectly on every platform
> imaginable?
>
> |This first version of Contiki contains
> the following:
> |
> |* Multitasking kernel.
>
> And *here* you were saying it ran on a C-64 or Vic 20. But now you are
> suggesting a ROM replacement.

Do try to keep up. Nothing in that sentence suggests a ROM replacement.

> |* Windowing system with themeable GUI toolkit.
>
> Well, it must be nice to offer Windows enthusiasts an alternative to
> their damnably bad OS.\

An OS that allows millions of people to get their work done is not bad. Bad
are the (in relative terms) handful of geeks that spew BS about their own
sluggish, bloated and unfriendly OS and the even fewer diehard antique fans
who are in denial.

If it's fun, do it but don't compare your little toy to the millions of seriously powerful PC's out there that get real work done in the real world. Windows is an OS that despite a few issues satifies the demands of millions of everyday users worldwide, like it or lump it.

No amount of illogical and illinformed BS from you is likely to change that fact anytime soon.

## 1689. atari jag carts on the net

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 23:57:54 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0303101557.56ca8701@posting.google.com>
Source record: 22701

can anyone tell me where I can download some jaguar games from ftp or website that work, so that I can use these emulators that I've just downloaded, by jaguar games I mean comm. released games available on the internet

# 1690. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 23:58:31 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <HE9ba.12022$iq1.5104@nwrddc02.gnilink.net>
Source record: 22702
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Matthew Montchalin wrote ...

>If your program runs equally well on all those other platforms,
>why even bother 'porting' it to the Apple, Atari, and you name it,
>as it probably already runs magically perfectly on every platform
>imaginable?

Why run down someone elses very real accomplishment? Perhaps because your own accomplishments are all imaginary (if they are real, why haven't you shown them to anyone?)?

>Well, it must be nice to offer Windows enthusiasts an alternative to
>their damnably bad OS.

Windows is _so_ bad... that thousands of major corporations choose to use it after their information technology professionals compared the pros and cons of using Windows to the pros and cons of using all of the other available operating systems. Explain that if you can Matthew.

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
Last 8-bit BBS in the Dallas area. Commodore lives!

# 1691. Re: Name this game: Australian Q*Bert-eque game

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-10 23:59:25 UTC
From: adavie@taswegian.com
Message-ID: <4b8afc0a.0303101559.128354f@posting.google.com>
Source record: 22703

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in message
news:<3E6CDE8A.70EA63B9@students.uni-mainz.de>...
> XAGON!
> greets, andreas.
>
> P.S.: E-mail me, if you want a copy...

XAGON was written by my good friend David Pentecost.

XAGON and Qb (I'm the author of that one) were developed
independantly, pretty much at the same time (around 1983). We shared
tools and utilities. The game was released to the Melbourne Atari
Computer Enthusiast's group (MACE) around 1988ish.

Cheers
A

# 1692. Re: Old Atari video game?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 00:22:14 UTC
From: Mopar Man <nospam@nowhere.com>
Message-ID: <mtaq6v4akq2p6pjucgjv4fqtj27kpk1d7n@4ax.com>
Source record: 22704

Yeah - I got one of those a few years back. It's called "Stunt Cycle"
and it has 4 game variations. Neat to have in a collection, but the
fun factor wears off much faster (IMHO) than with a Pong or Atari
Video Pinball unit.

On Mon, 10 Mar 2003 22:51:05 GMT, "LS" <lannie@me.com> wrote:

>My coworker says he has a old Atari game console. It is a motorcycle
>handlebar that hooks to a TV. You race and jump over things. I thinks it
>is from the 70's.
>
>Anyone heard of this? I'm trying to talk him out of it. I'm trying to build
>a collection of all Atari hardware.
>
>Lannie
>
>

# 1693. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 00:29:53 UTC
From: ap721@chebucto.ns.ca.nospam
Message-ID: <b4jam1$alv$1@News.Dal.Ca>
Source record: 22705
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

I have tried to use Adam's e-mail address & it bounces back as no such
domain. Is it disguised to spam?
Thanks
John Elliott

# 1694. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 00:34:10 UTC
From: Christian Link <C.LinkSPAMBLOCK@GMX.NET>
Message-ID: <0naq6vs6lg4kb77e8838aktq82b83dip18@4ax.com>
Source record: 22706
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

With all due respect for your other, non-destructive comments (which have become incredibly rare recently, though), this certainly wasn't called for, was it?

On Mon, 10 Mar 2003 14:35:38 -0800, Matthew Montchalin <mmontcha@OregonVOS.net> wrote:

[...]
>|* Windowing system with themeable GUI toolkit.
>
>Well, it must be nice to offer Windows enthusiasts an alternative to
>their damnably bad OS.

Do I sense an ever-growing frustration that - as if unreflected comments about PC systems per se weren't enough - now doesn't even stop from hard (and, as far as I can judge it, damn well-done) efforts to innovate a part of the 8 bit world? Jesus!

Personally, I admit I can't yet join in into the euphoric comments here, as I'm lacking the possibility to connect my "real thing" to the internet (seeing as I don't have analog lines, my old RS232 interface plus a modem won't do me any good, I think), but what I can say is that it looks and feels very, very impressing, and it's one of the coolest UI I've ever seen on the 64 (Oh well, I've never had Wheels or CLIPS, admitted!). _If_ the net connection works (And why should Adam kid us?), that's really a major achievement, nothing less!

But maybe it's not good enough for your very own high standards - which is understandable seeing how innovative and brillant _your_ CBM-related work is... Too bad hardly anybody ever saw it, though...

Did you actually _see_ Contiki, yet? I mean, what with all your self-made PC trouble and stuff? How were you supposed to download, extract, and, if necessary, convert the D64 Adam provided, anyway?

Oh, you didn't. Great. Speaks volumes about your comments...

With regards to Adam, though, two thumbs up. Now if VICE only provided a means to make use of the PC's internet connection, I'd love to try the browser and telnet features myself. Maybe someday...

Anyway, keep it up, Adam, and don't let jealous, stick-in-the-mud dogs in the manger irritate you. Oh, and thanks for not doing anything tricky that prevented Contiki from running under PC64/DOS, even ;-) !

Greetings,
Chris.

# 1695. Re: Name this game: Australian Q*Bert-eque game

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 00:40:18 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <Sfaba.19686$Tv4.44457@news-server.bigpond.net.au>
Source record: 22707

Hi Andrew, do you still 8-bit? Mace still exists to some degree, and Atari here in Melbourne is actually increasing its user base.

Mark Bedingfield

"Andrew Davie" <adavie@taswegian.com> wrote in message news:4b8afc0a.0303101559.128354f@posting.google.com...
> Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in message news:<3E6CDE8A.70EA63B9@students.uni-mainz.de>...
> > XAGON!
> > greets, andreas.
> >
> > P.S.: E-mail me, if you want a copy...
>
>
> XAGON was written by my good friend David Pentecost.
>
> XAGON and Qb (I'm the author of that one) were developed
> independantly, pretty much at the same time (around 1983). We shared
> tools and utilities. The game was released to the Melbourne Atari
> Computer Enthusiast's group (MACE) around 1988ish.
>
> Cheers
> A

# 1696. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 01:52:23 UTC
From: Marsha <menacechgo@aol.com>
Message-ID: <Xns933AC06B66F32menacechgoaolcom@206.141.192.32>
Source record: 22708
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

[posted and mailed]

ap721@chebucto.ns.ca.nospam wrote in news:b4jam1$alv$1@News.Dal.Ca:

> I have tried to use Adam's e-mail address & it bounces back as no such
> domain.

Speaking of masked return addresses, have you tried adam@dunkels.com
instead of .net

# 1697. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 02:39:06 UTC
From: Cameron Kaiser <ckaiser@floodgap.com>
Message-ID: <3e6d4baa$0$6012$45beb828@newscene.com>
Source record: 22710
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

"Sam Gillett" <samgillett@msn.com> writes:

>Windows is _so_ bad... that thousands of major corporations choose to use it
>after their information technology professionals compared the pros and cons
>of using Windows to the pros and cons of using all of the other available
>operating systems. Explain that if you can Matthew.

Not to defend Matthew's position, but as a Mac user, I paraphrase the New
York Times: the large population of cockroaches does not imply advanced
intelligence. ;-)

--
Cameron Kaiser * ckaiser@floodgap.com * posting with a Commodore 128
personal page: http://www.armory.com/%7Espectre/
** Computer Workshops: games, productivity software and more for C64/128! **
** http://www.armory.com/%7Espectre/cwi/ **

# 1698. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 02:40:54 UTC
From: "J. Robertson" <jkr7@juno.com>
Message-ID: <8giq6vkr4t4vcl5qgivk1roqv22r2hrsjk@4ax.com>
Source record: 22709
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On Mon, 10 Mar 2003 08:56:11 +0100, "Adam Dunkels" <adam@dunkels.net>
wrote:

>* Multitasking kernel.
>* Windowing system with themeable GUI toolkit.
>* Screensaver.
>* TCP/IP networking with RS-232/SLIP or Ethernet (PPP support is under
> development).
>* Personal web server for convenient file transfers (currently only on
> C64/TFE systems).
>* Simple Telnet client (instead of the web server on RS232-systems).
>* Web browser (the world's first true web browser for 8-bit systems!).
>
>Everything is fully multitasking and does not require any loading of
>programs. Contiki does not require a disk drive or any other form of
>mass-storage devices, which means that it is useful both for disk
>drive owners and tape users.

Very impressive Adam! Good going to you and all those who are porting
to other systems.

Love the fact it runs on an unexpanded c64 too ;-)

Jason

--
E-mail #1: jkr[at]westol.com
E-mail #2: jkr7@juno.com
(Use E-mail #1 for a quicker response.)
Web site : http://www.westol.com/~jkr/
--

# 1699. Re: why XF351, 1055, and 1053 never released?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 02:47:22 UTC
From: Rich Jackson <rj5jackson@mindspring.com>
Message-ID: <b4jifg$69k$1@slb6.atl.mindspring.net>
Source record: 22711

Try:

http://www.atari-history.com/

RJ

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3E6CE061.BE4DB809@students.uni-mainz.de...
> Well,
> maybe the Atari historical society homepage by curt Vendel. alas, I do
> not remember its URL right now... -Andreas.
>
>
>
> rtdos schrieb:
> >
> > anyone have any photos of these ?
> >
> > "richard cortese" <ricortes@earthlink.net> wrote in message
news:<myB9a.4736$wJ1.490490@newsread2.prod.itd.earthlink.net>...
> > > "Hon Tseng" <pcuser45@yahoo.com> wrote in message
> > > news:baA9a.118200$P1.7451301@news1.east.cox.net...
> > > > I read the article about Atari disk drive family. According to the
> > > article,
> > > > 1055, XF351, and 1053 were never released. I'd like to know why they
were
> > > > not released. Any idea?
> > >
> > > IIRC: The word out of Atari was that software distributers did not
want to
> > > add 3.5" support for the Atari so those were dropped in favor of the
XF551.
> > >
> > > I don't know about the 1053. There were a lot of 8 bit things in the
works
> > > that just got dumped when the Tramiels took over. They believed the
future
> > > was going to be 16 bit. Going XF551 vs. the 1053 meant they could use
the
> > > same disk controller chip as the ST. There were also some rumors at
the time
> > > that Atari got ahold of some bargain basement 8050 microcontrollers so
that
> > > was the way they went.
> > >

> > > Not directly related but could be a reason. The 815 dual drive system
ended
> > > up being unreliable and actually would have cost more then buying two
810s.
> > > It could be the 1053 with 4x as much storage as a 1050 was going to
cost 5x
> > > as much.

# 1700. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 03:01:05 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <YrCcnRxZY9fHzPCjXTWcrg@comcast.com>
Source record: 22712
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Cameron Kaiser <ckaiser@floodgap.com> wrote in message
news:3e6d4baa$0$6012$45beb828@newscene.com...
> "Sam Gillett" <samgillett@msn.com> writes:
>
> >Windows is _so_ bad... that thousands of major corporations choose to use
it
> >after their information technology professionals compared the pros and
cons
> >of using Windows to the pros and cons of using all of the other available
> >operating systems. Explain that if you can Matthew.
>
> Not to defend Matthew's position, but as a Mac user, I paraphrase the New
> York Times: the large population of cockroaches does not imply advanced
> intelligence. ;-)

True, but as an Atari, PC, Mac, Apple II user, it does imply strength of a
species.

Bill @ GarberStreet Enterprises
http://garberstreet.netfirms.com

---
Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.449 / Virus Database: 251 - Release Date: 1/27/03

# 1701. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 03:15:29 UTC
From: Chris <chris@home.on.the.net>
Message-ID: <gmkq6v0s5griiu3n9lc3csrp6q1lbtradh@4ax.com>
Source record: 22713
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On Mon, 10 Mar 2003 14:35:38 -0800, Matthew Montchalin
<mmontcha@OregonVOS.net> wrote some pretty lame comments:

>If your program runs equally well on all those other platforms,
>why even bother 'porting' it to the Apple, Atari, and you name it,
>as it probably already runs magically perfectly on every platform
>imaginable?

Why the negativity, man?

>|This first version of Contiki contains
>the following:
>|
>|* Multitasking kernel.
>
>And *here* you were saying it ran on a C-64 or Vic 20. But now you are
>suggesting a ROM replacement.

Yer jumpin' the gun!

>|* Windowing system with themeable GUI toolkit.
>
>Well, it must be nice to offer Windows enthusiasts an alternative to
>their damnably bad OS.

Whoa!! Mathew apparently has some ISSUES!

Doing a quick search, I found a nice little comment on Mathew in
comp.sys.cbm that went a little something like this:

""One -- Matthew Montchalin -- is so mindless, he deserves special
mention." ... "He is not only immoral, but amoral." ...

And Mathew's own words in another CBM posting:

"Finally, to discourage PC lamers from logging in, a conspicuous
message at the front of the BBS could inform them that PC users are
encouraged to log out immediately before they contract a computer
virus that will destroy their hardware. That way, your BBS line stays
free of idiots that tie it up for no logical reason."

If any "PC lamers" would like to drop Mathew a personal noce, feel
free to write a letter and send it to his home address:

Matthew Montchalin
1823 N Coast Hwy 101
Newport, OR 97365-2022

Maybe a copy of Windows 3.1, so he can upgrade his machine.

Hope you get what you need, Mathew!

# 1702. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 03:31:28 UTC
From: Rob <rsteinmetz@mindspring.com>
Message-ID: <3E6D5868.8010505@mindspring.com>
Source record: 22714
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Adam Dunkels wrote:
> Hello c.s.cbm, c.s.atari.8bit, and c.s.apple2!
>
> I am extremely proud to present version 1.0 of the cross-platform,
> open-source, Internet-enabled Contiki operating system and desktop
> environment. Contiki was originally intended for the the (unexpanded)
> Commodore 64, but also runs on the VIC-20, CBM PET, Plus/4, Atari
> 8-bit and the Nintendo Entertainment System (NES). Ports to the 8-bit
> Apple ][, Atari Jaguar, and a bunch of other platforms are under
> development. This first version of Contiki contains the following:
>
> * Multitasking kernel.
> * Windowing system with themeable GUI toolkit.
> * Screensaver.
> * TCP/IP networking with RS-232/SLIP or Ethernet (PPP support is under
> development).
> * Personal web server for convenient file transfers (currently only on
> C64/TFE systems).
> * Simple Telnet client (instead of the web server on RS232-systems).
> * Web browser (the world's first true web browser for 8-bit systems!).
>
> Everything is fully multitasking and does not require any loading of
> programs. Contiki does not require a disk drive or any other form of
> mass-storage devices, which means that it is useful both for disk
> drive owners and tape users.
>
> See the Contiki web site for more information, a FAQ, lots of
> screenshots and for downloading the binaries or the source code:
>
> http://dunkels.com/adam/contiki/
>
> Contiki was written in the C programming language by me (Adam Dunkels)
> with encouragement, suggestions and support from Ullrich von
> Bassewitz, author of the cc65 C compiler. The VIC-20 port has been
> made in cooperation with Anders Carlsson, the Atari 8-bit port in
> cooperation with Christian Groessler, and the NES port together with
> Groepaz/Hitmen. Chris Morse is currently working on the Apple ][ port
> and Matthias Domin is working on the Atari Jaguar port. Lawrence
> Chitty is working on PPP support and on porting Contiki to the Sharp
> Wizard PDA, Fabio Fumi is porting selected parts of Contiki to the
> Casio PocketViewer, and James Dessart is porting Contiki to the Tandy
> CoCo. Mikael Backlund has drawn the Contiki desktop icons. Huge
> thanks to all for making this possible!

>
> /adam

Congratulations on a truly amazing accomplishment. An entirely new OS with many modern features. I look forward to being able to run it on my original Apple ][.

--
Rob

"Never ascribe to malice that which can be adequately explained by stupidity"

# 1703. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 03:57:52 UTC
From: wildstar128 <wildstar128@hotmail.com>
Message-ID: <v6qnm5q2vsgjd2@corp.supernews.com>
Source record: 22716
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

"Matthew Montchalin" <mmontcha@OregonVOS.net> wrote in message
news:Pine.LNX.4.44.0303101427080.18863-100000@lab.oregonvos.net...
> On Mon, 10 Mar 2003, Adam Dunkels wrote:
> hm
>
> Runs, or just barely manages to run?
<<< Snip >>>

Why worry about ROM replacement. Just a good plugin cartridge and bank out BASIC/KERNAL/DOS ROMs.

If you are really creative. How about a cartridge with a CF interface. I am really impressed. I think the concept is a great concept to adopt some principles for in a more advance project.

# 1704. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 04:07:29 UTC
From: LaFlamme <curly_fry2@hotmailspamcentral.com>
Message-ID: <5idba.442574$Yo4.17104539@news1.calgary.shaw.ca>
Source record: 22717
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

You do have alot to be proud of Adam! Good Job and I cant wait to get a TFE.
Does someone sell these?

Leo

--
Im looking for Commodore Cartridges! Got any?
Check out my tradelist at http://www.commodore64.allhell.com
And my want lists too!

# 1705. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 04:20:58 UTC
From: Greg Menke <gregm-news@toadmail.com>
Message-ID: <m3of4i4jpx.fsf@europa.pienet>
Source record: 22718
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

"Clockmeister" <gerryvdb@tnet.com.au> writes:

> Matthew Montchalin <mmontcha@OregonVOS.net> wrote in message
> news:Pine.LNX.4.44.0303101427080.18863-100000@lab.oregonvos.net...
> > On Mon, 10 Mar 2003, Adam Dunkels wrote:
> > |* Windowing system with themeable GUI toolkit.
> >
> > Well, it must be nice to offer Windows enthusiasts an alternative to
> > their damnably bad OS.\
>
> An OS that allows millions of people to get their work done is not bad. Bad
> are the (in relative terms) handful of geeks that spew BS about their own
> sluggish, bloated and unfriendly OS and the even fewer diehard antique fans
> who are in denial.

By that reasoning, McDonalds sells perfectly good food. Does that
mean supermarkets are for diehard antique fans?

>
> If it's fun, do it but don't compare your little toy to the millions of
> seriously powerful PC's out there that get real work done in the real world.
> Windows is an OS that despite a few issues satifies the demands of millions
> of everyday users worldwide, like it or lump it.

Please spare us. I often wonder how many of the "seriously powerful
PC's" end up doing nothing much more than screen saver duty or
generating the same quality and quantity of correspondence seen in
1980's era bbs's running off floppy drives.

I think its fair to say Windows has more than a "few" issues.

Gregm

# 1706. Re: Name this game: Australian Q*Bert-eque game

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 05:19:48 UTC
From: bill@newbreedsoftware.com
Message-ID: <Uleba.184$eb1.10128@typhoon.sonic.net>
Source record: 22719

Andrew Davie <adavie@taswegian.com> wrote:
>
> XAGON was written by my good friend David Pentecost.

Hey! Say 'hi' to him for me, and thank him for the great game. :^)

> XAGON and Qb (I'm the author of that one) were developed
> independantly, pretty much at the same time (around 1983). We shared
> tools and utilities.

Hehe - What were you two inspired by? I haven't looked at Qb in a while,
but I do recall it being surprisingly similar.

Thanks and take care! :^)

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 1707. Re: atari jag carts on the net

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 05:21:42 UTC
From: bill@newbreedsoftware.com
Message-ID: <Gneba.185$eb1.10132@typhoon.sonic.net>
Source record: 22720

carmel <carmel_andrews@hotmail.com> wrote:
> can anyone tell me where I can download some jaguar games from ftp or
> website that work, so that I can use these emulators that I've just
> downloaded, by jaguar games I mean comm. released games available on
> the internet

(1) That's not exactly legal.

(2) The Jaguar was a 64-bit game system released in the early 1990s.
It has its own newsgroup (which I also subscribe to),
alt.atari-jaguar.discussion. This newsgroup (comp.sys.atari.8bit)
is about the 8-bit Atari computers released between the late 1970s and
late 1980s or so.

Sorry!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 1708. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 06:20:37 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.LNX.4.44.0303102219080.19950-100000@lab.oregonvos.net>
Source record: 22721
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

```
On 10 Mar 2003, Chris wrote:
|On Mon, 10 Mar 2003 14:35:38 -0800, Matthew Montchalin
|<mmontcha@OregonVOS.net> wrote some pretty lame comments:
|
|>If your program runs equally well on all those other platforms,
|>why even bother 'porting' it to the Apple, Atari, and you name it,
|>as it probably already runs magically perfectly on every platform
|>imaginable?
|
|Why the negativity, man?

Do 'C' programmers really think their code executes 'as is' without
a fair amount of fine-tuning and praying?
```

# 1709. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 06:59:55 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gisuqe6c4.fsf@legolas.mdh.se>
Source record: 22722
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

uz@remove-to-reply.musoftware.de (Ullrich von Bassewitz) writes:

> there's no need to swap any ROMs.

Although it would free more RAM if Contiki was put into EPROM and
somehow replaced the firmware (minus the Kernal routines called
from cc65 libraries).

--
Anders Carlsson

# 1710. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 07:03:53 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gfzpue65i.fsf@legolas.mdh.se>
Source record: 22723
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Matthew Montchalin <mmontcha@OregonVOS.net> writes:

> Do 'C' programmers really think their code executes 'as is' without
> a fair amount of fine-tuning and praying?

Actually, Contiki was written for the Commodore 64. When Adam tried
to test compile it for other cc65 targets, like the vic20, it runs
out of the box once we fixed the Makefile. Of course, fine-tuning
will be required to make a GUI that fits each platform.

I'm not sure how much "fine-tuning" the NES, Atari 8bit, Apple II etc
ports require to run a base system, but as long as it is a supported
target for the compiler, it might run out of the box?

--
Anders Carlsson

# 1711. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 07:27:34 UTC
From: Ville Muikkula <vmuikkul@ratol.fi>
Message-ID: <b4k356$g55$1@news.oamk.fi>
Source record: 22727
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

In comp.sys.cbm Adam Dunkels <adam@dunkels.net> wrote:

> I am extremely proud to present version 1.0 of the cross-platform,
> open-source, Internet-enabled Contiki operating system and desktop
> environment.

I sincerely hope that the following question does not cause any
unnecessarily heated discussion. However, it is something that is
inevitably going to be asked sooner or later: Is the license
intentionally GPL-incompatible?

Ville Muikkula

# 1712. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 07:37:43 UTC
From: desiv <desiv@attbi.com>
Message-ID: <bngba.42337$6b3.171025@rwcrnsc51.ops.asp.att.net>
Source record: 22725
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

I'm looking at my Coleco Adam sitting underneath my Apple //e, and I'm thinking he might get even more jealous...

What are your thoughts on a Z80 port... I've seen portable C compilers for the PC that compile Z80 code (not cc65 obviously, sdcc), and C should be fairly portable, but a Z80 isn't a 65xx chip...

If I had a serial card (for the Adam) or even a 5 1/4" IBM floppy (I have a 5 1/4" drive for the Adam), I'd volunteer to try to port it.. Not much of a programmer, but my experience is with C...

Still, if no one else is willing, I'd try it. (Using an emulator for now..) I'm thinking I could (assuming the processor issue isn't too major) get it to work without serial I/O. (Like what you've had on the Vic-20)..

Interesting side note, if a Z80 port is viable, what would that mean for an Apple II with a CPM card?? Run 2 versions? 6502 and Z80? What about some of the other Z80 boxes out there???

Might be beyond me, but still interesting...

desiv

# 1713. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 07:39:54 UTC
From: Wolfgang Moser <wnaw@d81.de>
Message-ID: <b4k3qe$hmh$1@news.rrz.Uni-Koeln.DE>
Source record: 22724
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Hello Adam,

Adam Dunkels wrote:
> * Multitasking kernel.
> * Windowing system with themeable GUI toolkit.
> * Screensaver.
> * TCP/IP networking with RS-232/SLIP or Ethernet (PPP support is under
> development).
> * Personal web server for convenient file transfers (currently only on
> C64/TFE systems).
> * Simple Telnet client (instead of the web server on RS232-systems).
> * Web browser (the world's first true web browser for 8-bit systems!).

I didn't recognize the consequences of this until I read about it
in the german heise-Ticker news forum.

Adam, you're blowing my mind!

Goooood job, especially the µIP stack and the Final Ethernet card
let's me dream of sooo many potential new projects. I could never
believe, that such applications would have been possible. You
proved it.

Womo

# 1714. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 07:47:50 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.LNX.4.44.0303102345570.23809-100000@lab.oregonvos.net>
Source record: 22726
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On 10 Mar 2003, Chris wrote:
|>|This first version of Contiki contains
|>the following:
|>|
|>|* Multitasking kernel.
|>
|>And *here* you were saying it ran on a C-64 or Vic 20. But now you are
|>suggesting a ROM replacement.
|
|Yer jumpin' the gun!

Well, a ROM replacement would be the best way to do it, and one that I would approve of. No need to 'run' anything when you can just slap your own startup into $fffc and take it from there. The *best* way to do it.

# 1715. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 09:50:08 UTC
From: lisa@thecommune.org.uk
Message-ID: <b4kbgg$7pf$2@pump1.york.ac.uk>
Source record: 22728
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

In comp.sys.cbm Cameron Kaiser <ckaiser@floodgap.com> wrote:
> Not to defend Matthew's position, but as a Mac user, I paraphrase the New
> York Times: the large population of cockroaches does not imply advanced
> intelligence. ;-)

A hearty "Hear, hear!" from an SGI user.

--
(lisp) - http://www.thecommune.org.uk/~lisa - http://www.lisastoys.co.uk
SBS#37(with oak leaf cluster) two#40 DOGMUK
Suzuki GS125ES
My other car's a cdr

# 1716. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 09:58:59 UTC
From: lisa@thecommune.org.uk
Message-ID: <b4kc13$7pf$3@pump1.york.ac.uk>
Source record: 22729
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

In comp.sys.cbm Ville Muikkula <vmuikkul@ratol.fi> wrote:
> Is the license intentionally GPL-incompatible?

It would appear to be one of the standard variations of the BSD license,
which IMHO, makes it better than GPLd software.

--
(lisp) - http://www.thecommune.org.uk/~lisa - http://www.lisastoys.co.uk
SBS#37(with oak leaf cluster) two#40 DOGMUK
Suzuki GS125ES
My other car's a cdr

# 1717. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 10:24:00 UTC
From: Martijn van Buul <pienjo@c64.org>
Message-ID: <slrnb6rea0.1ovt.pienjo@mud.stack.nl>
Source record: 22730
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

It occurred to me that Cameron Kaiser wrote in comp.sys.cbm:

> Not to defend Matthew's position, but as a Mac user, I paraphrase the New
> York Times: the large population of cockroaches does not imply advanced
> intelligence. ;-)

*quickly kills lots of xroaches*

--
Martijn van Buul - Pino@dohd.org - http://www.stack.nl/~martijnb/
Geek code: G-- - Visit OuterSpace: mud.stack.nl 3333
Research is what I'm doing when I don't know what I'm doing (W. von Braun)

# 1718. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 10:36:57 UTC
From: Philip Zembrod <Philip.Zembrod@web.de>
Message-ID: <oprlu83vorvlaq9y@news.cis.dfn.de>
Source record: 22731
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On Mon, 10 Mar 2003 14:38:51 -0800, Matthew Montchalin
<mmontcha@OregonVOS.net> wrote:

> On Tue, 11 Mar 2003, Clockmeister wrote:
> |Adam Dunkels <adam@dunkels.net> wrote in message
> |news:pan.2003.03.10.07.51.18.304706@dunkels.net...
> |> Hello c.s.cbm, c.s.atari.8bit, and c.s.apple2!
> |
> |Could someone please gives this guy a medal! That's pretty impressive,
> |seriously.
>
> You mean, all it takes is a ROM replacement, and you are suddenly on
> Internet? Running the same code, regardless if it is a Vic-20 or
> C-64, or yet the soon-to-be-ported Apple II?

Matthew,

I'm sorry but this statement, on top on your previous pointlessly
negative posting, is so *dumb* that it hurts.

a) Learn your OS basics, man. Ever read what an OS kernel is?
b) This is a *new* OS. Ever heard that when you change your OS
you are more than likely to have to change your applications?
c) May I suggest that you shut up when you have nothing to say?

Philip

# 1719. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 11:21:40 UTC
From: Adam Dunkels <adam@dunkels.net>
Message-ID: <pan.2003.03.11.11.21.37.679818@dunkels.net>
Source record: 22732
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On Mon, 10 Mar 2003 08:56:11 +0100, Adam Dunkels wrote:

> [ big snip of text about Contiki ]

I just wanted to thank everyone for all positive reactions we've (the Contiki guys) have got! There has been an amazing number of emails in inboxes and mailing lists, and after Contiki was posted to Slashdot, the Contiki web site was quite overloaded for a while.

The Contiki web site had 30000 visitors over a period of about 15 hours yesterday, with a total of 155000 Contiki pages loaded! The screenshots were loaded an amazing number of times - 1600000 (yes, 1.6 million) times!

/adam
--
Adam Dunkels - http://dunkels.com/adam/

# 1720. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 11:22:42 UTC
From: Adam Dunkels <adam@dunkels.net>
Message-ID: <pan.2003.03.11.11.22.40.112138@dunkels.net>
Source record: 22733
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

```
On Mon, 10 Mar 2003 21:40:54 -0500, J.Robertso wrote:
> Love the fact it runs on an unexpanded c64 too ;-)

Using REUs or other expansions was never considered an option :-)

/adam
--
Adam Dunkels - http://dunkels.com/adam/
```

# 1721. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 11:25:46 UTC
From: Adam Dunkels <adam@dunkels.net>
Message-ID: <pan.2003.03.11.11.25.43.173841@dunkels.net>
Source record: 22737
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Hi!

On Mon, 10 Mar 2003 10:48:46 -0800, White Flame (aka David Holz) wrote:
>> I am extremely proud to present version 1.0 of the cross-platform,
>> open-source, Internet-enabled Contiki operating system and desktop
>> environment.
>
> yet another *wow*! You totally beat me to the punch on this one, and
> definitely pulled it off better than the project I had planned!

Thanks :-) What were your plans? A continuation of your Sox project?

> I'm actually quite a fan of cooperative multitasking due to its efficiency.
> It's nice to see it still used in a world of preemptives.

Indeed. Cooperative multitasking is definately the best option for a
system like Contiki running in such a constrained environment.

/adam
--
Adam Dunkels - http://dunkels.com/adam/

# 1722. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 11:29:44 UTC
From: Adam Dunkels <adam@dunkels.net>
Message-ID: <pan.2003.03.11.11.29.41.736029@dunkels.net>
Source record: 22738
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Hi!

On Tue, 11 Mar 2003 07:37:43 +0000, desiv wrote:

> I'm looking at my Coleco Adam sitting underneath my Apple //e, and I'm
> thinking he might get even more jealous...
>
> What are your thoughts on a Z80 port... I've seen portable C compilers for
> the PC that compile Z80 code (not cc65 obviously, sdcc), and C should be
> fairly portable, but a Z80 isn't a 65xx chip...

A Z80 port of Contiki should definately be possible, given a good C
compiler. I don't know the current status of sdcc, but I have heard
that there have been problems with their Z80 target and the uIP TCP/IP
stack in the past. Those issues may very well have been resolved by
how, however.

Contiki already runs on other architectures than the 65xx family: x86,
68000, 6809 (I think).

Groepaz has been talking about a GameBoy version of Contiki, so there
are others who are interested in Z80 ports as well.

/adam
--
Adam Dunkels - http://dunkels.com/adam/

# 1723. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 11:34:05 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1047382367@rtfm.mit.edu>
Source record: 22734
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 26, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

# 1724. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 11:42:04 UTC
From: ap721@chebucto.ns.ca.nospam
Message-ID: <b4ki2c$ps9$1@News.Dal.Ca>
Source record: 22735
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

A huge favour that is too simplistic to ask:
I am very unsophisticated regarding which files to download & run on my 64/128 to this all going. Could someone suggest step 1,2,3 etc. what to do from which files to download, to how to make them c64 usable to what to do with the files in term of running?

BTW I remember the expedition & read the book, but forget what kontiki meant.

Thanks
John Elliott

# 1725. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 11:42:31 UTC
From: Pablo <pablot@netpandora.com>
Message-ID: <b4ki38$20vpb7$1@ID-176960.news.dfncis.de>
Source record: 22736
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Adam Dunkels wrote:
> Hello c.s.cbm, c.s.atari.8bit, and c.s.apple2!
>
> I am extremely proud to present version 1.0 of the cross-platform,
> open-source, Internet-enabled Contiki operating system and desktop
> environment.

Congratulations Adam, this is simply fantastic. You have made what many
of us were just dreaming.

Excellent work, and keep going!!!!

Pablo

# 1726. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 11:52:37 UTC
From: Martijn van Buul <pienjo@c64.org>
Message-ID: <slrnb6rjg5.1pmq.pienjo@mud.stack.nl>
Source record: 22739
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

It occurred to me that Adam Dunkels wrote in comp.sys.cbm:
> Contiki already runs on other architectures than the 65xx family: x86,
> 68000, 6809 (I think).

6809... 6809...

I'd say that 1K of RAM isn't enough, right ;)

Martijn - who had a brief flash of insanity when he considered a Vectrex
port.

--
Martijn van Buul - Pino@dohd.org - http://www.stack.nl/~martijnb/
Geek code: G-- - Visit OuterSpace: mud.stack.nl 3333
Research is what I'm doing when I don't know what I'm doing (W. von Braun)

# 1727. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 12:12:39 UTC
From: Adam Dunkels <adam@dunkels.net>
Message-ID: <pan.2003.03.11.12.12.36.404886@dunkels.net>
Source record: 22741
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On Mon, 10 Mar 2003 09:31:24 -0600, rand wrote:

> Wow, I just successfully loaded this on the Power64 emulator on Mac OS X.
> I'm wondering if I can configure Power64 somehow to talk to my cable modem so
> that I can actually see web pages load on the web browser!!!

For Mac OS X, groepaz hinted me to a page that might be of interest
for getting network connectivity for emulators under Mac OS X:

http://chrisp.de/en/projects/tunnel.html

I have been using the FreeBSD tun interface to get packets in and out
of Vice under FreeBSD. Does Vice work on Mac OS X? If so, does it
support RS-232 emulation? In that case, the above tun interface for
Mac OS X should make it possible to actually run Contiki with Internet
connectivity.

/adam
--
Adam Dunkels - http://dunkels.com/adam/

# 1728. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 12:13:59 UTC
From: Andreas Berger <Andreas.Berger@de.bosch.com>
Message-ID: <b4kju7$888$1@ns2.fe.internet.bosch.com>
Source record: 22740
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Adam Dunkels wrote:
> Contiki already runs on other architectures than the 65xx family: x86,
> 68000, 6809 (I think).

...what about using the 80 columns screen of the C128?

--
regards, Andreas

Es war im Ausverkauf und Angebot, die Sonderaktion,
"Tausche blï¿œdes altes Leben gegen neue Version" - wir sind helden

# 1729. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 12:16:33 UTC
From: Adam Dunkels <adam@dunkels.net>
Message-ID: <pan.2003.03.11.12.16.30.774721@dunkels.net>
Source record: 22742
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Hi!

On Tue, 11 Mar 2003 01:34:10 +0100, Christian Link wrote:
> Personally, I admit I can't yet join in into the euphoric comments
> here, as I'm lacking the possibility to connect my "real thing" to the
> internet (seeing as I don't have analog lines, my old RS232 interface
> plus a modem won't do me any good, I think), but what I can say is
> that it looks and feels very, very impressing, and it's one of the
> coolest UI I've ever seen on the 64 (Oh well, I've never had Wheels or
> CLIPS, admitted!). _If_ the net connection works (And why should Adam
> kid us?), that's really a major achievement, nothing less!

Thanks! ... and yes, the Internet connectivity really does work :-)

> With regards to Adam, though, two thumbs up. Now if VICE only provided
> a means to make use of the PC's internet connection, I'd love to try
> the browser and telnet features myself. Maybe someday...

With Vice 1.6 on a Linux or FreeBSD host, it is possible to use the
RS232 emulation and use a physical serial cable between the PCs
two serial ports, and run SLIP between the PC and the emulated
C64. This is how the screenshots on the Contiki web pages were made.

> Oh, and thanks for not doing anything
> tricky that prevented Contiki from running under PC64/DOS, even ;-) !

A lot of the Contiki development was done under Vice, so there
definately are no special tricks that are supposed to make it hard
running Contiki in emulators :-)

/adam
--
Adam Dunkels - http://dunkels.com/adam/

# 1730. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 12:19:52 UTC
From: Adam Dunkels <adam@dunkels.net>
Message-ID: <pan.2003.03.11.12.19.49.560008@dunkels.net>
Source record: 22743
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Hi!

On Tue, 11 Mar 2003 07:27:34 +0000, Ville Muikkula wrote:
>> I am extremely proud to present version 1.0 of the cross-platform,
>> open-source, Internet-enabled Contiki operating system and desktop
>> environment.
>
> I sincerely hope that the following question does not cause any
> unnecessarily heated discussion. However, it is something that is
> inevitably going to be asked sooner or later: Is the license
> intentionally GPL-incompatible?

I am not interested in any of the so-called "discussions" that usually
follows questions like this :-), but I will answer the question:

No, there is no intentional decision to make the license incompatible
with the requirements of the GPL.

/adam
--
Adam Dunkels - http://dunkels.com/adam/

# 1731. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 12:25:51 UTC
From: Adam Dunkels <adam@dunkels.net>
Message-ID: <pan.2003.03.11.12.25.48.963678@dunkels.net>
Source record: 22745
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On Tue, 11 Mar 2003 13:13:59 +0100, Andreas Berger wrote:

> Adam Dunkels wrote:
>> Contiki already runs on other architectures than the 65xx family: x86,
>> 68000, 6809 (I think).
>
> ...what about using the 80 columns screen of the C128?

Yes, that would be very nice. A native VDC version would be quite
interesting to see as well.

I am not sure, but I think there is a C128 80-column implementation of
the conio API for cc65. That would make it extremely simple to make
such a version: just set the correct compilation options, recompile
and run :-)

What RS232 options are there for the C128?

/adam
--
Adam Dunkels - http://dunkels.com/adam/

# 1732. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 12:29:41 UTC
From: Adam Dunkels <adam@dunkels.net>
Message-ID: <pan.2003.03.11.12.29.38.194620@dunkels.net>
Source record: 22746
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On Tue, 11 Mar 2003 11:52:37 +0000, Martijn van Buul wrote:

> It occurred to me that Adam Dunkels wrote in comp.sys.cbm:
>> Contiki already runs on other architectures than the 65xx family: x86,
>> 68000, 6809 (I think).
>
> 6809... 6809...
>
> I'd say that 1K of RAM isn't enough, right ;)

No, that would probably be little tight :-)

The port that runs on the 6809 (the Tandy CoCo port) does have a
little more RAM than that, though :-)

> Martijn - who had a brief flash of insanity when he considered a Vectrex
> port.

Groepaz and I were actually discussing just that, but came to the
conclusion that it would be just a little too flickering ;-)

/adam
--
Adam Dunkels - http://dunkels.com/adam/

# 1733. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 12:32:41 UTC
From: Adam Dunkels <adam@dunkels.net>
Message-ID: <pan.2003.03.11.12.32.38.794177@dunkels.net>
Source record: 22647
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On Tue, 11 Mar 2003 04:07:29 +0000, LaFlamme wrote:

> You do have alot to be proud of Adam! Good Job and I cant wait to get a TFE.
> Does someone sell these?

Currently no, they have to be self-built :-(

/adam
--
Adam Dunkels - http://dunkels.com/adam/

# 1734. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 12:35:41 UTC
From: "Michael J. Sch&#65533;lke" <mjschuelke@hotmail.com>
Message-ID: <MPG.18d7f6895abd61ef98992d@news.t-online.de>
Source record: 22744
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Adam Dunkels wrote:

> Using REUs or other expansions was never considered an option :-)

Not even for some goodies on machines where they are available? They could be handy, say, as a page cache for the web browser, or to store and decompress images.

Regards,
Michael

# 1735. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 12:43:38 UTC
From: "Michael J. Sch&#65533;lke" <mjschuelke@hotmail.com>
Message-ID: <MPG.18d7f86482fef34698992e@news.t-online.de>
Source record: 22648
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Martijn van Buul wrote:

> 6809... 6809...
>
> I'd say that 1K of RAM isn't enough, right ;)
>
> Martijn - who had a brief flash of insanity when he considered a Vectrex
> port.

Come on, you know there are ways to put RAM on the cart...

SCNR,
Michael

# 1736. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 13:27:50 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p144r6ac9t5.fsf@panini.cling.gu.se>
Source record: 22649
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

```
>>>>> "MvB" == Martijn van Buul <pienjo@c64.org> writes:

MvB> Martijn - who had a brief flash of insanity when he considered a
MvB> Vectrex port.

Heh, I thought about that too, but I'm not quite sure how to get that
much text on a Vectrex screen...

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/
```

# 1737. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 13:29:05 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p14zno2av6m.fsf@panini.cling.gu.se>
Source record: 22651
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

```
>>>>> "MM" == Matthew Montchalin <mmontcha@OregonVOS.net> writes:

MM> Do 'C' programmers really think their code executes 'as is'
MM> without a fair amount of fine-tuning and praying?

Yes, that's the beauty of it. The same code that runs on the C64 runs
without problems on a G4 Mac running MacOS X.

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/
```

# 1738. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 13:34:59 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p14vfyqauws.fsf@panini.cling.gu.se>
Source record: 22652
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

>>>>> "AD" == Adam Dunkels <adam@dunkels.net> writes:

AD> Contiki already runs on other architectures than the 65xx family:
AD> x86, 68000, 6809 (I think).

Add PowerPC to that list, mrsid had the thing running under MacOS X
yesterday. Probably shouldn't be a problem to run it under Solaris/
SPARC either. Lisa, what about MIPS? :)

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/

# 1739. Re: xep80ttl

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 13:47:22 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b4kpdo$m4j$1@nets3.rz.RWTH-Aachen.DE>
Source record: 22653

Howdy Matthias

> Hmmm. It seems we've got different versions of the datasheet.... :-(

I've got my xeroxed copy from Hans Christof Tuchen. I tried to copy them once, but it lost to many details, maybe I can scan them with less loss of detail but that'll have to wait as I don't have time for those kind of things at the moment. And it's about 40 sheets of A4 paper (for non-Europeans, that's slightly higher and slightly narrower then the Letter format). Each sheet containing two pages.

> I just had a look at my datasheet and discovered a short section about
> external attributes that I missed when I wrote my last posting. Sorry.
>
> Here's the full text (typed in by hand from the scanned PDF,
> so there may be some typos...):

I checked out my stuff yesterday. It's on pages 7-68 till 7-72 on my data sheets. So I guess that's more text then what you have. There is also a part on adding up to 64kB of memory and even memory banking is discussed shortly. The NS405's databus can be 16 bits wide.

Remind me in two weeks to scann this stuff.

CU Mathy van Nisselroy

# 1740. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 13:51:05 UTC
From: Pockets <jp@pockets.dummy.cix.co.uk>
Message-ID: <b4kpka$o99$1@thorium.cix.co.uk>
Source record: 22654
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

"Adam Dunkels" <adam@dunkels.net> wrote in message
news:pan.2003.03.10.07.51.18.304706@dunkels.net...
> Hello c.s.cbm, c.s.atari.8bit, and c.s.apple2!
>
> I am extremely proud to present version 1.0 of the cross-platform,
> open-source, Internet-enabled Contiki operating system and desktop
> environment. Contiki was originally intended for the the (unexpanded)
> Commodore 64, but also runs on the VIC-20, CBM PET, Plus/4, Atari
> 8-bit and the Nintendo Entertainment System (NES). Ports to the 8-bit
> Apple ][, Atari Jaguar, and a bunch of other platforms are under
> development.

I'm torn between being very impressed and very scared!

Top Job

I shall lookforward to one day running it on my Spectrum 128+2 (pending a
Z80 port) or 130XE (just for the hell of it) ;0)

# 1741. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 14:10:42 UTC
From: Martijn van Buul <pienjo@c64.org>
Message-ID: <slrnb6rrj2.200h.pienjo@mud.stack.nl>
Source record: 22655
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

It occurred to me that MagerValp wrote in comp.sys.cbm:
>>>>>> "AD" == Adam Dunkels <adam@dunkels.net> writes:
>
>AD> Contiki already runs on other architectures than the 65xx family:
>AD> x86, 68000, 6809 (I think).
>
> Add PowerPC to that list, mrsid had the thing running under MacOS X
> yesterday. Probably shouldn't be a problem to run it under Solaris/
> SPARC either. Lisa, what about MIPS? :)

Such a shame that it's written in ANSI-C, and not K&R C, otherwise I would've
been running it on a PDP11..

--
Martijn van Buul - Pino@dohd.org - http://www.stack.nl/~martijnb/
Geek code: G-- - Visit OuterSpace: mud.stack.nl 3333
Research is what I'm doing when I don't know what I'm doing (W. von Braun)

# 1742. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 14:34:45 UTC
From: David Dahle <d-d-a-h-l-e@dtgnet.com>
Message-ID: <3e6de42f_4@newsfeed>
Source record: 22650
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

"Philip Zembrod" <Philip.Zembrod@web.de> wrote in message
news:oprlu83vorvlaq9y@news.cis.dfn.de...
>
> Matthew,
>
> I'm sorry but this statement, on top on your previous pointlessly
> negative posting, is so *dumb* that it hurts.
>
> a) Learn your OS basics, man. Ever read what an OS kernel is?
> b) This is a *new* OS. Ever heard that when you change your OS
> you are more than likely to have to change your applications?
> c) May I suggest that you shut up when you have nothing to say?

Montchalin? shut up? HAH! That'll be the day :(

Dave

# 1743. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 15:33:15 UTC
From: Robert Steinmetz <rob@steinmetznet.com>
Message-ID: <3E6E01BB.13D199EC@steinmetznet.com>
Source record: 22656
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Martijn van Buul wrote:

> It occurred to me that MagerValp wrote in comp.sys.cbm:
> >>>>>> "AD" == Adam Dunkels <adam@dunkels.net> writes:
> >
> >AD> Contiki already runs on other architectures than the 65xx family:
> >AD> x86, 68000, 6809 (I think).
> >
> > Add PowerPC to that list, mrsid had the thing running under MacOS X
> > yesterday. Probably shouldn't be a problem to run it under Solaris/
> > SPARC either. Lisa, what about MIPS? :)
>
> Such a shame that it's written in ANSI-C, and not K&R C, otherwise I would've
> been running it on a PDP11..
>
> --
> Martijn van Buul - Pino@dohd.org - http://www.stack.nl/~martijnb/
> Geek code: G-- - Visit OuterSpace: mud.stack.nl 3333
> Research is what I'm doing when I don't know what I'm doing (W. von Braun)

You could always write a compiler ;-{)

--
Robert Steinmetz AIA
Principal
Steinmetz & Associates

# 1744. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 15:35:54 UTC
From: Marko Mäkelä <Marko.Makela@HUT.FI>
Message-ID: <7lllzlykyt.fsf@siphon.tcs.hut.fi>
Source record: 22657
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

```
>>>>> "Martijn" == Martijn van Buul <pienjo@c64.org> writes:

Martijn> Such a shame that it's written in ANSI-C, and not K&R C,
Martijn> otherwise I would've been running it on a PDP11..

Have you tried ansi2knr? Has anybody tried porting Contiki with bcc
(Bruce Evans' C Compiler) to 8086-based platforms? It's a K&R
compiler whose --ansi option is based on ansi2knr, I think.

Marko
```

# 1745. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 15:50:45 UTC
From: Adam Dunkels <adam@dunkels.net>
Message-ID: <pan.2003.03.11.15.50.42.967527@dunkels.net>
Source record: 22658
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On Tue, 11 Mar 2003 14:10:42 +0000, Martijn van Buul wrote:
>>AD> Contiki already runs on other architectures than the 65xx family:
>>AD> x86, 68000, 6809 (I think).
>>
>> Add PowerPC to that list, mrsid had the thing running under MacOS X
>> yesterday. Probably shouldn't be a problem to run it under Solaris/
>> SPARC either. Lisa, what about MIPS? :)
>
> Such a shame that it's written in ANSI-C, and not K&R C, otherwise I would've
> been running it on a PDP11..

Now *that* would be quite nice; it would make Contiki every a few
years older :-) When was the PDP-11 released? 1975?

How much work would it be to convert the existing ANSI C code to K&R?
The most evident part is the function prototypes, but these could be
handled the same way the BSD code does, by using a __P() macro. How
are function arguments handled? In K&R, these are put after the
function preamble (or whatever the "int func(int arg)" is called) and
not inside it. Perhaps several __P1(), __P2(), etc., could be
defined, and these could automatically choose the correct "preamble"
type.

/adam
--
Adam Dunkels - http://dunkels.com/adam/

# 1746. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 16:56:32 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <IAoba.7$zB5.505@nsw.nnrp.telstra.net>
Source record: 22659
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Greg Menke <gregm-news@toadmail.com> wrote in message
news:m3of4i4jpx.fsf@europa.pienet...
> "Clockmeister" <gerryvdb@tnet.com.au> writes:
>
> > Matthew Montchalin <mmontcha@OregonVOS.net> wrote in message
> > news:Pine.LNX.4.44.0303101427080.18863-100000@lab.oregonvos.net...
> > > On Mon, 10 Mar 2003, Adam Dunkels wrote:
> > > |* Windowing system with themeable GUI toolkit.
> > >
> > > Well, it must be nice to offer Windows enthusiasts an alternative to
> > > their damnably bad OS.\
> >
> > An OS that allows millions of people to get their work done is not bad.
Bad
> > are the (in relative terms) handful of geeks that spew BS about their
own
> > sluggish, bloated and unfriendly OS and the even fewer diehard antique
fans
> > who are in denial.
>
> By that reasoning, McDonalds sells perfectly good food. Does that
> mean supermarkets are for diehard antique fans?
>
>
> >
> > If it's fun, do it but don't compare your little toy to the millions of
> > seriously powerful PC's out there that get real work done in the real
world.
> > Windows is an OS that despite a few issues satifies the demands of
millions
> > of everyday users worldwide, like it or lump it.
>
> Please spare us. I often wonder how many of the "seriously powerful
> PC's" end up doing nothing much more than screen saver duty or
> generating the same quality and quantity of correspondence seen in
> 1980's era bbs's running off floppy drives.

Don't be rediculous.

> I think its fair to say Windows has more than a "few" issues.
>

Maybe in your parallel universe but reality hits hard.

# 1747. Re: Accessing my old BASIC programs

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 17:04:11 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v6s5ksk039588a@corp.supernews.com>
Source record: 22660

I just want to say what Rick said, basically.
You can do a APE/SIO2PC cable pretty easily.
I think it is the way to go.
Seems like it is Clarence Dyson has the sio2pc,
the 14C89 one, or plain 1489. The MAX32 is
more robust, I guess, meaning more reliable, but
the 14C89 is what most people do. You can build
one, or buy one. The APE software. Steve Tucker's
site has the APE software, Windows version I haven't
done much with, I still use 1.17, which is for DOS, but
I use it in a windows command prompt. I suggest using
the DSR line instead of the RI line, is the only modification
of the schematic at Dyson's I'd suggest.
Steve Tucker sells the cable and the software, but you
can probably find a cable cheaper on ebay. And
Steve's APE for DOS is pretty functional, but I think
it is disabled for what you want to do (Atari to PC
transfers), which it will still do if you use SpartaDOS
and XDIR for extracting files to PC.
But I ramble.

# 1748. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 17:23:08 UTC
From: schmidoINSULTS@gmx.net
Message-ID: <ac5cf4c6.0303110923.25dbc92a@posting.google.com>
Source record: 22661
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

W O W !!! Maximum respect to Adam and the other developers!

Just a dumb question: Are there any plans to take benefits of the
128KB RAM of the C128? That could virtually double the fun, I suppose.
I hardly dare to ask if it would be possible to make use of the 2 MHz
mode, too... ;-)

Good work, keep it up!

Best regards,
/Stephan

And to all the dumb full-quoters in this thread: STOP IT, I (and not
only I) find this very tiresome to read! :-(

# 1749. Re: ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 17:45:33 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <Fipba.10$zB5.708@nsw.nnrp.telstra.net>
Source record: 22662

Mark D <mducksub@removesspam_atari-source.com> wrote in message
news:1046308293.461679@blade.atari-source.com...
> Don Schmidt wrote:
>
> > I'd like to see the rules also.
> >
> > There couldn't be any rules if cowards can post using "Anonymous" and
use
> > vomit vocabulary.
> >
> > Don
> > Vancouver, USA
> >
> >
>
> Nevermind the rules,
>
> What about the unwritten rules of basic human conduct. Nobody has ever
even
> so much acknowledged the anonymous poster as being "right" or justified.
> There is however a good number of high profile atarians who think that
> Ben's behavior is flat out wrong.

<snip>

As I said before, Ben should get a real job. Begging for business is
pathetic IMO.

# 1750. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 18:04:57 UTC
From: LaFlamme <curly_fry2@hotmailspamcentral.com>
Message-ID: <dzpba.447805$Yo4.18791073@news1.calgary.shaw.ca>
Source record: 22663
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

"Anders Carlsson" <anders.carlsson@mds.mdh.se> wrote in message
news:k2gfzpue65i.fsf@legolas.mdh.se...
> Matthew Montchalin <mmontcha@OregonVOS.net> writes:
>
> > Do 'C' programmers really think their code executes 'as is' without
> > a fair amount of fine-tuning and praying?
>
> Actually, Contiki was written for the Commodore 64. When Adam tried
> to test compile it for other cc65 targets, like the vic20, it runs
> out of the box once we fixed the Makefile. Of course, fine-tuning
> will be required to make a GUI that fits each platform.
>
> I'm not sure how much "fine-tuning" the NES, Atari 8bit, Apple II etc
> ports require to run a base system, but as long as it is a supported
> target for the compiler, it might run out of the box?
>
> --
> Anders Carlsson

Hi Anders,
Is the Vic version out for dload? Is it possible to make an TFE card that will work for both the vic and c64, say if it attached to the user port, so that a person would only need to have one? A vic on the internet! Ha! THAT is cool! And hooked up to cable at that!

Leo
--
Im looking for Commodore Cartridges! Got any?
Check out my tradelist at http://www.commodore64.allhell.com
And my want lists too!

# 1751. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 18:38:32 UTC
From: "White Flame (aka David Holz)" <whiteflame52@y.a.h.o.o.com>
Message-ID: <b4la5k$2u0i$1@barad-dur.nas.com>
Source record: 22664
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

"Adam Dunkels" <adam@dunkels.net> wrote in message
news:pan.2003.03.11.11.25.43.173841@dunkels.net...
> Thanks :-) What were your plans? A continuation of your Sox project?

yep, at some point I will continue work on it...

--
White Flame (aka David Holz)
http://www.white-flame.com/
(spamblock in effect)

# 1752. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 18:59:54 UTC
From: Martijn van Buul <pienjo@c64.org>
Message-ID: <slrnb6sch9.24l8.pienjo@mud.stack.nl>
Source record: 22665
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

It occurred to me that Adam Dunkels wrote in comp.sys.cbm:
> On Tue, 11 Mar 2003 14:10:42 +0000, Martijn van Buul wrote:
>> Such a shame that it's written in ANSI-C, and not K&R C, otherwise I would've
>> been running it on a PDP11..
>
> Now *that* would be quite nice; it would make Contiki every a few
> years older :-) When was the PDP-11 released? 1975?

The PDP-11/20 and 11/15 saw their first light in 1970. The last model in
1990...

> How much work would it be to convert the existing ANSI C code to K&R?

I don't know, I haven't taken a good look at the sourcecode, yet. There
are some annoying features about K&R which introduces possible problems in
combination with the platform, though. The PDP-11 is a 16-bit platform;
ints are therefore 16-bits too. If a program assumes that ints are 32 bits,
there might be issues. Even worse, if a program assumes that some datatypes
are issues, there might be problems, since K&R doesn't do automatical
typecasts.

For instance, the seemingly perfectly valid

```
fseek(file_descriptor,0,SEEK_SET);
```

goes terribly wrong - but you won't get any warning or error from that. It'll
just bomb out during runtime. Instead, it should have been

```
fseek(file_descriptor,0L,SEEK_SET);
```

In other words, "it compiles" is not the same as "it works", to put it
mildly :(

There's a reason why Ansi-C is so much better ;0

> The most evident part is the function prototypes, but these could be
> handled the same way the BSD code does, by using a __P() macro. How
> are function arguments handled? In K&R, these are put after the
> function preamble (or whatever the "int func(int arg)" is called) and
> not inside it.

Yes. A typical main() would look like

```
int main(argc, argv)
int argc;
char *argv[];
{
```

```
printf("Hello world\n");
}
```

A correct prototype would look like

```
main()
```

;)

A common practice (and I think BSD's __P() does something like that) is
to make your prototypes look like

```
int main PROTO( (int argc, char *argv[] ) );
```

with PROTO(x) a macro, defined as

```
#define PROTO (x) x
```

on ANSI-systems, and as

```
#define PROTO (x) ()
```

on K&R systems.

> Perhaps several __P1(), __P2(), etc., could be defined, and these could
> automatically choose the correct "preamble" type.

Similiarly, for the function definition, you could make your definition
look like

```
int main DECL2( int, argc, char **, argv)
```

with DECL2 being defined as

```
#define DECL2 (t1,v1,t2,v2) (t1 v1, t2 v2)
```

on ANSI systems, and

```
#define DECL2 (t1,v1,t2,v2) (v1 v2) t1 v1; t2 v2;
```

on K&R systems.

Things get particulary annoying if you have const directives, though :-/

I'll take a peek at the code RSN.

--
Martijn van Buul - Pino@dohd.org - http://www.stack.nl/~martijnb/
Geek code: G-- - Visit OuterSpace: mud.stack.nl 3333
Research is what I'm doing when I don't know what I'm doing (W. von Braun)

# 1753. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 19:02:10 UTC
From: Martijn van Buul <pienjo@c64.org>
Message-ID: <slrnb6sclh.24l8.pienjo@mud.stack.nl>
Source record: 22666
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

It occurred to me that Marko Mï¿½kelï¿½ wrote in comp.sys.cbm:
>>>>>> "Martijn" == Martijn van Buul <pienjo@c64.org> writes:
>
>Martijn> Such a shame that it's written in ANSI-C, and not K&R C,
>Martijn> otherwise I would've been running it on a PDP11..
>
> Have you tried ansi2knr?

No, I hadn't even heard of it yet :)

Unfortunately, I don't think it'll solve the job. While it probably will
correct declarations and definitions, there are other nuisances about K&R C
which probably won't be caught.

--
Martijn van Buul - Pino@dohd.org - http://www.stack.nl/~martijnb/
Geek code: G-- - Visit OuterSpace: mud.stack.nl 3333
Research is what I'm doing when I don't know what I'm doing (W. von Braun)

# 1754. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 19:04:18 UTC
From: Martijn van Buul <pienjo@c64.org>
Message-ID: <slrnb6scpi.24l8.pienjo@mud.stack.nl>
Source record: 22667
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

It occurred to me that Robert Steinmetz wrote in comp.sys.cbm:
>> Such a shame that it's written in ANSI-C, and not K&R C, otherwise I would've
>> been running it on a PDP11..
> You could always write a compiler ;-{)

Well, yes. Every now and then the topic returns on the various ancient Unix
lists and groups. Somebody really should make some time and see whether the
Amsterdam Compiler Kit[1] can be backported..

Martijn

[1] Which is the Minix compiler, for instance. It used to have a PDP11 backend,
and it does understand Ansi-C. And it's covered by a BSD-style license,
which makes things even better :)
--
Martijn van Buul - Pino@dohd.org - http://www.stack.nl/~martijnb/
Geek code: G-- - Visit OuterSpace: mud.stack.nl 3333
Research is what I'm doing when I don't know what I'm doing (W. von Braun)

# 1755. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 20:49:08 UTC
From: rand <rand@newsguy.com>
Message-ID: <0001HW.BA93A7E4001C2A6FF0101600@enews.newsguy.com>
Source record: 22669
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

I'm about to ask a question that will surely inspire much rage! (I'm already ducking as I type... because I'm sure the answer is already front and center, and I'm just blind...)

Here goes...

Can you use a mouse with Contiki?

Randy

# 1756. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 21:03:25 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.LNX.4.44.0303111259230.32498-100000@lab.oregonvos.net>
Source record: 22668
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On Tue, 11 Mar 2003, Andreas Berger wrote:
|Adam Dunkels wrote:
|> Contiki already runs on other architectures than the 65xx family: x86,
|> 68000, 6809 (I think).
|
|...what about using the 80 columns screen of the C128?

What about using both video outputs for separate video displays?

You seem to forget that the C-128 has two separate screen displays
that can be enabled simultaneously, quite handy if you REALLY have
to see some kind of a hi-res graphic image on one screen, and
continue with some less impressive graphics on the other. (Or so
I should think, but you WOULD have to buy two monitors to plug into
your C-128.) But what the heck, maybe it already does that, he just
hasn't documented it yet.

# 1757. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 21:11:57 UTC
From: Adam Dunkels <adam@dunkels.net>
Message-ID: <pan.2003.03.11.21.11.54.425141@dunkels.net>
Source record: 22670
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On Tue, 11 Mar 2003 09:23:08 -0800, Stephan Schmid wrote:
> Just a dumb question: Are there any plans to take benefits of the
> 128KB RAM of the C128? That could virtually double the fun, I suppose.

cc65 has an extended memory APIï¿½that could be used to make use of the
various kinds of memory extensions, not only the 128 kb of C128 RAM,
but also REUs and the 64kb of extra graphics memory that is available
on certain kinds of C128Ds.

> I hardly dare to ask if it would be possible to make use of the 2 MHz
> mode, too... ;-)

Ullrich von Bassewitz have already started adding code to cc65 which
makes use of the 2MHz even in C64 mode... :-)

/adam
--
Adam Dunkels - http://dunkels.com/adam/

# 1758. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 21:14:05 UTC
From: Adam Dunkels <adam@dunkels.net>
Message-ID: <pan.2003.03.11.21.14.02.626855@dunkels.net>
Source record: 22671
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On Tue, 11 Mar 2003 13:35:41 +0100, Michael J. Schï¿½lke wrote:
>> Using REUs or other expansions was never considered an option :-)
>
> Not even for some goodies on machines where they are available? They
> could be handy, say, as a page cache for the web browser, or to store
> and decompress images.

Yes, there are such plans :-) A caching module which makes use of
external memory and any disk drives when the memory runs out would
not be very hard to do, and definately have many benefits. There are
no problems in making it cross-platform either.

/adam
--
Adam Dunkels - http://dunkels.com/adam/

# 1759. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 21:31:59 UTC
From: Adam Dunkels <adam@dunkels.net>
Message-ID: <pan.2003.03.11.21.31.55.570722@dunkels.net>
Source record: 22674
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On Tue, 11 Mar 2003 18:59:54 +0000, Martijn van Buul wrote:
>> Now *that* would be quite nice; it would make Contiki every a few
>> years older :-) When was the PDP-11 released? 1975?
>
> The PDP-11/20 and 11/15 saw their first light in 1970. The last model in
> 1990...

Wow... would it be possible to squeeze something like Contiki into the
11/20 or the 11/15?

>> How much work would it be to convert the existing ANSI C code to K&R?
>
> I don't know, I haven't taken a good look at the sourcecode, yet. There
> are some annoying features about K&R which introduces possible problems in
> combination with the platform, though. The PDP-11 is a 16-bit platform;
> ints are therefore 16-bits too. If a program assumes that ints are 32 bits,
> there might be issues. Even worse, if a program assumes that some datatypes
> are issues, there might be problems, since K&R doesn't do automatical
> typecasts.

Ok. That would probably not be any problem as far as Contiki is
concerned. The only assumption Contiki (or rather, uIP) places on the
C types is that there are 8-bit and 16-bit types - does the PDP-11 C
compiler have a 8-bit datatype? If not, uIP will not work.

> For instance, the seemingly perfectly valid
>
> fseek(file_descriptor,0,SEEK_SET);
>
> goes terribly wrong - but you won't get any warning or error from that. It'll
> just bomb out during runtime. Instead, it should have been
>
> fseek(file_descriptor,0L,SEEK_SET);
>
> In other words, "it compiles" is not the same as "it works", to put it
> mildly :(

Ok... that may be a problem. Does gcc notice problems of this kind
when run with -pedantic or similar options?

> A common practice (and I think BSD's __P() does something like that) is
> to make your prototypes look like
>
> int main PROTO( (int argc, char *argv[] ) );
>

> with PROTO(x) a macro, defined as
>
> #define PROTO (x) x
>
> on ANSI-systems, and as
>
> #define PROTO (x) ()
>
> on K&R systems.

Yep, that's how the BSD __P macro works as well.

>> Perhaps several __P1(), __P2(), etc., could be defined, and these could
>> automatically choose the correct "preamble" type.
>
> Similiarly, for the function definition, you could make your definition
> look like
>
> int main DECL2( int, argc, char **, argv)
>
> with DECL2 being defined as
>
> #define DECL2 (t1,v1,t2,v2) (t1 v1, t2 v2)
>
> on ANSI systems, and
>
> #define DECL2 (t1,v1,t2,v2) (v1 v2) t1 v1; t2 v2;
>
> on K&R systems.

Yes, that's exactly what I was thinking about :-)

> Things get particulary annoying if you have const directives, though :-/

Ok, I assume there are differences in the ANSI and K&R const semantics?

> I'll take a peek at the code RSN.

Great, it would be highly appreciated!

/adam
--
Adam Dunkels - http://dunkels.com/adam/

# 1760. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 21:34:38 UTC
From: Adam Dunkels <adam@dunkels.net>
Message-ID: <pan.2003.03.11.21.34.36.657291@dunkels.net>
Source record: 22675
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On Tue, 11 Mar 2003 14:49:08 -0600, rand wrote:
> Can you use a mouse with Contiki?

Not in the current version. Mouse support can be implemented as
part of the CTK theme engine for platforms that have mice, once the
support functions are present in the main CTK code. There was not
enough time to implement it in the 1.0 version, though.

/adam
--
Adam Dunkels - http://dunkels.com/adam/

# 1761. Re: Accessing my old BASIC programs

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 21:41:57 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030311164157.18530.00000165@mb-ci.aol.com>
Source record: 22673

> It's all still accessible today, but I sure would like to port all of it to the PC for archive purposes. <

Since you mention that you would like to be able to execute programs on an emulator, then you probably will want to convert your disks to ATR images for your PC.

There are so many ways to do this that you would be well served to read the FAQs, especially section 10 which deals with "interoperability". Check out: http://www.faqs.org/faqs/atari-8-bit/faq/

If you have more than a few disks, you will likely want a cable interface, but there are several interfaces/software, so even within interfaces, there are choices.

To specifically answer your question without knowing more, my choice would be an APE cable and either Atari 810 or APE for Windows software. Note that one pin assignment in the interface differs for these software packages.

Some other sites you may wish to check:
http://www.atarimax.com/ (APE)
http://www.retrobits.net/ (Atari 810)
http://www.sunmark.com/ (SIO2PC PC board -- also auctioned on eBay)
http://strony.wp.pl/wp/j131atari/ (Polish SIO2PC cable sale)

One last item -- *if* you elect to build your own cable, the 1489/14C89 version is easier. There is no performance difference between the MAX232 and a well-built 14C89.

Larry

# 1762. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 21:42:29 UTC
From: steve@dosius.zzn.com
Message-ID: <9307085f.0303111342.3cea0a3b@posting.google.com>
Source record: 22672
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Marko Mi¿½keli¿½ <Marko.Makela@HUT.FI> wrote in message
news:<7lllzlykyt.fsf@siphon.tcs.hut.fi>...
> >>>>> "Martijn" == Martijn van Buul <pienjo@c64.org> writes:
>
> Martijn> Such a shame that it's written in ANSI-C, and not K&R C,
> Martijn> otherwise I would've been running it on a PDP11..
>
> Have you tried ansi2knr? Has anybody tried porting Contiki with bcc
> (Bruce Evans' C Compiler) to 8086-based platforms? It's a K&R
> compiler whose --ansi option is based on ansi2knr, I think.
>
> Marko

(I can send you ansi2knr - e-mail me.)

For 8086 couldn't you just use Turbo C++ (for DOS anyway)? It has
NICE ways of getting down-and-dirty with the hardware: geninterrupt(),
inportb(), outportb(), _AX, _BX, _CX, _DX, _CS, _DS, _FLAGS, _AH, _AL,
etc. And none of that requires an OS (hope you have TASM handy) - I
cross-compiled some test code to CP/M-86!

-uso.

# 1763. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 22:08:38 UTC
From: Scarlet Otter <SecretaryBird@MYTAILFEATHERSSoftHome.net>
Message-ID: <b4lmp6$351$0@216.39.135.86>
Source record: 22676
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

"Adam Dunkels" <adam@dunkels.net> wrote in
news:pan.2003.03.11.11.29.41.736029@dunkels.net:

> Contiki already runs on other architectures than the 65xx family: x86,
> 68000, 6809 (I think).
>
> Groepaz has been talking about a GameBoy version of Contiki, so there
> are others who are interested in Z80 ports as well.

I would personally like to see someone port it to the TI-99/4a (TMS9900).
Anyone here up to the challenge? :3

-- Otter

# 1764. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 22:32:18 UTC
From: Alex Johnson <compuwiz@acm.org>
Message-ID: <3E6E63F2.9040304@acm.org>
Source record: 22677
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Adam Dunkels wrote:
> On Tue, 11 Mar 2003 09:23:08 -0800, Stephan Schmid wrote:
>
>>Just a dumb question: Are there any plans to take benefits of the
>>128KB RAM of the C128? That could virtually double the fun, I suppose.
>
>
> cc65 has an extended memory API that could be used to make use of the
> various kinds of memory extensions, not only the 128 kb of C128 RAM,
> but also REUs and the 64kb of extra graphics memory that is available
> on certain kinds of C128Ds.
>
>
>>I hardly dare to ask if it would be possible to make use of the 2 MHz
>>mode, too... ;-)
>
>
> Ullrich von Bassewitz have already started adding code to cc65 which
> makes use of the 2MHz even in C64 mode... :-)
>
> /adam

More interesting to me, is any support for 80-col/VDC graphics? A lot of people find pure C64 GUI stuff drool-worthy, but beyond technical astonishment it does nothing for me. I've been in 80-col world for so long unless the Contiki graphics system can be extended to VDC on C128 I don't see ever trying it.

Also I couldn't tell whether the 3 applications (http-in, http-out, and telnet-out) are built into the OS or are actually applications you load and run. If more applications are written, is this like a regular OS that they can be delivered individually or are they compiled into the Contiki binary and released that way? Some of the source code made me think the latter, but I only skimmed it.

Alex

# 1765. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 22:52:38 UTC
From: Adam Dunkels <adam@dunkels.net>
Message-ID: <pan.2003.03.11.22.52.34.538297@dunkels.net>
Source record: 22678
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On Tue, 11 Mar 2003 17:32:18 -0500, Alex Johnson wrote:
> More interesting to me, is any support for 80-col/VDC graphics? A lot
> of people find pure C64 GUI stuff drool-worthy, but beyond technical
> astonishment it does nothing for me. I've been in 80-col world for so
> long unless the Contiki graphics system can be extended to VDC on C128 I
> don't see ever trying it.

Yes, the Contiki graphics toolkit can quite easily be made to run with
80 columns on the C128. All it takes is an implementation of the cc65
conio library that runs in 80 column mode on the C128. I am not sure
whether such an implementation already exists or not, but a skilled
programmer probably could crank one out in a few hours, especially
since it only needs a single function.

If someone would like to, it is also possible to make a graphical CTK
theme for the C128 80 column mode, similar to those that exist for the
C64.

> Also I couldn't tell whether the 3 applications (http-in, http-out, and
> telnet-out) are built into the OS or are actually applications you load
> and run. If more applications are written, is this like a regular OS
> that they can be delivered individually or are they compiled into the
> Contiki binary and released that way? Some of the source code made me
> think the latter, but I only skimmed it.

Currently, all programs are compiled into one binary, but there
already are support in the cc65 runtime for loadable program modules
that will be used to support loadable Contiki programs.

/adam
--
Adam Dunkels - http://dunkels.com/adam/

# 1766. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 23:07:15 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <D_tba.695$tO3.351@nwrddc04.gnilink.net>
Source record: 22679
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Adam Dunkels wrote ...

>The Contiki web site had 30000 visitors over a period of about 15
>hours yesterday, with a total of 155000 Contiki pages loaded! The
>screenshots were loaded an amazing number of times - 1600000 (yes, 1.6
>million) times!

I would say that this is proof positive that the Contiki project is very
successful indeed.

Congratulations!!

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
Last 8-bit BBS in the Dallas area. Commodore lives!

# 1767. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-11 23:35:27 UTC
From: Kelli Halliburton <kelli217@crosswinds.not>
Message-ID: <3puba.518$fm5.224@newssvr16.news.prodigy.com>
Source record: 22680
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

MagerValp wrote:
>>>>>> "MvB" == Martijn van Buul <pienjo@c64.org> writes:
>
> MvB> Martijn - who had a brief flash of insanity when he considered a
> MvB> Vectrex port.
>
> Heh, I thought about that too, but I'm not quite sure how to get that
> much text on a Vectrex screen...

There's a serious limit to the number of vertices displayable in one refresh
cycle without horrendous flicker, aren't there?

# 1768. Re: Graphix AT

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 00:09:37 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <5Vuba.951$nJ5.80752@newsread2.prod.itd.earthlink.net>
Source record: 22681

Hi, Jim;

Eight DIP switches numbered 1-8 left to right.
Up is on; should be marked near switches.

#1 is Graphics control:
ON prints text, converts control graphics (<32 and >127) to ATASCII shapes.
OFF passes all text and codes to printer transparently.

#2 is Auto Line Feeds:
ON adds a line feed to each carriage return.
OFF sends only the return from the interface and relies on the printer to
supply the line feed.

#3 is End of Line conversion:
ON passes the 155 unchanged; preferred OFF without extraordinary
circumstances.
OFF converts the ATASCII 155 EOL to a 13 printer carriage return. Normally
preferred.

#4 is 7 or 8 Bit ASCII:
ON converts all data to 7 bit by setting the high bit to zero. Prohibits
printing inverse (>127) ATASCII graphics, and is only needed with some old
software which sets the 8th bit to one.
OFF passes all 8 bits as received.

Xetec recommends setting #1- #4 OFF for all packaged software; exception may
be #2 if printer is not configured to give line feeds.

#5 - #8 are Printer selection control; 18 specific models were listed with
appropriate settings. Epson, Gemini and Star models set 5, 6, 7, and 8 to
OFF; all non-graphics daisy wheel types set 5-8 to ON. Okidata sets #5 ON,
NEC/Prowriter sets #6 ON, Legend/Blue Chip sets #7 ON, Axiom/Banana set #5 &
#6 ON.

Special Codes to interface in Graphics mode SW #1 ON.
ESC 6 selects 6 lines per inch
ESC 8 " 8 lines per inch
ESC T selects transparent mode as if SW #1 OFF
ESC G select graphics by cancelling ESC T
14 (Ctrl N) select expanded width characters
20 (Ctrl T) select compressed width characters
15 (Ctrl O) cancel expanded and compressed widths
*Note: may not function with all printers.

Use with 1200XL requires modification to supply +5V
--

Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Jim Koehn" <jmkoehn@cedar-rapids.net> wrote in message
> Anyone out there got the switch settings for a Graphix AT printer
interface?
> I got one with an 800XL but no manual. I think they are for different
> printers.
>
> Jim
>

# 1769. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 00:19:35 UTC
From: Christian Link <C.LinkSPAMBLOCK@GMX.NET>
Message-ID: <u0vs6vc9hdk6b5euf1hbb0jbdjpq6pms8p@4ax.com>
Source record: 22682
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Hi, Adam,

On Tue, 11 Mar 2003 13:16:33 +0100, "Adam Dunkels" <adam@dunkels.net>
wrote:

>With Vice 1.6 on a Linux or FreeBSD host, it is possible to use the
>RS232 emulation and use a physical serial cable between the PCs
>two serial ports, and run SLIP between the PC and the emulated
>C64. This is how the screenshots on the Contiki web pages were made.

Sob... That's the point - I'm a Windows user (Yeah, Matthew would say
that then I didn't deserve any better ;-) ...), you know, the OS that
crashes if you start WinVICE 128 or surf to www.google.com. Or so I've
heard ;-) ...

Well, I hope someone from the VICE team will sooner or later have
mercy with us and implement this networking stuff into the Windows
version, too. Alternatively, I may look ut for an XL or Apple emulator
that provides this feature (Would be surprised if they existed,
though, but maybe some nice chap from the other two groups could
comment on that?) and use that port for just experiencing "8 bit
internet" for a while...

Greetings (and congratulations to your incredible number of hits,
hehe),
Chris.

# 1770. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 02:06:47 UTC
From: bill@newbreedsoftware.com
Message-ID: <XCwba.302$eb1.20580@typhoon.sonic.net>
Source record: 22683
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

In comp.sys.atari.8bit Andreas Berger <Andreas.Berger@de.bosch.com> wrote:
> Adam Dunkels wrote:
>> Contiki already runs on other architectures than the 65xx family: x86,
>> 68000, 6809 (I think).
>
> ...what about using the 80 columns screen of the C128?

On the Atari 8-bit, you can get a fairly fast 80 column display by alternating
the display and the character set used. (Sure, that adds another 2K to
what you're doing: ~1K for the screen data, and 1K for the char. set,
but it works :^) )

FlickerTerm 80, a modem terminal program, is an excellent example.

Say you had the word "Computer" on the screen.

Frame 1, you display the first font (see below), and show this text:

Cmue

Frame 2, you display the second font, and show this text:

optr

The fonts are identical; 4 pixels wide by 8 pixels high. One is just on
the left half, the other on the right:

```
------- --------
-#----- -----#--
#-#---- ----#-#-
#-#---- ----#-#-
###---- and ----###-
#-#---- ----#-#-
#-#---- ----#-#-
------- --------
```

So between the two frames (ever 30th of a second), thanks to persistence
of vision, you get 80 columns. Inverse-video is tricky, though. :^(

It's definitely faster than using 320x192 bitmap mode. :)

(Also, due to the slight timing difference, you can have 4-pixel-wide
letters, like "M" and "W" that are a bit less unreadable than if it weren't
flickering :^) )

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 1771. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 03:49:15 UTC
From: "J. Robertson" <jkr7@juno.com>
Message-ID: <f7bt6vs2k05mvqdknd297c8b5eajpn7ov2@4ax.com>
Source record: 22684
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On Tue, 11 Mar 2003 12:22:42 +0100, "Adam Dunkels" <adam@dunkels.net>
wrote:

>On Mon, 10 Mar 2003 21:40:54 -0500, J.Robertso wrote:
>> Love the fact it runs on an unexpanded c64 too ;-)
>
>Using REUs or other expansions was never considered an option :-)

Heh, that's good because I don't have any ;-)

From another post you made, Adam:

>A caching module which makes use of
>external memory and any disk drives when the memory runs out would
>not be very hard to do, and definately have many benefits.

I agree - this could certainly be beneficial especially if made an
option.

So, what's this I hear about support for us dial-up people? ;-) ;-)

Jason

--
E-mail #1: jkr[at]westol.com
E-mail #2: jkr7@juno.com
(Use E-mail #1 for a quicker response.)
Web site : http://www.westol.com/~jkr/
--

# 1772. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 03:52:08 UTC
From: Christian Link <C.LinkSPAMBLOCK@GMX.NET>
Message-ID: <8lbt6vgrr7cnfm3sfdusqpm1gp29iesvia@4ax.com>
Source record: 22686
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Yo, Jason,

On Tue, 11 Mar 2003 22:53:58 -0500, J. Robertson <jkr7@juno.com>
wrote:

>Heh, I imagine you extracted the files from the D64 and made P00's out
>of them didn't you? :-) ;-)

Not yet, but surely will do so soon. Hey, I do know what I owe my
reputation ;-) ...

Greetings,
Chris.

# 1773. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 03:53:58 UTC
From: "J. Robertson" <jkr7@juno.com>
Message-ID: <onbt6vobu9bvumnn5hm4njr0vbr03ijhu6@4ax.com>
Source record: 22685
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On Tue, 11 Mar 2003 01:34:10 +0100, Christian Link
<C.LinkSPAMBLOCK@GMX.NET> wrote:

Yo, Chris,

>Anyway, keep it up, Adam, and don't let jealous, stick-in-the-mud dogs
>in the manger irritate you. Oh, and thanks for not doing anything
>tricky that prevented Contiki from running under PC64/DOS, even ;-) !

Heh, I imagine you extracted the files from the D64 and made P00's out
of them didn't you? :-) ;-)

Jason

--
E-mail #1: jkr[at]westol.com
E-mail #2: jkr7@juno.com
(Use E-mail #1 for a quicker response.)
Web site : http://www.westol.com/~jkr/
--

# 1774. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 04:22:55 UTC
From: "Matthew W. Miller" <mwmiller@columbus.rr.com>
Message-ID: <slrnb6tdbs.2pk.mwmiller@dhcp065-024-101-200.columbus.rr.com>
Source record: 22687
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On Mon, 10 Mar 2003 08:56:11 +0100, Adam Dunkels <adam@dunkels.net> wrote:
> Contiki was written in the C programming language ...

Wow. I'm curious about what degree cc65 can be mixed with assembler...

(goes to read documentation)
--
Matthew W. Miller <mwmiller@columbus.rr.com>

# 1775. Re: atari jag carts on the net

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 05:46:01 UTC
From: SteveV4V <stevev4v1@attbi.com>
Message-ID: <tQzba.48972$L1.10062@sccrnsc02>
Source record: 22688

Hmmm, not sure you are totally correct about this Bill... I seem to remember
that when Hasbro owned Atari they released the rights to the Jaguar stuff
they owned into the Public Domain... anybody else remember this or have more
info about it? I can't say what exactly they released to the public but I
remember it was a pretty big deal when they did it. Anyhow, just thought I
would throw my 0.02 cents into the discussion. :)

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:Gneba.185$eb1.10132@typhoon.sonic.net...
> carmel <carmel_andrews@hotmail.com> wrote:
> > can anyone tell me where I can download some jaguar games from ftp or
> > website that work, so that I can use these emulators that I've just
> > downloaded, by jaguar games I mean comm. released games available on
> > the internet
>
> (1) That's not exactly legal.
>
> (2) The Jaguar was a 64-bit game system released in the early 1990s.
> It has its own newsgroup (which I also subscribe to),
> alt.atari-jaguar.discussion. This newsgroup (comp.sys.atari.8bit)
> is about the 8-bit Atari computers released between the late 1970s and
> late 1980s or so.
>
> Sorry!
>
> --
> bill@newbreedsoftware.com Hire
me!
> http://newbreedsoftware.com/bill/
http://newbreedsoftware.com/bill/resume/

# 1776. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 05:59:02 UTC
From: SteveV4V <stevev4v1@attbi.com>
Message-ID: <G0Aba.48045$eG2.8459@sccrnsc03>
Source record: 22689
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Adam,

Amazing work and thank you for making this wonderful piece of magic
available to the 8bit community. Just one question though, any advice in
getting this running under Vice for Windows?

Cheers,
Steve

"Adam Dunkels" <adam@dunkels.net> wrote in message
news:pan.2003.03.11.12.12.36.404886@dunkels.net...
> On Mon, 10 Mar 2003 09:31:24 -0600, rand wrote:
>
> > Wow, I just successfully loaded this on the Power64 emulator on Mac OS
X.
> > I'm wondering if I can configure Power64 somehow to talk to my cable
modem so
> > that I can actually see web pages load on the web browser!!!
>
> For Mac OS X, groepaz hinted me to a page that might be of interest
> for getting network connectivity for emulators under Mac OS X:
>
> http://chrisp.de/en/projects/tunnel.html
>
> I have been using the FreeBSD tun interface to get packets in and out
> of Vice under FreeBSD. Does Vice work on Mac OS X? If so, does it
> support RS-232 emulation? In that case, the above tun interface for
> Mac OS X should make it possible to actually run Contiki with Internet
> connectivity.
>
> /adam
> --
> Adam Dunkels - http://dunkels.com/adam/
>

# 1777. Re: atari jag carts on the net

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 06:31:32 UTC
From: bill@newbreedsoftware.com
Message-ID: <8vAba.349$eb1.23239@typhoon.sonic.net>
Source record: 22690
Cross-posted to: comp.sys.atari.8bit,alt.atari-jaguar.discussion

[Notice: follow-up set to alt.atari-jaguar.discussion, since this doesn't have anything to do with Atari 8-bits :^) Square that number! Do the math! Heheh]

SteveV4V <stevev4v1@attbi.com> wrote:
> Hmmm, not sure you are totally correct about this Bill... I seem to remember
> that when Hasbro owned Atari they released the rights to the Jaguar stuff
> they owned into the Public Domain... anybody else remember this or have more
> info about it? I can't say what exactly they released to the public but I
> remember it was a pretty big deal when they did it. Anyhow, just thought I
> would throw my 0.02 cents into the discussion. :)

I remember hearing something like this. This was regarding the platform,
though, not the software (games).

Besides, many of the games weren't developed by Atari, so they don't
have the right to release them 'freely' to begin with.
(Lots of the software was licensed by development houses.)

I'm sure someone in the Jaguar group can talk more about this.

<snip>
>
> "William Kendrick" <bill@newbreedsoftware.com> wrote:
>
> > carmel <carmel_andrews@hotmail.com> wrote:
> > >
> > > > can anyone tell me where I can download some jaguar games from ftp or
> > > > website that work, so that I can use these emulators that I've just
> > > > downloaded, by jaguar games I mean comm. released games available on
> > > > the internet
> > >
> > > (1) That's not exactly legal.
> > >
<snip>

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 1778. - QS Forth

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 08:02:03 UTC
From: Winston Smith <winston.smith@pinkrose.dhis.org.remove-ztk-this>
Message-ID: <3E6ED04D.1595.csat8@pinkrose.dhis.org>
Source record: 22691

To: Michael Current <mcurrent@carleton.edu>
Re: Atari 8-Bit Computers: Frequently Asked Questions
By: Michael Current <mcurrent@carleton.edu> to
comp.sys.atari.8bit,comp.answers,news.answers on Mon Mar 03 2003 10:00 am

> available..... : public domain (bellcom)
> package....... : language, source code, documents, examples
> features...... : ?
>
> - QS Forth (?)
> version, year : ?
> author/company : Quality Software
> available..... : ?
> package....... : ?
> features...... : ?
>

- QS FORTH [QS] Quality Software
version, year : 1.0, 1981
author/company : James Abanese / [QS] Quality Software
available..... : then -- commercially, now -- Who knows?
package....... : Editor, Assembler, I/O routines
Single Density 5.25 Floppy and Manual in Binder
features...... : Editor, Assembler, I/O Routines
QS FORTH requires an Atari 800 computer and at leat 24K
of RAM. QS FORTH requires an Atari 800 Personal Computer with an Atari 810 Disk
Drive. QS FORTH is based on fig-FORTH. The QS FORTH manual is published and
copyrighted by Quality Software, Copyright (C) 1980 By Quality Software. FORTH
is a trademark of FORTH, Inc. Use of the term "fig-FORTH" refers to the public
domain software distributed by the Forth Interest Group of San Carlos, CA, who
are not responsible for the production or support of this product. ATARI 800
and ATARI 810 are trademarks of Atari, Inc.
This version of FORTH is based on fig-FORTH, a
common model of FORTH distributed in the public domain by the FORTH Interest
Group of San Carlos, California. The fig-FORTH model is made available to the
public in document form, listed partly in machine code (in this case 6502 code)
and partly as FORTH definitions. It has become the standard version of FORTH
for microcomputers. Quality Software has expanded, but not significantly
modified, the fig-FORTH model in an effort to make it compatible with the
special features of the ATARI 800 computer. The enhancements we have added
include a screen editor, an I/O module that includes printer interfaces,
graphics commands, sound commands, and is designed to facilitate setting up
input and output operations, an assembler that allows incorporating 6502
subroutines into the user dictionary, and an extension of fig-FORTH that
includes several additional handy words.

[ Note: I have found a version of Atari fig-FORTH that comes on a SpartaDOS disk. Is there a version of fig-FORTH on a MyDOS or DOS 2.x disk? ]
--- Synchronet 3.10L-Linux NewsLink 1.43
* Planet Maca's Opus - Winsted, Ct - 860-738-7176 telnet://pinkrose.dhis.org

# 1779. [--- ASM, Ramdisk ---]

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 08:02:04 UTC
From: Winston Smith <winston.smith@pinkrose.dhis.org.remove-ztk-this>
Message-ID: <3E6ED539.1596.csat8@pinkrose.dhis.org>
Source record: 22692

To: Michael Current <mcurrent@carleton.edu>
Re: Atari 8-Bit Computers: Frequently Asked Questions
By: Michael Current <mcurrent@carleton.edu> to
comp.sys.atari.8bit,comp.answers,news.answers on Mon Mar 03 2003 10:00 am

I have an ancient floppy disk I ran accross that is an a commercial ATARI paper
jacket:
Part:
CX8121 Programs (C) 1981 Atari, Inc. -- * Macro Assembler, * Program-Text
Editor
[ Note: I believe that this is what they call the "Asm Disk" ?
I remember the program editor. It was a hideous "split screen"
arrangement with a display area on top and an entry line on the
bottom.... ]

- - - - -
About RAMdisks....
I am not sure whether or not you have this one listed, but it is one that
everyone forgets. This is the ATARI 800XL DOS 2.5 "nothing" enhancement. If
you have an ATARI 800XL and DOS 2.5, you can initialize a RAMdisk by formatting
it with 'I' and 'H' and then writing DOS.SYS and DUP.SYS system files until it
"errors out". When you erase all of the sectors, you are then left with a
RAMdisk of 105 sectors. While this isn't very big, it is large enough to hold
UNARC, which -- when working from RAM -- speeds up program execution quite
considerably!
--- Synchronet 3.10L-Linux NewsLink 1.43
* Planet Maca's Opus - Winsted, Ct - 860-738-7176 telnet://pinkrose.dhis.org

# 1780. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 09:18:13 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b4mu0l$65c$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 22693
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Hi Bill,

> On the Atari 8-bit, you can get a fairly fast 80 column display by alternating
> the display and the character set used. (Sure, that adds another 2K to
> what you're doing: ~1K for the screen data, and 1K for the char. set,
> but it works :^) )

> FlickerTerm 80, a modem terminal program, is an excellent example.

> So between the two frames (ever 30th of a second), thanks to persistence
> of vision, you get 80 columns. Inverse-video is tricky, though. :^(

> It's definitely faster than using 320x192 bitmap mode. :)

I wouldn't guess so, it depends on how smart you print characters. I've
here a (pretty simple) terminal program at hand that uses 80 column graphics
by the Antic F mode. Characters are of course rendered to the screen the
"traditional" way, but the main speed break is scrolling if you perform it
"the lazy way". With some smart display list tricks, you can scroll a 320x192
screen without moving a single byte. The terminal program in question does not
implement a VT-xxx terminal, tough, but a private terminal protocol for a
remote debugger I wrote years ago for the Amiga (using the Atari as remote
terminal, that is). Maybe I can still dig out the sources if this is of any
interest.

Greetings,
Thomas

# 1781. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 09:46:28 UTC
From: wildstar128 <wildstar128@hotmail.com>
Message-ID: <v6u0fmtk9vbsca@corp.supernews.com>
Source record: 22694
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

"Scarlet Otter" <SecretaryBird@MYTAILFEATHERSSoftHome.net> wrote in message
news:b4lmp6$351$0@216.39.135.86...
> "Adam Dunkels" <adam@dunkels.net> wrote in

> I would personally like to see someone port it to the TI-99/4a (TMS9900).
> Anyone here up to the challenge? :3
>
> -- Otter
>

It will be a pain in my butt, since I would have to port it by paper. ;-?

Casette deck, dead ??? Need a disk drive unit.

# 1782. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 10:05:59 UTC
From: misterbumpy73@wmconnect.com
Message-ID: <20030312050559.06064.00000146@mb-cd.wmconnect.com>
Source record: 22695

Mmm... Star Raiders, Drol, Mr. Do!, M.U.L.E. and of course Rescue on Fractalus!

Anyone know where I can get these (NTSC versions)? My 800XL is getting lonely
and needs a little excercise!

## 1783. looking for atari

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 10:35:26 UTC
From: Andy <nic.nac@usfamily.net>
Message-ID: <01c2e882$f83f84a0$f8dc6843@my-computer>
Source record: 22696

I'm looking for an atari system. i have games, but my system blew a while ago. where's a good place to get a low cost system that is in somewhat good cond.

# 1784. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 10:49:34 UTC
From: Martijn van Buul <pienjo@c64.org>
Message-ID: <slrnb6u45u.43p.pienjo@mud.stack.nl>
Source record: 22547
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

It occurred to me that Adam Dunkels wrote in comp.sys.cbm:
> On Tue, 11 Mar 2003 18:59:54 +0000, Martijn van Buul wrote:
>>> Now *that* would be quite nice; it would make Contiki every a few
>>> years older :-) When was the PDP-11 released? 1975?
>>
>> The PDP-11/20 and 11/15 saw their first light in 1970. The last model in
>> 1990...
>
> Wow... would it be possible to squeeze something like Contiki into the
> 11/20 or the 11/15?

The 11/20 and 11/15 typically have only 12KW of core, that's probably going
to be a bit tight. Another issue is that you do want to run some kind of OS
too, and since most PDP11 OS'es are still covered by expensive licenses.
The only "usuable" free OS I know of is 2.11BSD, but that requires a more
modern CPU. (22-bit adressing, 512KW memory). It'll run happily on an
emulator, though.

> Does the PDP-11 C compiler have a 8-bit datatype? If not, uIP will not work.

Well, *this* compiler does - (unsigned) char comes to mind.

>
>> For instance, the seemingly perfectly valid
>>
>> fseek(file_descriptor,0,SEEK_SET);
>>
>> goes terribly wrong - but you won't get any warning or error from that. It'll
>> just bomb out during runtime. Instead, it should have been
>>
>> fseek(file_descriptor,0L,SEEK_SET);
>>
>> In other words, "it compiles" is not the same as "it works", to put it
>> mildly :(
>
> Ok... that may be a problem. Does gcc notice problems of this kind
> when run with -pedantic or similar options?

No, since -pedantic forces strict ANSI compliance, and implicit typecasts
are perfectly valid in ANSI - especially when you're promoting datatypes, as
it's the case here. To make things worse, this phenomenon only occurs on
systems where ints don't have the same length as longs.

--
Martijn van Buul - Pino@dohd.org - http://www.stack.nl/~martijnb/

Geek code: G-- - Visit OuterSpace: mud.stack.nl 3333
Research is what I'm doing when I don't know what I'm doing (W. von Braun)

# 1785. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 11:28:08 UTC
From: uz@remove-to-reply.musoftware.de
Message-ID: <8k5n4b.t1e.ln@news.musoftware.de>
Source record: 22548
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

In comp.sys.cbm Adam Dunkels <adam@dunkels.net> wrote:
> Ullrich von Bassewitz have already started adding code to cc65 which
> makes use of the 2MHz even in C64 mode... :-)

Unfortunately, this won't work well together with the RS232 routines. Since the VIC has not enough cycles left to display anything in 2MHz mode, slow mode must be enabled when the VIC draws on the visible screen. This is done using raster interrupts. Since the RS232 routines are using the non maskable interrupt, this will destroy the timing needed to make the (partial) 2MHz mode work.

Regards

Uz

--
Ullrich von Bassewitz uz@remove-to-reply.musoftware.de
12:23pm up 34 days, 20:19, 12 users, load average: 0.00, 0.01, 0.06

# 1786. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 11:29:54 UTC
From: uz@remove-to-reply.musoftware.de
Message-ID: <in5n4b.t1e.ln@news.musoftware.de>
Source record: 22549
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

In comp.sys.cbm William Kendrick <bill@newbreedsoftware.com> wrote:
> On the Atari 8-bit, you can get a fairly fast 80 column display by alternating
> the display and the character set used. (Sure, that adds another 2K to
> what you're doing: ~1K for the screen data, and 1K for the char. set,
> but it works :^) )

Sounds like a clever idea, even if it doesn't sound very ergonomic:-) Has
anyone tried something like this on the Commodore machines?

Regards

Uz

--
Ullrich von Bassewitz uz@remove-to-reply.musoftware.de
12:28pm up 34 days, 20:23, 12 users, load average: 0.01, 0.02, 0.04

# 1787. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 11:53:21 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gadg0er7y.fsf@legolas.mdh.se>
Source record: 22550
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

uz@remove-to-reply.musoftware.de (Ullrich von Bassewitz) writes:

>> On the Atari 8-bit, you can get a fairly fast 80 column display
>> by alternating the display and the character set used.
> Has anyone tried something like this on the Commodore machines?

Isn't that known as horizontal interlace? I know at least one C64 demo
which does that (Just4Fun intro by TPF), but I believe it isn't unheard
of. Not that I would like to use any desktop system for a long while
with that kind of interlace.

--
Anders Carlsson

# 1788. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 13:04:30 UTC
From: schmidoINSULTS@gmx.net
Message-ID: <ac5cf4c6.0303120504.4cc4167d@posting.google.com>
Source record: 22551
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Marsha <menacechgo@aol.com> wrote in message news:
> Speaking of masked return addresses, have you tried adam@dunkels.com
> instead of .net

Thanks, Marsha, for making Adam's spamprotection useless, now that all
the spam-harvesters can read it... *shakes head*

/Stephan

# 1789. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 13:28:12 UTC
From: Martijn van Buul <pienjo@c64.org>
Message-ID: <slrnb6udfc.99b.pienjo@mud.stack.nl>
Source record: 22553
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

It occurred to me that Stephan Schmid wrote in comp.sys.cbm:

> Thanks, Marsha, for making Adam's spamprotection useless, now that all
> the spam-harvesters can read it... *shakes head*

Like most people, you overestimate the effort spambots will put into
harvesting.

--
Martijn van Buul - Pino@dohd.org - http://www.stack.nl/~martijnb/
Geek code: G-- - Visit OuterSpace: mud.stack.nl 3333
Research is what I'm doing when I don't know what I'm doing (W. von Braun)

# 1790. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 13:29:49 UTC
From: Martijn van Buul <pienjo@c64.org>
Message-ID: <slrnb6udid.99b.pienjo@mud.stack.nl>
Source record: 22554
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

It occurred to me that Kelli Halliburton wrote in comp.sys.cbm:
> MagerValp wrote:
>>>>>>> "MvB" == Martijn van Buul <pienjo@c64.org> writes:
>>
>> MvB> Martijn - who had a brief flash of insanity when he considered a
>> MvB> Vectrex port.
>>
>> Heh, I thought about that too, but I'm not quite sure how to get that
>> much text on a Vectrex screen...
>
> There's a serious limit to the number of vertices displayable in one refresh
> cycle without horrendous flicker, aren't there?

*nods wildly*

Like I said; it was a flash of insanity ;)

--
Martijn van Buul - Pino@dohd.org - http://www.stack.nl/~martijnb/
Geek code: G-- - Visit OuterSpace: mud.stack.nl 3333
Research is what I'm doing when I don't know what I'm doing (W. von Braun)

# 1791. Re: BASIC Error 21

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 14:01:54 UTC
From: Winston Smith <winston.smith@pinkrose.dhis.org.remove-5tz-this>
Message-ID: <3E6ED787.1608.csat8@pinkrose.dhis.org>
Source record: 22552

To: "Mo" <momo@atariland.com>
Re: Re: BASIC Error 21
By: "Mo" <momo@atariland.com> to comp.sys.atari.8bit on Wed Mar 05 2003 05:19 am

> > ERROR- 164 AT LINE 2040

Hmm... it could also be an OS and language problem. If the user is using the "4-byte" NOTE and POINT sectors of MyDOS 4.54 he might have problems with ATARI BASIC which he wouldn't have with the "3-byte" NOTE and POINT sectors of MyDOS 4.53 (more B.A.S.I.C. friendly, but less hard disk friendly).
--- Synchronet 3.10L-Linux NewsLink 1.43
* Planet Maca's Opus - Winsted, Ct - 860-738-7176 telnet://pinkrose.dhis.org

# 1792. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 14:32:14 UTC
From: Cameron Kaiser <ckaiser@floodgap.com>
Message-ID: <3e6f4444$0$63899$45beb828@newscene.com>
Source record: 22555
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

References trimmed.

uz@remove-to-reply.musoftware.de (Ullrich von Bassewitz) writes:

>>On the Atari 8-bit, you can get a fairly fast 80 column display by [swapping]
>>the display and the character set used. (Sure, that adds another 2K to
>>what you're doing: ~1K for the screen data, and 1K for the char. set,
>>but it works :^) )

>Sounds like a clever idea, even if it doesn't sound very ergonomic:-) Has
>anyone tried something like this on the Commodore machines?

Didn't flicktty on some version of LUnix do something similar?

--
Cameron Kaiser * ckaiser@floodgap.com * posting with a Commodore 128
personal page: http://www.armory.com/%7Espectre/
** Computer Workshops: games, productivity software and more for C64/128! **
** http://www.armory.com/%7Espectre/cwi/ **

# 1793. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 15:54:23 UTC
From: uz@remove-to-reply.musoftware.de
Message-ID: <f7ln4b.roe.ln@news.musoftware.de>
Source record: 22556
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

In comp.sys.apple2 Adam Dunkels <adam@dunkels.net> wrote:
> Yes, the Contiki graphics toolkit can quite easily be made to run with
> 80 columns on the C128. All it takes is an implementation of the cc65
> conio library that runs in 80 column mode on the C128. I am not sure
> whether such an implementation already exists or not, but a skilled
> programmer probably could crank one out in a few hours, especially
> since it only needs a single function.

The current snapshot does 40/80 columns on the C128. MagerValp did the initial
implementation followed by some tweaking done by me.

Regards

Uz

--
Ullrich von Bassewitz uz@remove-to-reply.musoftware.de
4:51pm up 35 days, 46 min, 12 users, load average: 0.00, 0.03, 0.07

# 1794. Mega Rare 8bit Hardware on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 16:19:48 UTC
From: cvendel@att.net
Message-ID: <2b3cfbbf.0303120819.4dfa1b6a@posting.google.com>
Source record: 22557

ATR-8000
CSS Blackbox Interface
ICD MIO (1MB) Interface
CSS Proburner Eprom System
Atari 800-D Internal Developers Workstation
LE-Systems Command Center 3.0 - 5 Parallel Bus Slots w/6 disk floppy
controller
for the Atari 800!!!
Atari 810 Sideboard with Happy Enhancement

Plus tons of other mega-rare Videogame related items:

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=atarih1&include=0&since=-1&sort=3&rows=25

# 1795. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 17:36:51 UTC
From: bill@newbreedsoftware.com
Message-ID: <TeKba.414$eb1.27616@typhoon.sonic.net>
Source record: 22558

Mister Bumpy73 <misterbumpy73@wmconnect.com> wrote:
> Mmm... Star Raiders, Drol, Mr. Do!, M.U.L.E. and of course Rescue on Fractalus!
>
> Anyone know where I can get these (NTSC versions)? My 800XL is getting lonely
> and needs a little excercise!

Check the c.s.a.8 Vendors FAQ.

For a start, there's B & C ComputerVisions ( http://www.myatari.com )...

ATC096 STAR RAIDERS 19.95 (cart)
ATC138 RESCUE ON FRACTALUS! 19.95 (cart)

And Best Electronics ( http://www.best-electronics-ca.com/ )...

Epyx/Lucasfilm's Rescue on Fractalus (Disk) $12

I'm sure you could dig up stuff at eBay, too.

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 1796. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 17:39:06 UTC
From: bill@newbreedsoftware.com
Message-ID: <_gKba.415$eb1.27500@typhoon.sonic.net>
Source record: 22559
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

In comp.sys.atari.8bit Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:
>
> I wouldn't guess so, it depends on how smart you print characters. I've
> here a (pretty simple) terminal program at hand that uses 80 column graphics
> by the Antic F mode. Characters are of course rendered to the screen the
> "traditional" way, but the main speed break is scrolling if you perform it
> "the lazy way". With some smart display list tricks, you can scroll a 320x192
> screen without moving a single byte.

Well, you move a single byte or two. ;^)

Yeah, I would've mentioned this, too, but since it's a windowing system
(and there are icons, window widgets, and a 'desktop background'), this kind
of trick isn't very useful, unfortunately.

If only DLIs were 2-dimensional. (Like the 7800, if I'm not mistaken)

> The terminal program in question does not
> implement a VT-xxx terminal, tough, but a private terminal protocol for a
> remote debugger I wrote years ago for the Amiga (using the Atari as remote
> terminal, that is). Maybe I can still dig out the sources if this is of any
> interest.

Itay Chamiel's "Ice-T" does it this way, too.

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 1797. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 17:40:31 UTC
From: bill@newbreedsoftware.com
Message-ID: <jiKba.424$eb1.27672@typhoon.sonic.net>
Source record: 22560
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

In comp.sys.atari.8bit Anders Carlsson <anders.carlsson@mds.mdh.se> wrote:
> uz@remove-to-reply.musoftware.de (Ullrich von Bassewitz) writes:
>
>>> On the Atari 8-bit, you can get a fairly fast 80 column display
>>> by alternating the display and the character set used.
>> Has anyone tried something like this on the Commodore machines?
>
> Isn't that known as horizontal interlace? I know at least one C64 demo
> which does that (Just4Fun intro by TPF), but I believe it isn't unheard
> of. Not that I would like to use any desktop system for a long while
> with that kind of interlace.

Would it be reasonable to 'switch the desktop into 80 column mode' temporarily
(e.g., while web browsing or something)?

BTW, it occurs to me, I think you can do the flicker trick with one char. set
and use horizontal scroll registers, rather than a second, shifted char. set
(saving 1024 bytes! Wooh!)

:)

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 1798. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 18:03:28 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p14u1e8cvin.fsf@panini.cling.gu.se>
Source record: 22561
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

```
>>>>> "MvB" == Martijn van Buul <pienjo@c64.org> writes:

KH> There's a serious limit to the number of vertices displayable in
KH> one refresh cycle without horrendous flicker, aren't there?

MvB> *nods wildly*

MvB> Like I said; it was a flash of insanity ;)

I experimented a bit with setting the vector to move at a slow speed
to the right, then updating the intensity register while drawing.
While the line did change intensity, it didn't look anything like what
you could use to simulate a raster display. I don't know the hardware
well enough to say if it's possible or not, but at least my simple
test didn't work...

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/
```

# 1799. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 18:05:34 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p14ptowcvf5.fsf@panini.cling.gu.se>
Source record: 22562
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

```
>>>>> "UvB" == Ullrich von Bassewitz <uz@remove-to-reply.musoftware.de> writes:

UvB> Sounds like a clever idea, even if it doesn't sound very
UvB> ergonomic:-) Has anyone tried something like this on the
UvB> Commodore machines?

Yes, there's even an old 40-column terminal program for the VIC-20
that uses this technique (flicterm or something like that). It's
painful to use though :)

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/
```

# 1800. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 18:10:34 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p14llzkcv6t.fsf@panini.cling.gu.se>
Source record: 22563
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

```
>>>>> "UvB" == Ullrich von Bassewitz <uz@remove-to-reply.musoftware.de> writes:

UvB> The current snapshot does 40/80 columns on the C128. MagerValp
UvB> did the initial implementation followed by some tweaking done by
UvB> me.

There isn't enough free ram in the C128 mode though, as bank 1 isn't
used by cc65 and the editor and kernal roms are banked in. With some
banking scheme similar to the Plus/4 target's that wouldn't be a
problem though. Also, the ram from $1300 onwards could be used.

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/
```

# 1801. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 18:13:34 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p14hea8cv1t.fsf@panini.cling.gu.se>
Source record: 22564
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

>>>>> "MWM" == Matthew W Miller <mwmiller@columbus.rr.com> writes:

MWM> Wow. I'm curious about what degree cc65 can be mixed with
MWM> assembler...

You can either inline short routines in the C source with __asm__(),
or you can link asm routines and call them from the C code. The asm
routine will need to pick up the arguments from the stack, but that
can be sped up with __fastcall__ which puts the last arg in A/X. Check
out the library sources in the distro and all should come clear.

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/

# 1802. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 20:03:52 UTC
From: Scarlet Otter <SecretaryBird@MYTAILFEATHERSSoftHome.net>
Message-ID: <b4o3r8$3m0$1@216.39.135.163>
Source record: 22565
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

"wildstar128" <wildstar128@hotmail.com> wrote in
news:v6u0fmtk9vbsca@corp.supernews.com:

>
> "Scarlet Otter" <SecretaryBird@MYTAILFEATHERSSoftHome.net> wrote in
> message news:b4lmp6$351$0@216.39.135.86...
>> "Adam Dunkels" <adam@dunkels.net> wrote in
>
>> I would personally like to see someone port it to the TI-99/4a
>> (TMS9900). Anyone here up to the challenge? :3
>>
>> -- Otter
>>
>
> It will be a pain in my butt, since I would have to port it by paper.
> ;-?
>
> Casette deck, dead ??? Need a disk drive unit.

Well, if you could do it on a TI-99/4a emulator, I could then somehow get
it onto disk and cassette. I have a really nice 4a setup with the PEB,
disk drive, 32K card, RS232 card, and of course, a cassette deck. So, if
you can do the programming, I should be able to figure out how to do the
transfer (unless I'm off in Baghdad by then.) :p

-- Otter
(Lift MYTAILFEATHERS to reply via email.)

# 1803. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 20:14:27 UTC
From: Adam Dunkels <adam@dunkels.net>
Message-ID: <pan.2003.03.12.20.14.24.827187@dunkels.net>
Source record: 22566
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On Tue, 11 Mar 2003 22:49:15 -0500, J.Robertso wrote:
> So, what's this I hear about support for us dial-up people? ;-) ;-)

Under development, but currently there are no time estimates :-(

/adam
--
Adam Dunkels - http://dunkels.com/adam/

# 1804. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 20:15:35 UTC
From: Adam Dunkels <adam@dunkels.net>
Message-ID: <pan.2003.03.12.20.15.33.574993@dunkels.net>
Source record: 22567
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On Wed, 12 Mar 2003 05:59:02 +0000, SteveV4V wrote:
> Just one question though, any advice in
> getting this running under Vice for Windows?

No, sorry... but there is some talk about TFE emulation under WinVICE...

/adam
--
Adam Dunkels - http://dunkels.com/adam/

# 1805. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 20:18:30 UTC
From: Adam Dunkels <adam@dunkels.net>
Message-ID: <pan.2003.03.12.20.18.28.757765@dunkels.net>
Source record: 22568
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On Wed, 12 Mar 2003 10:49:34 +0000, Martijn van Buul wrote:
>> Wow... would it be possible to squeeze something like Contiki into the
>> 11/20 or the 11/15?
>
> The 11/20 and 11/15 typically have only 12KW of core, that's probably
> going to be a bit tight. Another issue is that you do want to run some
> kind of OS too, and since most PDP11 OS'es are still covered by expensive
> licenses. The only "usuable" free OS I know of is 2.11BSD, but that
> requires a more modern CPU. (22-bit adressing, 512KW memory). It'll run
> happily on an emulator, though.

Are there any special reasons for running an OS underneath Contiki?
Memory protection and drivers? If so, couldn't these be implemented in
Contiki instead?

>> Does the PDP-11 C compiler have a 8-bit datatype? If not, uIP will not
>> work.
>
> Well, *this* compiler does - (unsigned) char comes to mind.

Good! There are systems (mostly DSPs) which don't have an 8-bit
datatype where char is 16 bits wide...

/adam
--
Adam Dunkels - http://dunkels.com/adam/

# 1806. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 20:21:45 UTC
From: Adam Dunkels <adam@dunkels.net>
Message-ID: <pan.2003.03.12.20.21.44.27908@dunkels.net>
Source record: 22569
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

```
On Wed, 12 Mar 2003 05:04:30 -0800, Stephan Schmid wrote:
>> Speaking of masked return addresses, have you tried adam@denkuls.com
>> instead of .net
>
> Thanks, Marsha, for making Adam's spamprotection useless, now that all the
> spam-harvesters can read it... *shakes head*

Not that it should matter that much, but you aren't exactly making
things better by fullquoting my mailaddress again ;-)

/adam
--
Adam Dunkels - http://dunkels.com/adam/
```

# 1807. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 20:26:52 UTC
From: Adam Dunkels <adam@dunkels.net>
Message-ID: <pan.2003.03.12.20.26.49.862577@dunkels.net>
Source record: 22570
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2
Body handling: HTML body converted to readable text

On Wed, 12 Mar 2003 19:10:34 +0100, MagerValp wrote:
> UvB> The current snapshot does 40/80 columns on the C128. MagerValp UvB>
> did the initial implementation followed by some tweaking done by UvB> me.
>
> There isn't enough free ram in the C128 mode though, as bank 1 isn't used
> by cc65 and the editor and kernal roms are banked in. With some banking
> scheme similar to the Plus/4 target's that wouldn't be a problem though.
> Also, the ram from $1300 onwards could be used.

By installing the newest cc65 snapshot and by turning down some of the
configuration knobs in Contiki (turning off support for HTML forms,
the HTML tag, reducing the maximum URL length and lowering
the maximum amount of simultaneous links on screen), I was able to
compile Contiki with the web browser for the C128 in 80 column
mode. There are a few problems, and for some reason it is really
really slow, but it does work, with TCP/IP support and all. I uploaded
a screenshot to the ports page of the Contiki web site:

http://dunkels.com/adam/contiki/ports/

/adam
--
Adam Dunkels - http://dunkels.com/adam/

## 1808. Atari 8-bit ethernet?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 21:09:03 UTC
From: Slor <slor@comcast.net>
Message-ID: <b4o7md$21qq0b$1@ID-164868.news.dfncis.de>
Source record: 22571

Hopefully this wasn't already discussed somewhere and I just missed it...
All this talk about the Contiki environment has me wondering if there is an
ethernet module available for the Atari 8-bits? If so, where might one
acquire such a beast?

Thanks

--
Slor

# 1809. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 22:31:39 UTC
From: uz@remove-to-reply.musoftware.de
Message-ID: <bgco4b.4hh.ln@news.musoftware.de>
Source record: 22572
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2
Body handling: HTML body converted to readable text

In comp.sys.cbm Adam Dunkels wrote:
> By installing the newest cc65 snapshot and by turning down some of the
> configuration knobs in Contiki (turning off support for HTML forms,
> the HTML tag, reducing the maximum URL length and lowering
> the maximum amount of simultaneous links on screen), I was able to
> compile Contiki with the web browser for the C128 in 80 column
> mode. There are a few problems, and for some reason it is really
> really slow, but it does work, with TCP/IP support and all. I uploaded
> a screenshot to the ports page of the Contiki web site:

I'm not sure what the reasons of the display problems are, but I will try to
track it down (or at least make another entry in my TODO list about it:-). The
reason why output is so much slower is partially because accessing the VDC
*is* slower, and mostly because the ROM routines are used, which are a lot
more complex than writing directly to the screen.

Regards

Uz

--
Ullrich von Bassewitz uz@remove-to-reply.musoftware.de
11:27pm up 35 days, 7:22, 12 users, load average: 0.00, 0.03, 0.00

# 1810. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 22:47:52 UTC
From: kottira@chello.at
Message-ID: <7a3ed5e6.0303121447.4233e56@posting.google.com>
Source record: 22573
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

"Adam Dunkels" <adam@dunkels.net> wrote in message
news:<pan.2003.03.10.07.51.18.304706@dunkels.net>...
> Hello c.s.cbm, c.s.atari.8bit, and c.s.apple2!
>
> I am extremely proud to present version 1.0 of the cross-platform,
> open-source, Internet-enabled Contiki operating system and desktop
> environment. [...]

For me this is the most exciting project I have heard about since
Novaterm 10 - which ended up unfinished :-(

I would be very thankful to use my C64, my Swiftlink and a modem for
internet access! I have to wait for PPP-support. Please, please keep
this project up!

Thank you very much!
Franz

# 1811. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-12 23:00:47 UTC
From: uz@remove-to-reply.musoftware.de
Message-ID: <v6eo4b.cmh.ln@news.musoftware.de>
Source record: 22574
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

In comp.sys.cbm MagerValp <MagerValp@cling.gu.se> wrote:
> There isn't enough free ram in the C128 mode though, as bank 1 isn't
> used by cc65 and the editor and kernal roms are banked in. With some
> banking scheme similar to the Plus/4 target's that wouldn't be a
> problem though.

It's not as easy as with the Plus/4 because the C128 library does a lot more ROM calls (you should know, since you're the one who did the 80 column mode:-). Among other things this would mean another wrapper around the single character output routine - which is quite slow yet.

Regards

Uz

--
Ullrich von Bassewitz uz@remove-to-reply.musoftware.de
11:56pm up 35 days, 7:51, 12 users, load average: 0.09, 0.05, 0.01

## 1812. Contiki-friendly web site guidelines

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-13 01:16:04 UTC
From: Simon Williams <*email*@*luddite.ca*>
Message-ID: <3121816.EPSKRSSV@news.telusplanet.net>
Source record: 22575
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit

Just wondering if Contiki will ignore files it can't deal with
or if things like flash, javascript etc will be problematic.
Does it display alternate text for embedded images?

--
Simon Williams
Luddite Enterprises
http://www.luddite.ca

# 1813. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-13 01:49:08 UTC
From: "J. Robertson" <jkr7@juno.com>
Message-ID: <urov6vc0mmgkft3rilv9lfg2tic8rscmql@4ax.com>
Source record: 22576
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On Wed, 12 Mar 2003 21:14:27 +0100, "Adam Dunkels" <adam@dunkels.net>
wrote:

>On Tue, 11 Mar 2003 22:49:15 -0500, J.Robertso wrote:
>> So, what's this I hear about support for us dial-up people? ;-) ;-)
>
>Under development, but currently there are no time estimates :-(

No problem - am patient. ;-)

Jason

--
E-mail #1: jkr[at]westol.com
E-mail #2: jkr7@juno.com
(Use E-mail #1 for a quicker response.)
Web site : http://www.westol.com/~jkr/
--

# 1814. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-13 04:20:21 UTC
From: wildstar128 <wildstar128@hotmail.com>
Message-ID: <v701o67836ic9e@corp.supernews.com>
Source record: 22577
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

"Scarlet Otter" <SecretaryBird@MYTAILFEATHERSSoftHome.net> wrote in message news:b4o3r8$3m0

> Well, if you could do it on a TI-99/4a emulator, I could then somehow get
> it onto disk and cassette. I have a really nice 4a setup with the PEB,
> disk drive, 32K card, RS232 card, and of course, a cassette deck. So, if
> you can do the programming, I should be able to figure out how to do the
> transfer (unless I'm off in Baghdad by then.) :p

Well, if there is a good C/C++ compiler for TMS9900 series processors like the one used in the TI-99/4A, that would be great. I would want to use decent tools for this. If I can make a CF2TI-CART Interface, hmmm... that might be interesting. Wait a minute, what about that IDE64, (just change the gender and a few traceline configuration and we have an interesting possibility). Just have to have the TI pinout. I do believe some people done things like that. I could get away with Assembler and convert the 6502 binary to TMS9900 binary but this will be a tedious job. It would be easier to go from the C/C++ source. Small mods "could" be made. Especially in GUI and video/audio hardware compensation. (PS: I don't think Contiki messes with sound at this time).

# 1815. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-13 07:10:35 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gy93jspw4.fsf@legolas.mdh.se>
Source record: 22578
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

J. Robertson <jkr7@juno.com> writes:

>>> So, what's this I hear about support for us dial-up people? ;-) ;-)
>> Under development, but currently there are no time estimates :-(
> No problem - am patient. ;-)

Yep. If you've waited 20+ years already, one month more or less doesn't
make that much difference. :)

--
Anders Carlsson

# 1816. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-13 09:16:32 UTC
From: Martijn van Buul <pienjo@c64.org>
Message-ID: <slrnb70j3g.1eb4.pienjo@mud.stack.nl>
Source record: 22579
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

It occurred to me that Adam Dunkels wrote in comp.sys.cbm:
> Are there any special reasons for running an OS underneath Contiki?

Well, ease of use comes to mind :)

A bare -11 is a bitch, requiring you to enter programs manually using
a bunch of toggle switches on the console panel, and having a bunch of
lamps (Not LEDs!) as "display".

http://www.psych.usyd.edu.au/pdp-11/11_70.html

Later MicroPDPs (Officially "LSI-11" systems) use a serial equivalent of
this.

Furthermore, there are driver issues. the PDP11 isn't a single type of
computer, it's a whole range of more or less compatible devices..

--
Martijn van Buul - Pino@dohd.org - http://www.stack.nl/~martijnb/
Geek code: G-- - Visit OuterSpace: mud.stack.nl 3333
Research is what I'm doing when I don't know what I'm doing (W. von Braun)

# 1817. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-13 09:18:09 UTC
From: Andreas Berger <Andreas.Berger@de.bosch.com>
Message-ID: <b4pici$pnq$1@ns2.fe.internet.bosch.com>
Source record: 22580
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Adam Dunkels wrote:
> the maximum amount of simultaneous links on screen), I was able to
> compile Contiki with the web browser for the C128 in 80 column
> mode. There are a few problems, and for some reason it is really
> really slow, but it does work, with TCP/IP support and all. I uploaded
> a screenshot to the ports page of the Contiki web site:
>
> http://dunkels.com/adam/contiki/ports/

It looks like as an alphanumerical display and not an GFX-screen like
Geos128 or the efforts megapatch and wheels, wich uses the 64kB GFX
RAM for colors?

--
regards, Andreas

Es war im Ausverkauf und Angebot, die Sonderaktion,
"Tausche bli¿œdes altes Leben gegen neue Version" - wir sind helden

# 1818. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-13 09:28:45 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p14vfyn7gz6.fsf@panini.cling.gu.se>
Source record: 22581
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

```
>>>>> "SO" == Scarlet Otter <SecretaryBird@MYTAILFEATHERSSoftHome.net> writes:

SO> Well, if you could do it on a TI-99/4a emulator, I could then
SO> somehow get it onto disk and cassette. I have a really nice 4a
SO> setup with the PEB, disk drive, 32K card, RS232 card, and of
SO> course, a cassette deck. So, if you can do the programming, I
SO> should be able to figure out how to do the transfer (unless I'm
SO> off in Baghdad by then.) :p

Don't waste your time with wildstar, he's just a troll from c.s.c who
can't code. Besides, there isn't an ANSI C compiler for the TI is
there? If there is it's as simple as just compiling the source and
adding a small RS-232 driver.

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/
```

# 1819. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-13 09:33:18 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p14r89b7grl.fsf@panini.cling.gu.se>
Source record: 22583
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

>>>>> "UvB" == Ullrich von Bassewitz <uz@remove-to-reply.musoftware.de> writes:

UvB> It's not as easy as with the Plus/4 because the C128 library does
UvB> a lot more ROM calls (you should know, since you're the one who
UvB> did the 80 column mode:-).

Heh, I forgot about that :)

UvB> Among other things this would mean another wrapper around the
UvB> single character output routine - which is quite slow yet.

But ultimately we'd want to add custom conio routines for text output
on the C128 as well. It shouldn't be too much work at all and perfor-
mance is almost as good as on the VIC if you're doing text, thanks to
things like auto-incrementing writes and block copies. No time right
now though.

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/

# 1820. Re: Contiki-friendly web site guidelines

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-13 09:45:21 UTC
From: Martijn van Buul <pienjo@c64.org>
Message-ID: <slrnb70kph.1eb4.pienjo@mud.stack.nl>
Source record: 22582
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit

```
It occurred to me that Simon Williams wrote in comp.sys.cbm:
> Just wondering if Contiki will ignore files it can't deal with
> or if things like flash, javascript etc will be problematic.
> Does it display alternate text for embedded images?

Google for lynx-friendly, I'd say.

--
Martijn van Buul - Pino@dohd.org - http://www.stack.nl/~martijnb/
Geek code: G-- - Visit OuterSpace: mud.stack.nl 3333
Research is what I'm doing when I don't know what I'm doing (W. von Braun)
```

# 1821. Amdek Amdisk III Information wanted

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-13 13:08:00 UTC
From: Tom Siler <tsiler@insight.rr.com>
Message-ID: <Qo%ba.21814$s75.8488891@twister.columbus.rr.com>
Source record: 22584

I'm dusting off some old hardware (primarily an ATR-8000 and an Amdisk III) and am looking primarily for dip switch settings for the Amdisk. I had the manual at one point but seem to have misplaced it.

Any help would be greatly appreciated. I'm interfacing some 360k drives to the controller port on the Amdisk and I can't seem to get things straight.

Tom Siler
Columbus, OH

# 1822. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-13 13:08:55 UTC
From: Alex Johnson <compuwiz@acm.org>
Message-ID: <3E7082E7.1050007@acm.org>
Source record: 22585
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2
Body handling: HTML body converted to readable text

Adam Dunkels wrote:
> On Wed, 12 Mar 2003 19:10:34 +0100, MagerValp wrote:
>
>>UvB> The current snapshot does 40/80 columns on the C128. MagerValp UvB>
>>did the initial implementation followed by some tweaking done by UvB> me.
>>
>>There isn't enough free ram in the C128 mode though, as bank 1 isn't used
>>by cc65 and the editor and kernal roms are banked in. With some banking
>>scheme similar to the Plus/4 target's that wouldn't be a problem though.
>>Also, the ram from $1300 onwards could be used.
>
>
> By installing the newest cc65 snapshot and by turning down some of the
> configuration knobs in Contiki (turning off support for HTML forms,
> the HTML tag, reducing the maximum URL length and lowering
> the maximum amount of simultaneous links on screen), I was able to
> compile Contiki with the web browser for the C128 in 80 column
> mode. There are a few problems, and for some reason it is really
> really slow, but it does work, with TCP/IP support and all. I uploaded
> a screenshot to the ports page of the Contiki web site:
>
> http://dunkels.com/adam/contiki/ports/
>
> /adam

Impressively fast porting. Contiki is indeed a paragon of portability.
The text appears to be in capital/shifted cases. As I recall (not
having ever been great at VDC programming) the VDC can support 512
characters in the character-set, allowing both upper an lower case
simultaneously. The 80col lib for the C compiler may not be allowing
you to set the case bit. In VIC-II you tell the chip you want the
screen to be in uppercase or lowercase. On VDC you tell the chip with
each character what case that char should be. Looks like it is always
being sent with the case bit set.

I'm definitely not the expert. Ullrich or Per are much more knowledgeable.

Alex

# 1823. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-13 14:44:28 UTC
From: Maciej Witkowiak <ytm@elysium.pl.remove.it>
Message-ID: <slrnb7168b.a5e.ytm@spektr.bossstation.dnsalias.org>
Source record: 22586
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Ullrich von Bassewitz wrote:
> I'm not sure what the reasons of the display problems are, but I will try to
> track it down (or at least make another entry in my TODO list about it:-). The
> reason why output is so much slower is partially because accessing the VDC
> *is* slower, and mostly because the ROM routines are used, which are a lot
> more complex than writing directly to the screen.

VDC can be faster a bit if you turn off colour (this is probably not good for
Contiki) or change DRAM refresh rate. More on that in one of the first
C=Hacking issues.

ytm

--
Najlepsza sygnatura to brak sygnatury.

# 1824. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-13 16:09:26 UTC
From: Martijn van Buul <pienjo@c64.org>
Message-ID: <slrnb71b9l.2mo8.pienjo@mud.stack.nl>
Source record: 22587
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

It occurred to me that MagerValp wrote in comp.sys.cbm:

[ Vectrex ]

> I experimented a bit with setting the vector to move at a slow speed
> to the right, then updating the intensity register while drawing.

Synchronising the brightness to the actual position of the beam will probably
be a problem there..

--
Martijn van Buul - Pino@dohd.org - http://www.stack.nl/~martijnb/
Geek code: G-- - Visit OuterSpace: mud.stack.nl 3333
Research is what I'm doing when I don't know what I'm doing (W. von Braun)

# 1825. Re: Old Atari video game?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-13 16:42:03 UTC
From: LS <me@email.com>
Message-ID: <af2cb63351f7a54552b17f21b7bbcecd@news.teranews.com>
Source record: 22588

That's it!

Thanks....

"Mopar Man" <nospam@nowhere.com> wrote in message
news:mtaq6v4akq2p6pjucgjv4fqtj27kpk1d7n@4ax.com...
> Yeah - I got one of those a few years back. It's called "Stunt Cycle"
> and it has 4 game variations. Neat to have in a collection, but the
> fun factor wears off much faster (IMHO) than with a Pong or Atari
> Video Pinball unit.
>
> On Mon, 10 Mar 2003 22:51:05 GMT, "LS" <lannie@me.com> wrote:
>
> >My coworker says he has a old Atari game console. It is a motorcycle
> >handlebar that hooks to a TV. You race and jump over things. I thinks
it
> >is from the 70's.
> >
> >Anyone heard of this? I'm trying to talk him out of it. I'm trying to
build
> >a collection of all Atari hardware.
> >
> >Lannie
> >
> >
>

# 1826. Load Binary file Syntax Dos 2.5 Question

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-13 16:47:26 UTC
From: onetime <bwiltsdropthis@blueyonder.co.uk>
Message-ID: <lad17v49bebbiue0cui2g7en63c2t90v0s@4ax.com>
Source record: 22589

Hiya Group
Please would one of you be kind enough to remind me of the
syntax to use when loading a binary file. I have long since forgotten
and all I can get is 'please type 1 letter'
thanks
Beedub

# 1827. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-13 16:59:04 UTC
From: wildstar128 <wildstar128@hotmail.com>
Message-ID: <v71e6q8sno6lbd@corp.supernews.com>
Source record: 22590
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

"MagerValp" <MagerValp@cling.gu.se> wrote in message
news:p14vfyn7gz6.fsf@panini.cling.gu.se...

> Don't waste your time with wildstar, he's just a troll from c.s.c who
> can't code. Besides, there isn't an ANSI C compiler for the TI is
> there? If there is it's as simple as just compiling the source and
> adding a small RS-232 driver.
>
Hehehe, like we can't code a simple 6502 assembly. First off, when I came here - it has been a couple of years since I dealt with assembly. Now, I suppose to think you are some super holier than thou. FLI is great when you are trying to push a 4 bit chip to display color at a level of a 7/8 bit chip. Now, why worry about fairly CPU intense processes like that. If you can place a whole 16 bit color in a 1 x 1 tile aka Pixel then all you have to do is LDX the low byte value, STX it at a location and LDX the high byte a value and STX is at location + 1. Kind of like color RAM. If you plug a value in color RAM it will make the text the corresponding color. (If you are in text mode)

Now - there is a difference in demo coding where you are playing with "algorithms" a series of equations. Setting register values. I just don't like f***ing around with Vector rotation algorithms that includes polymorphic effects, shadow projection, ect.,ect. all at once. You don't need to do all that to make a f***ing kernel. What you need to do is make a multi-task manager that handles the manages the tasks and switch them at the proper times without crashing. This isn't exactly a simple task but a different kind of task to work with. Don't compare apples and oranges. They both maybe fruits but they grow on different trees.

I haven't coded all that much with a TI is years but if there was a C compiler - I don't give a f*** if its ANSI C or another kind of C. Now, don't over guess - there might be a C compiler and possibly an ANSI C compiler for it. People do support them too. Just like the speccys, apples, ataris, ect,ect.

It is just a little hard to find. The assembly code has been released.

# 1828. Re: Amdek Amdisk III Information wanted

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-13 17:00:35 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e70b950$0$49103$e4fe514c@news.xs4all.nl>
Source record: 22591

Hi,

When you find some info let me know I also have an AMDEK drive...

TXG/MNX

"Tom Siler" <tsiler@insight.rr.com> wrote in message
news:Qo%ba.21814$s75.8488891@twister.columbus.rr.com...
> I'm dusting off some old hardware (primarily an ATR-8000 and an Amdisk
III)
> and am looking primarily for dip switch settings for the Amdisk. I had
the
> manual at one point but seem to have misplaced it.
>
> Any help would be greatly appreciated. I'm interfacing some 360k drives
to
> the controller port on the Amdisk and I can't seem to get things straight.
>
> Tom Siler
> Columbus, OH
>
>

# 1829. DRAM refresh rate (Re: The Internet-enabled Contiki Desktop OS)

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-13 23:03:19 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.LNX.4.44.0303131501310.21858-100000@lab.oregonvos.net>
Source record: 22592
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On 13 Mar 2003, Maciej Witkowiak wrote:
|VDC can be faster a bit if you turn off colour (this is probably not good
|for Contiki) or change DRAM refresh rate. More on that in one of the
|first C=Hacking issues.

I always wondered if there was some kind of an objective way of figuring
out how many cycles you can save in terms of response time by setting
the DRAM refresh register one way as opposed to another... Not everybody
waits for status to stabilize before squeezing a byte into the bottleneck.

# 1830. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-13 23:05:27 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <ta8ca.5$Td6.5008@nsw.nnrp.telstra.net>
Source record: 22593
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

```
Cameron Kaiser <ckaiser@floodgap.com> wrote in message
news:3e6d4baa$0$6012$45beb828@newscene.com...
> "Sam Gillett" <samgillett@msn.com> writes:
>
> >Windows is _so_ bad... that thousands of major corporations choose to use
it
> >after their information technology professionals compared the pros and
cons
> >of using Windows to the pros and cons of using all of the other available
> >operating systems. Explain that if you can Matthew.
>
> Not to defend Matthew's position, but as a Mac user, I paraphrase the New
> York Times: the large population of cockroaches does not imply advanced
> intelligence. ;-)
>

Neither does a small population of anything else.
```

# 1831. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-13 23:15:46 UTC
From: Exegete <millers@noneofyourbusiness.com>
Message-ID: <3E711122.8070506@noneofyourbusiness.com>
Source record: 22594
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Isn't this more than bit off topic for comp.sys.apple2??

Roy

wildstar128 wrote:
> "MagerValp" <MagerValp@cling.gu.se> wrote in message
> news:p14vfyn7gz6.fsf@panini.cling.gu.se...
>
>
>>Don't waste your time with wildstar, he's just a troll from c.s.c who
>>can't code. Besides, there isn't an ANSI C compiler for the TI is
>>there? If there is it's as simple as just compiling the source and
>>adding a small RS-232 driver.
>>
>
> Hehehe, like we can't code a simple 6502 assembly. First off, when I came
> here - it has been a couple of years since I dealt with assembly. Now, I
> suppose to think you are some super holier than thou. FLI is great when you
> are trying to push a 4 bit chip to display color at a level of a 7/8 bit
> chip. Now, why worry about fairly CPU intense processes like that. If you
> can place a whole 16 bit color in a 1 x 1 tile aka Pixel then all you have
> to do is LDX the low byte value, STX it at a location and LDX the high byte
> a value and STX is at location + 1. Kind of like color RAM. If you plug a
> value in color RAM it will make the text the corresponding color. (If you
> are in text mode)
>
> Now - there is a difference in demo coding where you are playing with
> "algorithms" a series of equations. Setting register values. I just don't
> like f***ing around with Vector rotation algorithms that includes
> polymorphic effects, shadow projection, ect.,ect. all at once. You don't
> need to do all that to make a f***ing kernel. What you need to do is make a
> multi-task manager that handles the manages the tasks and switch them at the
> proper times without crashing. This isn't exactly a simple task but a
> different kind of task to work with. Don't compare apples and oranges. They
> both maybe fruits but they grow on different trees.
>
> I haven't coded all that much with a TI is years but if there was a C
> compiler - I don't give a f*** if its ANSI C or another kind of C. Now,
> don't over guess - there might be a C compiler and possibly an ANSI C
> compiler for it. People do support them too. Just like the speccys, apples,
> ataris, ect,ect.
>
> It is just a little hard to find. The assembly code has been released.
>

>
>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

# 1832. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-13 23:19:53 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.LNX.4.44.0303131518510.23406-100000@lab.oregonvos.net>
Source record: 22595
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On Thu, 13 Mar 2003, Exegete wrote:
|Isn't this more than bit off topic for comp.sys.apple2??

What happens here, may someday happen everywhere. sigh

# 1833. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-13 23:21:24 UTC
From: "Michael J. Sch&#65533;lke" <mjschuelke@hotmail.com>
Message-ID: <MPG.18db30deaf3b1915989942@news.t-online.de>
Source record: 22596
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

```
Exegete wrote:
> Isn't this more than bit off topic for comp.sys.apple2??

Wildstar is more than a bit off topic anywhere.

SCNR,
Michael
```

# 1834. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-13 23:27:48 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p141y1a3kzv.fsf@panini.cling.gu.se>
Source record: 22597
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

```
>>>>> "MvB" == Martijn van Buul <pienjo@c64.org> writes:

MvB> Synchronising the brightness to the actual position of the beam
MvB> will probably be a problem there..

As long as you set the brightness at regular intervals you should get
evenly sized pixels. That's the theory anyway :)

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/
```

# 1835. Re: Load Binary file Syntax Dos 2.5 Question

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-14 00:02:24 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <k_8ca.4256$nJ5.383395@newsread2.prod.itd.earthlink.net>
Source record: 22598

At the 'Select or Return...' prompt, press "L", <Return>
then enter a file name preceded by drive designation if not D1:
like "MYGAME.EXE" or "2:MYAPP.COM" or "D2:ASM.BIN"
It will load to the intended address coded within the file
You may optionally add an "/N" to suppress execution if it is a load and go
file.
Some files require a "MEM.SAV" be present on the disk if they load into
memory used by the DUP.SYS menu itself around $1CFC to about $3500.
There is a 2.5 doc file on the Atari Tips & Tricks site.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"onetime" <bwiltsdropthis@blueyonder.co.uk> wrote in message
news:lad17v49bebbiue0cui2g7en63c2t90v0s@4ax.com...
> Hiya Group
> Please would one of you be kind enough to remind me of the
> syntax to use when loading a binary file. I have long since forgotten
> and all I can get is 'please type 1 letter'
> thanks
> Beedub
>

# 1836. ADV: FREE Atari Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-14 00:17:57 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0303131601100.28937-100000@shell1.aracnet.com>
Source record: 22599
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

On my last post, I forgot to add the ADV: this was not intentionally Done. http://BensCatalogs.Atari.org Ben's Catalogs Area! Check out my Atari Catalogs as I've just updated 6 of 8 Catalogs!Lots of Items I have 1, 2 or a few of. I've Sold some inventory, deleting Items from Catalogs and added new Items including some rare GEMs!Like highly Modified and UpGraded Rev.7 1050 Happy Drives for the Atari 8 Bit! The Discovery Cartridge, makes your ST Drive copy anything! From Happy Computers!+NEW in BOX Jaguar Base Units and Jag CD Players plus Newly Purchased DooM,Brutal Sports Football & Troy Aikman Football. Brand New for the Jaguar! Plus more Games for the Atari 8 Bit like, Defender, Donkey Kong, Donkey Kong Junior, E.T. Phone Home and Joust! And my ST Games/Software Catalog is PHAT-ter than it's ever been, bulging with Atari Games. Like Crystal Castles, Cannon Fodder, Carrier Command and California Games both 1 & 2! So act now!While Inventory Lasts! http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 1837. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-14 01:33:35 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.LNX.4.44.0303131731590.31969-100000@lab.oregonvos.net>
Source record: 22600
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On Fri, 14 Mar 2003, Michael J. Schülke wrote:
|Exegete wrote:
|> Isn't this more than bit off topic for comp.sys.apple2??
|
|Wildstar is more than a bit off topic anywhere.

You forgot to cross-post to comp.ai.philosphy, where it is more on topic
than off topic. And in his own way, do you not consider him a virtuoso?

# 1838. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-14 01:50:22 UTC
From: ben_yates_iii@yahoo.com
Message-ID: <154d1183.0303131750.45eb838@posting.google.com>
Source record: 22601
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

MagerValp <MagerValp@cling.gu.se> wrote in message
news:<p14vfyn7gz6.fsf@panini.cling.gu.se>...
> >>>>> "SO" == Scarlet Otter <SecretaryBird@MYTAILFEATHERSSoftHome.net> writes:
>
> SO> Well, if you could do it on a TI-99/4a emulator, I could then
> SO> somehow get it onto disk and cassette. I have a really nice 4a
> SO> setup with the PEB, disk drive, 32K card, RS232 card, and of
> SO> course, a cassette deck. So, if you can do the programming, I
> SO> should be able to figure out how to do the transfer (unless I'm
> SO> off in Baghdad by then.) :p
>
> Don't waste your time with wildstar, he's just a troll from c.s.c who
> can't code. Besides, there isn't an ANSI C compiler for the TI is
> there? If there is it's as simple as just compiling the source and
> adding a small RS-232 driver.

No, there isn't an ANSI-C compiler for the TI, even a cross-compiler.
There WAS a TI-C development environment that compiled for the Geneve
TI-clone and was available as a cross-compiler for the PC, but no-one
seems to know what/where it is, availability, etc...
The best I am aware of and actually have is a version of small C,
which _isn't_ ANSI, and doesn't support alot of things. I wrote an
Unzip program in it back in '89, but had to do alot of inline
assembly.
_Everytime_ someone on the TI group asks about porting this or that
program (like they did with Contiki), I remind them that we need an
ANSI-C compiler, and then you never hear anything else...
Perhaps if I ever find a job in this currently cursed market, I can
finally settle down and start more programming - but my first duty now
is to my family, meaning I devote all my time to that. Even reading
these newsgroups makes me feel guilty! Writing code even more so (so
you probably won't see a minigame compo entry for the TI this
year!)...

# 1839. Re: Name this game: Australian Q*Bert-eque game

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-14 04:36:01 UTC
From: adavie@taswegian.com
Message-ID: <4b8afc0a.0303132036.3dd58588@posting.google.com>
Source record: 22602

"Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote in message
news:<Sfaba.19686$Tv4.44457@news-server.bigpond.net.au>...
> Hi Andrew, do you still 8-bit? Mace still exists to some degree, and Atari
> here in Melbourne is actually increasing its user base.
>
> Mark Bedingfield

These days I'm very active in the Atari 2600 community. I ported Qb
to the '2600 a couple of years back. Now I'm working on a
fighter-game with the dancing baby as the star.

Cheers
A

# 1840. Re: Name this game: Australian Q*Bert-eque game

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-14 04:37:44 UTC
From: adavie@taswegian.com
Message-ID: <4b8afc0a.0303132037.623bb8d0@posting.google.com>
Source record: 22603

> Hehe - What were you two inspired by? I haven't looked at Qb in a while,
> but I do recall it being surprisingly similar.

Qb was inspired by the sliding tile game where you have to reorder a
grid of tiles with one tile removed, by sliding tiles into the vacant
positions. Xagon ... dunno, it just came into my head one day. The
games were similar because we stole each others' ideas (and tools!)
during development.

Cheers
A

# 1841. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-14 05:05:53 UTC
From: wildstar128 <wildstar128@hotmail.com>
Message-ID: <v72opi48mh5g91@corp.supernews.com>
Source record: 22604
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

"Matthew Montchalin" <mmontcha@OregonVOS.net> wrote in message

You forgot to cross-post to comp.ai.philosphy, where it is more on topic
than off topic. And in his own way, do you not consider him a virtuoso?

Hey, I am not the one who started the TI conversation. We were talking about
Contiki. I am not particularly interested in going on a long debate over
this. Hehehe, virtuoso - hmmm... that sounds familiar. Now, who is the one
that called me that. ;-)

## 1842. Atari800MacX version 1.3.0 released....

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-14 05:09:13 UTC
From: atarimac@yahoo.com
Message-ID: <f8e743fd.0303132109.3ad2c22a@posting.google.com>
Source record: 22605

The new version of the Atari800 port for Mac OSX has been released.
You can download from http://members.cox.net/atarimac

New Features/Bug Fixes (version 1.3):
Features Added/Changed:
* Added ANTIC/GTIA Cycle Exact code from Atari800 core emulator.
This adds compatability with several games and demos. See
Compatability page of program help for more detail.
* Added ability to save and load multiple Disk Sets from the Disk
Management window. (Also from the Fullscreen UI). See the Media page
of the program help for details.
* Ability to handle 4 USB Gamepads. This change will require
users of earlier versions to respecify their joystick emulations.
* Added x3 Scaling and x4 Scaling on Windowed Display, and added
the ability to lock Fullscreen display to 640x480 (on by default)
* Added Cartridge and Disk state information to State files. Now
when loading a saved state, the cartridge and disks present when the
state was saved will be mounted. The state file format has not
changed, but the disk/cartridge info was added to the end.
* Added Backquote (`) as break key, in addition to Pause/F15.
* Added Known Bugs page to Help pages.
* Added Hot Key (F7) for "Limit to Normal Speed"
* Added Emulator message window, which is used to display debug
and informational messages from the Emulator core. It can be found
under the Control menu.

Bugs Fixed:
* Fixed Break key/Interrupt bug from Atari800 core emulator
* Fixed bug where Gamepad Joystick would stick in one or two
directions, unless moved in the other direction. This bug would go
away after a few mintues, but was very annoying :). (But amazing easy
to fix...."I love it when a plan comes together" :)).
* Fixed bug with Boot Disk Images where only one or two images
could be specified without crashing the program.
* Fixed bug where Atari Inverse, Clr-Tab, Set-Tab, Insert-Char,
Insert-Line, Delete-Char, and Delete-Line keys were not recognized by
the emulator.
* Moved Mouse Grab key(F12 to F11), as it conflicted with Optical
Media Eject on non-Apple keyboards.
* Fixed BW/Color conversion bug in Pallette Formating code from
core emulator.

## 1843. Montezuma's Revenge question

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-14 05:14:24 UTC
From: satcom2@attbi.com
Message-ID: <82a18ff2.0303132114.3d25b377@posting.google.com>
Source record: 22606

Does anyone know which company was the first to release Montezuma's Revenge for Atari 8-bit computers? I remember a version by Utopia, where the guy had a pointier hat, and there was a big giant boss guy at the end of the game that I never passed. Then the Parker Bros. version with the flat hat and no boss. And now to totally make things confusing, I just got a hold of a version by BCI software. So did 3 different companies release this game for the Atari 8-bit? If anyone can shed light on the confusion it would be great. Thanks! -SaTcom2

# 1844. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-14 07:21:35 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gel5abegw.fsf@legolas.mdh.se>
Source record: 22607
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

ben_yates_iii@yahoo.com (Ben Yates) writes:

> No, there isn't an ANSI-C compiler for the TI, even a cross-compiler.

What is the status of Vernon Jensen's C99 (on-target?) compiler?

--
Anders Carlsson

# 1845. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-14 07:54:35 UTC
From: mjfisher76 <mjfisher76@netzero.net>
Message-ID: <%Ufca.89382$sf5.60782@rwcrnsc52.ops.asp.att.net>
Source record: 22608

I second that! I used to love playing the Germans in the bulge and taking Antwerp, even on ++ Allies level! Of the Command Series games, Decision in the Desert was my favorite. Too bad I can't find a working .atr copy of it, and can't get my old floppy working on a PC.

"Nigel Turton" <npt@dickinsondoncaster.fsworld.co.uk> wrote in message news:b42lj0$1k9$1@newsg1.svr.pol.co.uk...
> Has to be Crusade in Europe, ive probably spent months on end playing this,
> i know it was written in compiled BASIC and sometimes the program seems to
> go asleep with the cursor but still fantastic wargame ..... Well done Sid
> Mier
>
> --
> Nigel P Turton
> 800/800XL/65XE/130XE(switchable OS's), 6 x 1050 + Happy/Lazer
> 4MB STE/1MB STFM, 540MB HD, 4 x CDROM
> Falcon 14MB, FPU, 2 x 340HD,CDROM,VGA
> Lynx handheld (New aquisition :oP)
> Jaguar 64 + CD (What a machine)
> 2600 (New aquisition :oP)
> (ATARI LIVES)
>
>

# 1846. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-14 08:04:41 UTC
From: wildstar128 <wildstar128@hotmail.com>
Message-ID: <v7338rbpd8e4e@corp.supernews.com>
Source record: 22609
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

"Anders Carlsson" <anders.carlsson@mds.mdh.se> wrote in message
news:k2gel5abegw.fsf@legolas.mdh.se...
> ben_yates_iii@yahoo.com (Ben Yates) writes:
>
> What is the status of Vernon Jensen's C99 (on-target?) compiler?

I have it and I believe the source too.

Though this is a TI discussion and we should move the discussion. Yet, it is reasonable to discuss multiplatform elements very carefully. Since this would be for gathering ideas and information useful for moving Contiki onto a TI as well. This will be a thrilling but very easy to do once we have the TMS9900 mneumonic code. Keep in mind this will be easier then fighting a lockout chip on a Nintendo. (well.... except for use of a knife blade and cut the trace line that is in contact to pin 4 but it should be grounded)

# 1847. Atari 400 Troubleshooting

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-14 13:47:55 UTC
From: Damien Cymbal <d_cymbal@hotmail.com>
Message-ID: <e4lca.93375$qi4.54124@rwcrnsc54>
Source record: 22610

Hello All,

I'm looking for pointers on how to troubleshoot an apparent hardware problem with an Atari 400.

The machine runs fine for about 5-10 minutes and then will freeze up solid so I'm assuming that there is some sort of heat/temperature issue that is causing it, but I'd appreciate any tips on how I can drill down further to determine the exact cause.

Thanks much.

dc

# 1848. Re: Montezuma's Revenge question

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-14 13:48:29 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <bbn37vovihpre81ppj3scfnf8b0ptkdifj@4ax.com>
Source record: 22611

On 13 Mar 2003 21:14:24 -0800, satcom2@attbi.com (SaTcom2) wrote:

>Does anyone know which company was the first to release Montezuma's
>Revenge for Atari 8-bit computers? I remember a version by Utopia,
>where the guy had a pointier hat, and there was a big giant boss guy
>at the end of the game that I never passed. Then the Parker Bros.
>version with the flat hat and no boss. And now to totally make things
>confusing, I just got a hold of a version by BCI software. So did 3
>different companies release this game for the Atari 8-bit? If anyone
>can shed light on the confusion it would be great. Thanks! -SaTcom2

Wasn't it Datamost or Datasoft that ACTUALLY released it, I know it
eventually ended up with Parker after a while but by then there had
been the unfinished beta all over the place..
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

# 1849. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-14 17:23:57 UTC
From: ben_yates_iii@yahoo.com
Message-ID: <154d1183.0303140923.4be39a42@posting.google.com>
Source record: 22612
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

"wildstar128" <wildstar128@hotmail.com> wrote in message
news:<v7338rbpd8e4e@corp.supernews.com>...
> "Anders Carlsson" <anders.carlsson@mds.mdh.se> wrote in message
> news:k2gel5abegw.fsf@legolas.mdh.se...
> > ben_yates_iii@yahoo.com (Ben Yates) writes:
> >
> > What is the status of Vernon Jensen's C99 (on-target?) compiler?
>
> I have it and I believe the source too.
>
> Though this is a TI discussion and we should move the discussion. Yet, it is
> reasonable to discuss multiplatform elements very carefully. Since this
> would be for gathering ideas and information useful for moving Contiki onto
> a TI as well. This will be a thrilling but very easy to do once we have the
> TMS9900 mneumonic code. Keep in mind this will be easier then fighting a
> lockout chip on a Nintendo. (well.... except for use of a knife blade and
> cut the trace line that is in contact to pin 4 but it should be grounded)

There are _too_ many different variations on Clint Pulley's c99
compiler these days, but they are all small-c variants. I haven't seen
any that adds structures, for example, or support unsigned ints...
I, myself, worked last year on porting the c99 file I/O libraries and
the c formatted I/O libraries over to the SAMS c99 compiler last year.
SAMS being an extended memory system, was a little silly for having a
c99 compiler that had graphics but no file I/O nor the normal
printf/scanf family of functions.
But I have to support _this_ version, as it is the only version of a
c99 compiler to support the extended memory by allowing functions to
be placed in different memory pages, as segments.

## 1850. Email contact for Tomasz Szymankowski (Atari800WinPlus)

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-14 17:42:08 UTC
From: sweetspot@bellsouth.net
Message-ID: <d2e1548b.0303140942.f9e0c57@posting.google.com>
Source record: 22613

Email address given in the help file bounces.

Tks

ron

# 1851. Re: Atari 400 Troubleshooting

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-14 18:10:47 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e721b47$0$49108$e4fe514c@news.xs4all.nl>
Source record: 22614

Hmm most problems are caused by bad contact. Try to clean the pins of the
chips.
Also feel if chips are get extremly hot...

TXG/MNX

"Damien Cymbal" <d_cymbal@hotmail.com> wrote in message
news:e4lca.93375$qi4.54124@rwcrnsc54...
> Hello All,
>
> I'm looking for pointers on how to troubleshoot an apparent hardware
> problem with an Atari 400.
>
> The machine runs fine for about 5-10 minutes and then will freeze up solid
> so I'm assuming that there is some sort of heat/temperature issue that is
> causing it, but I'd appreciate any tips on how I can drill down further to
> determine the exact cause.
>
> Thanks much.
>
> dc

# 1852. Re: Montezuma's Revenge question

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-14 18:40:46 UTC
From: Mike Brown <mikebrown66@shaw.ca>
Message-ID: <BA97703D.E08F%mikebrown66@shaw.ca>
Source record: 22615

in article 82a18ff2.0303132114.3d25b377@posting.google.com, SaTcom2 at satcom2@attbi.com wrote on 3/13/03 10:14 PM:

> Does anyone know which company was the first to release Montezuma's
> Revenge for Atari 8-bit computers? I remember a version by Utopia,
> where the guy had a pointier hat, and there was a big giant boss guy
> at the end of the game that I never passed. Then the Parker Bros.
> version with the flat hat and no boss. And now to totally make things
> confusing, I just got a hold of a version by BCI software. So did 3
> different companies release this game for the Atari 8-bit? If anyone
> can shed light on the confusion it would be great. Thanks! -SaTcom2

There is a version of Montezuma's Revenge on the Sega Master System as well. Very similar, but some differences. Never did play either deep enough to notice many differences, but still a classic, well played game.

# 1853. Re: Load Binary file Syntax Dos 2.5 Question

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-14 18:45:17 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E72233D.7940542B@students.uni-mainz.de>
Source record: 22616

Well
goto DOS/DUP, once there:
1) type L (for binary load)
2) press <RETURN> key
3) type Filename.EXT or Dx:filename.EXt
(where Dx is the drive number, like D1:, D2:, etc.;
Filename.Ext is the name of your file, must be upper case!)
4) press <RETURN> key

Now the program should load or a) you will get an error like BAD Load File (try loading from Basic instead), b) need MEM.SAV to load this file (rename file to Autorun.SYS or more likely the program overwrites DOS, thus use a Gamedos to load it), c) program/computer crashes (or you see the Atari Basic Ready prompt or you get an Error 12 at Line 0, etc. - just disable the built-in Basic by holding down the Option key on XL/XE computers at bootup-time; unplug the Basic cart on 400/800/1200 computers); etc. etc. just try some options... -andreas.

onetime schrieb:
>
> Hiya Group
> Please would one of you be kind enough to remind me of the
> syntax to use when loading a binary file. I have long since forgotten
> and all I can get is 'please type 1 letter'
> thanks
> Beedub

# 1854. Re: FREE Atari Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-14 19:44:27 UTC
From: LS <me@email.com>
Message-ID: <a8b9b568dc0ac4e52fd9f445497fd46d@news.teranews.com>
Source record: 22617
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.vid

Are you 8 or 9 years old?

"Tarapia Tapioco" <comesefosse@ntani.firenze.linux.it> wrote in message
news:0c775413d2b9b719b9c451cf0d12f29b@firenze.linux.it...
> On my last post, I forgot to mention that I am still a great big fag with
a
> brain injury. Due to being fucked in the head, I forgot! Now onto my
spammy
> email! Ben's Catalogs Area! Check out my gay sex toys
> Catalogs as I've just updated 6 of 8 Catalogs!Lots of Items I have 1, 2 or
> a few of. I've Sold some inventory, deleting Items from Catalogs and added
> new Items including some rare GEMs!Like highly Modified and UpGraded anal
vibrators
> to use deep up your asshole! My new gay blow-up doll gives you the freedom
> to experience sex with your neighbors little boy. Now you too can be a
homo
> pedophile! From Happy dildoes!+NEW in BOX anal beads! And my gay sex toy
Catalog
> is great! It makes me look fatter than i've ever been! my asshole is
bulging
> just waiting for you!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. Customers love the speedy service! I have
> lots of gay sex toys and homo books. Which I can send by special fag Mail
Rate!
>
> Please spam me and send me your faggy greetings at: Atari@aracnet.com. If
you
> can't reach me, then it means your dick is too small!
>
> Call fagboy Ben anytime on the redhot for fags only hotline at
(503)256-9974!!!
>
>
>

# 1855. Re: Load Binary file Syntax Dos 2.5 Question

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-14 21:32:18 UTC
From: onetime <bwiltsdropthis@blueyonder.co.uk>
Message-ID: <2hi47v8ktni4clb2vu1t24ne43rel5f31v@4ax.com>
Source record: 22618

RON thanks for the pointers
Beedub
On Fri, 14 Mar 2003 00:02:24 GMT, "Ron Hamilton"
<oldatarian@atariland.com> wrote:

>At the 'Select or Return...' prompt, press "L", <Return>
>then enter a file name preceded by drive designation if not D1:
>like "MYGAME.EXE" or "2:MYAPP.COM" or "D2:ASM.BIN"
>It will load to the intended address coded within the file
>You may optionally add an "/N" to suppress execution if it is a load and go
>file.
>Some files require a "MEM.SAV" be present on the disk if they load into
>memory used by the DUP.SYS menu itself around $1CFC to about $3500.
>There is a 2.5 doc file on the Atari Tips & Tricks site.

# 1856. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-14 21:42:00 UTC
From: Yves McDonald <"yves.mcdonald\\@NO SPAM sympatico.ca">
Message-ID: <JUrca.8479$VT.947854@news20.bellglobal.com>
Source record: 22619
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

desiv wrote:
> I'm looking at my Coleco Adam sitting underneath my Apple //e, and I'm
> thinking he might get even more jealous...

snip!

> Interesting side note, if a Z80 port is viable, what would that mean for an
> Apple II with a CPM card?? Run 2 versions? 6502 and Z80? What about some
> of the other Z80 boxes out there???
>
> Might be beyond me, but still interesting...
>
I studied how the Z80 softcard works many years ago and I think the 6502
was halted while the Z80 was working. The Apple' 6502 would 'wake up'
to perform I/O and for short periods of time to refresh its registers
which were built like dynamic RAM (needs refresh or it loses addresses
for program counter and stack pointer!) In short, it was one processor
at a time, plus they shared the same RAM.

The memory map for the Z80 was all mixed up compared to the 6502 map to
re-create the memory map of a CP/M system.

CP/M wasn't offering much service: serial and disk I/O (through BDOS)
and a return-to-OS system call. Since CP/M offers I/O, I guess it
wouldn't be too difficult to make Contiki use them.

My first C programs were done under CP/M with BDS-C (that's stands for
Brain Damage Software). The BDS-C author made is compiler sources open
to public. All in Z80 assembler: amazing!

Bringing CP/M to the Internet age: what a mad concept! Just like
riding a donkey on the freeway :).

cheers!

Yves

# 1857. eBay auction soon to end - 13 Atari Classics Mags (inc issue 1)

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-14 23:06:38 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1047682627.7553.0@despina.uk.clara.net>
Source record: 22620

Hello All,

My eBay auction for 13 Atari Classics Mags, including issue 1 has less than 24 hours to go. If you want to bid, you'll need to be fast! I also have a few other items for auction too. The link is below (this will split on to two lines, so please copy both lines into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangar
raghty

Dean Garraghty

# 1858. Re: FREE Atari Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-14 23:17:13 UTC
From: Flibble-san <flib@you.net>
Message-ID: <%ptca.384$Qj4.184846@newsfep2-gui>
Source record: 22621
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.vid

"Tarapia Tapioco" <comesefosse@ntani.firenze.linux.it> wrote in message
news:0c775413d2b9b719b9c451cf0d12f29b@firenze.linux.it...
> On my last post, I forgot to mention that I am still a great big fag with
a
> brain injury. Due to being fucked in the head, I forgot! Now onto my
spammy

WTF

<PLONK!>

flib

# 1859. Re: ADV: FREE Atari Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-15 00:19:54 UTC
From: James Jefferson III <james@nospam.com>
Message-ID: <5pr47vod5btaq6q1gerg2efub9vmmj9k8k@4ax.com>
Source record: 22622
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.vid

On Fri, 14 Mar 2003 20:10:50 +0100 (CET), Tarapia Tapioco
<comesefosse@ntani.firenze.linux.it> wrote:

>On my last post, I forgot to mention that I am still a great big fag with a
>brain injury.

You stupid piece of shit, you and the other shit heads moan and bitch
about his posts yet disrupt the group more than any post him or anyone
else makes.

Same shit every time, same hidden posts

Total waste of fucking space, it's amazing laboratory tests like you
escape to populate the internet. So carry on filling this group up with
more unwanted shit but realise that people are looking at you and
thinking that the person you so spite is 100X the person you will ever
be.

Go on, hide till next time

# 1860. Re: FREE Atari Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-15 00:30:04 UTC
From: JS <jsyipyay@aol.com>
Message-ID: <3ks47v83ommceq6jghc16035to8dv9qfts@4ax.com>
Source record: 22623
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.vid

On 15 Mar 2003 01:03:06 +0100, Frog <FrogRemailer@bigfoot.com> wrote:

>7 years old you stoopid fagot piece of shit! Wanna get fucked with just like
>fagboy benny? You're next fagot!
>
>
>
>My name is LS and I'm one of Benny's big gay fags! I bend over just for Benny
>to fuck me right up the asshole! I love Benny so much! He's my big braindead
>retarded fagot hero! Let's all go fudgepacking with gaylord Benny! I call
>Benny's redhot for fags only hotline everyday with his special rates for pedo
>fagots!
>
All you are is a stupid homophobic little asshole who's heard it's cool
to call people faggots as all your little class mates do.

Or you are much older and like to write this way, in that case it makes
your worthless pond scum trying to control this group in a totally
immature way.

So to get to your level, go back to fucking your mom like the rest of
the football team

JS

# 1861. Re: ADV: FREE Atari Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-15 03:51:53 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v758nm2cjd4fa2@corp.supernews.com>
Source record: 22624

```
This stuff gets cross-posted! I just noticed, have to
edit the 'newsgroups' line.
Maybe this homophobe will come out of the closet.
Seems to protest too much to me.
```

# 1862. ATMAS Assembler Question

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-15 06:19:28 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030315011928.11865.00000029@mb-ft.aol.com>
Source record: 22625

A few years ago I bought an ATMAS assembler package. The only manual that I recall being included was the Hofacker/Elcomp book "How to Program Your Atari in 6502 Machine Language". Does anyone know if any other (English) manual was ever written for the ATMAS assembler?
Thanks,
Larry

## 1863. Re: Bad GTIA?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-15 06:32:04 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030315013204.11865.00000030@mb-ft.aol.com>
Source record: 22626

I posted a note about color shift on my 130 XE a few weeks ago, and received a couple of suggestions (Thanks!). I ultimately found the correct "fix" for the problem. In my situation, the culprit was the enhanced cartridge port. I had cleaned the connectors on my Black Box (which plugs into the ECP) many times, but that really had no effect. This time, I went after the ECP with contact cleaner and pipe cleaners. Wow -- the dirt/oxide was significant. I then coated both the ECP and BB connectors with "Tweek" and the color has been stable ever since.
Larry

# 1864. Re: ADV: FREE Atari Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-15 10:16:35 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <P4Dca.39049$Rc7.558690@news2.e.nsc.no>
Source record: 22627
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.vid

Well, I think he actually has a right to post crap, but not if it's hurting other and he clearly does. I think one should be able to post piss posts if you want, but not something that put someone else in a bad spot. At least have a good reason, like if Ben ripped him off or something, but then he should just say so, not put up this crap with fags and stuff. And lastly, be a man (or woman) and stand up for your opinions, not hide like a chicken shit!

"James Jefferson III" <james@nospam.com> skrev i melding news:5pr47vod5btaq6q1gerg2efub9vmmj9k8k@4ax.com...
> On Fri, 14 Mar 2003 20:10:50 +0100 (CET), Tarapia Tapioco
> <comesefosse@ntani.firenze.linux.it> wrote:
>
> >On my last post, I forgot to mention that I am still a great big fag with a
> >brain injury.
>
> You stupid piece of shit, you and the other shit heads moan and bitch
> about his posts yet disrupt the group more than any post him or anyone
> else makes.
>
> Same shit every time, same hidden posts
>
> Total waste of fucking space, it's amazing laboratory tests like you
> escape to populate the internet. So carry on filling this group up with
> more unwanted shit but realise that people are looking at you and
> thinking that the person you so spite is 100X the person you will ever
> be.
>
> Go on, hide till next time
>

# 1865. Re: FREE Atari Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-15 10:17:40 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <Q4Dca.39050$Rc7.558690@news2.e.nsc.no>
Source record: 22628
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.vid

LS as in Lou Spear ?

"Frog" <FrogRemailer@bigfoot.com> skrev i melding
news:RL9694AH37695.0427662037@Gilgamesh-frog.org...
> 7 years old you stoopid fagot piece of shit! Wanna get fucked with just
like
> fagboy benny? You're next fagot!
>
>
>
> My name is LS and I'm one of Benny's big gay fags! I bend over just for
Benny
> to fuck me right up the asshole! I love Benny so much! He's my big
braindead
> retarded fagot hero! Let's all go fudgepacking with gaylord Benny! I
call
> Benny's redhot for fags only hotline everyday with his special rates for
pedo
> fagots!
>
>
>
> Oooh ooh how I love Benny! He's so k-rad kool and faggy!
>
>
>
> ===LS===
>
>
>
>
>
>
>
>

# 1866. Re: ATMAS Assembler Question

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-15 11:46:53 UTC
From: Thomas Meyer <mnemo@t-online.de>
Message-ID: <b4v3sb$mom$03$1@news.t-online.com>
Source record: 22629

LarryWhite wrote:
> A few years ago I bought an ATMAS assembler package. The only manual
> that I recall being included was the Hofacker/Elcomp book "How to
> Program Your Atari in 6502 Machine Language". Does anyone know if
> any other (English) manual was ever written for the ATMAS assembler?

English? No idea... But I have the original German package down in my lair
including the German manual...

Thomas

# 1867. Atari 400/800 Technical Reference Notes Manual on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-15 17:44:29 UTC
From: craig_henrichs@hotmail.com
Message-ID: <9b7b43ec.0303150944.72abd382@posting.google.com>
Source record: 22630
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace,rec.games.video.atari

I have an Atari 400/800 Technical Reference Notes Manual on Ebay. The auction ends on March 16 at 12:14 AM CST. The current bid is $23.49.

The link for the auction is:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3537&item=3012314771

# 1868. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-15 18:53:25 UTC
From: steve@dosius.zzn.com
Message-ID: <9307085f.0303151053.58a162fb@posting.google.com>
Source record: 22631
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Yves McDonald <""yves.mcdonald\"@NO SPAM sympatico.ca> wrote in message
news:<JUrca.8479$VT.947854@news20.bellglobal.com>...
> desiv wrote:
> > I'm looking at my Coleco Adam sitting underneath my Apple //e, and I'm
> > thinking he might get even more jealous...
>
>
> snip!
>
>
> > Interesting side note, if a Z80 port is viable, what would that mean for an
> > Apple II with a CPM card?? Run 2 versions? 6502 and Z80? What about some
> > of the other Z80 boxes out there???
> >
> > Might be beyond me, but still interesting...
> >
> I studied how the Z80 softcard works many years ago and I think the 6502
> was halted while the Z80 was working. The Apple' 6502 would 'wake up'
> to perform I/O and for short periods of time to refresh its registers
> which were built like dynamic RAM (needs refresh or it loses addresses
> for program counter and stack pointer!) In short, it was one processor
> at a time, plus they shared the same RAM.

Yes. I tried to emulate one of these.

> The memory map for the Z80 was all mixed up compared to the 6502 map to
> re-create the memory map of a CP/M system.

Really freaky. ;) It was like 0000H->$1000, B000H->$D000,
E000H->$C000, F000H->$0000 or something like that.

> CP/M wasn't offering much service: serial and disk I/O (through BDOS)
> and a return-to-OS system call. Since CP/M offers I/O, I guess it
> wouldn't be too difficult to make Contiki use them.
>
> My first C programs were done under CP/M with BDS-C (that's stands for
> Brain Damage Software).

BDS acronym <- !!!

> The BDS-C author made is compiler sources open
> to public. All in Z80 assembler: amazing!

;)

>
> Bringing CP/M to the Internet age: what a mad concept! Just like
> riding a donkey on the freeway :).
>
> cheers!
>
> Yves

Hey, I'd like to do some CP/M-86 hacking...I'm working on some
cross-compile hacks with Turbo C++ 1.01. Ideas? :D

-uso.

# 1869. Re: Atari 400/800 Technical Reference Notes Manual on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-15 22:14:49 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <b508kq$mkq$1@bob.news.rcn.net>
Source record: 22632
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace,rec.games.video.atari

B&C sells it for $20.00, new.

"Craig Henrichs" <craig_henrichs@hotmail.com> wrote in message
news:9b7b43ec.0303150944.72abd382@posting.google.com...
> I have an Atari 400/800 Technical Reference Notes Manual on Ebay. The
> auction ends on March 16 at 12:14 AM CST. The current bid is $23.49.
>
> The link for the auction is:
>
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3537&item=3012314771

# 1870. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-16 00:00:49 UTC
From: puritan_2076@yahoo.com
Message-ID: <ae64f04a.0303151600.10f0e8d6@posting.google.com>
Source record: 22633
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,bit.listserv.coco

"Adam Dunkels" <adam@dunkels.net> wrote in message
news:<pan.2003.03.10.07.51.18.304706@dunkels.net>...
> Hello c.s.cbm, c.s.atari.8bit, and c.s.apple2!
>
> I am extremely proud to present version 1.0 of the cross-platform,
> open-source, Internet-enabled Contiki operating system and desktop
> environment. Contiki was originally intended for the the (unexpanded)
> Commodore 64, but also runs on the VIC-20, CBM PET, Plus/4, Atari
> 8-bit and the Nintendo Entertainment System (NES). Ports to the 8-bit
> Apple ][, Atari Jaguar, and a bunch of other platforms are under
> development. This first version of Contiki contains the following:
>
> * Multitasking kernel.
> * Windowing system with themeable GUI toolkit.
> * Screensaver.
> * TCP/IP networking with RS-232/SLIP or Ethernet (PPP support is under
> development).
> * Personal web server for convenient file transfers (currently only on
> C64/TFE systems).
> * Simple Telnet client (instead of the web server on RS232-systems).
> * Web browser (the world's first true web browser for 8-bit systems!).
>
> Everything is fully multitasking and does not require any loading of
> programs. Contiki does not require a disk drive or any other form of
> mass-storage devices, which means that it is useful both for disk
> drive owners and tape users.
>
> See the Contiki web site for more information, a FAQ, lots of
> screenshots and for downloading the binaries or the source code:
>
> http://dunkels.com/adam/contiki/
>
> Contiki was written in the C programming language by me (Adam Dunkels)
> with encouragement, suggestions and support from Ullrich von
> Bassewitz, author of the cc65 C compiler. The VIC-20 port has been
> made in cooperation with Anders Carlsson, the Atari 8-bit port in
> cooperation with Christian Groessler, and the NES port together with
> Groepaz/Hitmen. Chris Morse is currently working on the Apple ][ port
> and Matthias Domin is working on the Atari Jaguar port. Lawrence
> Chitty is working on PPP support and on porting Contiki to the Sharp
> Wizard PDA, Fabio Fumi is porting selected parts of Contiki to the
> Casio PocketViewer, and James Dessart is porting Contiki to the Tandy
> CoCo. Mikael Backlund has drawn the Contiki desktop icons. Huge

> thanks to all for making this possible!
>
> /adam

***WOW*** !!! !!! !!!

I'm a little foncused. Exactly how and where do I download the working C=64, C=128, and CoCo versions? I'm using the real thing, no stinking emulators. Do I have to compile it my self? If so, where do I get the compiler?

By the way, sory if you've explained all that, but I'm afraid I'm a little dumb sometimes, especialy when I'm in a hurry, and I'm literaly accessing on borrowed time.

# 1871. Re: Contiki-friendly web site guidelines

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-16 00:33:40 UTC
From: Adam Dunkels <adam@dunkels.net>
Message-ID: <pan.2003.03.16.00.33.37.722554@dunkels.net>
Source record: 22634
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit
Body handling: HTML body converted to readable text

On Thu, 13 Mar 2003 01:16:04 +0000, Simon Williams wrote:

> Just wondering if Contiki will ignore files it can't deal with or if
> things like flash, javascript etc will be problematic.

It is not bothered with Flash animations and everything between

# 1872. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-16 00:48:53 UTC
From: Adam Dunkels <adam@dunkels.net>
Message-ID: <pan.2003.03.16.00.48.50.455545@dunkels.net>
Source record: 22635
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

```
On Thu, 13 Mar 2003 10:18:09 +0100, Andreas Berger wrote:
>> the maximum amount of simultaneous links on screen), I was able to
>> compile Contiki with the web browser for the C128 in 80 column mode.
>> There are a few problems, and for some reason it is really really slow,
>> but it does work, with TCP/IP support and all. I uploaded a screenshot
>> to the ports page of the Contiki web site:
>>
>> http://dunkels.com/adam/contiki/ports/
>
> It looks like as an alphanumerical display and not an GFX-screen like
> Geos128 or the efforts megapatch and wheels, wich uses the 64kB GFX RAM
> for colors?

Exactly, it is a port of the ctk-conio theme, which is text based. For
the future, anything is possible, however :-) (All it takes it someone
to actually do the work ;-)

/adam
--
Adam Dunkels - http://dunkels.com/adam/
```

# 1873. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-16 01:11:46 UTC
From: Adam Dunkels <adam@dunkels.net>
Message-ID: <pan.2003.03.16.01.11.43.425172@dunkels.net>
Source record: 22636
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,bit.listserv.coco

```
On Sat, 15 Mar 2003 16:00:49 -0800, Leon Howell wrote:
> I'm a little foncused. Exactly how and where do I download the working
> C=64, C=128, and CoCo versions? I'm using the real thing, no stinking
> emulators. Do I have to compile it my self? If so, where do I get the
> compiler?

See:

http://dunkels.com/adam/contiki/

/adam
--
Adam Dunkels - http://dunkels.com/adam/
```

# 1874. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-16 01:47:00 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <oIQca.34536$iq1.24896@nwrddc02.gnilink.net>
Source record: 22637
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,bit.listserv.coco

Leon Howell wrote ...

>I'm a little foncused. Exactly how and where do I download the working
>C=64, C=128, and CoCo versions? I'm using the real thing, no stinking
>emulators. Do I have to compile it my self? If so, where do I get the
>compiler?

The URL where you can find either the already compiled binaries, or the
source code if you want it is given in the first post of this thread as:

http://dunkels.com/adam/contiki/

Unless Adam has moved it to another address it should still be there.

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
Last 8-bit BBS in the Dallas area. Commodore lives!

# 1875. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-16 03:23:43 UTC
From: Jaguar <rfvacp@nospam_mountaincable.net>
Message-ID: <Xns933FE3D11F505Jaguar@24.215.0.21>
Source record: 22638

misterbumpy73@wmconnect.com (Mister Bumpy73) wrote in
news:20030312050559.06064.00000146@mb-cd.wmconnect.com:

> Mmm... Star Raiders, Drol, Mr. Do!, M.U.L.E. and of course Rescue on
> Fractalus!
>
> Anyone know where I can get these (NTSC versions)? My 800XL is getting
> lonely and needs a little excercise!
>

I have Star raiders , M.U.L.E. and rescue on fractalus .
Let me know if you want them.

# 1876. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-16 11:21:53 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <c7Zca.39538$Rc7.566085@news2.e.nsc.no>
Source record: 22639

> I have Star raiders , M.U.L.E. and rescue on fractalus .
> Let me know if you want them.

How much for M.U.L.E. ? If it's boxed and complete, that is ?

# 1877. Atari version of Contiki 1.0 web browser finished

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-16 14:54:39 UTC
From: Christian Groessler <cpg@aladdin.de>
Message-ID: <pan.2003.03.16.14.54.31.760395@aladdin.de>
Source record: 22640

Hi,

you can find it on
ftp://ftp.groessler.org/pub/chris/cc65/contiki/contiki-1.0.atr

It currently only supports the 850 serial interface.

Since it loads very low in memory, a special loader DOS is needed, and
it won't work from e.g. SpartaDOS or AtariDOS.

Some things of the C64 version are missing (e.g. frames support),
because the memory is still very tight.

On the ftp site there are bootable images and the sources/diffs for
Contiki 1.0 and the MyPicoDOS 3.0 loader.

Thanks to Adam Dunkels for the Contiki browser and network stack, and
to Matthias Reichl for MyPicoDOS.

regards,
chris

# 1878. New eBay auctions - Atari Monitor magazines, including V.RARE Issue ONE

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-16 15:33:15 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1047828823.60665.0@doris.uk.clara.net>
Source record: 22641

Hello All,

I've just started new eBay auctions for issues of the UK's Atari Monitor magazine. This 80's magazine was a full colour glossy magazine published by one of the larger UK Atari user groups. I have split the collection into smaller batches of 2 and 3 magazines so shipping costs will not be too high for overseas bidders who only want a few. Issue ONE is available as a separate auction. This is VERY RARE and definately one for serious Atari collectors.

The link is below (this will split on to two lines, so please copy both lines into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangar
raghty

Dean Garraghty

# 1879. CP/M & Contiki (from The Internet-enabled Contiki Desktop OS)

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-16 17:16:27 UTC
From: Yves McDonald <"yves.mcdonald\\@NO SPAM sympatico.ca">
Message-ID: <Bb2da.242$K37.53468@news20.bellglobal.com>
Source record: 22642
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Dosius wrote:
> Yves McDonald <""yves.mcdonald\"@NO SPAM sympatico.ca> wrote in message
news:<JUrca.8479$VT.947854@news20.bellglobal.com>...

>>I studied how the Z80 softcard works many years ago and I think the 6502
>>was halted while the Z80 was working. The Apple' 6502 would 'wake up'
>>to perform I/O and for short periods of time to refresh its registers
>>which were built like dynamic RAM (needs refresh or it loses addresses
>>for program counter and stack pointer!) In short, it was one processor
>>at a time, plus they shared the same RAM.
>
>
> Yes. I tried to emulate one of these.
>
>
>>The memory map for the Z80 was all mixed up compared to the 6502 map to
>>re-create the memory map of a CP/M system.
>
>
> Really freaky. ;) It was like 0000H->$1000, B000H->$D000,
> E000H->$C000, F000H->$0000 or something like that.
>
>
>>CP/M wasn't offering much service: serial and disk I/O (through BDOS)
>>and a return-to-OS system call. Since CP/M offers I/O, I guess it
>>wouldn't be too difficult to make Contiki use them.
>>
>
>>Bringing CP/M to the Internet age: what a mad concept! Just like
>>riding a donkey on the freeway :).
>>
>
> Hey, I'd like to do some CP/M-86 hacking...I'm working on some
> cross-compile hacks with Turbo C++ 1.01. Ideas? :D

Unfortunately not :(. I programmed for CP/M with K&R C then switched to
various versions of Microsoft/ANSI C to do system programming under
MS-DOS, and so on with Windows, etc.

Do you have an Apple 2 and a PC Transporter? That would be a nice
target platform!

The idea of bringing Apple/CPM to the Internet keeps spinning in my
head. I think I'll try it, basically as an exercise in OS and network

programming. How about adding file support and a bare-bone FTP client? The Z80 has a nice architecture and so did CPM, with clean system call interface bouns. There's a 80 column display support too which is quite convenient for a text-based interface. I have to do an evaluation of the whole idea.

# 1880. Flamewars museum

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-16 17:24:05 UTC
From: stano2000@yahoo.com
Message-ID: <df105ff2.0303160924.525be085@posting.google.com>
Source record: 22643
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.amstrad.8bit,comp.sys.atari.8bit

Hi 8bit folks,

some of us are still young and our blood boils up when comes to good old flamewar discussions. Yes, everybody should know that your lovely [put your own 8 bit here] is far more better than their stupid, slow, buggy and ugly [put their horrible 8 bit here]. I was ZX Spectrum user for many years and maybe you'll be shocked when I tell you I must admit that Last Nija 2 on C64 was great and has unbelievable graphics, International Karate on Atari XL/XE was cool and isometric 3D games have fantastic and unique colourful graphics on Amstrad CPC. I'm not going to upset you when I tell you that some games like Cybernoid, or Renegade are much better on Speccy compared to other 8bit formats. I only think that some differences between our platforms made life more colourful and funny. I think that entire 8bit software scene was much more creative and really original in overall compared to todays often boring only megaprojects.

What I would like to do is to ask you for some cooperation. I'm going to preserve flamewar related screenshots, or articles on my web page. If you know some flamewar related software with great spicy graphics let me know please. Send my a copy or give me URL of such stuff please. I'll do some screenshots, and put them to the Flameware Gallery. In next 20 years we'll be still young enough to fight because our CPU, video chip...you know. But I think younger 32/64/128bit lamers will not understand us. That's why I'm collecting some visuals, some texts, to remember those old days and to show the essence of 8 bit computing.

I started with some screenshots already, most of them are of Spectrum provenience. Any other materials from your C64, Atari XL/XE or Amstrad CPC is welcome. Games, Demos or Flamewar chunks of code could be also related to Apple II, Amiga, Atari ST, or IBM PC. The only requirement for gallery publishing is to be plain 8bit software. Good ones will be grabbed and published soon. Maybe categorized too, if quantity allows this.

First samples are shown here:
http://emul8.xlabs.sk/flamewars/flame.html

Or here (8bit vs PC related):
http://emul8.xlabs.sk/flamewars/pc.html

Thank you in advance for your cooperation and understanding.

Keep the great 8bit spirit. And stay young forever with nice computers
from '80s.
Kind regards

Stanley

## 1881. Machine Language For Beginners book on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-16 17:28:44 UTC
From: Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com>
Message-ID: <usenet-DELETEthisPART-2FCAAC.09284716032003@news.west.cox.net>
Source record: 22644
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple2

The team at AtariArchives.org is pleased to announce that the full text of the best-selling book _Machine Language For Beginners_ by Richard Mansfield is now online at

http://www.atariarchives.org/mlb/

Published in 1983 by Compute! Books, this classic book shows BASIC programmers how to program in 6502 machine language. It includes examples and program code for Atari, Apple 2, PET/CBM, VIC-20, and Commodore 64 computers.

This is the 12th classic computing book available at AtariArchives.org. Like all books at the site, it has been made available by permission of the copyright holder.

--Kevin Savetz
--
Kevin Savetz - http://www.savetz.com/contact/
Curator of Classic Computer Magazine Archive - www.atarimagazines.com
& Atariarchives.org - www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

# 1882. Re: Machine Language For Beginners book on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-16 17:35:33 UTC
From: dfevans@bcr10.uwaterloo.ca
Message-ID: <b52cl5$pkr$1@tabloid.uwaterloo.ca>
Source record: 22646

In article <usenet-DELETEthisPART-2FCAAC.09284716032003@news.west.cox.net>,
Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com> wrote:
>The team at AtariArchives.org is pleased to announce that the full text of the
>best-selling book _Machine Language For Beginners_ by Richard Mansfield is now
>online at
>
> http://www.atariarchives.org/mlb/
>

Very cool; this was the book that I used to learn 6502 assembly. Though I
doubt I'll ever need to read it again, it's cool to see people put in this
much hard work to preserve items like this.

--
David Evans (NeXTMail/MIME OK) dfevans@bbcr.uwaterloo.ca
Ph.D. Candidate, Computer/Synth Junkie http://bbcr.uwaterloo.ca/~dfevans/
University of Waterloo "Default is the value selected by the composer
Ontario, Canada overridden by your command." - Roland TR-707 Manual

# 1883. Re: Machine Language For Beginners book on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-16 17:35:44 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <b52clh$btb$1@bob.news.rcn.net>
Source record: 22645

Simply amazing!

# 1884. Re: Machine Language For Beginners book on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-16 18:46:12 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v79hfr1ors0m9b@corp.supernews.com>
Source record: 22497

I looked at this great resource.
If I remember from looking at some other books,
there's no index or detailed Table of Contents.
I notice you're not supposed to copy the book off
the internet.
In this case, the Index is missing. The first thing
you want to do is look in the index. This book,
and others if I remember, make it hard to actually
use it. It is intended for online reading only I guess,
but even then, without the index, it would be hard
to find what you're looking for.
Kevin makes an enormous contribution here, as
with other online magazines and books for the
Atari 8-bit. I wonder if the absence of an index
is on purpose, or just something not deemed needed?
Russg

# 1885. Re: Machine Language For Beginners book on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-16 19:06:08 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v79il61v4dudbc@corp.supernews.com>
Source record: 22498

I take that back. I checked atariarchives.org,
specifically 'Mapping the Atari' and 'De Re Atari'
and they both have the index/table of contents.
I guess I get to feeling greedy... 'I WANT THIS'
and want to download all the files and have them
in my archive. This I think I did for 'Mapping', which
I'm not supposed to, maybe I didn't.
Ok, De Re, Mapping, ML for Beginners, The Atari
Assembler by the Inmans, and finally Leventhal's
'6502 Assembly Language Programming' constitute
my entire ML library, Uhm, well, the book that comes
with 'Assembler Editor' has a handy quick reference
to all the op codes in a table and the addressing modes
I refer to often.
I'm presently trying to write an assembler routine to
print characters on a GRAPHICS 7 screen. I have it
in BASIC, but it needs ml to speed it up. Inman's
book has the multiply two numbers and add two
bytes routines.
But I ramble.

# 1886. Re: Machine Language For Beginners book on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-16 19:42:52 UTC
From: bill@newbreedsoftware.com
Message-ID: <0t4da.1375$eb1.91422@typhoon.sonic.net>
Source record: 22499

David Evans <dfevans@bcr10.uwaterloo.ca> wrote:
>
> Very cool; this was the book that I used to learn 6502 assembly. Though I
> doubt I'll ever need to read it again, it's cool to see people put in this
> much hard work to preserve items like this.

Hehe... Perfect for me! :^) I still need to learn 6502 assembly. :)

-bill!
(ducks and runs, to avoid things being thrown at him)

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 1887. Re: Flamewars museum

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-16 19:49:20 UTC
From: Brian Gaff <Briang1@blueyonder.co.uk>
Message-ID: <b52l8a$24qofj$1@ID-105134.news.dfncis.de>
Source record: 22501
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.amstrad.8bit,comp.sys.atari.8bit

When I could see better, I always thought the Specie game Strider was very
pretty.

Brian

--
Brian Gaff - Sorry, can't see pictures, graphics are great, but the blind
can't hear them
briang1@blueyonder.co.uk
"Stanley" <stano2000@yahoo.com> wrote in message
news:df105ff2.0303160924.525be085@posting.google.com...
| Hi 8bit folks,
|
| some of us are still young and our blood boils up when comes to good
| old flamewar discussions. Yes, everybody should know that your lovely
| [put your own 8 bit here] is far more better than their stupid, slow,
| buggy and ugly [put their horrible 8 bit here]. I was ZX Spectrum user
| for many years and maybe you'll be shocked when I tell you I must
| admit that Last Nija 2 on C64 was great and has unbelievable graphics,
| International Karate on Atari XL/XE was cool and isometric 3D games
| have fantastic and unique colourful graphics on Amstrad CPC. I'm not
| going to upset you when I tell you that some games like Cybernoid, or
| Renegade are much better on Speccy compared to other 8bit formats. I
| only think that some differences between our platforms made life more
| colourful and funny. I think that entire 8bit software scene was much
| more creative and really original in overall compared to todays often
| boring only megaprojects.
|
| What I would like to do is to ask you for some cooperation. I'm going
| to preserve flamewar related screenshots, or articles on my web page.
| If you know some flamewar related software with great spicy graphics
| let me know please. Send my a copy or give me URL of such stuff
| please. I'll do some screenshots, and put them to the Flameware
| Gallery. In next 20 years we'll be still young enough to fight because
| our CPU, video chip...you know. But I think younger 32/64/128bit
| lamers will not understand us. That's why I'm collecting some visuals,
| some texts, to remember those old days and to show the essence of 8
| bit computing.
|
| I started with some screenshots already, most of them are of Spectrum
| provenience. Any other materials from your C64, Atari XL/XE or Amstrad
| CPC is welcome. Games, Demos or Flamewar chunks of code could be also
| related to Apple II, Amiga, Atari ST, or IBM PC. The only requirement
| for gallery publishing is to be plain 8bit software. Good ones will be

| grabbed and published soon. Maybe categorized too, if quantity allows
| this.
|
| First samples are shown here:
| http://emul8.xlabs.sk/flamewars/flame.html
|
| Or here (8bit vs PC related):
| http://emul8.xlabs.sk/flamewars/pc.html
|
| Thank you in advance for your cooperation and understanding.
|
| Keep the great 8bit spirit. And stay young forever with nice computers
| from '80s.
| Kind regards
|
| Stanley

---
Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.461 / Virus Database: 260 - Release Date: 10/03/03

# 1888. Re: Flamewars museum

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-16 19:50:12 UTC
From: "White Flame (aka David Holz)" <whiteflame52@y.a.h.o.o.com>
Message-ID: <b52k7d$sf9$1@barad-dur.nas.com>
Source record: 22500
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.amstrad.8bit,comp.sys.atari.8bit

"Stanley" <stano2000@yahoo.com> wrote in message
news:df105ff2.0303160924.525be085@posting.google.com...
> What I would like to do is to ask you for some cooperation. I'm going
> to preserve flamewar related screenshots, or articles on my web page.

Steve Judd archived portions of the big C64/Speccy flamewar of 1997 on his
website http://www.ffd2.com/fridge at the bottom of the page.

--
White Flame (aka David Holz)
http://www.white-flame.com/
(spamblock in effect)

# 1889. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-16 20:08:26 UTC
From: naottp@mailcity.com
Message-ID: <4ef02aa1.0303161208.160f1644@posting.google.com>
Source record: 22502
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Aloha,

First of all, you ARE the man.

I was very happy to see a first all-in-one product, which looks promising.

The only question is, will it support other languages, except English ?

(Espcially the right to left ones, like Hebrew, Thai and Arabic.)

If yes, this could be a MAJOR breakthrough.

Cheers.

The Godfather.

# 1890. who designed or invented the first emulator

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-16 21:24:04 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0303161324.e500f03@posting.google.com>
Source record: 22503

I was wondering who or what came up with the whole Idea of
computer/console emulation

There are 2 schools of thought,

If we are talking about emulation both the hardware and the operating
enviroment and the ability to load in the software (in the form of the
host computers disk/media format) of the emulated machine then the
first fully fledged emulator that appeared was the Xformer (renamed
the ST Xformer) after the PC equiv. was released, despite the speed
and h/w limitations offered by the ST/fm/e it proved that this kind
of program was possible (I understand the last ever version for the
st-v2.55- only emulated about 60-75% of the atari h/w, although it
emulated the d/d hardware flawlessly) this was the first ever
commercially and PD released computer emulator (release 1987/8) there
was an added bonus this was the first emulator to receive backing and
endorsement from the manufacturer the s/w program was emulating (in
this case Atari)

The first hardware based emulqator released was the sam coupe (which
featured a built in spectrum emulator or mode) again this had the full
backing and support of the hardware manufacturer (sinclair/amstrad)

The only other s/w emulator to have received full endorsement and
backing from the h/w manufacturer was Win UAE (Which is officially
supported by Amiga inc. and Gateway 2000 respectively) and just incase
I forget the only other h/w emulator to have received full endorsement
and backing from the h/w manufacturer was Amstrad with the Amstrad
emailer which featured a built in spectrum emulator or mode) with
support by amstrad

The second school of though regarding which invented or designed the
first emulator follows

If you just take an emulator as being a program (s/w or firmware) that
emulates the operating environment of the emulated system and also
allows you to load in software (in the form of the host computers
disk/media format) of the emulated machine then you have to go back to
1982/3 When ATARI (Warners) released a software program to coincide
with the launch of the initial range of xl computers (none of which
were ever offically adapted to work on NON US NTSC tv/electrical
standards (only the later 6/800 xl's were adapted for use in non NTSC
markets) the program was called the XL translator wyhich was
essentially an O/S overlay for the host system and also allowed the
User to load in software from the previous atari computers (400/800)
into their xl systems, this translator program was essentially a very

basic or crude emulator

Anyone out there prepared to prove me wrong

carmel

# 1891. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-16 21:56:07 UTC
From: puritan_2076@yahoo.com
Message-ID: <ae64f04a.0303161356.4cd5efbc@posting.google.com>
Source record: 22504
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,bit.listserv.coco

"Adam Dunkels" <adam@dunkels.net> wrote in message
news:<pan.2003.03.16.01.11.43.425172@dunkels.net>...
> On Sat, 15 Mar 2003 16:00:49 -0800, Leon Howell wrote:
> > I'm a little foncused. Exactly how and where do I download the working
> > C=64, C=128, and CoCo versions? I'm using the real thing, no stinking
> > emulators. Do I have to compile it my self? If so, where do I get the
> > compiler?
>
> See:
>
> http://dunkels.com/adam/contiki/
>
> /adam

That site only has the source code and 2 versions for use with
emulators. I tol you I'm not using an emulator. Where do I get the
version that will run on a real C=64 as soon as I download it?

# 1892. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-16 22:30:57 UTC
From: desiv <desiv@attbi.com>
Message-ID: <BW6da.131934$S_4.75196@rwcrnsc53>
Source record: 22505
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,bit.listserv.coco

You don't write software specifically for emulators... That's not an "emulator" version.. It's a C64 version than can run on an emulator..

I don't have a C64, but I'm assuming you just have to get the disk image onto a C64 disk and run it..

desiv

# 1893. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-16 23:41:05 UTC
From: stano2000@yahoo.com
Message-ID: <df105ff2.0303161541.4df955ec@posting.google.com>
Source record: 22506

"SteveV4V" <stevev4v1@attbi.com> wrote in message
news:<Kqa8a.277494$SD6.14427@sccrnsc03>...
> Just curious what your favorite game for the Atari8 is? I think my favorite
> was/is Star Raiders, in fact it's what made me buy an Atari 400 in the first
> place. The first time I saw it I was totally blown away.

My favorites on Atari XL/XE are:
Montezuma's Revenge
Star Raiders II
Bruce Lee
H.E.R.O.
Kennedy Approach
Eagle's Nest
Air Strike (I'm not so sure if it's not Air Strike II)
Another World (is this a real port or demo only? I'm amazed, it's so
nice.)
Arkanoid
Boulder Dash
Raid over Moscow
Who Dare's Wins II

Best of Atari 2600:
Pitfall!
Star Raiders I
Missile Command
River Raid

In terms of graphics International Karate is the great masterpiece on
Atari XL/XE IMHO. System 3 should made some clever tricks to put so
many colours simultaneously on screen in such resolution.

Kind regards

stanley

# 1894. Re: Hover Bovver

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-17 02:11:17 UTC
From: eric@replyhere.net
Message-ID: <3e752e1f.866218656@207.106.92.52>
Source record: 22507

Check out Jeff's latest version for the PC and PocketPC.
http://www.llamasoft.co.uk/

On Sat, 08 Mar 2003 10:32:02 GMT, bill@newbreedsoftware.com (William
Kendrick) wrote:

>Wow, I don't think I had ever played Hover Bovver before. Brilliant! :^)
>
>-bill!
>
>--
>bill@newbreedsoftware.com Hire me!
>http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 1895. Re: who designed or invented the first emulator

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-17 05:18:51 UTC
From: SteveV4V <stevev4v1@attbi.com>
Message-ID: <%Ucda.137816$qi4.67468@rwcrnsc54>
Source record: 22508

You bring up some great points but here is my take on the subject. The first hardware emulator I can recall is the Colecovision adapter to play Atari 2600 games which was released in August of 1982, the Sam Coupe wasn't released until sometime in 1988. I also know that a PET emulator was relased initially with the C64, it is mentioned up in this ancient thread from 1982:

http://groups.google.com/groups?selm=bnews.ihuxa.161&oe=UTF-8&output=gplain

I don't really agree with the Atari Transformer angle since the xl machines were advertised to be "backward compatible" with the 400/800 and the Transformer was more or less a fix than any type of emulator. Besides the PET emualtor for the 64, I recall the A64 package which was a C64 emulator for the Amiga released around 1990.

Cheers.

"carmel" <carmel_andrews@hotmail.com> wrote in message
news:6912483e.0303161324.e500f03@posting.google.com...
> I was wondering who or what came up with the whole Idea of
> computer/console emulation
>
> There are 2 schools of thought,
>
> If we are talking about emulation both the hardware and the operating
> enviroment and the ability to load in the software (in the form of the
> host computers disk/media format) of the emulated machine then the
> first fully fledged emulator that appeared was the Xformer (renamed
> the ST Xformer) after the PC equiv. was released, despite the speed
> and h/w limitations offered by the ST/fm/e it proved that this kind
> of program was possible (I understand the last ever version for the
> st-v2.55- only emulated about 60-75% of the atari h/w, although it
> emulated the d/d hardware flawlessly) this was the first ever
> commercially and PD released computer emulator (release 1987/8) there
> was an added bonus this was the first emulator to receive backing and
> endorsement from the manufacturer the s/w program was emulating (in
> this case Atari)
>
> The first hardware based emulqator released was the sam coupe (which
> featured a built in spectrum emulator or mode) again this had the full
> backing and support of the hardware manufacturer (sinclair/amstrad)
>
> The only other s/w emulator to have received full endorsement and
> backing from the h/w manufacturer was Win UAE (Which is officially
> supported by Amiga inc. and Gateway 2000 respectively) and just incase
> I forget the only other h/w emulator to have received full endorsement

> and backing from the h/w manufacturer was Amstrad with the Amstrad
> emailer which featured a built in spectrum emulator or mode) with
> support by amstrad
>
> The second school of though regarding which invented or designed the
> first emulator follows
>
> If you just take an emulator as being a program (s/w or firmware) that
> emulates the operating environment of the emulated system and also
> allows you to load in software (in the form of the host computers
> disk/media format) of the emulated machine then you have to go back to
> 1982/3 When ATARI (Warners) released a software program to coincide
> with the launch of the initial range of xl computers (none of which
> were ever offically adapted to work on NON US NTSC tv/electrical
> standards (only the later 6/800 xl's were adapted for use in non NTSC
> markets) the program was called the XL translator wyhich was
> essentially an O/S overlay for the host system and also allowed the
> User to load in software from the previous atari computers (400/800)
> into their xl systems, this translator program was essentially a very
> basic or crude emulator
>
> Anyone out there prepared to prove me wrong
>
> carmel

# 1896. Re: XEP80 Internal Mount

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-17 05:26:46 UTC
From: SteveV4V <stevev4v1@attbi.com>
Message-ID: <q0dda.138643$sf5.75825@rwcrnsc52.ops.asp.att.net>
Source record: 22509

Hi Mathy,

It does but it won't shrink enough. Still truncates some of the text,
strange thing too that the XEP seems to use overscan and so did the Amiga so
I would have assumed the monitor would have supported overscan modes a bit
better than it does. I also have the Batteries Included 80 column card for
my C64 and it is a much better product than the XEP80 imho. :(

Steve

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message news:b47kpf$33o$1@nets3.rz.RWTH-Aachen.DE...
> Howdy Steve, folks
>
> > I am using the Magnavox RGB Display80 aka C=1084 which does an OK job
but
> > does cut off half the top line and all of the bottom line. Also the
> contrast
> > must be adjusted down quite a bit for it to look decent.
>
> Isn't there a knob somewhere on the front or back that let's you shrink
the
> screen? My Philips CM8833 has both horizontal and vertical shrink and so
> does my 1084.
>
> CU Mathy van Nisselroy
>
>
>

# 1897. Re: Hover Bovver

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-17 06:20:58 UTC
From: bill@newbreedsoftware.com
Message-ID: <ePdda.1474$eb1.100411@typhoon.sonic.net>
Source record: 22510

eric <eric@replyhere.net> wrote:
> Check out Jeff's latest version for the PC and PocketPC.
> http://www.llamasoft.co.uk/

I need to convince him to let me port his PocketPC apps to the Zaurus. :^)

http://www.zaurus.com/
http://www.newbreedsoftware.com/zaurus/

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 1898. Re: Flamewars museum

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-17 06:39:43 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <b53u9l$14q$2$830fa7a5@news.demon.co.uk>
Source record: 22511
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.amstrad.8bit,comp.sys.atari.8bit

"White Flame (aka David Holz)" <whiteflame52@y.a.h.o.o.com> wrote in message
news:b52k7d$sf9$1@barad-dur.nas.com...
> "Stanley" <stano2000@yahoo.com> wrote in message
> news:df105ff2.0303160924.525be085@posting.google.com...
> > What I would like to do is to ask you for some cooperation. I'm going
> > to preserve flamewar related screenshots, or articles on my web page.
>
> Steve Judd archived portions of the big C64/Speccy flamewar of 1997 on his
> website http://www.ffd2.com/fridge at the bottom of the page.

Uh oh!

Can this be the first Flamewars Museum flame?

:-)

--
Brian
"I know about kittens and knitting. Will that do?"

# 1899. Re: Flamewars museum

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-17 08:28:47 UTC
From: stano2000@yahoo.com
Message-ID: <df105ff2.0303170028.25858f2b@posting.google.com>
Source record: 22512
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.amstrad.8bit,comp.sys.atari.8bit

"Brian Gaff" <Briang1@blueyonder.co.uk> wrote in message
news:<b52l8a$24qofj$1@ID-105134.news.dfncis.de>...
> When I could see better, I always thought the Specie game Strider was very
> pretty.
>
> Brian
>
> --
> Brian Gaff - Sorry, can't see pictures, graphics are great, but the blind
> can't hear them
> briang1@blueyonder.co.uk

[snip]

Hi,

thanks for your comment. I'm planning to optimize all pages and test
them on the Bobby service:
http://bobby.watchfire.com/bobby/html/en/index.jsp
Later there will be download section added to soundtracks page. It
will be possible to download many standalone players for Amstrad CPC,
Atari XL/XE, C64 and Speccy music rips.

Anyway I'm considering some design changes because I've got some
recommendations from web designers and hints from some people, and
important hints from web checkers and validators (Lynx, Bobby check,
256 colour web palette, ST sound plugin and SID plugin features etc.).
I'm planning also some interaction like Search engine, Guestbook and
so on, but it needs some time and some experience :D

Kind regards

stanley

# 1900. Re: Flamewars museum

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-17 08:50:59 UTC
From: Ross Simpson <yeah_whatever>
Message-ID: <3e758ccb$0$5553$afc38c87@news.optusnet.com.au>
Source record: 22513
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.amstrad.8bit,comp.sys.atari.8bit

"Brian Watson" <brian@spheroid.demon.co.uk> wrote in message...

> > > What I would like to do is to ask you for some cooperation. I'm going
> > > to preserve flamewar related screenshots, or articles on my web page.

> > Steve Judd archived portions of the big C64/Speccy flamewar of 1997 on
his
> > website http://www.ffd2.com/fridge at the bottom of the page.

> Uh oh!

> Can this be the first Flamewars Museum flame?

So this site is supposed to make everyone better?

The generation who used computers before the micros are a nice bunch of
people who don't seem to flame off other machines.

What's going to happen when this generation is older & crankier, there will
be more flames & life expectancy will be lower as a result.

Concerned,
Ross.

## 1901. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-17 09:50:46 UTC
From: misterbumpy73@wmconnect.com
Message-ID: <20030317045046.17559.00000113@mb-ff.wmconnect.com>
Source record: 22514

Great! Thanx! Been looking for those for a while!

# 1902. Re: Flamewars museum

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-17 12:51:19 UTC
From: Witchy <news@sruasonidyranib.co.uk>
Message-ID: <i4hb7v8feaa9ejs1b5i01vbfmo71cipkd9@4ax.com>
Source record: 22515
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.amstrad.8bit,comp.sys.atari.8bit

On 16 Mar 2003 09:24:05 -0800, stano2000@yahoo.com (Stanley) wrote:

>Hi 8bit folks,
>
>some of us are still young and our blood boils up when comes to good
>old flamewar discussions. Yes, everybody should know that your lovely
>[put your own 8 bit here] is far more better than their stupid, slow,
>buggy and ugly [put their horrible 8 bit here]. I was ZX Spectrum user
>for many years and maybe you'll be shocked when I tell you I must

<snippage>

*My* 8 bit flamewar museum was better than *yours*

:o)

(sorry, predictable response there)

cheers

witchy/binarydinosaurs

# 1903. Re: CP/M & Contiki (from The Internet-enabled Contiki Desktop OS)

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-17 16:02:44 UTC
From: steve@dosius.zzn.com
Message-ID: <9307085f.0303170802.57e3dcba@posting.google.com>
Source record: 22516
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Yves McDonald <""yves.mcdonald\"@NO SPAM sympatico.ca> wrote in message news:<Bb2da.242$K37.53468@news20.bellglobal.com>...
> Dosius wrote:
> > Yves McDonald <""yves.mcdonald\"@NO SPAM sympatico.ca> wrote in message news:<JUrca.8479$VT.947854@news20.bellglobal.com>...
>
> >>I studied how the Z80 softcard works many years ago and I think the 6502
> >>was halted while the Z80 was working. The Apple' 6502 would 'wake up'
> >>to perform I/O and for short periods of time to refresh its registers
> >>which were built like dynamic RAM (needs refresh or it loses addresses
> >>for program counter and stack pointer!) In short, it was one processor
> >>at a time, plus they shared the same RAM.
> > >
> > >
> > > Yes. I tried to emulate one of these.
> > >
> > >
> >>The memory map for the Z80 was all mixed up compared to the 6502 map to
> >>re-create the memory map of a CP/M system.
> > >
> > >
> > > Really freaky. ;) It was like 0000H->$1000, B000H->$D000,
> > > E000H->$C000, F000H->$0000 or something like that.
> > >
> > >
> >>CP/M wasn't offering much service: serial and disk I/O (through BDOS)
> >>and a return-to-OS system call. Since CP/M offers I/O, I guess it
> >>wouldn't be too difficult to make Contiki use them.
> >>
>
> >>Bringing CP/M to the Internet age: what a mad concept! Just like
> >>riding a donkey on the freeway :).
> >>
> > >
> > > Hey, I'd like to do some CP/M-86 hacking...I'm working on some
> > > cross-compile hacks with Turbo C++ 1.01. Ideas? :D
>
> Unfortunately not :(. I programmed for CP/M with K&R C then switched to
> various versions of Microsoft/ANSI C to do system programming under
> MS-DOS, and so on with Windows, etc.

Well, it's ANSI C (not K&R), just without the library...

>
> Do you have an Apple 2 and a PC Transporter? That would be a nice
> target platform!
>

I wish ;) I do have a //e though.

> The idea of bringing Apple/CPM to the Internet keeps spinning in my
> head. I think I'll try it, basically as an exercise in OS and network
> programming. How about adding file support and a bare-bone FTP client?
> The Z80 has a nice architecture and so did CPM, with clean system call
> interface bouns. There's a 80 column display support too which is quite
> convenient for a text-based interface. I have to do an evaluation of
> the whole idea.

:)

I'd like to combine the Z80 and a 3MB RAM Works.

-uso.

# 1904. Re: who designed or invented the first emulator

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-17 17:11:10 UTC
From: Steven Posey <steven.posey@pardee-med.org>
Message-ID: <bbvb7v47iad4jm9lvqltkeqa7vmn3tun7g@4ax.com>
Source record: 22517

The XL Translator was really more of what we used to call a "software wedge." It didn't emulate anything. It merely wedged itself in with the OS ROM, which intercepted calls that were buggy in the XL ROM and instead used the appropriate calls as if the XL were a 400/800.

Computer emulation as a whole dates back even further than the original Atari 400/800 line. Just one look at Infocom should tell you that. Granted, the Z-machine wasn't a real computer, but the fact that they created a virtual machine to run on many different platforms to play all that great interactive fiction is proof enough for me that the concept of emulation is older than our beloved Ataris.

I may be mistaken, but I think Digital's (then Compaq's, now HP's) VMS operating system works with an emulation concept, too. Not sure how far back that OS goes, though.

Steven

On 16 Mar 2003 13:24:04 -0800, carmel_andrews@hotmail.com (carmel) wrote:

>If you just take an emulator as being a program (s/w or firmware) that
>emulates the operating environment of the emulated system and also
>allows you to load in software (in the form of the host computers
>disk/media format) of the emulated machine then you have to go back to
>1982/3 When ATARI (Warners) released a software program to coincide
>with the launch of the initial range of xl computers (none of which
>were ever offically adapted to work on NON US NTSC tv/electrical
>standards (only the later 6/800 xl's were adapted for use in non NTSC
>markets) the program was called the XL translator wyhich was
>essentially an O/S overlay for the host system and also allowed the
>User to load in software from the previous atari computers (400/800)
>into their xl systems, this translator program was essentially a very
>basic or crude emulator
>
>Anyone out there prepared to prove me wrong
>
>carmel

## 1905. Your abuse notification (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-17 17:27:39 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <f1914866ccc4a7f09804e340829e0ab4@news.teranews.com>
Source record: 22518
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

```
>
>
> ---------- Forwarded Message ----------
> Date: Monday, March 17, 2003 5:49 PM +0100
> From: Tarapia Tapioco <[address removed by mcurrent]>
> To: mcurrent@carleton.edu
> Subject: Your abuse notification
>
> Dear mr. Current,
>
> first, please excuse us for the problem that the
> abuse of our resource caused to you.
>
> Your request is (trust me) absolutely polite, well formed and
> reasonable; we decided to skip the normal verification
> of identity and blocked the post to
>
> comp.sys.atari.8bit
> comp.sys.atari.st
> rec.games.video.atari
> rec.games.vid
>
> Please, announce , for maximum correctness, that
> the newsgroups your message was sent to were blocked receiving
> mail from Antani.
>
[...]
>
> ---------- End Forwarded Message ----------
>

--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/
```

# 1906. ATARI 8-Bit Games For Sale NIB (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-17 18:27:32 UTC
From: Dave <freedd@rogers.com>
Message-ID: <j94c7v48ghkgi027ivg8e18qfvhu1eul59@4ax.com>
Source record: 22519

For Sale ~ cleaning out my collection.......
Atari 8-Bit Games N.I.B. for the Collector
For the 400, 800, 600XL, 800XL, 65XE and 130E Series of computers.
The following are for sale:

Star Raiders
Defender
Galaxian
Centipede
Space Invaders
Super Breakout
Frogger
Pengo
Ms. Pac-Man
Pac-Man
Junge Hunt
Robotron: 2048
Moon Patrol
Pole Position
Tennis
Millipede
Rescue on Fractalus!
Nercromancer

To be sold as a set only....
These games have never been used.....
Serious enquiries only.....
Asking $270 CDN....
Buyer pays shipping or pickup in Kanata ON
Dave

# 1907. Re: ATARI 8-Bit Games For Sale NIB (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-17 19:30:48 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <dnpda.40509$Rc7.585466@news2.e.nsc.no>
Source record: 22520

Serious enquiries only ? Are YOU serious ?

You might try, but I doubt anybody will pay that for those games. Most are $1 to $5. Only game that has some value there is Rescue on Fractalus. I think you need to re-evaluate the price of those. Canadian dollars aint that low, is it ?

Well, well, good luck trying to get that price!

"Dave" <freedd@rogers.com> skrev i melding news:j94c7v48ghkgi027ivg8e18qfvhu1eul59@4ax.com...
> For Sale ~ cleaning out my collection.......
> Atari 8-Bit Games N.I.B. for the Collector
> For the 400, 800, 600XL, 800XL, 65XE and 130E Series of computers.
> The following are for sale:
>
> Star Raiders
> Defender
> Galaxian
> Centipede
> Space Invaders
> Super Breakout
> Frogger
> Pengo
> Ms. Pac-Man
> Pac-Man
> Junge Hunt
> Robotron: 2048
> Moon Patrol
> Pole Position
> Tennis
> Millipede
> Rescue on Fractalus!
> Nercromancer
>
> To be sold as a set only....
> These games have never been used.....
> Serious enquiries only.....
> Asking $270 CDN....
> Buyer pays shipping or pickup in Kanata ON
> Dave

# 1908. Re: Your abuse notification (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-17 20:01:49 UTC
From: bill@newbreedsoftware.com
Message-ID: <NQpda.1594$eb1.107702@typhoon.sonic.net>
Source record: 22521
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

In rec.games.video.atari Michael Current <mcurrent@carleton.edu> wrote:
<snip>
>>
>> Please, announce , for maximum correctness, that
>> the newsgroups your message was sent to were blocked receiving
>> mail from Antani.
>>
>> ---------- End Forwarded Message ----------
>
> --
> Michael Current mailto:mcurrent@carleton.edu
<snip>

What was this in response to, out of curiosity?

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 1909. ABBUC Programming Contest Website

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-17 21:47:27 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b55fh4$25u3ve$1@ID-174234.news.dfncis.de>
Source record: 22522

Hi,

the central Website for the ABBUC Programming Contest is
http://www.strotmann.de/twiki/bin/view/APG/AbbucProgrammingContestEng

This is a Wiki Web Site. So new Information, especially Information about
programms that will take part in the contest, can put online without the
webmaster and without FTP or other upload tools. You need just your
browser. If you use the Wiki Text Formatting Rules
--> http://www.strotmann.de/twiki/bin/view/TWiki/TextFormattingRules
you don't even need to know HTML.

And because this website uses very clean HTML, it should also be browsable
with a text-mode browser like LYNX, Links, or the new contiki system from a
A8.

We like to invite every programmer who wnats to take part in the contest to
enter some information about his/her programm on this Website.

Best regards

Carsten Strotmann

## 1910. Re: Flamewars museum

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-17 21:54:10 UTC
From: stano2000@yahoo.com
Message-ID: <df105ff2.0303171354.3b4122f8@posting.google.com>
Source record: 22523
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.amstrad.8bit,comp.sys.atari.8bit

Witchy <news@sruasonidyranib.co.uk> wrote in message
news:<i4hb7v8feaa9ejs1b5i01vbfmo71cipkd9@4ax.com>...
> On 16 Mar 2003 09:24:05 -0800, stano2000@yahoo.com (Stanley) wrote:
>
> >Hi 8bit folks,
> >
> >some of us are still young and our blood boils up when comes to good
> >old flamewar discussions. Yes, everybody should know that your lovely
[snip]
>
> <snippage>
>
> *My* 8 bit flamewar museum was better than *yours*
>
> :o)
>
> (sorry, predictable response there)

:D How could you be so wrong. Don't you know that -=[MY]=-
F.L.A.M.E.W.A.R. <museum> is the best just because it's:
- biggest one placed on superfast fibrechannel SAN RAIDed storages
- fastest connected directly through Ebone backbone with geographic
clustered content ditributed on majority of net related satellites
- more flamy than any else, with such nice explosions like crash of
galaxies
- cover every and when I say every I mean every computer related
flamewar ever including Altair vs Apple I, Mosaic vs finger, Netscape
vs MSIE, Intel vs AMD, Cyrix vs UMC, Windoze vs Linux and Eniac vs
Enigma machines [!]

Ufff, such nasty flame :^)

Best regards

stanley
-
>
> cheers
>
> witchy/binarydinosaurs

# 1911. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-17 22:32:11 UTC
From: puritan_2076@yahoo.com
Message-ID: <ae64f04a.0303171432.64e105a8@posting.google.com>
Source record: 22524
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

I forgot to make one very important comment about this web browser:

I TOLD YOU SO!!!

Some people say they hate to say that. I don't, especialy considering how many peole on these newsgroups said it was impossible. How ridiculous. I knew it would happen.

Of course, even I'm supprised that it works on a VIC-20.

# 1912. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-18 03:21:00 UTC
From: MrShoujo@webtv.net
Message-ID: <14791-3E76909C-473@storefull-2331.public.lawson.webtv.net>
Source record: 22526

A Friend told me about this Contiki thing for the Atari 8-bit and I'm excited - not this excited since finding the JPG viewer last year.

Though I wonder - Some developers should try to make it work with Atari 8-bits with extended memory (like the 130XE and RAMboXL's 256K banks). And even though the page info says it loads very low in Memory, it claims it wouldn't work with SpartaDOS. But I have SpartaDOS X and it uses No Low Memory practically - I have mine set up to use the last available extended RAMbo XL memory bank for its stuff. It uses little himem as well. I wonder if Contiki could be specially written for these systems, possibly using the extended memory banks for additional program code or a means to put extra data out there - certainly with SpartaDOS X, the RAMdisk that exists (the cart can be set up to not use certain banks but then that does reduce the RAMdisk space a bit) could be used as a temporary cache. Users who still have the MIO or CSS Black Box and their multimeg hard drives hooked to them could use a little support (using the HD to download images and stuff and put them there for whatever use later).

This looks promising as I would hope other support for other webpage content (like javascript at least) could be implemented. At least bring it up to almost the current version of WebTV.

Though I wonder - I have a 4800 baud Hayes modem. Will my ISP lemme drag the speed that far down? ^_^;;; I haven't even tried to find a 14.4K modem...

But then I also have a WinCE (HP Jornada 320LX) unit and I'd love to directly use that on the 850 interface, using the WinCE unit as a TCP/IP PPP stack or something... (I could stick the 56K modem in that and use the serial connection to the 850... Certainly would open up the possibility to using my Atari 8-bit to put files on the Jornada... though I've wanted to do that with my Diamond Mako/ Psion Revo for about a year...)

anywho, I'm looking to see about grabbing a copy of Contiki and see if SDX likes it. ^_^ Then seeing if my ISP doesn't mind 4800 baud...

Later!

"Read this very carefully, I shall type this only once nyo!"
"There would be little point in typing it twice nyo!!" - 'Allo 'Allo nyo
||| Last night I dreamed I was eating a huge marshmallow. When I woke up, my pillow was gone!

## 1913. Game Loaders

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-18 03:30:37 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <b563st$8hi$1@terabinaries.xmission.com>
Source record: 22525

Looking for any menu driven game loaders that will work with JUST a joystick, no keyboard.

Installing both a disk drive and old LAPTOP (for APE) to try loading programs to my Exidy based system (has a 600xl inside).

# 1914. Re: Montezuma's Revenge question

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-18 03:46:50 UTC
From: MrShoujo@webtv.net
Message-ID: <14792-3E7696AA-139@storefull-2331.public.lawson.webtv.net>
Source record: 22527

I believe there were 2 different versions of Montezuma's Revenge
released. I have only the 2 versions anyway. One was a 16K cartridge,
the other was a boot disk. I've played them both and I thought for sure
they were both Parker Bros. The cart sure was... I'd find it interesting
to see any other versions. ^_-

"Read this very carefully, I shall type this only once nyo!"
"There would be little point in typing it twice nyo!!" - 'Allo 'Allo nyo
||| Last night I dreamed I was eating a huge marshmallow. When I woke
up, my pillow was gone!

## 1915. Re: who designed or invented the first emulator

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-18 04:40:36 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3e76a1e9.3571274@news>
Source record: 22528

Steven Posey <steven.posey@pardee-med.org>:
>The XL Translator was really more of what we used to call a "software
>wedge." It didn't emulate anything. It merely wedged itself in with
>the OS ROM, which intercepted calls that were buggy in the XL ROM and
>instead used the appropriate calls as if the XL were a 400/800.

Not really. The Translator disk was actually the OS from the 400/800. The XL/XE range had RAM under the ROM and you could bank the RAM in and ROM out. So the translator turns interrupts off, banks the RAM in and loads the 400/800 OS into memory. You are now running an 800 and games that used illegal entry points instead of the vectors would now work.

---
Shawn Jefferson
(fix reply to for email)

# 1916. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-18 05:26:01 UTC
From: Mo <momo@atariland.com>
Message-ID: <J5yda.42056$eb.1041918@twister.austin.rr.com>
Source record: 22529

I'm just a little confused though, it claims to load a handler for the 850 interface serial port. How exactly do I connect to the internet through that? I don't think my ISP will like me trying to connect with my 300baud acoustic coupler 8-). Is this meant to work with something like APE? I could do that just using Chameleon term. I think it's a great effort and probably worth the time, it just seems a little too late to me now that not many ISP's offer dial up shell accounts- and the few that do rarely support 300/1200 bps connections.
Mo

# 1917. Re: Flamewars museum

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-18 07:03:57 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <b56gcv$gpu$1$8302bc10@news.demon.co.uk>
Source record: 22530
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.amstrad.8bit,comp.sys.atari.8bit

"Ross Simpson" <yeah_whatever> wrote in message
news:3e758ccb$0$5553$afc38c87@news.optusnet.com.au...
> "Brian Watson" <brian@spheroid.demon.co.uk> wrote in message...

> > Can this be the first Flamewars Museum flame?
>
> So this site is supposed to make everyone better?
>
> The generation who used computers before the micros are a nice bunch of
> people who don't seem to flame off other machines.
>
> What's going to happen when this generation is older & crankier, there
will
> be more flames & life expectancy will be lower as a result.

I agree (see below).

:-)

--
Brian
"You don't stop laughing because you grow old. You grow old because you stop
laughing."

# 1918. Re: Flamewars museum

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-18 07:58:51 UTC
From: Ross Simpson <yeah_whatever>
Message-ID: <3e76d21b$0$16260$afc38c87@news.optusnet.com.au>
Source record: 22531
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.amstrad.8bit,comp.sys.atari.8bit

"Brian Watson" <brian@spheroid.demon.co.uk> wrote in message...

> I agree (see below).

> :-)

> "You don't stop laughing because you grow old. You grow old because you
stop
> laughing."

Good! :-))

Sadily, there would have been so much more Peace & Harmony, if none of these users had crossed paths. :-(

Luckily, the Jupiter ACE users don't have to worry (they don't have a specific group towards it, so they don't have to put up with miserable postings!).

Ross.

# 1919. Happy Backup / Archiver

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-18 08:22:54 UTC
From: Paul Nurminen <visit_my_site@nurmix.com>
Message-ID: <dqkd7vgkbjp7r0l385n1ic7294sdle7rtj@4ax.com>
Source record: 22532

Any idea where I might find a copy of the Happy Back / Archiver manual? I've had a "B&C Happy 810" drive and the software for a number of years, but back when I bought it (used), it didn't come with the instruction manual, or any documentation. Granted, I can pretty much use the software without a manual, but it would be nice to have a copy just the same.

I've done some searching online, but haven't been able to find any Atari 8-bit web sites that mention the manual. I'd also be willing to pay for a copy if someone has one for sale. As far as the version number of the software I have, I can't recall the exact revision at the moment, but I believe it was the last version made for the 810 drive.

Thanks!

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: (visit my site to e-mail me)

## 1920. Instruction manuals / box scans

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-18 08:29:08 UTC
From: Paul Nurminen <visit_my_site@nurmix.com>
Message-ID: <53md7voo0m7shng86godvlfsmmca152mb6@4ax.com>
Source record: 22533

Can anyone recommend a good web site for Atari 8-bit game instructions
and / or game box scans?

Thanks!

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: (visit my site to e-mail me)

# 1921. Re: who designed or invented the first emulator

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-18 09:04:52 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b56nfk$58p$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 22534

Hi,

> The XL Translator was really more of what we used to call a "software
> wedge." It didn't emulate anything. It merely wedged itself in with
> the OS ROM, which intercepted calls that were buggy in the XL ROM and
> instead used the appropriate calls as if the XL were a 400/800.

Not really. There is nothing "buggy" about ROM calls in the XL, at least nothing that broke games from working. Instead, most of these games were broken by using direct jump addresses into the ROM instead of using the documented ROM vectors. QS-Forth and QS-Forth compiled programs are a wonderful example of how bad software can be. Another popular reason for software crashes on the XL series is the shorter printer buffer in the XL ROM. Address 0x3fa used to be part of the printer buffer in the A800 and was, amongst the remaining buffer, frequently used as temporary storage for some programs. Unfortunately, in the XL ROMs this is a shadow register of the GTIA TRIG3 signal that indicates whether a cart got inserted. Even worse, the Os vertical blank compared the shadow register against TRIG3 and stopped program execution if the two were not found identical. Unfortunately, some software modified the shadow register as said, and hence locked out itself. (Bakterion! being one example) Strictly speaking, those programs are buggy as well; the area from 0x200 to 0x5ff is reserved for Os ROM purposes and not for application software. Not that anyone cared these days...

Concerning the translator disks: This is mainly an Atari800 Os that could be loaded into the RAM under the Os ROM of the AtariXL. Absolutely nothing fancy.

> Computer emulation as a whole dates back even further than the
> original Atari 400/800 line. Just one look at Infocom should tell you
> that. Granted, the Z-machine wasn't a real computer, but the fact
> that they created a virtual machine to run on many different platforms
> to play all that great interactive fiction is proof enough for me that
> the concept of emulation is older than our beloved Ataris.

You'll find emulator concepts even in the 60's. Look into volume I of D. Knuth's "The Art of Programming" and you'll find that Knuth mentions some emulation software there.

Greetings,
Thomas

# 1922. Re: Game Loaders

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-18 10:38:37 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <iGCda.40876$Rc7.591674@news2.e.nsc.no>
Source record: 22535

"James King" <utah_lanman@yahooo.com> skrev i melding
news:b563st$8hi$1@terabinaries.xmission.com...
> Looking for any menu driven game loaders that will work with JUST a
> joystick, no keyboard.
>
> Installing both a disk drive and old LAPTOP (for APE) to try loading
> programs to my Exidy based system (has a 600xl inside).

I have one of those. Think it needed DOS, but not quite sure. I'll try to
find it and make an ATR of it. I have a disk with a few loaders on.

# 1923. Re: Flamewars museum

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-18 10:56:39 UTC
From: Witchy <news@sruasonidyranib.co.uk>
Message-ID: <aqud7vok8eg3ir4ld02vqmu5e93hkibpk7@4ax.com>
Source record: 22536
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.amstrad.8bit,comp.sys.atari.8bit

On 17 Mar 2003 13:54:10 -0800, stano2000@yahoo.com (Stanley) wrote:

>Witchy <news@sruasonidyranib.co.uk> wrote in message
news:<i4hb7v8feaa9ejs1b5i01vbfmo71cipkd9@4ax.com>...
>> On 16 Mar 2003 09:24:05 -0800, stano2000@yahoo.com (Stanley) wrote:
>>
>> >Hi 8bit folks,
>> >
>> >some of us are still young and our blood boils up when comes to good
>> >old flamewar discussions. Yes, everybody should know that your lovely
>[snip]
>>
>> <snippage>
>>
>> *My* 8 bit flamewar museum was better than *yours*
>>
>> :o)
>>
>> (sorry, predictable response there)
>
>:D How could you be so wrong. Don't you know that -=[MY]=-
>F.L.A.M.E.W.A.R. <museum> is the best just because it's:
>- biggest one placed on superfast fibrechannel SAN RAIDed storages
>- fastest connected directly through Ebone backbone with geographic
>clustered content ditributed on majority of net related satellites
>- more flamy than any else, with such nice explosions like crash of
>galaxies
>- cover every and when I say every I mean every computer related
>flamewar ever including Altair vs Apple I, Mosaic vs finger, Netscape
>vs MSIE, Intel vs AMD, Cyrix vs UMC, Windoze vs Linux and Eniac vs
>Enigma machines [!]
>
>Ufff, such nasty flame :^)

Arf!

cheers

witchy/binarydinosaurs

# 1924. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-18 12:00:08 UTC
From: MrShoujo@webtv.net
Message-ID: <7196-3E771858-194@storefull-2334.public.lawson.webtv.net>
Source record: 22542

Just thought of something after thinking about it -

The claim that the Atari 8-bit has less free available memory than the C64 is actually a little untrue when considering programs like Turbo Basic XL and SpartaDOS 3.2d, and models like the 800XL and the XE series.

Turbo BASIC XL and SpartaDOS 3.2d HIDE themselves (or part of themselves anyway) by bankswitching the RAM addressed where the system chips and the OS ROMs are! This is also the main reason why both Turbo BASIC XL and SpartaDOS 3.2d don't work together - but Turbo BASIC XL does work with SpartaDOS X!

I guess there's about 10K or more RAM that can be used to hide part of Contiki under the OS Roms just like how Turbo BASIC XL does it! Has anyone suggested this? Forget trying to make it work on all versions of the Atari 8-bit with one version of the program. An XL/XE version would be best for those with those systems. ^_- Have it hide part of itself like Turbo BASIC XL does and you'll have plenty of room for regular DOS loading, RS232 handler, etc - without worrying how low it has to load into RAM. ^_^

I would love to see this technique implemented in that one JPG viewer I got as a future revision. ^_^

Of course, if you REALLY can go this route - make Contiki a spiffy huge bankswitched Cartridge and you have all of the main RAM to work with. I'd love a nice cartridge based web browser working with SpartaDOS X. ^_^ SDX must be a 64K cart on its own. ^_^

Later!

"Read this very carefully, I shall type this only once nyo!"
"There would be little point in typing it twice nyo!!" - 'Allo 'Allo nyo
||| Last night I dreamed I was eating a huge marshmallow. When I woke up, my pillow was gone!

# 1925. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-18 12:50:35 UTC
From: MrShoujo@webtv.net
Message-ID: <14793-3E77161B-59@storefull-2331.public.lawson.webtv.net>
Source record: 22544

Just thought of something after thinking about it -

The claim that the Atari 8-bit has less free available memory than the C64 is actually a little untrue when considering programs like Turbo Basic XL and SpartaDOS 3.2d, and models like the 800XL and the XE series.

Turbo BASIC XL and SpartaDOS 3.2d HIDE themselves (or part of themselves anyway) by bankswitching the RAM addressed where the system chips and the OS ROMs are! This is also the main reason why both Turbo BASIC XL and SpartaDOS 3.2d don't work together - but Turbo BASIC XL does work with SpartaDOS X!

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Later!

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"There would be little point in typing it twice nyo!!" - 'Allo 'Allo nyo
||| Last night I dreamed I was eating a huge marshmallow. When I woke up, my pillow was gone!

# 1926. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-18 12:52:27 UTC
From: MrShoujo@webtv.net
Message-ID: <14794-3E77168B-15@storefull-2331.public.lawson.webtv.net>
Source record: 22545

Just thought of something after thinking about it -

The claim that the Atari 8-bit has less free available memory than the C64 is actually a little untrue when considering programs like Turbo Basic XL and SpartaDOS 3.2d, and models like the 800XL and the XE series.

Turbo BASIC XL and SpartaDOS 3.2d HIDE themselves (or part of themselves anyway) by bankswitching the RAM addressed where the system chips and the OS ROMs are! This is also the main reason why both Turbo BASIC XL and SpartaDOS 3.2d don't work together - but Turbo BASIC XL does work with SpartaDOS X!

I guess there's about 10K or more RAM that can be used to hide part of Contiki under the OS Roms just like how Turbo BASIC XL does it! Has anyone suggested this? Forget trying to make it work on all versions of the Atari 8-bit with one version of the program. An XL/XE version would be best for those with those systems. ^_- Have it hide part of itself like Turbo BASIC XL does and you'll have plenty of room for regular DOS loading, RS232 handler, etc - without worrying how low it has to load into RAM. ^_^

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Later!

"Read this very carefully, I shall type this only once nyo!"
"There would be little point in typing it twice nyo!!" - 'Allo 'Allo nyo
||| Last night I dreamed I was eating a huge marshmallow. When I woke up, my pillow was gone!

# 1927. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-18 12:54:46 UTC
From: MrShoujo@webtv.net
Message-ID: <7196-3E771716-193@storefull-2334.public.lawson.webtv.net>
Source record: 22543

Just thought of something after thinking about it -

The claim that the Atari 8-bit has less free available memory than the C64 is actually a little untrue when considering programs like Turbo Basic XL and SpartaDOS 3.2d, and models like the 800XL and the XE series.

Turbo BASIC XL and SpartaDOS 3.2d HIDE themselves (or part of themselves anyway) by bankswitching the RAM addressed where the system chips and the OS ROMs are! This is also the main reason why both Turbo BASIC XL and SpartaDOS 3.2d don't work together - but Turbo BASIC XL does work with SpartaDOS X!

I guess there's about 10K or more RAM that can be used to hide part of Contiki under the OS Roms just like how Turbo BASIC XL does it! Has anyone suggested this? Forget trying to make it work on all versions of the Atari 8-bit with one version of the program. An XL/XE version would be best for those with those systems. ^_- Have it hide part of itself like Turbo BASIC XL does and you'll have plenty of room for regular DOS loading, RS232 handler, etc - without worrying how low it has to load into RAM. ^_^

I would love to see this technique implemented in that one JPG viewer I got as a future revision. ^_^

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Later!

"Read this very carefully, I shall type this only once nyo!"
"There would be little point in typing it twice nyo!!" - 'Allo 'Allo nyo
||| Last night I dreamed I was eating a huge marshmallow. When I woke up, my pillow was gone!

# 1928. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-18 13:01:50 UTC
From: MrShoujo@webtv.net
Message-ID: <14793-3E7718BE-60@storefull-2331.public.lawson.webtv.net>
Source record: 22541

Just thought of something after thinking about it -

The claim that the Atari 8-bit has less free available memory than the C64 is actually a little untrue when considering programs like Turbo Basic XL and SpartaDOS 3.2d, and models like the 800XL and the XE series.

Turbo BASIC XL and SpartaDOS 3.2d HIDE themselves (or part of themselves anyway) by bankswitching the RAM addressed where the system chips and the OS ROMs are! This is also the main reason why both Turbo BASIC XL and SpartaDOS 3.2d don't work together - but Turbo BASIC XL does work with SpartaDOS X!

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Later!

"Read this very carefully, I shall type this only once nyo!"
"There would be little point in typing it twice nyo!!" - 'Allo 'Allo nyo
||| Last night I dreamed I was eating a huge marshmallow. When I woke up, my pillow was gone!

# 1929. Re: Atari 1200XL Keyboard repair

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-18 14:16:24 UTC
From: lbaeza@usa.net
Message-ID: <c860ca33.0303180616.617acfe6@posting.google.com>
Source record: 22537

Is it possible to use a dead 800XL to fix/replace
the bad keyboard on the 1200XL?

Regards

"Bob Woolley" <ataribobdelete@directvinternet.com> wrote in message
news:<3e6a853f$0$6490@fountain.mindlink.net>...
> The 1200XL keyboard has a bad connector between the mylar and the PCB. Once
> these contacts start to go bad, random keys will have a tough time
> registering. I think this is just affecting the least capable keys at the
> time, not any real defect in the keys themselves. If you pull the mylar off
> and lay it on the PCB while holding the connector tightly with your fingers,
> all the keys work well with just a light touch. The secret is to get the
> connector to make good contact. I wish we could solder it....
>
> Bob
>
>
> "Tim" <tjlazer@mail.com> wrote in message
> news:v6djt1qfv7uj7e@corp.supernews.com...
> > I used the advice from people on this group and was able to improve the
> > keyboard functionality of my 1200XL. At first almost all keys were dead.
> > After removing the mylar sheet and cleaning the PCB all but 1-3 keys will
> > work flawlessly. A few will still be a little flaky but the more I push
> the
> > better they work. It seems to be differnet keys every time I take the
> > keyboard apart.
> >
> > My question is, does this indicate that the actual contact under the key
> is
> > not working well or the several vertical contacts to the PCB? I was
> > thinking of getting some silver conductive paint to get better contact but
> > it won't help if it's the actual contact under the key.
> >
> > Anything else I can do to better the contact of the keys?
> >
> > Thanks
> > Tim
> >
> >

# 1930. Re: Atari 1200XL Keyboard repair

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-18 15:45:22 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <v7efoj2or2u98f@corp.supernews.com>
Source record: 22538

No different layout entirely. Some vendors still carry the keyboards.
check the Vendor FAQ's
Regards
RoyE

"Luis Baeza" <lbaeza@usa.net> wrote in message
news:c860ca33.0303180616.617acfe6@posting.google.com...
> Is it possible to use a dead 800XL to fix/replace
> the bad keyboard on the 1200XL?
>
> Regards
>
> "Bob Woolley" <ataribobdelete@directvinternet.com> wrote in message
news:<3e6a853f$0$6490@fountain.mindlink.net>...
> > The 1200XL keyboard has a bad connector between the mylar and the PCB.
Once
> > these contacts start to go bad, random keys will have a tough time
> > registering. I think this is just affecting the least capable keys at
the
> > time, not any real defect in the keys themselves. If you pull the mylar
off
> > and lay it on the PCB while holding the connector tightly with your
fingers,
> > all the keys work well with just a light touch. The secret is to get the
> > connector to make good contact. I wish we could solder it....
> >
> > Bob
> >
> >
> > "Tim" <tjlazer@mail.com> wrote in message
> > news:v6djt1qfv7uj7e@corp.supernews.com...
> > > I used the advice from people on this group and was able to improve
the
> > > keyboard functionality of my 1200XL. At first almost all keys were
dead.
> > > After removing the mylar sheet and cleaning the PCB all but 1-3 keys
will
> > > work flawlessly. A few will still be a little flaky but the more I
push
> > the
> > > better they work. It seems to be differnet keys every time I take the
> > > keyboard apart.
> > >
> > > My question is, does this indicate that the actual contact under the

key
> > is
> > > not working well or the several vertical contacts to the PCB? I was
> > > thinking of getting some silver conductive paint to get better contact
but
> > > it won't help if it's the actual contact under the key.
> > >
> > > Anything else I can do to better the contact of the keys?
> > >
> > > Thanks
> > > Tim
> > >
> > >

# 1931. Re: Instruction manuals / box scans

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-18 15:52:14 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <v7eg5f4vkb1c39@corp.supernews.com>
Source record: 22539

Try here:

http://www.cyou.com/~richard/atari-docs.htm

Some good stuff.
RoyE

"Paul Nurminen" <visit_my_site@nurmix.com> wrote in message
news:53md7voo0m7shng86godvlfsmmca152mb6@4ax.com...
> Can anyone recommend a good web site for Atari 8-bit game instructions
> and / or game box scans?
>
>
>
> Thanks!
>
>
>
> --
>
> Paul Nurminen - California (USA)
>
> http://www.nurmix.com
> ^Atari computing, electronic music, '80s Club Music
>
> http://www.mp3.com/nurvis
> http://www.mp3.com/varactor
> ^My original electronic music MP3s
>
> E-mail: (visit my site to e-mail me)

## 1932. Tricky Tutorials wanted

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-18 16:36:53 UTC
From: Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com>
Message-ID: <usenet-DELETEthisPART-D4FA06.08365518032003@news.west.cox.net>
Source record: 22540

Atariarchives.org has received permission to put Tricky Tutorials (a series of programming tutorials for the Atari 8-bit) online, but we don't have a complete set of them. I'd like to buy or borrow these little pamphlets (and the disks that accompany them) so we can scan them and put the online.

If you have any TT materials, please contact me at www.savetz.com/contact/.
(If you reply to this message, take care to remove the spam filtering.)

Thanks
Kevin
--
Kevin Savetz - http://www.savetz.com/contact/
Curator of Classic Computer Magazine Archive - www.atarimagazines.com
& Atariarchives.org - www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

## 1933. Anyone program something that uses 2600 driving controllers?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-18 17:07:07 UTC
From: dnsdebro@netzero.net
Message-ID: <adf9eca9.0303180907.7b23ffe5@posting.google.com>
Source record: 22546

I haven't seen any games/programs that use the driving controller. I know it's kind of a rare controller. I was wondering if anyone knew of an 8-bit program that used it. Or if they may have done it for fun.

# 1934. Re: Atari 1200XL Keyboard repair

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-18 18:50:24 UTC
From: Paul Alhart <paulalhart@hotmail.com>
Message-ID: <QTJda.50910$iq1.21839@nwrddc02.gnilink.net>
Source record: 22447

> Is it possible to use a dead 800XL to fix/replace
> the bad keyboard on the 1200XL?
>
I went the other way and put a 1200XL keyboard on an 800XL, but there was extensive modification. The 800XL has the KB decoder chips on the mother board while the 1200XL has them integrated into the keyboard.

# 1935. Re: Flamewars museum

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-18 22:29:47 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4BD55313B5%news@youmustbejoking.demon.cu.invalid>
Source record: 22448
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.amstrad.8bit,comp.sys.atari.8bit

I demand that Stanley may or may not have written...

> Witchy <news@sruasonidyranib.co.uk> wrote in message
> news:<i4hb7v8feaa9ejs1b5i01vbfmo71cipkd9@4ax.com>...
>> On 16 Mar 2003 09:24:05 -0800, stano2000@yahoo.com (Stanley) wrote:
>>> some of us are still young and our blood boils up when comes to good old
>>> flamewar discussions. Yes, everybody should know that your lovely
> [snip]
>> <snippage>
>> *My* 8 bit flamewar museum was better than *yours*
>> :o)
>> (sorry, predictable response there)

> :D How could you be so wrong. Don't you know that -=[MY]=-
> F.L.A.M.E.W.A.R. <museum> is the best just because it's: - biggest one
> placed on superfast fibrechannel SAN RAIDed storages - fastest connected
> directly through Ebone backbone with geographic clustered content
> ditributed on majority of net related satellites [...]

And here's me, accessing it via a piece of wet string.

--
| Darren Salt | nr. Ashington, | d youmustbejoking,demon,co,uk
| RISC OS, | Northumberland | s zap,tartarus,org
| Linux | Toon Army | @
| The second RISC OS version of JSW.

The life which is unexamined is not worth living.

# 1936. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-18 23:35:11 UTC
From: MrShoujo@webtv.net
Message-ID: <19988-3E77AD2F-708@storefull-2332.public.lawson.webtv.net>
Source record: 22450

Just thought of something after thinking about it -

The claim that the Atari 8-bit has less free available memory than the C64 is actually a little untrue when considering programs like Turbo Basic XL and SpartaDOS 3.2d, and models like the 800XL and the XE series.

Turbo BASIC XL and SpartaDOS 3.2d HIDE themselves (or part of themselves anyway) by bankswitching the RAM addressed where the system chips and the OS ROMs are! This is also the main reason why both Turbo BASIC XL and SpartaDOS 3.2d don't work together - but Turbo BASIC XL does work with SpartaDOS X!

I guess there's about 10K or more RAM that can be used to hide part of Contiki under the OS Roms just like how Turbo BASIC XL does it! Has anyone suggested this? Forget trying to make it work on all versions of the Atari 8-bit with one version of the program. An XL/XE version would be best for those with those systems. ^_- Have it hide part of itself like Turbo BASIC XL does and you'll have plenty of room for regular DOS loading, RS232 handler, etc - without worrying how low it has to load into RAM. ^_^

I would love to see this technique implemented in that one JPG viewer I got as a future revision. ^_^

Of course, if you REALLY can go this route - make Contiki a spiffy huge bankswitched Cartridge and you have all of the main RAM to work with. I'd love a nice cartridge based web browser working with SpartaDOS X. ^_^ SDX must be a 64K cart on its own. ^_^

"Read this very carefully, I shall type this only once nyo!"
"There would be little point in typing it twice nyo!!" - 'Allo 'Allo nyo
||| Last night I dreamed I was eating a huge marshmallow. When I woke up, my pillow was gone!

# 1937. Re: The Internet-enabled Contiki Desktop OS DOH!!!

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-18 23:38:28 UTC
From: MrShoujo@webtv.net
Message-ID: <19988-3E77ADF4-709@storefull-2332.public.lawson.webtv.net>
Source record: 22449

Many apologies for the multiple postings. They were NOT intended! I wish I could delete them now... something was up with the service this morning and I thought they weren't getting through. That looks so stupid now... T.T

m(_)m gomen!!

"Read this very carefully, I shall type this only once nyo!"
"There would be little point in typing it twice nyo!!" - 'Allo 'Allo nyo
||| Last night I dreamed I was eating a huge marshmallow. When I woke up, my pillow was gone!

# 1938. 130XE Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-19 00:12:53 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <9COda.5389$L57.48496@news-server.bigpond.net.au>
Source record: 22451

Hi guys, I have just finnished rebuliding a 130XE, I remember from old that there was a generic bug with these. I would like to rectify it before I put the lid back on. As I recall it involved a resistor on the main board. Any ideas?

Thanks

Mark

# 1939. Re: Instruction manuals / box scans

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-19 04:32:45 UTC
From: Mo <momo@atariland.com>
Message-ID: <NpSda.41488$fa.1902610@twister.austin.rr.com>
Source record: 22452

I like the underdogs site for scans and manuals...
http://www.theunderdogs.org/

Mo

"RoyE" <r-dean@charter.net> wrote in message
news:v7eg5f4vkb1c39@corp.supernews.com...
> Try here:
>
> http://www.cyou.com/~richard/atari-docs.htm
>
> Some good stuff.
> RoyE
>
> "Paul Nurminen" <visit_my_site@nurmix.com> wrote in message
> news:53md7voo0m7shng86godvlfsmmca152mb6@4ax.com...
> > Can anyone recommend a good web site for Atari 8-bit game instructions
> > and / or game box scans?
> >
> >
> >
> > Thanks!
> >
> >
> >
> > --
> >
> > Paul Nurminen - California (USA)
> >
> > http://www.nurmix.com
> > ^Atari computing, electronic music, '80s Club Music
> >
> > http://www.mp3.com/nurvis
> > http://www.mp3.com/varactor
> > ^My original electronic music MP3s
> >
> > E-mail: (visit my site to e-mail me)
>

# 1940. Re: Instruction manuals / box scans

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-19 07:04:34 UTC
From: Mo <momo@atariland.com>
Message-ID: <6EUda.46778$eb.1350277@twister.austin.rr.com>
Source record: 22453

Sorry, should be www.the-underdogs.org

"Mo" <momo@atariland.com> wrote in message
news:NpSda.41488$fa.1902610@twister.austin.rr.com...
> I like the underdogs site for scans and manuals...
> http://www.theunderdogs.org/
>
>
> Mo
>
> "RoyE" <r-dean@charter.net> wrote in message
> news:v7eg5f4vkb1c39@corp.supernews.com...
> > Try here:
> >
> > http://www.cyou.com/~richard/atari-docs.htm
> >
> > Some good stuff.
> > RoyE
> >
> > "Paul Nurminen" <visit_my_site@nurmix.com> wrote in message
> > news:53md7voo0m7shng86godvlfsmmca152mb6@4ax.com...
> > > Can anyone recommend a good web site for Atari 8-bit game instructions
> > > and / or game box scans?
> > >
> > >
> > >
> > > Thanks!
> > >
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> > >
> > > --
> > >
> > > Paul Nurminen - California (USA)
> > >
> > > http://www.nurmix.com
> > > ^Atari computing, electronic music, '80s Club Music
> > >
> > > http://www.mp3.com/nurvis
> > > http://www.mp3.com/varactor
> > > ^My original electronic music MP3s
> > >
> > > E-mail: (visit my site to e-mail me)
> >
>

>

# 1941. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-19 07:43:42 UTC
From: Adam Dunkels <adam@dunkels.net>
Message-ID: <pan.2003.03.19.07.43.38.691040@dunkels.net>
Source record: 22454
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Hi!

On Sun, 16 Mar 2003 12:08:26 -0800, Godfather wrote:
> The only question is, will it support other languages, except English ?
>
> (Espcially the right to left ones, like Hebrew, Thai and Arabic.)
>
> If yes, this could be a MAJOR breakthrough.

There is no plans for adding support for "right to left" languages,
nor for languages that require a more sophisticated font encoding
(such as Chinese). There might be a Spanish translation available of
the next version, however.

Cheers,

/adam
--
Adam Dunkels - http://dunkels.com/adam/

## 1942. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-19 08:06:50 UTC
From: Adam Dunkels <adam@dunkels.net>
Message-ID: <pan.2003.03.19.08.06.47.836188@dunkels.net>
Source record: 22455
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

On Mon, 17 Mar 2003 14:32:11 -0800, Leon Howell wrote:

> I forgot to make one very important comment about this web browser:
>
> I TOLD YOU SO!!!

No Leon, you didn't. You said that "[a C64] can only single task and do either telnet or html, but maybe not both and probably not tcp/ip."

/adam
--
Adam Dunkels - http://dunkels.com/adam/

# 1943. Re: Flamewars museum

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-19 08:37:00 UTC
From: frink@homer.cmp.liv.ac.uk
Message-ID: <slrnb7gb1c.km1.frink@homer.cmp.liv.ac.uk>
Source record: 22456
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.amstrad.8bit,comp.sys.atari.8bit

On Tue, 18 Mar 2003 22:29:47 +0000, Darren Salt
<news@youmustbejoking.demon.cu.invalid> wrote:
>I demand that Stanley may or may not have written...
>
>> Witchy <news@sruasonidyranib.co.uk> wrote in message
>> news:<i4hb7v8feaa9ejs1b5i01vbfmo71cipkd9@4ax.com>...
>>> On 16 Mar 2003 09:24:05 -0800, stano2000@yahoo.com (Stanley) wrote:
>>>> some of us are still young and our blood boils up when comes to good old
>>>> flamewar discussions. Yes, everybody should know that your lovely
>> [snip]
>>> <snippage>
>>> *My* 8 bit flamewar museum was better than *yours*
>>> :o)
>>> (sorry, predictable response there)
>
>> :D How could you be so wrong. Don't you know that -=[MY]=-
>> F.L.A.M.E.W.A.R. <museum> is the best just because it's: - biggest one
>> placed on superfast fibrechannel SAN RAIDed storages - fastest connected
>> directly through Ebone backbone with geographic clustered content
>> ditributed on majority of net related satellites [...]
>
>And here's me, accessing it via a piece of wet string.

Wet string? Luxury! I have to access it by listening to a bloke with a
loudhailer at the top of a ladder shouting out the bits, with repeater
'shouters' every half mile or so.

I lie awake at night dreaming of wet string!

Frink

--
Doctor J. Frink : 'Luminous Lunar Lemur'
See his mind here : http://www.cmp.liv.ac.uk/frink/
Annoy his mind here : pjf at cmp dot liv dot ack dot ook
"Joy!" - Stimpy

# 1944. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-19 10:53:55 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1048071134@rtfm.mit.edu>
Source record: 22457
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 26, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

# 1945. Re: Flamewars museum

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-19 14:32:15 UTC
From: glenn_hickman@hotmail.com
Message-ID: <6fdd7909.0303190632.7ac06100@posting.google.com>
Source record: 22458
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.amstrad.8bit,comp.sys.atari.8bit

> Wet string? Luxury! I have to access it by listening to a bloke with a
> loudhailer at the top of a ladder shouting out the bits, with repeater
> 'shouters' every half mile or so.
>
> I lie awake at night dreaming of wet string!
>
> Frink

Shouters? Man, if only I had shouters! I have to enlist the help of
a local Indian who has the uncanny ability to listen to the ground and
pick out the bits.

I wring my hands in anticipation of the possibility of having
shouters!

-Glenn

# 1946. Re: Flamewars museum

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-19 15:33:19 UTC
From: lechien <mrudge@hcs.RemoveMeFirst.ie>
Message-ID: <bY%da.3559$pK2.3943@news.indigo.ie>
Source record: 22459
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.amstrad.8bit,comp.sys.atari.8bit

Glenn wrote:
>>Wet string? Luxury! I have to access it by listening to a bloke with a
>>loudhailer at the top of a ladder shouting out the bits, with repeater
>>'shouters' every half mile or so.
>>
>>I lie awake at night dreaming of wet string!
>>
>>Frink
>
>
> Shouters? Man, if only I had shouters! I have to enlist the help of
> a local Indian who has the uncanny ability to listen to the ground and
> pick out the bits.
>
> I wring my hands in anticipation of the possibility of having
> shouters!
>

An Indian? You lucky, lucky bast. I have to chase the bits after
they've already passed and attempt to hand re-assemble them.

Only the rich folk have Indians round here.

# 1947. Re: Instruction manuals / box scans

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-19 15:56:02 UTC
From: lbaeza@usa.net
Message-ID: <c860ca33.0303190756.4d07b330@posting.google.com>
Source record: 22460

Does anybody knows of any plans
on including 8bit scans/manuals/programs/etc
at AtariAge?

It would be a great feature!

Regards

"Mo" <momo@atariland.com> wrote in message
news:<6EUda.46778$eb.1350277@twister.austin.rr.com>...
> Sorry, should be www.the-underdogs.org
>
> "Mo" <momo@atariland.com> wrote in message
> news:NpSda.41488$fa.1902610@twister.austin.rr.com...
> > I like the underdogs site for scans and manuals...
> > http://www.theunderdogs.org/
> >
> >
> > Mo
> >
> > "RoyE" <r-dean@charter.net> wrote in message
> > news:v7eg5f4vkb1c39@corp.supernews.com...
> > > Try here:
> > >
> > > http://www.cyou.com/~richard/atari-docs.htm
> > >
> > > Some good stuff.
> > > RoyE
> > >
> > > "Paul Nurminen" <visit_my_site@nurmix.com> wrote in message
> > > news:53md7voo0m7shng86godvlfsmmca152mb6@4ax.com...
> > > > Can anyone recommend a good web site for Atari 8-bit game instructions
> > > > and / or game box scans?
> > > >
> > > >
> > > >
> > > > Thanks!
> > > >
> > > >
> > > >
> > > > --
> > > >
> > > > Paul Nurminen - California (USA)
> > > >
> > > > http://www.nurmix.com

> > > > ^Atari computing, electronic music, '80s Club Music
> > > >
> > > > http://www.mp3.com/nurvis
> > > > http://www.mp3.com/varactor
> > > > ^My original electronic music MP3s
> > > >
> > > > E-mail: (visit my site to e-mail me)
> > >
> >
> >

## 1948. Programming NEW games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-19 16:07:43 UTC
From: jhillman2000@yahoo.com
Message-ID: <e76f4b60.0303190807.5daa3b9a@posting.google.com>
Source record: 22461

I once owned an Atari 800 when I was a kid, learned BASIC and started writing some assembly language routines to be called from BASIC. I wrote a game called SpaceHunter which used the combination of both languages. I'm currently looking for the source code that I know I had printed out somewhere in my house. Anyway, I'm curious to know if there is anyone out there creating/writing new Atari 800 computer games using BASIC or ML?

-Joe
www.webappstogo.com

## 1949. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-19 16:47:33 UTC
From: gordongekko222@yahoo.com
Message-ID: <d07edc6d.0303190847.4770f057@posting.google.com>
Source record: 22462

Jaguar <rfvacp@nospam_mountaincable.net> wrote in message
news:<Xns933FE3D11F505Jaguar@24.215.0.21>...

> rescue on fractalus .

Sitting in the spaceship after you landed, and not knowing if the
knocking outside was one of your guys or an alien... that was the
scariest moment in computer gaming ever.

Nothing produced since then has ever come close

# 1950. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-19 17:27:17 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <j0ah7voqfpvuqsnglsh8d88t4qiqng1grf@4ax.com>
Source record: 22463

On 19 Mar 2003 08:47:33 -0800, gordongekko222@yahoo.com (Gordon Gekko) wrote:

>Jaguar <rfvacp@nospam_mountaincable.net> wrote in message
news:<Xns933FE3D11F505Jaguar@24.215.0.21>...
>
>> rescue on fractalus .
>
>Sitting in the spaceship after you landed, and not knowing if the
>knocking outside was one of your guys or an alien... that was the
>scariest moment in computer gaming ever.
>
>Nothing produced since then has ever come close

I definitely agree...
But wait, it wasn't the knocking, but rather the figure approaching your ship.
Or did the aliens also knock the door in the higher levels?

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

# 1951. Re: 130XE Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-19 17:37:28 UTC
From: Jon-Paul <pockets@nospam.cix.co.uk>
Message-ID: <b5a9t1$6n6$1@thorium.cix.co.uk>
Source record: 22464

"Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote in message
news:9COda.5389$L57.48496@news-server.bigpond.net.au...
> Hi guys, I have just finnished rebuliding a 130XE, I remember from old
that
> there was a generic bug with these. I would like to rectify it before I
put
> the lid back on. As I recall it involved a resistor on the main board. Any
> ideas?
>
> Thanks
>
> Mark
>

The Monitor Chroma/Luma ouput?

Should be in the FAQ stored at www.faqs.org

## 1952. Re: Programming NEW games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-19 17:54:09 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v7hbi4666715c6@corp.supernews.com>
Source record: 22465

I GOT A NEW GAME!
Uhm. Right now, I'm working on a ml routine
to put in the BASIC game to print characters to
a GRAPHICS 7 screen. I have the game working,
but it is a bit slow, even compiled.
There's a print to GRAPHICS screen routine in
'Your Atari Computer' for two color modes (6 and 8
I think are two color). I modified it to print to
the 4 color G7 screen, expanding the bit map of
characters from ROM to two bits per pixel instead
of one bit per pixel.
I ain't rambling now, ML is a bit challenging.

# 1953. Re: Programming NEW games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-19 18:22:43 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <kz2ea.41599$Rc7.613124@news2.e.nsc.no>
Source record: 22466

I have been working on a Boxworld clone (Boxworld might be a clone for all I know, but that's the PC game I started out to make an 8-bit version of). I asked for help on graphics and music, but didn't get any help. A few answered, but then I never heard from them again. Moved in October and haven't been able to get all my stuff out yet, but I expect to try to finish it with shite graphics and stolen music.

Also been thinking about a Shining Force type of RPG game, but that takes more effort than I can put into it I think.

"Joe" <jhillman2000@yahoo.com> skrev i melding
news:e76f4b60.0303190807.5daa3b9a@posting.google.com...
> I once owned an Atari 800 when I was a kid, learned BASIC and started
> writing some assembly language routines to be called from BASIC. I
> wrote a game called SpaceHunter which used the combination of both
> languages. I'm currently looking for the source code that I know I
> had printed out somewhere in my house. Anyway, I'm curious to know if
> there is anyone out there creating/writing new Atari 800 computer
> games using BASIC or ML?
>
> -Joe
> www.webappstogo.com

# 1954. Re: The Internet-enabled Contiki Desktop OS

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-19 20:36:30 UTC
From: chiefnerd@hotmail.com
Message-ID: <a8b36ac5.0303191236.35cb5b@posting.google.com>
Source record: 22467
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Adam,
This is really impressive! Running it in VICE works very well - I
can't wait to run it on my real 64!

Great job!!!

chiefnerd=

# 1955. Re: Flamewars museum

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-19 21:03:49 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <VW4ea.57846$iq1.43090@nwrddc02.gnilink.net>
Source record: 22468
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.amstrad.8bit,comp.sys.atari.8bit

lechien wrote ...

>> Shouters? Man, if only I had shouters! I have to enlist the help of
>> a local Indian who has the uncanny ability to listen to the ground and
>> pick out the bits.
>>
>> I wring my hands in anticipation of the possibility of having
>> shouters!
>>
>
>An Indian? You lucky, lucky bast. I have to chase the bits after
>they've already passed and attempt to hand re-assemble them.
>
>Only the rich folk have Indians round here.

Guess I'm lucky! There is an Indian village just on the other side of the
mountain. The bottleneck is sending the bits over the mountain by mule.
There, they are sent their way by smoke signal.

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
Last 8-bit BBS in the Dallas area. Commodore lives!

## 1956. elite joystick driver

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-19 21:34:46 UTC
From: Petar <petar_benzon@hotmail.com>
Message-ID: <b5anpd$lsv$1@bagan.srce.hr>
Source record: 22470

[No readable article body recovered]

# 1957. Re: Programming NEW games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-19 21:42:17 UTC
From: Sheddy <cghutt@hotmail.com>
Message-ID: <b5ao7p$9p1$1@hercules.btinternet.com>
Source record: 22469

I'm attempting a space harrier clone. A bit overambitious maybe...but it might eventually get somewhere!
www.sheddyshack.co.uk

"Joe" <jhillman2000@yahoo.com> wrote in message news:e76f4b60.0303190807.5daa3b9a@posting.google.com...
> I once owned an Atari 800 when I was a kid, learned BASIC and started
> writing some assembly language routines to be called from BASIC. I
> wrote a game called SpaceHunter which used the combination of both
> languages. I'm currently looking for the source code that I know I
> had printed out somewhere in my house. Anyway, I'm curious to know if
> there is anyone out there creating/writing new Atari 800 computer
> games using BASIC or ML?
>
> -Joe
> www.webappstogo.com

## 1958. 600xl

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-19 23:17:58 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <GU6ea.6859$L57.58379@news-server.bigpond.net.au>
Source record: 22471

Project number 2:-), I was wondering if somebody can give me a parts list for u24, u14 ,u7, u20, u21, u10, u9, and u17. I am attempting to resurect a 600XL that has been raped for parts.

Thanks again

Mark

# 1959. Re: 130XE Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-19 23:19:01 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <FV6ea.6860$L57.58576@news-server.bigpond.net.au>
Source record: 22472

No, i was sure there was some inherent problem that caused the 130XE
keyboard to fail over time. It was 15 years ago tho.

Mark

"Jon-Paul" <pockets@nospam.cix.co.uk> wrote in message
news:b5a9t1$6n6$1@thorium.cix.co.uk...
>
> "Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote in message
> news:9COda.5389$L57.48496@news-server.bigpond.net.au...
> > Hi guys, I have just finnished rebuliding a 130XE, I remember from old
> that
> > there was a generic bug with these. I would like to rectify it before I
> put
> > the lid back on. As I recall it involved a resistor on the main board.
Any
> > ideas?
> >
> > Thanks
> >
> > Mark
> >
>
> The Monitor Chroma/Luma ouput?
>
> Should be in the FAQ stored at www.faqs.org
>
>

# 1960. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-19 23:41:09 UTC
From: Cruiser7 <Cruiser7@nospam.com>
Message-ID: <v7i002i6772b39@corp.supernews.com>
Source record: 22473

Gordon Gekko wrote:
> Jaguar <rfvacp@nospam_mountaincable.net> wrote in message
news:<Xns933FE3D11F505Jaguar@24.215.0.21>...
>
>
>>rescue on fractalus .
>
>
> Sitting in the spaceship after you landed, and not knowing if the
> knocking outside was one of your guys or an alien... that was the
> scariest moment in computer gaming ever.
>
> Nothing produced since then has ever come close

You aren't kididng. A computer gaming reviewer did a "10 Scariest Games"
article some months ago, and I think ROF should have been included just
for that part alone.

I might remember wrong, but I swear that on either Behind Jaggi Lines or
Rescue On Fractalus, the aliens' helmet was a slightly different color
than the friendlies' helmet. Does anyone else remember this?

## 1961. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-20 00:15:46 UTC
From: "G.M." <bitbucket@cox.net>
Message-ID: <Xns9343A571151BEambassadorkosh@68.6.19.6>
Source record: 22474

Cruiser7 <Cruiser7@nospam.com> wrote in
news:v7i002i6772b39@corp.supernews.com:

> Gordon Gekko wrote:
>> Jaguar <rfvacp@nospam_mountaincable.net> wrote in message
>> news:<Xns933FE3D11F505Jaguar@24.215.0.21>...
>>
>>
>>>rescue on fractalus .
>>
>>
>> Sitting in the spaceship after you landed, and not knowing if the
>> knocking outside was one of your guys or an alien... that was the
>> scariest moment in computer gaming ever.
>>
>> Nothing produced since then has ever come close
>
> You aren't kididng. A computer gaming reviewer did a "10 Scariest
> Games" article some months ago, and I think ROF should have been
> included just for that part alone.
>
> I might remember wrong, but I swear that on either Behind Jaggi Lines
> or Rescue On Fractalus, the aliens' helmet was a slightly different
> color than the friendlies' helmet. Does anyone else remember this?
>
>

Yup, it was green for the first few levels, after that they looked just
like everyone else.

--
I wonder how much deeper the ocean would be without sponges

# 1962. Re: 130XE Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-20 03:44:24 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <sOaea.136616$b8.25970182@news4.srv.hcvlny.cv.net>
Source record: 22475

I don't have the details, but there was something about the console switches (start, reset, select and option,) not the keyboard itself, that required a resistor as a fix. I hope this jogs somebody's memory.

Take care.

Alan

"Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote in message news:FV6ea.6860$L57.58576@news-server.bigpond.net.au...
> No, i was sure there was some inherent problem that caused the 130XE
> keyboard to fail over time. It was 15 years ago tho.
>
> Mark
>
>
>
> "Jon-Paul" <pockets@nospam.cix.co.uk> wrote in message
> news:b5a9t1$6n6$1@thorium.cix.co.uk...
> >
> > "Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote in
message
> > news:9COda.5389$L57.48496@news-server.bigpond.net.au...
> > > Hi guys, I have just finnished rebuliding a 130XE, I remember from old
> > that
> > > there was a generic bug with these. I would like to rectify it before
I
> > put
> > > the lid back on. As I recall it involved a resistor on the main board.
> Any
> > > ideas?
> > >
> > > Thanks
> > >
> > > Mark
> > >
> >
> > The Monitor Chroma/Luma ouput?
> >
> > Should be in the FAQ stored at www.faqs.org
> >
> >
>
>

# 1963. Re: Flamewars museum

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-20 04:18:19 UTC
From: John <junk@junk.com>
Message-ID: <b5bh12$5gc$1@perki.connect.com.au>
Source record: 22478
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.amstrad.8bit,comp.sys.atari.8bit

"lechien" <mrudge@hcs.RemoveMeFirst.ie> wrote in message
news:bY%da.3559$pK2.3943@news.indigo.ie...
> Glenn wrote:
> >>Wet string? Luxury! I have to access it by listening to a bloke with a
> >>loudhailer at the top of a ladder shouting out the bits, with repeater
> >>'shouters' every half mile or so.
> >>
> >>I lie awake at night dreaming of wet string!
> >>
> >>Frink
> > >
> > > Shouters? Man, if only I had shouters! I have to enlist the help of
> > > a local Indian who has the uncanny ability to listen to the ground and
> > > pick out the bits.
> > >
> > > I wring my hands in anticipation of the possibility of having
> > > shouters!
> > >
> >
> > An Indian? You lucky, lucky bast. I have to chase the bits after
> > they've already passed and attempt to hand re-assemble them.
> >
> > Only the rich folk have Indians round here.
> >

You had bits? We had to derive the contents of electronic messages directly
from quantum foam.

# 1964. Re: Instruction manuals / box scans

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-20 04:44:18 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3e794612.8064943@news>
Source record: 22476

lbaeza@usa.net (Luis Baeza):
>Does anybody knows of any plans
>on including 8bit scans/manuals/programs/etc
>at AtariAge?
>
>It would be a great feature!

From what I've heard they do plan on adding 8-bit computer coverage to Atariage, and are working on it. However, it is a very large project and I guess is taking a long time to get together!

---
Shawn Jefferson
(fix reply to for email)

# 1965. Re: Anyone program something that uses 2600 driving controllers?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-20 04:44:56 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3e7a4652.8129030@news>
Source record: 22477

dnsdebro@netzero.net (DEBRO):
>I haven't seen any games/programs that use the driving controller. I
>know it's kind of a rare controller. I was wondering if anyone knew of
>an 8-bit program that used it. Or if they may have done it for fun.

Was/is there a difference between the "driving controller" and the paddle?

---
Shawn Jefferson
(fix reply to for email)

# 1966. Re: 130XE Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-20 05:55:15 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <7Jcea.7755$L57.61097@news-server.bigpond.net.au>
Source record: 22479

Yeah that sounds right, anybody? Very happy to have a working 130XE again:-)
Alternate reality here we come.

Mark

"Alan Sharkis" <asharkis@optonline.net> wrote in message
news:sOaea.136616$b8.25970182@news4.srv.hcvlny.cv.net...
> I don't have the details, but there was something about the console
switches
> (start, reset, select and option,) not the keyboard itself, that required
a
> resistor as a fix. I hope this jogs somebody's memory.
>
> Take care.
>
> Alan
>
> "Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote in message
> news:FV6ea.6860$L57.58576@news-server.bigpond.net.au...
> > No, i was sure there was some inherent problem that caused the 130XE
> > keyboard to fail over time. It was 15 years ago tho.
> >
> > Mark
> >
> >
> >
> > "Jon-Paul" <pockets@nospam.cix.co.uk> wrote in message
> > news:b5a9t1$6n6$1@thorium.cix.co.uk...
> > >
> > > "Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote in
> message
> > > news:9COda.5389$L57.48496@news-server.bigpond.net.au...
> > > > Hi guys, I have just finnished rebuliding a 130XE, I remember from
old
> > > > that
> > > > there was a generic bug with these. I would like to rectify it
before
> I
> > > > put
> > > > the lid back on. As I recall it involved a resistor on the main
board.
> > Any
> > > > ideas?
> > > >
> > > > Thanks

> > > >
> > > > Mark
> > > >
> > >
> > > The Monitor Chroma/Luma ouput?
> > >
> > > Should be in the FAQ stored at www.faqs.org
> > >
> > >
> >
> >
>
>

# 1967. Re: Instruction manuals / box scans

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-20 06:09:20 UTC
From: albert@atariage.com
Message-ID: <be2e8fd.0303192209.204a9680@posting.google.com>
Source record: 22480

lbaeza@usa.net (Luis Baeza) wrote in message
news:<c860ca33.0303190756.4d07b330@posting.google.com>...
> Does anybody knows of any plans
> on including 8bit scans/manuals/programs/etc
> at AtariAge?

Yes, we will be adding an 8-bit section to AtariAge in the near future. :)

..Al

---
Albert Yarusso, http://www.AtariAge.com
Atari News, Forums, Media, Guides, and more!

# 1968. ADV: FREE Atari Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-20 10:35:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0303200232570.18756-100000@shell1.aracnet.com>
Source record: 22481
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org Ben's Catalogs Area! Check out my Atari Catalogs as I've updated 6 of 8 Catalogs! Lots of Items I have 1, 2 or a few of. I've Sold some inventory, deleting Items from Catalogs and added new Items including some rare GEMs!Like highly Modified and UpGraded Rev.7 1050 Happy Drives for the Atari 8 Bit! The Discovery Cartridge, makes your ST Drive copy anything! From Happy Computers!+NEW in BOX Jaguar Base Units and Jag CD Players plus Newly Purchased DooM,Brutal Sports Football & Troy Aikman Football. Brand New for the Jaguar! Plus more Games for the Atari 8 Bit like, Defender, Donkey Kong, Donkey Kong Junior, E.T. Phone Home and Joust! And my ST Games/Software Catalog is PHAT-ter than it's ever been, bulging with Atari Games. Like Crystal Castles, Cannon Fodder, Carrier Command and California Games both 1 & 2! So act now!While Inventory Lasts! http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

## 1969. Re: Anyone program something that uses 2600 driving controllers?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-20 12:51:07 UTC
From: dnsdebro@netzero.net
Message-ID: <adf9eca9.0303200451.4aeee312@posting.google.com>
Source record: 22482

> Was/is there a difference between the "driving controller" and the paddle?

Yes, the driving controller offers 360 degree movement. Also the
driving controller is read through the joystick port on the 2600 vs.
the "paddle port". I don't know about the 8-bit but I assume it would
be read the same.

Take a look at http://www.atariage.com/controller_page.html?SystemID=2600&ControllerID=3
to see it.

## 1970. Re: Anyone program something that uses 2600 driving controllers?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-20 16:12:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030320161208.42651A@ilaskey.cix.co.uk>
Source record: 22483

In article <3e7a4652.8129030@news>, shawnjefferson@shaw.caREMOVEPLS (Shawn Jefferson) wrote:

> dnsdebro@netzero.net (DEBRO):
> >I haven't seen any games/programs that use the driving controller. I
> >know it's kind of a rare controller. I was wondering if anyone knew of
> >an 8-bit program that used it. Or if they may have done it for fun.
>
> Was/is there a difference between the "driving controller" and the
> paddle?

One went round and round, the other just turned right/left and had a limit on how far it could go.

Iain

# 1971. Re: Mini-game programming contest for 2003? (was: C64 Crap Games Compo 2003 ?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-20 17:04:14 UTC
From: chad_alberts@yahoo.com
Message-ID: <c703a79f.0303200904.3ff54564@posting.google.com>
Source record: 22484
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

MagerValp <MagerValp@cling.gu.se> wrote in message
news:<p14of4az0tx.fsf@panini.cling.gu.se>...
> >>>>> "CA" == Chad Alberts <chad_alberts@yahoo.com> writes:
>
> I'm having a hard time deciding if a 1k or a 4k would be the most fun.
> Given the vast number of entries last year, 1k seemed like a sweet
> spot (512 was too limiting, 2k wasn't limiting at all). 4k would allow
> you to expand a bit, making more game genres possible (e.g. decent RPG
> and adventure games), but it would also raise the bar significantly
> when it comes to the presentation (graphics, music, intro & hiscore,
> etc).

My vote is for 4K for the reasons you listed above. Right now I am
thinking about attempting a 4k version of Lode Runner or Realms of
Impossiblity game or maybe even a RPG. 4K could be just as challenging
but even more fun in my opinion.

Chad

## 1972. APX news

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-20 17:05:25 UTC
From: Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com>
Message-ID: <usenet-DELETEthisPART-0BAA4D.09052820032003@news.west.cox.net>
Source record: 22485

The following APX programs are now downloadable from
http://www.atariarchives.org/APX/

Cribbage
Letterman
Lookahead
Number Blast
Punctuation Put-On
Terry

... for a total of 92 downloadable APX titles.

In addition, I have permission to put the following APX programs online, but
don't have the software. Please contact me if you do. (I want to get the
software from original disks, not just executables or other stripped versions.)

20002 Text Formatter (FORMS)
20005 Mugwump
20007 Reversi (early release as Roman Checkers)
20008 BASIC Program Compressor (MASHER)
20014 The Computerized Card File
20015 Space Trek
20016 Centurion
20019 Castle
20023 Chinese Puzzle ?
20024 Anthill
20025 Sultan's Palace
20031 Tact Trek
20042 Financial Asset Management System
20046 BASIC Utility For Renumbering Programs (BURP)
20051 Cosmatic Atari Development Package
20052 Codebreaker
20054 Wizard's Revenge
20081 QUIZMASTER
20090 Block'Em
20105 RPN Calculator Simulator
20116 Pushover
20124 Utility Diskette II
20125 Microsoft BASIC Cross-Reference Utility ?
20126 Algicalc
20135 Jukebox #1
20142 TEXT ANALYST
20146 fun-FORTH
20181 Music Player
20185 FOG INDEX

20199 Hex-A-Bug
20201 Teasers By Tobbs
20204 Ennumereight
20211 Morsecode Master
20215 Circuit Lab ◆ ◆
20217 Strategic Financial Ratio Analysis
20224 Space War
20227 Advanced Fingerspelling
20233 Eastern Front (1941) Scenario Editor
20237 Cartoonist
20259 Mastermatch
20261 Numberland Nightwatch ◆
20263 Burgers!
20269 Rush Hour
????? Erg
????? FIG FORTH (not "extended" Fig Forth)
????? Family Tree
????? Name the Notes

--Kevin
--
Kevin Savetz - http://www.savetz.com/contact/
Curator of Classic Computer Magazine Archive - www.atarimagazines.com
& Atariarchives.org - www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

## 1973. Re: Programming NEW games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-20 18:00:12 UTC
From: bill@newbreedsoftware.com
Message-ID: <Mknea.2155$eb1.142747@typhoon.sonic.net>
Source record: 22486

Sheddy <cghutt@hotmail.com> wrote:
> I'm attempting a space harrier clone. A bit overambitious maybe...but it
> might eventually get somewhere!
> www.sheddyshack.co.uk

The demo if this is _awesome_ by the way!

Keep at it!!!!

-bill!
(Who one day will get back to working on Cat5Walk... unfortunately, I was
laid off recently, so I'm focusing mostly on getting a new job :) )

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 1974. Re: APX news

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-20 18:02:21 UTC
From: bill@newbreedsoftware.com
Message-ID: <Nmnea.2156$eb1.142747@typhoon.sonic.net>
Source record: 22487

Kevin Savetz <usenet-DELETEthisPART@savetz-deletethispart.com> wrote:
> The following APX programs are now downloadable from
> http://www.atariarchives.org/APX/
>
<snip>

Cool beans! Thanks so much. :^)

Out of curiosity, who are you getting permission from? The original
authors? Some main person who's in charge of APX? Or...?

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 1975. Re: Anyone program something that uses 2600 driving controllers?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-20 18:42:37 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <1o2k7vclp64m95ti22dlevngejl5si17pr@4ax.com>
Source record: 22488

On 20 Mar 2003 04:51:07 -0800, dnsdebro@netzero.net (DEBRO) wrote:

>> Was/is there a difference between the "driving controller" and the paddle?
>
>Yes, the driving controller offers 360 degree movement. Also the
>driving controller is read through the joystick port on the 2600 vs.
>the "paddle port". I don't know about the 8-bit but I assume it would
>be read the same.
>
>Take a look at http://www.atariage.com/controller_page.html?SystemID=2600&ControllerID=3
>to see it.

It works in a similar fashion as an ST mouse, IIRC...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

# 1976. Re: 130XE Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-20 19:59:56 UTC
From: Pict <pict@forty-seven.demon.co.uk>
Message-ID: <pan.2003.03.20.19.59.55.499694@forty-seven.demon.co.uk>
Source record: 22489

Hi

I dug out my old Atari User mags, because I remember performing this fix myself many years ago.

Hope this is the one you mean.

Cheers
Geoff

---
From Atari User, July 1988

"Cure that keyboard glitch.

Can you please help me with a problem I have with my 130XE computer? My Option key has stopped working and I can't figure out what to do.
Do you know of a quick cure to my predicament or will I have to send it to someone to repair it?
Richard Head, Westminster, London.

Unfortunately the 130XE keyboard can suffer from two small problems that luckily, rarely raise their ugly heads. The first is that the metal tracks that connect the keys to the main PCB tend to oxidise. This stops them making a circuit when a key is pressed.
The second glitch is the cause behind the oxidiation problem. The function keys are fed with their own 5v power supply and it's this that causes the build up of oxide on the track.
It may be possible for you to fix both of these yourself but the job of doing so is quite involved.
However, for the stout of heart, here goes: Remove the lid from the micro - the four screws on the underside hold it in place - and then gently unplug the keyboard membrane from the connector on the main board.
Unscrew the main PCB and twist open the metal tags so that you can remove the casing. Now you will have to locate resistor R95.
You'll find it in the bottom right corner of the board where the ? and Shift keys would be, but don't worry, it's labelled underneath. Now carefully unsolder it.
If this is replaced by a 1k (0.25W) resistor the track oxidising problem will be solved.
If this doesn't effect a cure immediately you may have to take the keyboard to bits and clean the tracks - a can of PCB Cleaner (code 51-11108) from Cirkit will do the trick.
Be very careful not to take off the tracks altogether, as they are very easily damaged.
This is not an easy task to undertake and quite possibly a little too much

for a novice. However, a service engineer familiar with Atari equipment
will be able to do the job for you."

On Thu, 20 Mar 2003 05:55:15 +0000, Mark Bedingfield wrote:

> Yeah that sounds right, anybody? Very happy to have a working 130XE again:-)
> Alternate reality here we come.
>
> Mark
>
>
> "Alan Sharkis" <asharkis@optonline.net> wrote in message
> news:sOaea.136616$b8.25970182@news4.srv.hcvlny.cv.net...
>> I don't have the details, but there was something about the console
> switches
>> (start, reset, select and option,) not the keyboard itself, that required
> a
>> resistor as a fix. I hope this jogs somebody's memory.
>>
>> Take care.
>>
>> Alan
>>
>> "Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote in message
>> news:FV6ea.6860$L57.58576@news-server.bigpond.net.au...
>> > No, i was sure there was some inherent problem that caused the 130XE
>> > keyboard to fail over time. It was 15 years ago tho.
>> >
>> > Mark
>> >
>> >
>> >
>> > "Jon-Paul" <pockets@nospam.cix.co.uk> wrote in message
>> > news:b5a9t1$6n6$1@thorium.cix.co.uk...
>> > >
>> > > "Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote in
>> message
>> > > news:9COda.5389$L57.48496@news-server.bigpond.net.au...
>> > > > Hi guys, I have just finnished rebuliding a 130XE, I remember from
> old
>> > > that
>> > > > there was a generic bug with these. I would like to rectify it
> before
>> I
>> > > put
>> > > > the lid back on. As I recall it involved a resistor on the main
> board.
>> > Any
>> > > > ideas?
>> > > >
>> > > > Thanks

>> > > >
>> > > > Mark
>> > > >
>> > >
>> > > The Monitor Chroma/Luma ouput?
>> > >
>> > > Should be in the FAQ stored at www.faqs.org
>> > >
>> > >
>> >
>> >
>>
>>

# 1977. Re: APX news

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-20 20:40:34 UTC
From: Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com>
Message-ID: <usenet-DELETEthisPART-8E2ABD.12403820032003@news.west.cox.net>
Source record: 22490

In article <Nmnea.2156$eb1.142747@typhoon.sonic.net>,
bill@newbreedsoftware.com (William Kendrick) wrote:

> Out of curiosity, who are you getting permission from? The original
> authors? Some main person who's in charge of APX? Or...?

APX didn't buy the copyright to the programs, so we're getting permission from
the original authors. Tracking them down can be tricky.

--Kevin
--
Kevin Savetz - http://www.savetz.com/contact/
Curator of Classic Computer Magazine Archive - www.atarimagazines.com
& Atariarchives.org - www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

# 1978. Re: 130XE Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-20 22:25:17 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <hdrea.8572$L57.69099@news-server.bigpond.net.au>
Source record: 22491

Bingo, thanks. Just a little paranoia, but it would be good.

Mark

"Pict" <pict@forty-seven.demon.co.uk> wrote in message
news:pan.2003.03.20.19.59.55.499694@forty-seven.demon.co.uk...
> Hi
>
> I dug out my old Atari User mags, because I remember performing this fix
> myself many years ago.
>
> Hope this is the one you mean.
>
> Cheers
> Geoff
>
> -----
> From Atari User, July 1988
>
> "Cure that keyboard glitch.
>
> Can you please help me with a problem I have with my 130XE computer? My
> Option key has stopped working and I can't figure out what to do.
> Do you know of a quick cure to my predicament or will I have to send it to
> someone to repair it?
> Richard Head, Westminster, London.
>
> Unfortunately the 130XE keyboard can suffer from two small problems that
> luckily, rarely raise their ugly heads. The first is that the metal
> tracks that connect the keys to the main PCB tend to oxidise. This stops
> them making a circuit when a key is pressed.
> The second glitch is the cause behind the oxidiation problem. The
> function keys are fed with their own 5v power supply and it's this that
> causes the build up of oxide on the track.
> It may be possible for you to fix both of these yourself but the job of
> doing so is quite involved.
> However, for the stout of heart, here goes: Remove the lid from the micro
> - the four screws on the underside hold it in place - and then gently
> unplug the keyboard membrane from the connector on the main board.
> Unscrew the main PCB and twist open the metal tags so that you can remove
> the casing. Now you will have to locate resistor R95.
> You'll find it in the bottom right corner of the board where the ? and
> Shift keys would be, but don't worry, it's labelled underneath. Now
> carefully unsolder it.
> If this is replaced by a 1k (0.25W) resistor the track oxidising problem

> will be solved.
> If this doesn't effect a cure immediately you may have to take the
> keyboard to bits and clean the tracks - a can of PCB Cleaner (code
> 51-11108) from Cirkit will do the trick.
> Be very careful not to take off the tracks altogether, as they are very
> easily damaged.
> This is not an easy task to undertake and quite possibly a little too much
> for a novice. However, a service engineer familiar with Atari equipment
> will be able to do the job for you."
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>
> On Thu, 20 Mar 2003 05:55:15 +0000, Mark Bedingfield wrote:
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> > Yeah that sounds right, anybody? Very happy to have a working 130XE
again:-)
> > Alternate reality here we come.
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> > news:sOaea.136616$b8.25970182@news4.srv.hcvlny.cv.net...
> >> I don't have the details, but there was something about the console
> > switches
> >> (start, reset, select and option,) not the keyboard itself, that
required
> > a
> >> resistor as a fix. I hope this jogs somebody's memory.
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> >> Take care.
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> >> Alan
> >>
> >> "Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote in
message
> >> news:FV6ea.6860$L57.58576@news-server.bigpond.net.au...
> >> > No, i was sure there was some inherent problem that caused the 130XE
> >> > keyboard to fail over time. It was 15 years ago tho.
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> >> > Mark
> >> >
> >> >
> >> >
> >> > "Jon-Paul" <pockets@nospam.cix.co.uk> wrote in message
> >> > news:b5a9t1$6n6$1@thorium.cix.co.uk...
> >> > >
> >> > > "Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote in
> >> message
> >> > > news:9COda.5389$L57.48496@news-server.bigpond.net.au...
> >> > > > Hi guys, I have just finnished rebuliding a 130XE, I remember

from
> > old
> >> > > that
> >> > > > there was a generic bug with these. I would like to rectify it
> > before
> >> I
> >> > > put
> >> > > > the lid back on. As I recall it involved a resistor on the main
> > board.
> >> > Any
> >> > > > ideas?
> >> > > >
> >> > > > Thanks
> >> > > >
> >> > > > Mark
> >> > > >
> >> > >
> >> > > The Monitor Chroma/Luma ouput?
> >> > >
> >> > > Should be in the FAQ stored at www.faqs.org
> >> > >
> >> > >
> >> >
> >> >
> >>
> >>
>

# 1979. Re: [--- ASM, Ramdisk ---]

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-21 03:32:42 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3E7A87DA.CD24CE3D@cswebmail.com>
Source record: 22492

Winston Smith wrote:

> To: Michael Current <mcurrent@carleton.edu>
> Re: Atari 8-Bit Computers: Frequently Asked Questions
> By: Michael Current <mcurrent@carleton.edu> to
comp.sys.atari.8bit,comp.answers,news.answers on Mon Mar 03 2003 10:00 am
>
> I have an ancient floppy disk I ran accross that is an a commercial ATARI paper
> jacket:
> Part:
> CX8121 Programs (C) 1981 Atari, Inc. -- * Macro Assembler, * Program-Text
> Editor
> [ Note: I believe that this is what they call the "Asm Disk" ?
> I remember the program editor. It was a hideous "split screen"
> arrangement with a display area on top and an entry line on the
> bottom.... ]
>
> - - - - -
> About RAMdisks....
> I am not sure whether or not you have this one listed, but it is one that
> everyone forgets. This is the ATARI 800XL DOS 2.5 "nothing" enhancement. If
> you have an ATARI 800XL and DOS 2.5, you can initialize a RAMdisk by formatting
> it with 'I' and 'H' and then writing DOS.SYS and DUP.SYS system files until it
> "errors out". When you erase all of the sectors, you are then left with a
> RAMdisk of 105 sectors. While this isn't very big, it is large enough to hold
> UNARC, which -- when working from RAM -- speeds up program execution quite
> considerably!
> --- Synchronet 3.10L-Linux NewsLink 1.43
> * Planet Maca's Opus - Winsted, Ct - 860-738-7176 telnet://pinkrose.dhis.org

The 1st, from my memory is the Macro/Asm disk. The "Asm Disk" does not have macro support.

The 2nd, Not everyone forgets...I published an article on how to patch 2.5 so the sector count is right.
Also, It will work in any 8 bit Atari with 64K of ram, but nothing else that uses the ram can be used. But really great for
Dandy Dungeon with its 26 levels.

Rick D.

# 1980. XF551 Power LED Install

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-21 04:55:08 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <v7l6pb3rscbr3e@corp.supernews.com>
Source record: 22493

Can someone guide me to the install of a LED for Power on this drive? I have an article that says how to do it but doesn't include the pic to show where to solder the wire on the PCB.

Here is the article:

http://www.umich.edu/~archive/atari/8bit/Unverified/Cislib_b/pwrled.txt

I have a question on the following sections:

8: Locate the jumper wire marked "V" on the front edge of the interface printed circuit board. (See diagram #2) Solder one of the 14 inch wires to it.
Solder the other end of this wire to the ANODE end (long leg) of the LED.

9: Locate the jumper wire marked "G" on the front edge of the interface printed circuit board and solder one leg of the resistor to it (See diagram #2). Solder one of the 14 inch wires to the other leg of the resistor. Press the resistor flat against the PCB. Solder the other end of this wire to the CATHODE end (short leg) of the LED.

I need to know where the V and G wires are.

Thanks
Tim

# 1981. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-21 05:12:31 UTC
From: Bill Ko <billko@no-spam.comcast.net>
Message-ID: <kpo4mKkdV4bJ-pn2-Nnt4tn1FoSGF@localhost>
Source record: 22494

Yeah! How many of you almost had to change your underwear the first time the alien popped up in your face and started hammering on your windshield???

I was so shocked the first time that I couldn't even remember to fry him with my force field! Of course, the music helped to scare the you-know-what outta me, too. :)

On Wed, 19 Mar 2003 16:47:33 UTC, gordongekko222@yahoo.com (Gordon Gekko) wrote:

> Jaguar <rfvacp@nospam_mountaincable.net> wrote in message news:<Xns933FE3D11F505Jaguar@24.215.0.21>...
>
> > rescue on fractalus .
>
> Sitting in the spaceship after you landed, and not knowing if the
> knocking outside was one of your guys or an alien... that was the
> scariest moment in computer gaming ever.
>
> Nothing produced since then has ever come close

--
Bill
(Please remove "no-spam" from address when replying)

# 1982. Re: Mini-game programming contest for 2003? (was: C64 Crap Games Compo 2003 ?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-21 09:12:28 UTC
From: Brian Gaff <Briang1@blueyonder.co.uk>
Message-ID: <b5en8v$286pgs$2@ID-105134.news.dfncis.de>
Source record: 22495
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

Was that the version with the extra character buffer for 128 basic?

Brian

--
Brian Gaff - Sorry, can't see pictures, graphics are great, but the blind
can't hear them
briang1@blueyonder.co.uk
"Chad Alberts" <chad_alberts@yahoo.com> wrote in message
news:c703a79f.0303200904.3ff54564@posting.google.com...
| MagerValp <MagerValp@cling.gu.se> wrote in message
news:<p14of4az0tx.fsf@panini.cling.gu.se>...
| > >>>>> "CA" == Chad Alberts <chad_alberts@yahoo.com> writes:
| >
| > I'm having a hard time deciding if a 1k or a 4k would be the most fun.
| > Given the vast number of entries last year, 1k seemed like a sweet
| > spot (512 was too limiting, 2k wasn't limiting at all). 4k would allow
| > you to expand a bit, making more game genres possible (e.g. decent RPG
| > and adventure games), but it would also raise the bar significantly
| > when it comes to the presentation (graphics, music, intro & hiscore,
| > etc).
|
| My vote is for 4K for the reasons you listed above. Right now I am
| thinking about attempting a 4k version of Lode Runner or Realms of
| Impossiblity game or maybe even a RPG. 4K could be just as challenging
| but even more fun in my opinion.
|
| Chad

---
Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.461 / Virus Database: 260 - Release Date: 10/03/03

# 1983. Re: XF551 Power LED Install

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-21 13:37:38 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <v7m5d27d7277b0@corp.supernews.com>
Source record: 22496

Tim,

The 'V' is just any ground. But the actual 'v' on the pcb is forward about
1" (inch) from center of pcb. It is a bare wire. The 'G' is far right
center of pcb. I believe this higher voltage so a resistor is used to step
down the voltage so that the led will shine and not go poof and let out the
magic smoke.

```
power > _o___sio____sio_____
| |
| Board G|
| ^ |
| V |
----------------|---------
```

Regards and good luck
RoyE

"Tim" <tjlazer@mail.com> wrote in message
news:v7l6pb3rscbr3e@corp.supernews.com...
> Can someone guide me to the install of a LED for Power on this drive? I
> have an article that says how to do it but doesn't include the pic to show
> where to solder the wire on the PCB.
>
> Here is the article:
>
> http://www.umich.edu/~archive/atari/8bit/Unverified/Cislib_b/pwrled.txt
>
> I have a question on the following sections:
>
> 8: Locate the jumper wire marked "V" on the front edge of the interface
> printed circuit board. (See diagram #2) Solder one of the 14 inch wires to
> it.
> Solder the other end of this wire to the ANODE end (long leg) of the LED.
>
> 9: Locate the jumper wire marked "G" on the front edge of the interface
> printed circuit board and solder one leg of the resistor to it (See
diagram
> #2). Solder one of the 14 inch wires to the other leg of the resistor.
Press
> the resistor flat against the PCB. Solder the other end of this wire to
the
> CATHODE end (short leg) of the LED.
>
> I need to know where the V and G wires are.
>

> Thanks
> Tim
>
>

# 1984. Re: Atari version of Contiki 1.0 web browser finished

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-21 14:05:06 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e7ac70410cef24@attbi.com>
Source record: 22397

>Hi,
>
>you can find it on
>ftp://ftp.groessler.org/pub/chris/cc65/contiki/contiki-1.0.atr
>
>It currently only supports the 850 serial interface.
>
>Since it loads very low in memory, a special loader DOS is needed, and
>it won't work from e.g. SpartaDOS or AtariDOS.
>
>Some things of the C64 version are missing (e.g. frames support),
>because the memory is still very tight.
>
>On the ftp site there are bootable images and the sources/diffs for
>Contiki 1.0 and the MyPicoDOS 3.0 loader.

Sounds good Chris. Do expect later versions to have color and take
advantage of the extra memory certain 8-bit Atari's have?
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 1985. Re: Atari version of Contiki 1.0 web browser finished

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-21 14:52:16 UTC
From: Christian Groessler <cpg@aladdin.de>
Message-ID: <pan.2003.03.21.15.51.37.12441.13121@aladdin.de>
Source record: 22398

On Fri, 21 Mar 2003 15:05:06 +0100, Edward S. Baiz Jr. wrote:

> Sounds good Chris. Do expect later versions to have color and take

Probably not. The Atari has a hard time displaying different colors in
graphics 0 mode.

> advantage of the extra memory certain 8-bit Atari's have?

This extra memory is banked at a very unfortunate address ($4000-$7fff).
This is inside the guts of the contiki program.

regards,
chris

# 1986. Re: [--- ASM, Ramdisk ---]

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-21 16:41:30 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E7B40BA.1E77A0DD@students.uni-mainz.de>
Source record: 22399

Hmmm,
I do not know this "nothing enhancement", but my DOS 2.5 disk contains
an XL-Ramdisk driver from Antic or Analog (written by someone from the
Netherlands). You name it Ramdisk.COM and it will install the XL-Ramdisk
as drive 5 (D5:) with 108 free sectors. This is great when using
DJ-Packer, which only works with 2 drives. Alas, this XL-Ramdisk driver
merely works with DOS 2.5 and (almost) no other DOS. Looks, like the
author used some illegal/direct jumps into this DOS... -Andreas.

P.S.: Nope, I don`t count the XL-Ramdisk as a (real) Ramdisk. It does
not use or provide extended RAM - it just uses RAM under the OS ROM
(max. 14kbytes)...

"Rick D." schrieb:
>
> Winston Smith wrote:
>
> > To: Michael Current <mcurrent@carleton.edu>
> > Re: Atari 8-Bit Computers: Frequently Asked Questions
> > By: Michael Current <mcurrent@carleton.edu> to
comp.sys.atari.8bit,comp.answers,news.answers on Mon Mar 03 2003 10:00 am
> >
> > I have an ancient floppy disk I ran accross that is an a commercial ATARI paper
> > jacket:
> > Part:
> > CX8121 Programs (C) 1981 Atari, Inc. -- * Macro Assembler, * Program-Text
> > Editor
> > [ Note: I believe that this is what they call the "Asm Disk" ?
> > I remember the program editor. It was a hideous "split screen"
> > arrangement with a display area on top and an entry line on the
> > bottom.... ]
> >
> > - - - - -
> > About RAMdisks....
> > I am not sure whether or not you have this one listed, but it is one that
> > everyone forgets. This is the ATARI 800XL DOS 2.5 "nothing" enhancement. If
> > you have an ATARI 800XL and DOS 2.5, you can initialize a RAMdisk by formatting
> > it with 'I' and 'H' and then writing DOS.SYS and DUP.SYS system files until it
> > "errors out". When you erase all of the sectors, you are then left with a
> > RAMdisk of 105 sectors. While this isn't very big, it is large enough to hold
> > UNARC, which -- when working from RAM -- speeds up program execution quite
> > considerably!
> > --- Synchronet 3.10L-Linux NewsLink 1.43
> > * Planet Maca's Opus - Winsted, Ct - 860-738-7176 telnet://pinkrose.dhis.org
>

> The 1st, from my memory is the Macro/Asm disk. The "Asm Disk" does not have macro support.
>
> The 2nd, Not everyone forgets...I published an article on how to patch 2.5 so the sector count is right.
> Also, It will work in any 8 bit Atari with 64K of ram, but nothing else that uses the ram can be used. But really great for
> Dandy Dungeon with its 26 levels.
>
> Rick D.

# 1987. Re: Atari version of Contiki 1.0 web browser finished

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-21 16:48:21 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E7B4255.54F1F6D@students.uni-mainz.de>
Source record: 22400

Well,
I looked at the memory usage of Contiki, its approx. 1000-A500, so it
does not work with most DOS versions. What about relocating Contiki to
2000-B500 or so ?!? Then most DOS versions would work with it. Or is the
area B000-BFFF already in use ?!? (Afaik the screen memory starts at
BBFF or BCFF, so there should be some space left).
Just a thought - Andreas.

P.S.: Maybe one can create 2 different versions: one that uses RAM under
the OS ROM (C000-CFFF and D800-FFFF, afaik 14kbytes can be use here) and
a second one that uses extended RAM (XE-type rambanks/ramdisks)...

"Edward S. Baiz Jr." schrieb:
>
> >Hi,
> >
> >you can find it on
> >ftp://ftp.groessler.org/pub/chris/cc65/contiki/contiki-1.0.atr
> >
> >It currently only supports the 850 serial interface.
> >
> >Since it loads very low in memory, a special loader DOS is needed, and
> >it won't work from e.g. SpartaDOS or AtariDOS.
> >
> >Some things of the C64 version are missing (e.g. frames support),
> >because the memory is still very tight.
> >
> >On the ftp site there are bootable images and the sources/diffs for
> >Contiki 1.0 and the MyPicoDOS 3.0 loader.
>
> Sounds good Chris. Do expect later versions to have color and take
> advantage of the extra memory certain 8-bit Atari's have?
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 1988. Re: Mini-game programming contest for 2003? (was: C64 Crap Games Compo 2003 ?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-21 17:20:57 UTC
From: arcade@ofir.dk
Message-ID: <b7965cc5.0303210920.53884ed6@posting.google.com>
Source record: 22401
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

```
"Brian Gaff" <Briang1@blueyonder.co.uk> wrote in message
news:<b5en8v$286pgs$2@ID-105134.news.dfncis.de>...
> Was that the version with the extra character buffer for 128 basic?
>
> Brian
>
> --
> Brian Gaff - Sorry, can't see pictures, graphics are great, but the blind
> can't hear them
> briang1@blueyonder.co.uk
> "Chad Alberts" <chad_alberts@yahoo.com> wrote in message
> news:c703a79f.0303200904.3ff54564@posting.google.com...
> | MagerValp <MagerValp@cling.gu.se> wrote in message
> news:<p14of4az0tx.fsf@panini.cling.gu.se>...
> | > >>>>> "CA" == Chad Alberts <chad_alberts@yahoo.com> writes:
> | >
> | > I'm having a hard time deciding if a 1k or a 4k would be the most fun.
> | > Given the vast number of entries last year, 1k seemed like a sweet
> | > spot (512 was too limiting, 2k wasn't limiting at all). 4k would allow
> | > you to expand a bit, making more game genres possible (e.g. decent RPG
> | > and adventure games), but it would also raise the bar significantly
> | > when it comes to the presentation (graphics, music, intro & hiscore,
> | > etc).
> |
> | My vote is for 4K for the reasons you listed above. Right now I am
> | thinking about attempting a 4k version of Lode Runner or Realms of
> | Impossiblity game or maybe even a RPG. 4K could be just as challenging
> | but even more fun in my opinion.
> |
> | Chad
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.461 / Virus Database: 260 - Release Date: 10/03/03

I would say a 2Kb and 4Kb competition!

Greetings

Hans
```

# 1989. Re: Mini-game programming contest for 2003? (was: C64 Crap Games Compo 2003 ?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-21 17:55:11 UTC
From: "White Flame (aka David Holz)" <whiteflame52@y.a.h.o.o.com>
Message-ID: <b5fjd0$3046$1@barad-dur.nas.com>
Source record: 22402
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

"H. Hansen" <arcade@ofir.dk> wrote in message
news:b7965cc5.0303210920.53884ed6@posting.google.com...
> I would say a 2Kb and 4Kb competition!

nah, if there were to be 2 categories, one should be quite cramped and the other more sensible, like the first one with 512b and 2K categories. Between 2k and 4k games, you'll basically have the same game with a couple of more features or graphics. However, if it were 1k or 512b again, those games would be in a totally different class than the 4k, which is how I think it should be for voting categories.

--
White Flame (aka David Holz)
http://www.white-flame.com/
(spamblock in effect)

# 1990. Re: XF551 Power LED Install

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-21 19:07:03 UTC
From: tjlazer@mail.com
Message-ID: <562e402e.0303211107.456e6a61@posting.google.com>
Source record: 22403

"RoyE" <r-dean@charter.net> wrote in message news:<v7m5d27d7277b0@corp.supernews.com>...
> Tim,
>
> The 'V' is just any ground. But the actual 'v' on the pcb is forward about
> 1" (inch) from center of pcb. It is a bare wire. The 'G' is far right
> center of pcb. I believe this higher voltage so a resistor is used to step
> down the voltage so that the led will shine and not go poof and let out the
> magic smoke.
>
> power > _o___sio____sio_____
> | |
> | Board G|
> | ^ |
> | V |
> ----------------|---------
> Regards and good luck
> RoyE
>
> "Tim" <tjlazer@mail.com> wrote in message
> news:v7l6pb3rscbr3e@corp.supernews.com...
> > Can someone guide me to the install of a LED for Power on this drive? I
> > have an article that says how to do it but doesn't include the pic to show
> > where to solder the wire on the PCB.
> >
> > Here is the article:
> >
> > http://www.umich.edu/~archive/atari/8bit/Unverified/Cislib_b/pwrled.txt
> >
> > I have a question on the following sections:
> >
> > 8: Locate the jumper wire marked "V" on the front edge of the interface
> > printed circuit board. (See diagram #2) Solder one of the 14 inch wires to
> > it.
> > Solder the other end of this wire to the ANODE end (long leg) of the LED.
> >
> > 9: Locate the jumper wire marked "G" on the front edge of the interface
> > printed circuit board and solder one leg of the resistor to it (See
> diagram
> > #2). Solder one of the 14 inch wires to the other leg of the resistor.
> Press
> > the resistor flat against the PCB. Solder the other end of this wire to
> the
> > CATHODE end (short leg) of the LED.
> >

> > I need to know where the V and G wires are.
> >
> > Thanks
> > Tim

Does anyonw know on what leg of the LED goes the 150 Ohm resistor? Positive or Ground? My guess is Pos. I plan on using a regular molex connector with the two wires connected to mount the LED. Easier install and no modifying of the drive!

Thanks
Tim

# 1991. Re: XF551 Power LED Install

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-21 19:24:38 UTC
From: "G.M." <bitbucket@cox.net>
Message-ID: <Xns934574144A505ambassadorkosh@68.6.19.6>
Source record: 22404

tjlazer@mail.com (Tim) wrote in
news:562e402e.0303211107.456e6a61@posting.google.com:

> "RoyE" <r-dean@charter.net> wrote in message
> news:<v7m5d27d7277b0@corp.supernews.com>...
>> Tim,
>>
>> The 'V' is just any ground. But the actual 'v' on the pcb is forward
>> about 1" (inch) from center of pcb. It is a bare wire. The 'G' is
>> far right center of pcb. I believe this higher voltage so a resistor
>> is used to step down the voltage so that the led will shine and not
>> go poof and let out the magic smoke.
>>
>> power > _o___sio____sio_____
>> | |
>> | Board G|
>> | ^ |
>> | V |
>> | ----------------|---------
>> Regards and good luck
>> RoyE
>>
>> "Tim" <tjlazer@mail.com> wrote in message
>> news:v7l6pb3rscbr3e@corp.supernews.com...
>> > Can someone guide me to the install of a LED for Power on this
>> > drive? I have an article that says how to do it but doesn't
>> > include the pic to show where to solder the wire on the PCB.
>> >
>> > Here is the article:
>> >
>> > http://www.umich.edu/~archive/atari/8bit/Unverified/Cislib_b/pwrled.
>> > txt
>> >
>> > I have a question on the following sections:
>> >
>> > 8: Locate the jumper wire marked "V" on the front edge of the
>> > interface printed circuit board. (See diagram #2) Solder one of the
>> > 14 inch wires to it. Solder the other end of this wire to the ANODE
>> > end (long leg) of the LED.
>> >
>> > 9: Locate the jumper wire marked "G" on the front edge of the
>> > interface printed circuit board and solder one leg of the resistor
>> > to it (See diagram #2). Solder one of the 14 inch wires to the
>> > other leg of the resistor. Press the resistor flat against the PCB.

>> > Solder the other end of this wire to the CATHODE end (short leg) of
>> > the LED.
>> >
>> > I need to know where the V and G wires are.
>> >
>> > Thanks
>> > Tim
>
> Does anyonw know on what leg of the LED goes the 150 Ohm resistor?
> Positive or Ground? My guess is Pos. I plan on using a regular molex
> connector with the two wires connected to mount the LED. Easier
> install and no modifying of the drive!
>
> Thanks
> Tim
>

doesn't make any difference.

--
C:\DOS
C:\DOS\RUN
..\RUN\DOS\RUN

# 1992. Re: Mini-game programming contest for 2003? (was: C64 Crap Games Compo 2003 ?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-21 19:41:05 UTC
From: gasman@raww.org
Message-ID: <9345CFB44gasmanrawworg@127.0.0.1>
Source record: 22405
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

MagerValp <MagerValp@cling.gu.se> wrote in message
news:<p14of4az0tx.fsf@panini.cling.gu.se>...
>
> I'm having a hard time deciding if a 1k or a 4k would be the most fun.
> Given the vast number of entries last year, 1k seemed like a sweet
> spot (512 was too limiting, 2k wasn't limiting at all). 4k would allow
> you to expand a bit, making more game genres possible (e.g. decent RPG
> and adventure games), but it would also raise the bar significantly
> when it comes to the presentation (graphics, music, intro & hiscore,
> etc).

Hmm... it seems to me that going for 4K to "allow you to expand a bit" is going against the whole idea of the competition. As I see it, the effort involved in using 4K to its full potential is pretty much the same as writing a full Codemasters-quality[1] 64K game, so we might as well forget the size limits and just have an 8-bit game writing competition. Which wouldn't be such a bad idea, providing there were enough people willing to support it.

[1] Make of that analogy what you will.
--
http://www.zxdemo.org/ - the home of the Spectrum demo scene
"there's a breach in security, a disturbance in the chuntey"

# 1993. Re: XF551 Power LED Install

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-21 20:01:13 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <v7mrsa2cja2s43@corp.supernews.com>
Source record: 22406

"Tim" <tjlazer@mail.com> wrote in message
news:562e402e.0303211107.456e6a61@posting.google.com...
> "RoyE" <r-dean@charter.net> wrote in message
news:<v7m5d27d7277b0@corp.supernews.com>...
> > Tim,
> >
> > The 'V' is just any ground. But the actual 'v' on the pcb is forward
about
> > 1" (inch) from center of pcb. It is a bare wire. The 'G' is far right
> > center of pcb. I believe this higher voltage so a resistor is used to
step
> > down the voltage so that the led will shine and not go poof and let out
the
> > magic smoke.
> >
> > power > _o___sio____sio_____
> > | |
> > | Board G|
> > | ^ |
> > | V |
> > ----------------|---------
> > Regards and good luck
> > RoyE
>SNIP<

Tim,
Eventho, the directions say to solder the other end of this wire to the the
resistor to the Cathode (short leg) the resistor is just to reduce voltage
through the LED. Either side of the LED should work to reduce voltage
through. But in this #9 reference resistor goes to 'G' and the other end to
(short leg) of the LED.
RoyE

> > > 9: Locate the jumper wire marked "G" on the front edge of the
interface
> > > printed circuit board and solder one leg of the resistor to it (See
> > diagram
> > > #2). Solder one of the 14 inch wires to the other leg of the resistor.
> > Press
> > > the resistor flat against the PCB. Solder the other end of this wire
to
> > the
> > > CATHODE end (short leg) of the LED.
> > >
> > > I need to know where the V and G wires are.

> > >
> > > Thanks
> > > Tim
>
> Does anyonw know on what leg of the LED goes the 150 Ohm resistor?
> Positive or Ground? My guess is Pos. I plan on using a regular molex
> connector with the two wires connected to mount the LED. Easier
> install and no modifying of the drive!
>
> Thanks
> Tim

# 1994. Re: Mini-game programming contest for 2003? (was: C64 Crap Games Compo 2003 ?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-21 20:03:51 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gfzpgtrko.fsf@legolas.mdh.se>
Source record: 22407
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

gasman@raww.org (Matthew Westcott) writes:

> forget the size limits and just have an 8-bit game writing competition

How about two categories - 1K classic and unlimited wild, where the
scoring in the latter class is based on handicap:

For every kilobyte beyond 4K (4096 bytes) used, one minus point is
"added" to the voting. This means a 64K entry would start at -60 points
but should probably make that up if enough people vote and the entry
itself is good enough to take advantage of all 64K. The question is
whether traditional crunchers should be allowed or not.

--
Anders Carlsson

## 1995. lacking of reading double density disk...

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-21 23:06:12 UTC
From: Hon Tseng <pcuser45@yahoo.com>
Message-ID: <EVMea.55894$_F2.4866555@news1.east.cox.net>
Source record: 22408

PC can copy the image from Atari disk drive thur 1050toPC cable. 1050 can read only the single and enhanced density disks but of course, 1050 can not read the double density disk. So IBM 360K disk drive can use 180K or 360K disk. Can IBM read Atari 180K or 360K disks by MSDOS program? If it can do that, how do I get that? Anyone know?

# 1996. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-21 23:07:46 UTC
From: gozarcollins@dontspammehotmail.com
Message-ID: <b5g602027ek@enews2.newsguy.com>
Source record: 22409

Bill Ko <billko@no-spam.comcast.net> wrote:
> Yeah! How many of you almost had to change your underwear the first
> time the alien popped up in your face and started hammering on your
> windshield???
>
> I was so shocked the first time that I couldn't even remember to fry
> him with my force field! Of course, the music helped to scare the
> you-know-what outta me, too. :)
>
> On Wed, 19 Mar 2003 16:47:33 UTC, gordongekko222@yahoo.com (Gordon
> Gekko) wrote:
>
>> Jaguar <rfvacp@nospam_mountaincable.net> wrote in message
news:<Xns933FE3D11F505Jaguar@24.215.0.21>...
>>
>> > rescue on fractalus .
>>
>> Sitting in the spaceship after you landed, and not knowing if the
>> knocking outside was one of your guys or an alien... that was the
>> scariest moment in computer gaming ever.
>>
>> Nothing produced since then has ever come close

Scariest game ever, although I played the demo for Doom III and it
might just be scarier.

--
Access:Organize:Share Your Bookmarks Online - http://flyrt.com/?u
Ryan 'Gozar' Collins

# 1997. Re: XEP80 emulated for Atari Emulator?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-21 23:25:47 UTC
From: gozarcollins@com.hotmail.com
Message-ID: <b5g71r127ek@enews2.newsguy.com>
Source record: 22410

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:
> Hi,
>
>> XEP80 hardware device connects to Joystick port #1. 80col is displayed on
>> the screen. Is PC possible to emulate XEP80 for Atari Emulator in PC?
>
> If you can contribute technical data, manuals, software, etc... then
> I would be willing to add emulation for that in atari++.

What about a dual GTIA mode? Or additional graphics modes/PM
graphics? Software for it wouldn't work on an original 8-bit, but
it would be fun to play around with.

--
Access:Organize:Share Your Bookmarks Online - http://flyrt.com/?u
Ryan 'Gozar' Collins

## 1998. Re: lacking of reading double density disk...

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-22 00:09:41 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v7naa326f6rb4@corp.supernews.com>
Source record: 22411

I probably don't know of some PC utilities to read/write
180k Atari disks, but Marslett's 'myutil' or 'util' will
read/write 180k MyDOS formatted disks, with fair
reliability. There is a PC program called 'Anadisk'
that can dump Atari 180k disks to a file and then
there's a 'deanna' PC util to convert the dump to
a Atari file.
The above are not 100% reliable and can get into
errors and 'myutil' isn't the most easy to figure out.
Russ

## 1999. Re: lacking of reading double density disk...

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-22 00:12:56 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v7nag5sam3nu3e@corp.supernews.com>
Source record: 22412

Charles Marslett's 'myutil' or 'util' will allow read/write
of MyDOS formatted 180k disks by the PC.
'Anadisk' will read A8 sectors to a file, and 'deanna'
will convert the resulting file to an A8 type file, I think,
never used 'deanna'.
I take it you have some 180k disks you want to read,
but have no Dbl dens a8 drive.
Russ

# 2000. Re: XF551 Power LED Install

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-22 00:24:19 UTC
From: tjlazer@mail.com
Message-ID: <562e402e.0303211624.43130ba7@posting.google.com>
Source record: 22413

"RoyE" <r-dean@charter.net> wrote in message news:<v7mrsa2cja2s43@corp.supernews.com>...
> "Tim" <tjlazer@mail.com> wrote in message
> news:562e402e.0303211107.456e6a61@posting.google.com...
> > "RoyE" <r-dean@charter.net> wrote in message
> news:<v7m5d27d7277b0@corp.supernews.com>...
> > > Tim,
> > >
> > > The 'V' is just any ground. But the actual 'v' on the pcb is forward
> about
> > > 1" (inch) from center of pcb. It is a bare wire. The 'G' is far right
> > > center of pcb. I believe this higher voltage so a resistor is used to
> step
> > > down the voltage so that the led will shine and not go poof and let out
> the
> > > magic smoke.
> > >
> > > power > _o___sio____sio_____
> > > | |
> > > | Board G|
> > > | ^ |
> > > | V |
> > > ----------------|---------
> > > Regards and good luck
> > > RoyE
> >SNIP<
>
> Tim,
> Eventho, the directions say to solder the other end of this wire to the the
> resistor to the Cathode (short leg) the resistor is just to reduce voltage
> through the LED. Either side of the LED should work to reduce voltage
> through. But in this #9 reference resistor goes to 'G' and the other end to
> (short leg) of the LED.
> RoyE
>
> > > > 9: Locate the jumper wire marked "G" on the front edge of the
> interface
> > > > printed circuit board and solder one leg of the resistor to it (See
> diagram
> > > > #2). Solder one of the 14 inch wires to the other leg of the resistor.
> Press
> > > > the resistor flat against the PCB. Solder the other end of this wire
> to
> the
> > > > CATHODE end (short leg) of the LED.

> > > >
> > > > I need to know where the V and G wires are.
> > > >
> > > > Thanks
> > > > Tim
> >
> > Does anyonw know on what leg of the LED goes the 150 Ohm resistor?
> > Positive or Ground? My guess is Pos. I plan on using a regular molex
> > connector with the two wires connected to mount the LED. Easier
> > install and no modifying of the drive!
> >
> > Thanks
> > Tim

Good news, I went to Rat Shack and got a 12VDC Red LED with built in
Resistor and hooked it up to a Molex connector with two stray wires
and it works great! Nice clean install.

Thanks for the all help.

Tim

## 2001. Re: lacking of reading double density disk...

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-22 01:45:01 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <xePea.13562$pK4.1156770@newsread1.prod.itd.earthlink.net>
Source record: 22414

Go here:
http://www.horus.com/~hias/atari/
and get Hias's utility for reading MyDos 180K disks; it runs out of a Dos
window and does best when the disk was formatted on the PC - but it can get
most files from many diskettes.

Ken here:
http://home.columbus.rr.com/ksiders/atari.htm
has a W9x utility to create and manage the image files used by SIO2PC.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Hon Tseng" <pcuser45@yahoo.com> wrote in message
> PC can copy the image from Atari disk drive thur 1050toPC cable. 1050 can
> read only the single and enhanced density disks but of course, 1050 can
not
> read the double density disk. So IBM 360K disk drive can use 180K or 360K
> disk. Can IBM read Atari 180K or 360K disks by MSDOS program? If it can do
> that, how do I get that? Anyone know?
>

# 2002. Re: Mini-game programming contest for 2003? (was: C64 Crap Games Compo 2003 ?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-22 03:41:12 UTC
From: "White Flame (aka David Holz)" <whiteflame52@y.a.h.o.o.com>
Message-ID: <b5glnn$ic8$1@barad-dur.nas.com>
Source record: 22415
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

"Anders Carlsson" <anders.carlsson@mds.mdh.se> wrote in message
news:k2gfzpgtrko.fsf@legolas.mdh.se...
> The question is
> whether traditional crunchers should be allowed or not.

Of course they should be allowed. If they aren't, where are you going to
draw the line between "traditional crunchers", crunchers that are modified
to suit that particular program, internal data unpacking routines that are
called multiple times during the program's execution, and table precalc
routines?

--
White Flame (aka David Holz)
http://www.white-flame.com/
(spamblock in effect)

# 2003. eBay auctions for 'Atari Monitor' mags soon to expire

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-22 14:48:43 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1048344609.67618.0@ersa.uk.clara.net>
Source record: 22416

Hello All,

My eBay auctions for issues of the UK's Atari Monitor magazine have less than a day to run, so if you want to bid on any you'll need to be quick! This 80's magazine was a well regarded full colour glossy magazine, and well worth a look if you haven't seen these before. I have split the collection into smaller batches of 2 and 3 magazines so shipping costs will not be too high for overseas bidders who only want a few. Issue ONE is available as a separate auction. This is VERY RARE and definately one for serious Atari collectors.

I also have a few items of software for auction too.

The link is below (this will split on to two lines, so please copy both lines into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangarraghty

Dean Garraghty

# 2004. Re: Atari version of Contiki 1.0 web browser finished

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-22 23:03:42 UTC
From: puritan_2076@yahoo.com
Message-ID: <ae64f04a.0303221503.7844b2a2@posting.google.com>
Source record: 22417

> I looked at the memory usage of Contiki, its approx. 1000-A500, so it
> does not work with most DOS versions.

What about XE Dos?

## 2005. if atari machines were being sold today ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-23 05:24:40 UTC
From: rtdos <rtdos@hotmail.com>
Message-ID: <sybfa.209594$sf5.122703@rwcrnsc52.ops.asp.att.net>
Source record: 22418

if the atari company existed as we knew it and they produced some sort of eight bit compatible machine like we had (have) would you buy one even thought it is not as powerful as the machine you are using to read this news post ?

--
*** REPLY REQUESTED WHEN CONVENIENT ***

Jeff
http://geocities.com/rtdos

## 2006. Re: if atari machines were being sold today ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-23 07:17:44 UTC
From: SteveV4V <stevev4v1@attbi.com>
Message-ID: <scdfa.185058$eG2.25830@sccrnsc03>
Source record: 22419

I probably would, heck I'd pay $500 or more for a 1450xld. :)

Steve

"rtdos" <rtdos@hotmail.com> wrote in message
news:sybfa.209594$sf5.122703@rwcrnsc52.ops.asp.att.net...
> if the atari company existed as we knew it and they produced some sort of
> eight bit compatible machine like we had (have) would you buy one even
> thought it is not as powerful as the machine you are using to read this
news
> post ?
>
>
> --
> *** REPLY REQUESTED WHEN CONVENIENT ***
>
> Jeff
> http://geocities.com/rtdos
>
>

## 2007. Re: if atari machines were being sold today ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-23 08:14:31 UTC
From: Mo <momo@atariland.com>
Message-ID: <H1efa.77380$eb.2385510@twister.austin.rr.com>
Source record: 22420

I wouldn't honestly expect them to redesign and develope new 8bit units. I would appreciate for them to continue production of replacement unit's parts and software.
Mo

"rtdos" <rtdos@hotmail.com> wrote in message news:sybfa.209594$sf5.122703@rwcrnsc52.ops.asp.att.net...
> if the atari company existed as we knew it and they produced some sort of
> eight bit compatible machine like we had (have) would you buy one even
> thought it is not as powerful as the machine you are using to read this news
> post ?
>
>
> --
> *** REPLY REQUESTED WHEN CONVENIENT ***
>
> Jeff
> http://geocities.com/rtdos
>
>

## 2008. Re: A cross-format magazine [was: The demise of ...]

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-23 09:16:51 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <b5jvm7$fg6$2$8302bc10@news.demon.co.uk>
Source record: 22424
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"Sean McManus" <uk_sean@yahoo.com> wrote in message
news:b719969b.0303220317.1da5aa3@posting.google.com...
> richard@systemeD.not (Richard Fairhurst) wrote in message
news:<1fs1i03.1ixoacf1qgpmxoN%richard@systemeD.not>...
>
> > No, I don't think so. But a convincing business case could probably be
> > made for a retro technology magazine.
>
> Maybe but it would take a huge leap of faith for an investor.

I had about 850 subscribers to 8BIT when I closed it and refunded all
outstanding subs.

That list was built up by word of mouth and frequent mentions on the
newsgroups, plus I did my best to cultivate reciprocal relationships with
the existing single-format magazines, to which my magazine was no threat.

I would see selling a quarterly print run of, say, 3000-5000 as being
relatively easy to achieve for a mail-order glossy, despite the fact that
there is a significant proportion of the on-line community who would resent
paying *anything* for it, on principle, and expect the whole magazine to be
available free on-line.

Not sure how the economics would stack up now, but I wouldn't want to get
involved with Sale Or Return (or High Street newsagents in general, in
fact!)

The reason for that is that if more than 50% of your cover price is
immediately going in distribution costs and potential write-offs, plus you
have the production costs to cover, you would need a HUGE amount of regular
paid advertising to make the thing at all viable.

And I am not convinced that a huge amount of paid advertising support is
still available from suppliers of retro computing stuff.

I took very little money for advertising in 8BIT, but still ran it at a
profit for over three years, so it can be done. But it would take someone as
tight as me to do it, and I'm not going to.

:-)
--
Brian
"The Last 8-Bit Tycoon"

## 2009. Re: if atari machines were being sold today ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-23 09:17:56 UTC
From: misterbumpy73@wmconnect.com
Message-ID: <20030323041756.22165.00000120@mb-mb.wmconnect.com>
Source record: 22421

Yep, I'd buy one... I certainly think it'd be nifty to see where all of the technology and such would be today if someone had kept up with it.

What I'd REALLY love to see would be something akin to a 256K stereo POKEY 800XL laptop! <DROOL> :^P

## 2010. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-23 09:20:12 UTC
From: misterbumpy73@wmconnect.com
Message-ID: <20030323042012.22165.00000121@mb-mb.wmconnect.com>
Source record: 22422

>Scariest game ever, although I played the demo for Doom III and it
>might just be scarier.

Dunno... haven't seen it myself but the alien in ROF certainly ranks up there
in the brown-trouser department as far as I am concerned! <:^O

## 2011. Re: Atari 400 Troubleshooting

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-23 09:31:58 UTC
From: misterbumpy73@wmconnect.com
Message-ID: <20030323043158.22165.00000122@mb-mb.wmconnect.com>
Source record: 22423

I know that this is an 8-bit newsgroup (I read it because I still use and love my 800XL) but I knew someone that had a similar problem on a 1040ST many aeons ago... there was a cold-solder joint that had a crack so miniscule that he couldn't find it for a while and as the machine would heat up, the joint would expand and so would the crack, causing the machine to freeze when hot (does that make sense?).

Anyway, he said that he had to reflow several of the old solder joints and everything was back to normal.

I didn't see this myself, just heard it from a friend... I hope it might help to narrow things down a bit for you.

# 2012. Re: A cross-format magazine [was: The demise of ...]

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-23 10:04:57 UTC
From: Andrew Ryals <zxdigest@yahoo.co.uk>
Message-ID: <3e7d86f2$0$4860$cc9e4d1f@news.dial.pipex.com>
Source record: 22425
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Brain,

I run ZX Digest, and I have no where near as many people subscribing as you had, but there
again I only concentrate on Spectrum stuff 8-> I agree with you that producting costs are high
and I also agree with you about the mentality of some people wanting everything for free. I'm
quite fortunate in that my subscribers just about cover the costs of producing ZX Digest (and
with a few pennies, litrally, to spare)!

Wanting somehing for free is all very good and well but very damaging to the community and I
think would put a lot of people off from producing anything worth publishing. I think that there
are some great people in the ZX community and there again I think there are some complete
knobs. Oh well, that;s my moan over and done with!

Regards

Andrew Ryals - Editor ZX Digest
WWW.ZXDIGEST.PIPEX.DSL.COM

## 2013. Re: if atari machines were being sold today ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-23 11:41:55 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <r3hfa.43816$Rc7.645464@news2.e.nsc.no>
Source record: 22426

"rtdos" <rtdos@hotmail.com> skrev i melding
news:sybfa.209594$sf5.122703@rwcrnsc52.ops.asp.att.net...
> if the atari company existed as we knew it and they produced some sort of
> eight bit compatible machine like we had (have) would you buy one even
> thought it is not as powerful as the machine you are using to read this
news
> post ?

Yes, I would! If I could choose any spesification, I at least would want 3
1/2" floppy, HD and the Amy chip (I might remember this incorrectly, what I
mean is the XE Music machine sound chip that never was released)

And if possible, added graphics modes like 320*200 with 256 colors!

# 2014. Re: A cross-format magazine [was: The demise of ...]

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-23 12:46:19 UTC
From: Sintech <sintech@online.de>
Message-ID: <b5kar5$s5g$1@news.online.de>
Source record: 22427
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

> Brain,
>
> I run ZX Digest, and I have no where near as many people subscribing as
you
> had, but there
> again I only concentrate on Spectrum stuff 8-> I agree with you that
> producting costs are high
> and I also agree with you about the mentality of some people wanting
> everything for free. I'm
> quite fortunate in that my subscribers just about cover the costs of
> producing ZX Digest (and
> with a few pennies, litrally, to spare)!
>
> Wanting somehing for free is all very good and well but very damaging to
the
> community and I
> think would put a lot of people off from producing anything worth
> publishing. I think that there
> are some great people in the ZX community and there again I think there
are
> some complete
> knobs. Oh well, that;s my moan over and done with!
>
> Regards
>
> Andrew Ryals - Editor ZX Digest
> WWW.ZXDIGEST.PIPEX.DSL.COM
>

I think all should better try to help the existing magazines and not run so many new projects that appear and then disappear. Brian, altought you paid out all subscribers, you still did disappoint them with stopping your magazine. Who is telling us that you won't stop this time again after you are out of mood?

Look at my magazine, I run it now for 9 years!!!!
http://www.sintech-shop.de/home/spectrum-user-club.html

I am sure there is no better chance for a Spectrum-User to get a magazine in which he can trust that it will not disappear.

Regards

Thomas

## 2015. documentation

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-23 13:13:24 UTC
From: larry5@webtv.net
Message-ID: <917-3E7DB2F4-114@storefull-2271.public.lawson.webtv.net>
Source record: 22430

need paperwork for the following atari computer cartridge games.
computer chess,super breakout,joust,asteroids,eastern
front(1941),soccer,2049,donkey kong and music composer. send me email to
larry5@webtv.net will give you my mailing address then . thank larry c.

## 2016. documentation

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-23 13:14:30 UTC
From: larry5@webtv.net
Message-ID: <918-3E7DB336-27@storefull-2271.public.lawson.webtv.net>
Source record: 22429

need paperwork for the following atari computer cartridge games.
computer chess,super breakout,joust,asteroids,eastern
front(1941),soccer,2049,donkey kong and music composer. send me email to
larry5@webtv.net will give you my mailing address then . thank larry c.

# 2017. Re: A cross-format magazine [was: The demise of ...]

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-23 14:03:20 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <b5kf5k$aat$6$830fa7b3@news.demon.co.uk>
Source record: 22428
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

"Sintech" <sintech@online.de> wrote in message
news:b5kar5$s5g$1@news.online.de...
> > Brain,
> >
> > I think that there
> > are some great people in the ZX community and there again I think there
> are
> > some complete knobs.

So true (and not just in the ZX community) and so beautifully expressed.

:-))

> I think all should better try to help the existing magazines and not run
so
> many new projects that appear and then disappear. Brian, altought you paid
> out all subscribers, you still did disappoint them with stopping your
> magazine.

Sorry, but I had other things in my life to attend to, including a crumbling
marriage and earning a living.

:-)

> Who is telling us that you won't stop this time again after you
> are out of mood?

I will not stop because I will not start.

--
Brian
"I know about kittens and knitting. Will that do?"

## 2018. documentation

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-23 14:25:22 UTC
From: larry5@webtv.net
Message-ID: <917-3E7DC3D2-115@storefull-2271.public.lawson.webtv.net>
Source record: 22431

need paperwork for the following atari computer cartridge games.eastern front(1941),soccer,computer chess,super breakout,donkey kong,asteroids,joust,2049,and music composer. send me email then I will send you mailing address. willing to pay reasonablr price. thank you larry5@webtv.net please reply as soon as possible.

## 2019. Re: A cross-format magazine [was: The demise of ...]

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-23 17:41:52 UTC
From: richard@systemeD.not
Message-ID: <1fsab9d.1fpu5ze10ut3gwN%richard@systemeD.not>
Source record: 22432
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Sintech <sintech@online.de> wrote:

> Look at my magazine, I run it now for 9 years!!!!
> http://www.sintech-shop.de/home/spectrum-user-club.html
>
> I am sure there is no better chance for a Spectrum-User to get a magazine in
> which he can trust that it will not disappear.

Mmmm - if your "me me me" newsgroup postings are anything to go by, I
don't think I could cope with a whole magazine full of it.

--
| Richard Fairhurst, Charlbury, Oxfordshire www.systemeD.net
| The point is not to put poetry at the service of the revolution,
| but to put the revolution at the service of poetry.

## 2020. Re: if atari machines were being sold today ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-23 18:04:37 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3e7df735_3@news.iglou.com>
Source record: 22433

```
On Sun, 23 Mar 2003 05:24:40 GMT, rtdos
<rtdos@hotmail.com> wrote:
> if the atari company existed as we knew it and they produced some sort of
> eight bit compatible machine like we had (have) would you buy one even
> thought it is not as powerful as the machine you are using to read this news
> post ?
>
Most of the people reading this newsgroup probably would, but that would
be at most a few hundred, and there is no way to profitably produce new
eight-bit computers for so few customers.
```

## 2021. Sourcecode to access a Hercules Card from A8

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-23 18:43:23 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b5kuvn$2atll5$1@ID-174234.news.dfncis.de>
Source record: 22434

Hi,

I put some sourcecode (Assembler) online on how to access a hercules video card with the PC-Interface build by the Stuttgart ABBUC Regional Group (ARGS). I think it can also be used to access other PC Cards like EGA or VGA cards or a soundcard.

You find the sources here
http://www.strotmann.de/twiki/bin/view/APG/PgmFardwDriverHerc

and some information about the hardware here
http://www.stud.uni-karlsruhe.de/~un55/Hardware/ISA-Interface/ReadME.html

Regards

Carsten Strotmann

# 2022. New Sources in ABBUC Programming Group Wiki

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-23 20:02:09 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b5l3je$2at4b9$1@ID-174234.news.dfncis.de>
Source record: 22435

New:

* Bootdisk Loader with Sectorcounter -->
http://www.strotmann.de/twiki/bin/view/APG/AsmBootLoader
* Picture Fade-In Routine for BASIC -->
http://www.strotmann.de/twiki/bin/view/APG/AsmPictureBlendIn
* Little Typo Joke Program -->
http://www.strotmann.de/twiki/bin/view/APG/AsmKeyJoke
* Movie-End-Credits Scroller -->
http://www.strotmann.de/twiki/bin/view/APG/AsmMovieScroll
* Display Routine for MultiColor (128 Col) Pictures -->
http://www.strotmann.de/twiki/bin/view/APG/AsmMultiColor
* Screen Print Routine without ATARI OS -->
http://www.strotmann.de/twiki/bin/view/APG/AsmPrintWithoutOs
* ST-Mouse Routine -->
http://www.strotmann.de/twiki/bin/view/APG/PgmHardwDriverMouse

All Sources are free to use. Have fun!

Carsten

## 2023. Re: if atari machines were being sold today ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-23 21:20:15 UTC
From: SteveV4V <stevev4v1@attbi.com>
Message-ID: <jypfa.196048$3D1.40962@sccrnsc01>
Source record: 22436

Hmm, that leads me to an interesting idea... couldn't virtual platform-type program be written that would be an updated Atari-type computer? I know there would be a lot more to it as a new OS would also have to be developed but I think it all could be done in software and run on a modern PC. But I guess when you really think about it, the Amiga was the next generation Atari 8-bit as visualized by Jay Miner, just not produced by Atari perhaps but developed by the same engineers that developed the Atari8.

"Bill Marcum" <bmarcum@iglou.com> wrote in message news:3e7df735_3@news.iglou.com...
> On Sun, 23 Mar 2003 05:24:40 GMT, rtdos
> <rtdos@hotmail.com> wrote:
> > if the atari company existed as we knew it and they produced some sort of
> > eight bit compatible machine like we had (have) would you buy one even
> > thought it is not as powerful as the machine you are using to read this news
> > post ?
> >
> Most of the people reading this newsgroup probably would, but that would
> be at most a few hundred, and there is no way to profitably produce new
> eight-bit computers for so few customers.
>

## 2024. Re: if atari machines were being sold today ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-23 22:09:39 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <Kgqfa.44226$Rc7.649549@news2.e.nsc.no>
Source record: 22437

One thing I don't want is a PC with emulator. Emulators doesn't stand up the the real thing, cause none of them runs my demos. Does that mean an Atari 8-bit is more powerful than a 1GHz PC ?

## 2025. ML routine

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-23 22:13:02 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v7sc8gmgn8ole8@corp.supernews.com>
Source record: 22438

I wrote a ml routine to replace one I have in BASIC
to print characters to a graphics 7 screen.
It is too big, about 380 bytes. The problem there
is that I wanted to put the ml routine in a BASIC
string, I like to do that and let BASIC handle the
memory. My asm routine isn't relocatable, because
I had to use a JMP instead of a BNE/BEQ. BNEs
can only go 128 bytes up or down. In addition,
I had a multiply routine to JSR to, that also requires
a non-relocatable address. The JSR can be replace
by putting the multiply in-line the two times I call it.
Other than trying to make more efficient code, I'll have
to either make the main loop in BASIC or use the
poke 106(peek(106)-2) and reserve a specific
memory area. Anybody got some suggestions for
reserving memory? Mapping says I'd have to
use a minimum of 4K using the 106. At this point
I only have about 7k left, I'd rather do something
using less memory.

## 2026. 130xe extra ram

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-23 23:42:20 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <wDrfa.3241$Ov1.21753@news-server.bigpond.net.au>
Source record: 22439

Hi, guys, is there a way to remove the emmu from the 130XE and only run 64k of ram. I have a second 130XE, which I suspect that either freddy or the emmu is at fault. I would like to test this theory by disabling the upper 64k. All it gets is a black screen, I have replaced all the other chips, antic etc. So logically all that is left is these 2 chips.

Thanks

Mark

# 2027. Re: 130xe extra ram

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-24 00:23:13 UTC
From: Matthias Reichl <usenet-20030324@hias.horus.com>
Message-ID: <slrnb7sjuv.1s5.usenet-20030324@camel.hias.horus.com>
Source record: 22440

Hi!

On Sun, 23 Mar 2003 23:42:20 GMT, Mark Bedingfield wrote:
> Hi, guys, is there a way to remove the emmu from the 130XE and only run 64k
> of ram.

You could try the following:

Pull out (or desolder) the MMU CO25953, and connect the following
pins of the MMU socket:

pin 1 (A14 in) to pin 12 (FA14 out)
pin 2 (A15 in) to pin 13 (FA15 out)
pin 6 (CAS input) to pin 11 (CAS MAIN output)
pin 10 (CAS BANK output) to +5v (pin 16)

To use the extended RAM bank instead of the main bank, swap pins
10 and 11.

I don't know if this will work, but you could give it a try.

so long,

Hias

# 2028. Re: 130xe extra ram

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-24 01:16:23 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <H%sfa.3350$Ov1.22098@news-server.bigpond.net.au>
Source record: 22441

Thanks, thats pretty much what I am after.

Mark

"Matthias Reichl" <usenet-20030324@hias.horus.com> wrote in message
news:slrnb7sjuv.1s5.usenet-20030324@camel.hias.horus.com...
> Hi!
>
> On Sun, 23 Mar 2003 23:42:20 GMT, Mark Bedingfield wrote:
> > Hi, guys, is there a way to remove the emmu from the 130XE and only run
64k
> > of ram.
>
> You could try the following:
>
> Pull out (or desolder) the MMU CO25953, and connect the following
> pins of the MMU socket:
>
> pin 1 (A14 in) to pin 12 (FA14 out)
> pin 2 (A15 in) to pin 13 (FA15 out)
> pin 6 (CAS input) to pin 11 (CAS MAIN output)
> pin 10 (CAS BANK output) to +5v (pin 16)
>
> To use the extended RAM bank instead of the main bank, swap pins
> 10 and 11.
>
> I don't know if this will work, but you could give it a try.
>
> so long,
>
> Hias

## 2029. Max-a-Flex (600xl)

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-24 01:41:39 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <b5lnoj$684$1@terabinaries.xmission.com>
Source record: 22442

Anybody know how to disable the game-play timer on the 600xl enabled
Max-a-flex Arcade game?

I'm waiting for a new 800xl and 1050 to arrive, after-which, they'll be
installed in place of the 600xl.

I'd like to play more than 480 seconds, though [grin]

## 2030. Re: if atari machines were being sold today ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-24 02:09:28 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <sNtfa.16379$pK4.1467684@newsread1.prod.itd.earthlink.net>
Source record: 22443

Hard to say... probably if I had one previously and knew and appreciated
their 6502 OS and the new unit was capable and powerful as one would expect
plus compatible.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"rtdos" <rtdos@hotmail.com> wrote in message
> if the atari company existed as we knew it and they produced some sort of
> eight bit compatible machine like we had (have) would you buy one even
> thought it is not as powerful as the machine you are using to read this
news
> post ?
>
> *** REPLY REQUESTED WHEN CONVENIENT ***
>
> Jeff
> http://geocities.com/rtdos
>

## 2031. Re: documentation

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-24 02:18:39 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <3Wtfa.16393$pK4.1468891@newsread1.prod.itd.earthlink.net>
Source record: 22444

What exactly are you wanting? Some of those are intuitive enough to use
without manuals... Music Composer is not one of those; a brief doc file is
on my page.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"lawrence chapman" <larry5@webtv.net> wrote in message
> need paperwork for the following atari computer cartridge games.eastern
> front(1941),soccer,computer chess,super breakout,donkey
> kong,asteroids,joust,2049,and music composer. send me email then I will
> send you mailing address. willing to pay reasonablr price. thank you
> larry5@webtv.net please reply as soon as possible.
>

## 2032. Re: if atari machines were being sold today ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-24 04:18:46 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3E7EA2D1.16F7C9E0@ev1.net>
Source record: 22445

```
Vidar Olavesen wrote:
>
> One thing I don't want is a PC with emulator. Emulators doesn't stand up the
> the real thing, cause none of them runs my demos. Does that mean an Atari
> 8-bit is more powerful than a 1GHz PC ?
>
The Atari 8-bit *is* moe powerful than a 1GHz PC...if you
go by owner loyalty. The Atari is loved and the PC is
tolerated at best. The Atari is uplifting...and the PC
is a drudge at best, when it works. I have *never* seen
a "blue screen of death" on an Atari...

--
+-----------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+-----------------------------------------------------------------+
```

# 2033. Re: if atari machines were being sold today ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-24 04:35:23 UTC
From: SteveV4V <stevev4v1@attbi.com>
Message-ID: <fWvfa.194745$eG2.26824@sccrnsc03>
Source record: 22446

LOL...

"Charles Richmond" <richmond@ev1.net> wrote in message
news:3E7EA2D1.16F7C9E0@ev1.net...
> Vidar Olavesen wrote:
> >
> > One thing I don't want is a PC with emulator. Emulators doesn't stand up
the
> > the real thing, cause none of them runs my demos. Does that mean an
Atari
> > 8-bit is more powerful than a 1GHz PC ?
> >
> The Atari 8-bit *is* moe powerful than a 1GHz PC...if you
> go by owner loyalty. The Atari is loved and the PC is
> tolerated at best. The Atari is uplifting...and the PC
> is a drudge at best, when it works. I have *never* seen
> a "blue screen of death" on an Atari...
>
> --
> +-----------------------------------------------------------------+
> | Charles and Francis Richmond richmond at plano dot net |
> +-----------------------------------------------------------------+

# 2034. Re: if atari machines were being sold today ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-24 05:14:38 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3E7E93EC.AB018BE@rogers.com>
Source record: 22297

Mo wrote:

> I wouldn't honestly expect them to redesign and develope new 8bit units. I
> would appreciate for them to continue production of replacement unit's parts
> and software.
> Mo

If that were underway maybe we wouldnt have to pay $500 for a 1450XLD. I know pretty much all of us in here would like to get our hands on one (or three) of those.

# 2035. Re: 130xe extra ram

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-24 05:48:26 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e7e9c51$0$49110$e4fe514c@news.xs4all.nl>
Source record: 22298

Just remove the MMU chip, when it's not there the computer will not see the extra 64Kb.

TXG/MNX

"Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote in message news:wDrfa.3241$Ov1.21753@news-server.bigpond.net.au...
> Hi, guys, is there a way to remove the emmu from the 130XE and only run 64k
> of ram. I have a second 130XE, which I suspect that either freddy or the
> emmu is at fault. I would like to test this theory by disabling the upper
> 64k. All it gets is a black screen, I have replaced all the other chips,
> antic etc. So logically all that is left is these 2 chips.
>
> Thanks
>
> Mark
>
>

# 2036. Re: 130xe extra ram

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-24 07:05:46 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <e7yfa.3854$Ov1.25635@news-server.bigpond.net.au>
Source record: 22299

OK, what is the story with freddy. I have seen all sorts of reports that the freddy is in the 800XL. I don't recall seeing one in any, and the schematics I downloaded would support this. So do some have this? Also does anybody know where I can download 130XE and 600XL schematics.

Mark

"TXG" <txg01@xs4all.nl> wrote in message news:3e7e9c51$0$49110$e4fe514c@news.xs4all.nl...
> Just remove the MMU chip, when it's not there the computer will not see the
> extra 64Kb.
>
> TXG/MNX
>
> "Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote in message
> news:wDrfa.3241$Ov1.21753@news-server.bigpond.net.au...
> > Hi, guys, is there a way to remove the emmu from the 130XE and only run
> 64k
> > of ram. I have a second 130XE, which I suspect that either freddy or the
> > emmu is at fault. I would like to test this theory by disabling the
upper
> > 64k. All it gets is a black screen, I have replaced all the other chips,
> > antic etc. So logically all that is left is these 2 chips.
> >
> > Thanks
> >
> > Mark
> >
> >
>
>

# 2037. Anybody have the Atari Demopacs?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-24 07:35:16 UTC
From: SteveV4V <stevev4v1@attbi.com>
Message-ID: <Uyyfa.196047$eG2.27265@sccrnsc03>
Source record: 22300

Anybody have copies of the Atari Demopacs? I remember as a kid calling up Atari and asking for these. they were free and would send them out for the asking. As I recall they were like printed tutorials. Anybody have these they would part with or be willing to scan/copy them?

Cheers,
Steve

# 2038. Re: ML routine

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-24 08:20:00 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0303240020.380259ba@posting.google.com>
Source record: 22301

"Russ Gilbert" <russg@en.com> wrote in message news:<v7sc8gmgn8ole8@corp.supernews.com>...
> I wrote a ml routine to replace one I have in BASIC
> to print characters to a graphics 7 screen.
> It is too big, about 380 bytes. The problem there
> is that I wanted to put the ml routine in a BASIC
> string, I like to do that and let BASIC handle the
> memory. My asm routine isn't relocatable, because
> I had to use a JMP instead of a BNE/BEQ. BNEs
> can only go 128 bytes up or down. In addition,
> I had a multiply routine to JSR to, that also requires
> a non-relocatable address. The JSR can be replace
> by putting the multiply in-line the two times I call it.
> Other than trying to make more efficient code, I'll have
> to either make the main loop in BASIC or use the
> poke 106(peek(106)-2) and reserve a specific
> memory area. Anybody got some suggestions for
> reserving memory? Mapping says I'd have to
> use a minimum of 4K using the 106. At this point
> I only have about 7k left, I'd rather do something
> using less memory.

As a cheat you can do multiple Branches on down to the final
Jump location you wanted to get to. But I don't know how many
it would take for your code string, or if there are convenient
places to add the extra Branch instructions. Basic is not my
strong suit, sorry no advise there.

# 2039. Re: ML routine

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-24 12:25:48 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b5mq20$2bk813$1@ID-174234.news.dfncis.de>
Source record: 22302

Russ Gilbert wrote:

> I wrote a ml routine to replace one I have in BASIC
> to print characters to a graphics 7 screen.
> It is too big, about 380 bytes. The problem there
> is that I wanted to put the ml routine in a BASIC
> string, I like to do that and let BASIC handle the
> memory. My asm routine isn't relocatable, because
> I had to use a JMP instead of a BNE/BEQ. BNEs

On
http://www.strotmann.de/twiki/bin/view/APG/AsmTips
you can find some ASM tips how to write relocateable JMP and JSR.

> can only go 128 bytes up or down. In addition,

Regards

Carsten

# 2040. Re: if atari machines were being sold today ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-24 14:04:48 UTC
From: Larry Richardson <rich5462@bellsouth.net>
Message-ID: <_aEfa.181077$7%.24424@fe04.atl2.webusenet.com>
Source record: 22303

Funny... I don't see a "blue screen of death" on my PC, and I never have
to reboot it. Oh, maybe because I use Linux on this PC, not windows.

Charles Richmond wrote:
> Vidar Olavesen wrote:
>
>>One thing I don't want is a PC with emulator. Emulators doesn't stand up the
>>the real thing, cause none of them runs my demos. Does that mean an Atari
>>8-bit is more powerful than a 1GHz PC ?
>>
>
> The Atari 8-bit *is* moe powerful than a 1GHz PC...if you
> go by owner loyalty. The Atari is loved and the PC is
> tolerated at best. The Atari is uplifting...and the PC
> is a drudge at best, when it works. I have *never* seen
> a "blue screen of death" on an Atari...
>
> --
> +-----------------------------------------------------------------+
> | Charles and Francis Richmond richmond at plano dot net |
> +-----------------------------------------------------------------+

# 2041. Re: if atari machines were being sold today ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-24 14:18:34 UTC
From: Jon-Paul <pockets@nospam.cix.co.uk>
Message-ID: <b5n43t$bq5$1@thorium.cix.co.uk>
Source record: 22304

"rtdos" <rtdos@hotmail.com> wrote in message
news:sybfa.209594$sf5.122703@rwcrnsc52.ops.asp.att.net...
> if the atari company existed as we knew it and they produced some sort of
> eight bit compatible machine like we had (have) would you buy one even
> thought it is not as powerful as the machine you are using to read this
news
> post ?
>
>
> --
> *** REPLY REQUESTED WHEN CONVENIENT ***
>
> Jeff
> http://geocities.com/rtdos
>
>

You Know those 'Vtech' pre school/ early school machines?

They have a GUI interface, a works style package, regular printer ports etc. The top of the range ones plug into TVs/old monitors, have a text based browser/Pop email etc. As well as word processors, spread sheets and educational programs.

I'm led to belive that they are based on Apple ][ 's to a degree

If one of those was based on the Atari chiset, with a 3.5 inch floppy drive, but retained the SIO and Cartridge port. I would be VERY tempted. Especialy if it had a switchable boot up for Atari and the other mode.

That sort of machine could be a viable comercial idea as well. Catching both the early school and the retro market.

# 2042. Re: ML routine

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-24 14:36:58 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v7u5s2iklIpn82@corp.supernews.com>
Source record: 22305

Thanks, Lee and Carston.
I'm going to be away from my computer a few days,
so I won't be responding.
Thanks, Again

# 2043. Re: if atari machines were being sold today ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-24 15:27:37 UTC
From: rtdos@hotmail.com
Message-ID: <d2f74a9d.0303240727.58c86d0e@posting.google.com>
Source record: 22306

well, atari basic does boot up with a blue screen and it does lock up
from time to time so maybe that's where MicroSoft got the idea of the
blue screen of death. :o)

...another idea stolen by MicroSoft! ;-)

Charles Richmond <richmond@ev1.net> wrote in message news:<3E7EA2D1.16F7C9E0@ev1.net>...
> Vidar Olavesen wrote:
> >
> > One thing I don't want is a PC with emulator. Emulators doesn't stand up the
> > the real thing, cause none of them runs my demos. Does that mean an Atari
> > 8-bit is more powerful than a 1GHz PC ?
> >
> The Atari 8-bit *is* moe powerful than a 1GHz PC...if you
> go by owner loyalty. The Atari is loved and the PC is
> tolerated at best. The Atari is uplifting...and the PC
> is a drudge at best, when it works. I have *never* seen
> a "blue screen of death" on an Atari...

## 2044. Disable Basic on 600xl or 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-24 17:20:55 UTC
From: utah_lanman@yahoo.com
Message-ID: <e89cb68d.0303240920.a0bb524@posting.google.com>
Source record: 22307

Is there a simple way to disable basic on a 600xl or 800xl? I realize
that
holding option is one method, but is there a quick hardware method for
doing this? Any solder jump points, etc?

# 2045. Re: 130xe extra ram

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-24 17:35:55 UTC
From: Jindroush <jindroush@seznam.cz>
Message-ID: <3E7F41FB.DCBFE67D@seznam.cz>
Source record: 22312

Mark Bedingfield wrote:
>
> OK, what is the story with freddy. I have seen all sorts of reports that the
> freddy is in the 800XL. I don't recall seeing one in any, and the schematics
> I downloaded would support this. So do some have this? Also does anybody
> know where I can download 130XE and 600XL schematics.

My 800XL does have Freddy (it's 800 XLF model).

And again: Freddy has _nothing_ to do with extended memory, see my pages
for more info. http://www2.asw.cz/~kubecj/achfredd.htm

Schematics for that model, and all others could be found on Jerzy's
Sobola site (http://republika.pl/jsobola/)

--
Jindroush <jindroush@seznam.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

# 2046. Re: Disable Basic on 600xl or 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-24 17:51:00 UTC
From: Matthias Reichl <usenet-20030324@hias.horus.com>
Message-ID: <slrnb7uhbf.265.usenet-20030324@camel.hias.horus.com>
Source record: 22308

On 24 Mar 2003 09:20:55 -0800, James E. King wrote:
> Is there a simple way to disable basic on a 600xl or 800xl? I realize
> that
> holding option is one method, but is there a quick hardware method for
> doing this? Any solder jump points, etc?

Yes, there is a simple solution. All you need is a dual pole switch
with neutral position. This way you can select between:
- Basic always on
- Basic always off
- Basic controlled by PIA (standard mode)

Lift pin 11 of the PIA (PB1) and make the following connections:

center pin of the switch goes to pin 11 of the PIA socket
left pin of the switch goes to pin 11 of the PIA and
right pin of the switch goes to ground.

If the switch is in the "right" position, the left pin (PIA PB1)
is connected to the PB1 line of the Atari, and the Atari works
as usual.

If the switch is in the neutral "middle" position, the PB1 line
is not connected to anything, and the pull-up resistor (R85 in
the 800XL) ties the line to +5V (Basic is OFF).

If the switch is in the "left" position, the right pin (ground)
is connected to the PB1 line and Basic is always on.

Another solution (if you just want to switch between Basic off
and normal operation) is to place a standard switch (on/off)
between pin 11 of the PIA and pin 11 of the socket.

so long,

Hias

# 2047. Re: Max-a-Flex (600xl)

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-24 19:25:17 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0303241125.c9619eb@posting.google.com>
Source record: 22309

Try writing to this guy

http://www.arcadecollecting.com/keepers.html

He seems to know the most about this.

James King <utah_lanman@yahooo.com> wrote in message
news:<b5lnoj$684$1@terabinaries.xmission.com>...
> Anybody know how to disable the game-play timer on the 600xl enabled
> Max-a-flex Arcade game?
>
> I'm waiting for a new 800xl and 1050 to arrive, after-which, they'll be
> installed in place of the 600xl.
>
> I'd like to play more than 480 seconds, though [grin]

# 2048. Re: ML routine

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-24 19:35:52 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <s6Jfa.17841$jA2.1592932@newsread2.prod.itd.earthlink.net>
Source record: 22310

Hi, Russ;
Are page 6 and the cassette buffer in use? Between them you have about 387
fixed location bytes available.

Can you make it relocatable with a double branch like:
BNE STEP1
code continues up to 120 bytes
CLV ;configure for branch around
BVC SKIP ;go around intermediate stepping stone
STEP1 BNE FINAL ;go to actual destination
SKIP go on with flow of code
Overflow flag is rarely used and will not affect others in your logic plus
you only reach STEP1 from that original branch. This is very doable for a
single long branch or two and difficulty increases with more.

Another possibility is a small jump table in page 6 or bottom of the page 1
stack. Whenever you USR(ADR(ML$)) the address of ML$ will be in $D4-5 so you
could start ML$ with:
START *=$4000
LDA $D4
CLC
ADC (DESTN-START)&$FF ;lo byte
STA $100
LDA $D5
ADC (DESTN-START)/256 ;hi byte
STA $101
PLA ;your original code continues
The stack rarely gets that low and your assembler computes the offsets so
simply replace JMP DESTN with JMP($0100); just remember to include the $4C
when you construct a JSR $0102. Your table can also go in the $480-5FF range
since it is initialized with each call avoiding damage by floating point use
and string input to that area.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Russ Gilbert" <russg@en.com> wrote in message
> I wrote a ml routine to replace one I have in BASIC
> to print characters to a graphics 7 screen.
> It is too big, about 380 bytes. The problem there
> is that I wanted to put the ml routine in a BASIC
> string, I like to do that and let BASIC handle the

> memory. My asm routine isn't relocatable, because
> I had to use a JMP instead of a BNE/BEQ. BNEs
> can only go 128 bytes up or down. In addition,
> I had a multiply routine to JSR to, that also requires
> a non-relocatable address. The JSR can be replace
> by putting the multiply in-line the two times I call it.
> Other than trying to make more efficient code, I'll have
> to either make the main loop in BASIC or use the
> poke 106(peek(106)-2) and reserve a specific
> memory area. Anybody got some suggestions for
> reserving memory? Mapping says I'd have to
> use a minimum of 4K using the 106. At this point
> I only have about 7k left, I'd rather do something
> using less memory.
>

# 2049. Re: Atari version of Contiki 1.0 web browser finished

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-24 20:43:59 UTC
From: Christian Groessler <cpg@aladdin.de>
Message-ID: <pan.2003.03.24.20.44.10.211290@aladdin.de>
Source record: 22311

On Fri, 21 Mar 2003 17:48:21 +0100, Andreas Magenheimer wrote:

> Well,
> I looked at the memory usage of Contiki, its approx. 1000-A500, so it
> does not work with most DOS versions. What about relocating Contiki to
> 2000-B500 or so ?!? Then most DOS versions would work with it. Or is the
> area B000-BFFF already in use ?!? (Afaik the screen memory starts at
> BBFF or BCFF, so there should be some space left).
> Just a thought - Andreas.

The contiki exe file contains data from $10B0 to $A527. But the program
uses memory up to $B9F2. The area from $A527 to $B9F2 is the so-called
"bss" area which contains uninitialized data (e.g. communication buffers).
This still doesn't account for the cc65 runtime stack usage, which grows
from $BC1F on downwards, so there is really not much space left.

regards,
chris

# 2050. Re: if atari machines were being sold today ? <Somewhat Off-Topic>

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-24 22:55:06 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <e1Mfa.197688$b8.44038363@news4.srv.hcvlny.cv.net>
Source record: 22313

```
Very true. My hope is that the Linux Desktop Initiative bears results that
will mean that the average computer user will be able to handle Linux. It's
not there yet, but the changes in just the last year have been amazing.
"Larry Richardson" <rich5462@bellsouth.net> wrote in message
news:_aEfa.181077$7%.24424@fe04.atl2.webusenet.com...
> Funny... I don't see a "blue screen of death" on my PC, and I never have
> to reboot it. Oh, maybe because I use Linux on this PC, not windows.
>
>
> Charles Richmond wrote:
> > Vidar Olavesen wrote:
> >
> >>One thing I don't want is a PC with emulator. Emulators doesn't stand up
the
> >>the real thing, cause none of them runs my demos. Does that mean an
Atari
> >>8-bit is more powerful than a 1GHz PC ?
> >>
> >
> > The Atari 8-bit *is* moe powerful than a 1GHz PC...if you
> > go by owner loyalty. The Atari is loved and the PC is
> > tolerated at best. The Atari is uplifting...and the PC
> > is a drudge at best, when it works. I have *never* seen
> > a "blue screen of death" on an Atari...
> >
> > --
> > +-----------------------------------------------------------------+
> > | Charles and Francis Richmond richmond at plano dot net |
> > +-----------------------------------------------------------------+
>
>
```

## 2051. Graphic Master

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-25 05:23:43 UTC
From: Courtney Goodin <cgoodin@primenet.com>
Message-ID: <zJRfa.228705$sf5.143433@rwcrnsc52.ops.asp.att.net>
Source record: 22314

I wrote a graphics editor that was distributed by Datasoft in the Early Eighties called Graphic Master.
It was a graphics Mode 7 and Mode 8 Editor that allowed drawing with the Joystick, cut, copy and paste. and Allowed you to load and save your creations. It was written in a Hybrid of Basic and Machine language.
I have the Original Disks and am thinking about releasing them to the web if anyone is interested. I would need to get a cable made to create the Disk Files. Don't know if it will run on the Emulator because it uses some memory areas not used by DOS and some under the Basic. Has anyone on this forum (a). ever heard of this program and (b) ever created an ATR file from it's disk?

I also wrote the first Color Printer Drivers for the Atari 8 bit machines. It was Called "Color Print" and used a standard Epson MX80 or NEC dot matrix Printer to print in Color using multple passes with colored Carbon Paper. This program helped convince Epson that there was a market for Color Printers that used colored Ribbons.

It has been a long time since I looked at that code so I am a little rusty on what I did 20 years ago. I spent many nights of obsessed crunching of code to allow more features to be added and ended up sticking relocatable ML code wherever I could find a few bytes that weren't being used by the OS.

----Courtney Goodin

# 2052. Re: 130xe extra ram

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-25 06:21:23 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <b5osk6$1ev$1@reader08.wxs.nl>
Source record: 22315

When a RAM is dead (even when it's in the upper 64kb area) your atari will never startup.

Even when you release any memory managment chips. When your mem is on socket (I guess not...) you should remove the upper memory bank (in the 8 * 1 bit version this is the right column of 8 mem chips; on the 2 * 4bit version there are 4 memchips, the 2 most below are the upper memory bank)

With the mmu etc. installed the atari is booting now like a 64kb compy.

Btw. A blackscreen sounds more like a bad OS to me. Problems with ram chips on my atari's most of time result in a red screen... but perhaps this is on my computer....

Marius

p.s. 800xl With freddy is a little rare. I have about 20 800xl and only ONE of them is with Freddy.
"Mark Bedingfield" <mark@nospamplease.computercom.com.au> schreef in bericht news:wDrfa.3241$0v1.21753@news-server.bigpond.net.au...
> Hi, guys, is there a way to remove the emmu from the 130XE and only run 64k
> of ram. I have a second 130XE, which I suspect that either freddy or the
> emmu is at fault. I would like to test this theory by disabling the upper
> 64k. All it gets is a black screen, I have replaced all the other chips,
> antic etc. So logically all that is left is these 2 chips.
>
> Thanks
>
> Mark
>
>

## 2053. Re: if atari machines were being sold today ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-25 07:27:30 UTC
From: solarinflux@aol.com
Message-ID: <20030325022730.17559.00000335@mb-ff.aol.com>
Source record: 22316

i am this | | close to a 130xe laptop. atari is dead now.. how can we buy it? new machine should be decided on by a concensus of the community. i think a sound chip that is able to produce exact tones is a must. sux that atari is out of key. i have not even looked at the sid chip to see it supiriority. in that it can produce perfect pitches. but nomatter what iw ould buy any machine atari prodeuced(8 bit based). so yes but that is not going to happen so i will try to make use of the many machines out there. i just think when i can get data going over the pbi machine to machine.. and all tha stuff you all know and have done..ut i could only buy it within 5 days of the first ...peace... solar influx

# 2054. Re: 130XE Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-25 07:38:27 UTC
From: solarinflux@aol.com
Message-ID: <20030325023827.17559.00000336@mb-ff.aol.com>
Source record: 22317

i have a large supply of copmmodore 64 keyboards, it just so happens that there are usefull springs inside these keyboards. the are usefull in makeing the 130xe keyboard tight. i put in a sping..one for each key with the present rubber retern deal fitted like a hat atop each of those springs. i ahve never seen the other upgrades that are or were made for this purpose but the keyboards i have upgraded are very solid to the touch. i think i am going to try one without the rubber and ude soley the commie springs.

just a side note

john ~ solar infllux

# 2055. Re: Graphic Master

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-25 12:58:54 UTC
From: Larry Richardson <rich5462@bellsouth.net>
Message-ID: <OjYfa.17038$Ca5.5864@fe09.atl2.webusenet.com>
Source record: 22318

I recall Graphics Master. One of the first paint type of programs that
I remember using on the Atari 8-bit. Seems like it used Gr. 8 mode (or,
I could be remembering another program - it's been a while).

Courtney Goodin wrote:
> I wrote a graphics editor that was distributed by Datasoft in the Early
> Eighties called Graphic Master.
> It was a graphics Mode 7 and Mode 8 Editor that allowed drawing with the
> Joystick, cut, copy and paste. and Allowed you to load and save your
> creations. It was written in a Hybrid of Basic and Machine language.
> I have the Original Disks and am thinking about releasing them to the web if
> anyone is interested. I would need to get a cable made to create the Disk
> Files. Don't know if it will run on the Emulator because it uses some
> memory areas not used by DOS and some under the Basic. Has anyone on this
> forum (a). ever heard of this program and (b) ever created an ATR file from
> it's disk?
>
> I also wrote the first Color Printer Drivers for the Atari 8 bit machines.
> It was Called "Color Print" and used a standard Epson MX80 or NEC dot matrix
> Printer to print in Color using multple passes with colored Carbon Paper.
> This program helped convince Epson that there was a market for Color
> Printers that used colored Ribbons.
>
> It has been a long time since I looked at that code so I am a little rusty
> on what I did 20 years ago. I spent many nights of obsessed crunching of
> code to allow more features to be added and ended up sticking relocatable ML
> code wherever I could find a few bytes that weren't being used by the OS.
>
> ----Courtney Goodin
>
>

# 2056. Re: Atari version of Contiki 1.0 web browser finished

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-25 14:46:51 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e8013061c32344@attbi.com>
Source record: 22319

>On Fri, 21 Mar 2003 15:05:06 +0100, Edward S. Baiz Jr. wrote:
>
>> Sounds good Chris. Do expect later versions to have color and take
>
>Probably not. The Atari has a hard time displaying different colors in
>graphics 0 mode.
>regards,
>chris

I hope that changes. I would love to have a color browser for the
8-bit.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 2057. 8-Bit Atari and EtherNet

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-25 14:46:52 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e8013061c32345@attbi.com>
Source record: 22320

Hello,

I may have missed this, but is it possible to get an 8-bit Atari
connected to the Internet using an EtherNet connection? I would
love to be able to use my cable-modem and 8-bit Atari together.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 2058. Re: if atari machines were being sold today ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-25 14:46:52 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e8013061c32346@attbi.com>
Source record: 22321

>One thing I don't want is a PC with emulator. Emulators doesn't stand up the
>the real thing, cause none of them runs my demos. Does that mean an Atari
>8-bit is more powerful than a 1GHz PC ?

I agree. However I use an emulator that emulates an 8-bit disk
drive. (800xldj). The program runs on an Atari ST. Now I can have
my 8-bit programs on my ST hard drive and run them on my 130XE
using a SIO2PC cable. This way I can save my precious 8-bit disks.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

## 2059. Re: if atari machines were being sold today ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-25 15:48:40 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <PS_fa.531$oo1.45654@news4.e.nsc.no>
Source record: 22322

> I agree. However I use an emulator that emulates an 8-bit disk
> drive. (800xldj). The program runs on an Atari ST. Now I can have
> my 8-bit programs on my ST hard drive and run them on my 130XE
> using a SIO2PC cable. This way I can save my precious 8-bit disks.
>
>
> --
> Edward S. Baiz Jr.
> (Gamer)

That is another story. I bought APE a while ago and that I have no problems using. Cause it does emulate the drive perfectly, as far as I've used it. But, the ANTIC, POKEY and other chips inside the Atari, is not too well emulated on a PC. All my demos use all of the available time in the Vertical Blank Interrupt and all of them crashes. So, the PC can't handle the same amount of data during the VBI as the real thing can.

# 2060. Re: 8-Bit Atari and EtherNet

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-25 16:36:32 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <kA%fa.19097$jA2.1718571@newsread2.prod.itd.earthlink.net>
Source record: 22323

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:3e8013061c32345@attbi.com...
> Hello,
>
> I may have missed this, but is it possible to get an 8-bit Atari
> connected to the Internet using an EtherNet connection? I would
> love to be able to use my cable-modem and 8-bit Atari together.

Possible but not easy. There was a hack a while back where some guys built an 8048 derivitive controller to 8 bit IBM PC buss. They put an old 8 bit ethernet card on it and got it working. Eventually the got it interfaced to just an ethernet chipset.

I'd imagine since people have used IBM style cards for things like Herc graphic cards it could be done with an Atari 8 bit.

# 2061. Re: 8-Bit Atari and EtherNet

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-25 19:38:24 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e80b05b$0$49111$e4fe514c@news.xs4all.nl>
Source record: 22324

You can just make your own Ethernet adapter like the c64 by getting a
embedded ethernet controller.

Look at: http://www.dunkels.com/adam/tfe/

The contiki desktop and uip do support it. I have tryed to make one but due
lack of time right now, I am not be able to finish it.

Maybe someone else can give it a try. The schematic is also free for
download and simple. I was thinking of making it cartridge based at address
$D5xx instead of $DExx of the C64.

TXG/MNX
"richard cortese" <ricortes@earthlink.net> wrote in message
news:kA%fa.19097$jA2.1718571@newsread2.prod.itd.earthlink.net...
> "Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
> news:3e8013061c32345@attbi.com...
> > Hello,
> >
> > I may have missed this, but is it possible to get an 8-bit Atari
> > connected to the Internet using an EtherNet connection? I would
> > love to be able to use my cable-modem and 8-bit Atari together.
>
> Possible but not easy. There was a hack a while back where some guys built
> an 8048 derivitive controller to 8 bit IBM PC buss. They put an old 8 bit
> ethernet card on it and got it working. Eventually the got it interfaced
to
> just an ethernet chipset.
>
> I'd imagine since people have used IBM style cards for things like Herc
> graphic cards it could be done with an Atari 8 bit.
>
>

# 2062. Atari 800 vs. XE130

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-25 21:41:29 UTC
From: puritan_2076@yahoo.com
Message-ID: <ae64f04a.0303251341.139f896b@posting.google.com>
Source record: 22325

Ok, I've decided I want an Atari computer. I don't need one, I just want one. The trouble is, I can't decide wich one. It will be either the 800 or the XE130. Is there any real difference bettween the two? If not, I prefer the more old-fasioned looking 800, and, of course, it has 2 extra "joystick" I/O ports.

I've heard the XE130 is faster (1.79mhz instead of 1.1mhz). Is this true? I also read that the XF551, which I will use either way, can work at 38.4k bps. Will it go that fast on an 800?

Does the XE130 really have an RGB port?

What plugs in to the XE130 expantion port?

Do both computers access extra memory by bank switching the second 16k, or does the XE130 do something different?

What does the XE130 have that the 800 doesn't?

# 2063. Re: Atari 800 vs. XE130

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-25 23:00:21 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <9c5ga.6368$Ov1.44620@news-server.bigpond.net.au>
Source record: 22326

The 130XE has 128k of ram. The upper 64k is bank switched in 16k chunks. The 130XE also has rev c basic. the 800 is 48k of ram and has basic on cart I think? They are both the same speed as far as I know. The 130XE is the better machine. None of the 8 bits have rgb ports. Only chroma-luma and composite.

Mark

"Leon Howell" <puritan_2076@yahoo.com> wrote in message
news:ae64f04a.0303251341.139f896b@posting.google.com...
> Ok, I've decided I want an Atari computer. I don't need one, I just
> want one. The trouble is, I can't decide wich one. It will be either
> the 800 or the XE130. Is there any real difference bettween the two?
> If not, I prefer the more old-fasioned looking 800, and, of course, it
> has 2 extra "joystick" I/O ports.
>
> I've heard the XE130 is faster (1.79mhz instead of 1.1mhz). Is this
> true? I also read that the XF551, which I will use either way, can
> work at 38.4k bps. Will it go that fast on an 800?
>
> Does the XE130 really have an RGB port?
>
> What plugs in to the XE130 expantion port?
>
> Do both computers access extra memory by bank switching the second
> 16k, or does the XE130 do something different?
>
> What does the XE130 have that the 800 doesn't?

# 2064. Re: 8-Bit Atari and EtherNet

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-26 00:47:02 UTC
From: ben_yates_iii@yahoo.com
Message-ID: <154d1183.0303251647.374eda8f@posting.google.com>
Source record: 22327

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:<3e8013061c32345@attbi.com>...
> Hello,
>
> I may have missed this, but is it possible to get an 8-bit Atari
> connected to the Internet using an EtherNet connection? I would
> love to be able to use my cable-modem and 8-bit Atari together.
>

Have you looked at the Lantronix UDS-10 serial to ethernet adapter?
Check out www.lantronix.com. I use one on my TI-99/4A. I use it via
Windows 98 Internet Connection Sharing to connect to the internet,
using the Hayes modem command set extension to enter IP addresses, and
it can be connected to from the PC via a port # of your choice...

Anyway, with that, I can send/receive email or even grab a web page,
read/respond to newsgroup servers...

I've got mine connected through a hub to two PCs, one providing the
internet connection...

## 2065. Re: if atari machines were being sold today ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-26 01:52:24 UTC
From: puritan_2076@yahoo.com
Message-ID: <ae64f04a.0303251752.91ee6e5@posting.google.com>
Source record: 22328

> You Know those 'Vtech' pre school/ early school machines?
>
> They have a GUI interface, a works style package, regular printer ports etc.
> The top of the range ones plug into TVs/old monitors, have a text based
> browser/Pop email etc. As well as word processors, spread sheets and
> educational programs.
>
> I'm led to belive that they are based on Apple ][ 's to a degree
>
> If one of those was based on the Atari chiset, with a 3.5 inch floppy drive,
> but retained the SIO and Cartridge port. I would be VERY tempted. Especialy
> if it had a switchable boot up for Atari and the other mode.
>
> That sort of machine could be a viable comercial idea as well. Catching both
> the early school and the retro market.

I thought all of those used undersized lcd's. I might be interested in
playing with one if if it had a mass storage device and basic. Where
can I get some info on the ones that use a tv?

# 2066. Re: Atari 800 vs. XE130

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-26 02:07:34 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <GX7ga.19573$pK4.1749013@newsread1.prod.itd.earthlink.net>
Source record: 22329

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Leon Howell" <puritan_2076@yahoo.com> wrote in message
> Ok, I've decided I want an Atari computer. I don't need one, I just
> want one. The trouble is, I can't decide wich one. It will be either
> the 800 or the XE130. Is there any real difference bettween the two?
> If not, I prefer the more old-fasioned looking 800, and, of course, it
> has 2 extra "joystick" I/O ports.
>
> I've heard the XE130 is faster (1.79mhz instead of 1.1mhz). Is this
> true? I also read that the XF551, which I will use either way, can
> work at 38.4k bps. Will it go that fast on an 800?

Both are same speed and work alike with any drive.

> Does the XE130 really have an RGB port?

Neither has RGB; both have composite video and chroma-luminence.

> What plugs in to the XE130 expantion port?

Cartridges and parallel bus devices with Extended Cart Port such as hard
drives.

> Do both computers access extra memory by bank switching the second
> 16k, or does the XE130 do something different?

800 does NO banking unless memory upgraded. 800 has 3 memory slots
configurable from 8K to 48K stock; 1088K is largest mod I have seen
described.

> What does the XE130 have that the 800 doesn't?

128K RAM, parallel bus access, built-in Basic language, slight OS
differences.

# 2067. Re: Atari 800 vs. XE130

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-26 03:25:20 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030325222520.29207.00000385@mb-cn.aol.com>
Source record: 22330

> What does the XE130 have that the 800 doesn't? <

So far not mentioned, the XL/XE series will run quite a bit more software than
the 800.
You can run a "translator" on the XL/XE so it can run most old 800 software;
the reverse is not true.

## 2068. Component Video

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-26 03:29:55 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030325222955.29207.00000386@mb-cn.aol.com>
Source record: 22331

Has anyone looked at using an A8 with component video on the newer TV's/
monitors? Naturally, hardware mods would be needed.
Larry

# 2069. Atari XF551 read IBM 360K disk ????

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-26 06:38:16 UTC
From: Hon Tseng <pcuser45@yahoo.com>
Message-ID: <sVbga.13549$LH3.481700@news1.east.cox.net>
Source record: 22332

Can XF551 read IBM 360K disks??? Which OS in Atari 8bit computer is allowed to read IBM? SpartaDOS ??? or program for Atari can access IBM ? Anyone knows??????

Hon Tseng

# 2070. Re: Atari 800 vs. XE130

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-26 07:20:15 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <b5rkds$bh5$1@reader08.wxs.nl>
Source record: 22333

I know what I'm writing about this is a little 'stupid' ... but If you want
to get yourself such a great atari ... why not buying both: 800 and 130xe...

The 800 looks really fantastic: it's BIG and strong... but as written before
by others: it doesn't run that much (new) software... and the new software
is really cool.

The 130xe looks NEW... 10 years ago I showed my 130xe to a real ST user. I
told him this XE was the new version of the atari ST. Like all computers,
the 130xe was the smaller version of the ST. HE BELIEVED ME!!!!! What a fun.
And better: he bought an atari 130xe :-) XE still looks very good, and no
one thinks: phew what is that an outdated computer.

Btw. I love the 800XL (that is the atari between the 800 and 130xe) most.

Marius

"Leon Howell" <puritan_2076@yahoo.com> schreef in bericht
news:ae64f04a.0303251341.139f896b@posting.google.com...
> Ok, I've decided I want an Atari computer. I don't need one, I just
> want one. The trouble is, I can't decide wich one. It will be either
> the 800 or the XE130. Is there any real difference bettween the two?
> If not, I prefer the more old-fasioned looking 800, and, of course, it
> has 2 extra "joystick" I/O ports.
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> I've heard the XE130 is faster (1.79mhz instead of 1.1mhz). Is this
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>
> Does the XE130 really have an RGB port?
>
> What plugs in to the XE130 expantion port?
>
> Do both computers access extra memory by bank switching the second
> 16k, or does the XE130 do something different?
>
> What does the XE130 have that the 800 doesn't?

# 2071. Re: Atari 800 vs. XE130

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-26 09:05:32 UTC
From: dunxuk@aol.com
Message-ID: <20030326040532.00676.00000755@mb-ch.aol.com>
Source record: 22334

>Btw. I love the 800XL (that is the atari between the 800 and 130xe) most.

Weirdo. :o)

Go for the 800 if you have the money as long as it's a GTIA model. The clearest display I've ever seen on an Atari was on an 800, no vertical banding whatsoever.

# 2072. Re: Atari 800 vs. XE130

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-26 09:20:44 UTC
From: Jon-Paul <pockets@nospam.cix.co.uk>
Message-ID: <b5rrde$83r$1@thorium.cix.co.uk>
Source record: 22335

the 130 XE runs the most software, And with a translator disk, can run
almost all Atari 8-bit stuff.
If I had to have only one atari, it would be a 130XE

The 800XL would be my next choice. That really is retro cool styling and a
nice change from pale grey thats so everywhere.

"Leon Howell" <puritan_2076@yahoo.com> wrote in message
news:ae64f04a.0303251341.139f896b@posting.google.com...
> Ok, I've decided I want an Atari computer. I don't need one, I just
> want one. The trouble is, I can't decide wich one. It will be either
> the 800 or the XE130. Is there any real difference bettween the two?
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> has 2 extra "joystick" I/O ports.
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> Do both computers access extra memory by bank switching the second
> 16k, or does the XE130 do something different?
>
> What does the XE130 have that the 800 doesn't?

# 2073. Sorcery BBS - 707 area code, Vacaville CA mid 80's

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-26 09:58:02 UTC
From: SBC Yahoo News <ithink@hotmail.com>
Message-ID: <KQega.5066$IX7.315806784@newssvr21.news.prodigy.com>
Source record: 22336

Anyone remember this BBS? 300 baud, then 1200 baud. 4 happy drives.
Ataritoons galore? Ran Carina BBS and then Oasis.

I was the SysOP. ExoduS

Just wondering if any old 8-bitters remember that Atari BBS from the 707
area code.

- ExoduS

# 2074. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-26 11:04:13 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1048676601@rtfm.mit.edu>
Source record: 22337
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 26, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

## 2075. XF551 speeds up?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-26 12:25:02 UTC
From: Hon Tseng <pcuser45@yahoo.com>
Message-ID: <y_gga.15764$LH3.542991@news1.east.cox.net>
Source record: 22338

Indus GT disk drive can increase the speed up by using Indus Synchome program in DOS XL. How can XF551 increase to 38.4Kbps? Using DOS XL or get DOS XE included XF551 Synchome program? Anyone know???

Hon Tseng

# 2076. Re: Atari XF551 read IBM 360K disk ????

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-26 12:40:34 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <6dhga.10408$ZC6.4299537@news4.srv.hcvlny.cv.net>
Source record: 22339

Hello Hon Tseng,

The short answer is, "No." There are several issues that would preclude the reading of IBM disks in an Atari XF551.

First of all, an IBM DSDD disk would be rare today, anyway. The 5 1/4" IBM disk would probably be high density, which the Atari XF551 couldn't handle.

Second, an Atari DSDD disk and an IBM DSDD, assuming you could find one, are laid out differently. An IBM floppy writes in clusters with each cluster sharing side A and side B. An Atari DSDD writes all of side A and then all of side B.

Third, IBM and Atari have different byte orders (MSB and LSB.)

Finally, the Atari uses something called a VTOC, which is different from the IBM FAT, and this also affects the way that sectors are linked.

There may be software solutions, but I haven't run across them.

Alan
"Hon Tseng" <pcuser45@yahoo.com> wrote in message
news:sVbga.13549$LH3.481700@news1.east.cox.net...
> Can XF551 read IBM 360K disks??? Which OS in Atari 8bit computer is
allowed
> to read IBM? SpartaDOS ??? or program for Atari can access IBM ? Anyone
> knows??????
>
> Hon Tseng
>
>

# 2077. Re: 8-Bit Atari and EtherNet

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-26 15:08:28 UTC
From: LS <me@email.com>
Message-ID: <2f166ae87732f1f8ac262761f83e896a@news.teranews.com>
Source record: 22340

What software is required to use it? How do you map the serial to networking
on the OS?

"Ben Yates" <ben_yates_iii@yahoo.com> wrote in message
news:154d1183.0303251647.374eda8f@posting.google.com...
> "Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:<3e8013061c32345@attbi.com>...
> > Hello,
> >
> > I may have missed this, but is it possible to get an 8-bit Atari
> > connected to the Internet using an EtherNet connection? I would
> > love to be able to use my cable-modem and 8-bit Atari together.
> >
>
> Have you looked at the Lantronix UDS-10 serial to ethernet adapter?
> Check out www.lantronix.com. I use one on my TI-99/4A. I use it via
> Windows 98 Internet Connection Sharing to connect to the internet,
> using the Hayes modem command set extension to enter IP addresses, and
> it can be connected to from the PC via a port # of your choice...
>
> Anyway, with that, I can send/receive email or even grab a web page,
> read/respond to newsgroup servers...
>
> I've got mine connected through a hub to two PCs, one providing the
> internet connection...

## 2078. Re: if atari machines were being sold today ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-26 15:12:20 UTC
From: SteveV4V <stevev4v1@attbi.com>
Message-ID: <nrjga.221897$F1.13839@sccrnsc04>
Source record: 22341

> So, the PC can't handle the same
> amount of data during the VBI as the real thing can.

While I agree that current emulators do not 100% emulate the real thing which will cause some software not to work but this is not a fault of the PC, but rather the emulation software itself. In place of the words "PC" in your last post, should be using the words "EMULATOR", that is would be a much more accurate statement. Not to take a shot at my wonderful A8, but I haven't seen it running ANY PC software.. correct timing or not....

# 2079. Re: Sorcery BBS - 707 area code, Vacaville CA mid 80's

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-26 16:44:16 UTC
From: Frank Rachel <frachel@navisys.com>
Message-ID: <3e81d8e2$0$23543$4c41069e@reader1.ash.ops.us.uu.net>
Source record: 22342

Don't remember it explicitely, but I'm sure I called it as I called hundreds
of BBS's all over the country back in the day :-)

I was Freddie (yes, spelled incorrectly) - SysOp: Elm Street, Dreamscape,
and Death Star (all in NJ).

"SBC Yahoo News" <ithink@hotmail.com> wrote in message
news:KQega.5066$lX7.315806784@newssvr21.news.prodigy.com...
> Anyone remember this BBS? 300 baud, then 1200 baud. 4 happy drives.
> Ataritoons galore? Ran Carina BBS and then Oasis.
>
> I was the SysOP. ExoduS
>
> Just wondering if any old 8-bitters remember that Atari BBS from the 707
> area code.
>
> - ExoduS
>
>

# 2080. Re: Atari version of Contiki 1.0 web browser finished

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-26 17:59:33 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E81EA85.8428AA9F@students.uni-mainz.de>
Source record: 22343

Well,
the docs say, it has the same memlo as DOS 2.0 - thus it will not work.
-andreas.

Leon Howell schrieb:
>
> > I looked at the memory usage of Contiki, its approx. 1000-A500, so it
> > does not work with most DOS versions.
>
> What about XE Dos?

# 2081. Re: Atari XF551 read IBM 360K disk ????

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-26 18:11:16 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E81ED44.9189BD58@students.uni-mainz.de>
Source record: 22344

Well,
there is a program by Bob Puff called IBMREAD.COM. Think I have also
some (polish?) programs to a) read (RD360k.COM) and b) write
(WR360k.COM) IBM formatted 360kbyte disks... -Andreas.

Hon Tseng schrieb:
>
> Can XF551 read IBM 360K disks??? Which OS in Atari 8bit computer is allowed
> to read IBM? SpartaDOS ??? or program for Atari can access IBM ? Anyone
> knows??????
>
> Hon Tseng

# 2082. Re: XF551 speeds up?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-26 18:14:43 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E81EE13.62DD24C3@students.uni-mainz.de>
Source record: 22345

Hmmm,
I have not tried DOS XE recently, but there are other DOS versions, like
Bewe-DOS (and some patches for Sparta-DOS), Turbo-DOS, Bibo-DOS,
Super-DOS, etc. that support the XF551 drive and its highspeed mode.
there are also lots of sector copiers, game-dos versions, etc. around
that support XF highspeed... -Andreas.

Hon Tseng schrieb:
>
> Indus GT disk drive can increase the speed up by using Indus Synchome
> program in DOS XL. How can XF551 increase to 38.4Kbps? Using DOS XL or get
> DOS XE included XF551 Synchome program? Anyone know???
>
> Hon Tseng

# 2083. Re: Atari XF551 read IBM 360K disk ????

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-26 18:17:59 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E81EED7.C3E25FDA@students.uni-mainz.de>
Source record: 22346

Well,
the XF551 cannot read IBM format directly. But there are external
programs available that let it read IBM format. There is also a program
for the Happy 1050 which lets it read 180k IBM format. But you are
right, it is hard to find 5,25" IBM disks these days, that are formatted
with 360k or 180k... -andreas.

P.S.: The Hyper-XF by Stefan Dorndorf (Germany) also has a mode to read
720k (3,5") IBM or ST disks, but alas the software is missing...

Alan Sharkis schrieb:
>
> Hello Hon Tseng,
>
> The short answer is, "No." There are several issues that would preclude the
> reading of IBM disks in an Atari XF551.
>
> First of all, an IBM DSDD disk would be rare today, anyway. The 5 1/4" IBM
> disk would probably be high density, which the Atari XF551 couldn't handle.
>
> Second, an Atari DSDD disk and an IBM DSDD, assuming you could find one, are
> laid out differently. An IBM floppy writes in clusters with each cluster
> sharing side A and side B. An Atari DSDD writes all of side A and then all
> of side B.
>
> Third, IBM and Atari have different byte orders (MSB and LSB.)
>
> Finally, the Atari uses something called a VTOC, which is different from the
> IBM FAT, and this also affects the way that sectors are linked.
>
> There may be software solutions, but I haven't run across them.
>
> Alan
> "Hon Tseng" <pcuser45@yahoo.com> wrote in message
> news:sVbga.13549$LH3.481700@news1.east.cox.net...
> > Can XF551 read IBM 360K disks??? Which OS in Atari 8bit computer is
> allowed
> > to read IBM? SpartaDOS ??? or program for Atari can access IBM ? Anyone
> > knows??????
> >
> > Hon Tseng
> >
> >

# 2084. Suggestion for an Atari presentation-program file-format called SLIDE

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-26 18:36:22 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b5srme$2cu31m$1@ID-174234.news.dfncis.de>
Source record: 22347

Suggestion for an Atari presentation-program file-format called SLIDE

english translation by Andreas Magenheimer

Version 1.1, March/10th/2003
see also Article in the ABBUC Web
http://www.atari-portal.net/modules.php?name=News&file=article&sid=29

Whenever I am preparing a presentation for an Atari fair, like the ABBUC JHV (1) or Schreiersgruen (2), it annoys me to use a PC system and an application like Star Office or, even worse, M$ PowerPoint for the presentation. This should be possible with the Atari as well. Alas, up to date I haven`t really found a flexible presentation program for the A8. That`s why I made some thoughts about an Atari presentation format. This presentation format is independant of any implementation, e.g. it is possible that the presentation files can be read or shown by different presentation programs. For the creation of these presentation files one may also use a different program...

General Format:

The presentation files should be saved as pure ASCII / ATASCII files. Thus, it is possible to create these files with almost any text-editor (Compyshop-Text-Editor, Antic Writer, Analog`s T-Edit, Speedscript, Textpro, Action! Editor, Atari Writer, etc.) or with a special (external) presentation-creation-program. Pure text files can be read or written from any Atari programming language and exchanged easily between computers. Each line of the presentation file contains a statement which defines a) the contents or b) the style of the presentation.

Statements:

Each line of the presentation file starts with a four (4) character wide statment, followed by a double colon (:) and the appropriate arguments for the statement. The statement ends at EOL (155, $9B).

Example:
Text: Welcome to Atari World 2084

Style-statements are active from the line they are defined, until a) they are re-defined or b) the end of the presentation.

Content-Statements, SLIDE Version 1.0:

VERS: version number, arguments: a number between 1 and 255, defines the SLIDE version. Presentation programs should ignore unknown statements, the version statement should be set at the beginning of the file.

TEXT: text, arguments: up to 40 characters. This statement prints on-screen text from the next line, while using all previous style-statements.

TITL: title, arguments: up to 20 characters, describe the title of the actual page.

PICT: picture, arguments: filename of a picture in uncompressed 7680 Bytes format. This picture will be shown instantly, if a common graphics screen (7,8,9,15) is active.

KOAL: picture in Koala/Micro-illustrator format, arguments: filename of a picture in compressed koala-format. This picture will be shown instantly if an graphics mode is active. It depens on the implementation if all compression options of the Koala-Format are supported.

TRAN: transition, arguments: filename of the transition-effect (see also paragraph about transition-effects).

REMK: remark, arguments: text with up to 80 characters. This statement is to comment the presentation.

Style-Statements, SLIDE-Version 1.0:

SIZE: text-size, arguments: number between 1 (normal/small) and 3 (big/large). The displaying-technique is left to the implementation (by displaylist-changes, fonts, graphic-text, char.-graphics, etc.).

ALGN: alignment, arguments: right, left, center, block. Alignment of the following/forthcoming text.

TCOL: textcolor, argument: color-value of the Atari palette of colors between 0 and 255.

BCOL: background-color, argument: color-value of the Atari palette of colors between 0 and 255.

EFCT: effect, arguments: ml-programs for page 6. The ML-program creates an effect while showing the page (text and/or graphic). The program should be a normal Atari DOS *.COM file, which loads into page 6 and initializes via a jump to 1536/$600. The ML-program should return to the main program by a keypress or via the joystick button/trigger. The program must be loadable from Basic (e.g. via the OPEN command), therefore it should process the values on the stack given by Basic. This statement should also be useable to play music.

BLIN: blend-in, argument: --. Call the blend-in routine at memory-location $603.

BLOT: blend-out, argument: --. Call the blend-out routine at memory location $0600.

WAIT: wait, argument: 0-255. This statement stops the presentation for 0-255 seconds.

PAUS: pause, argument:--. This statement stops the presentation and waits for a keypress or the fire button/trigger of Joystick number one.

SCRL: scroll, argument: 0-255. This statement shows the following/forthcoming text-statement as a horizontal scoller. The argument 0-255 sets the speed of the scroller / scrolling (0 = fast, 255 = very slow).

GRAP: graphics, argument: valid atari grahics mode. Chooses the Atari graphics mode

FONT: font, argument: filename of an Atari font (1024 bytes). This font will be loaded and activated.

Transitions:

The statement TRAN loads a ML-program into page 6 (1536, $0600). This program creates a transition between two slides. The program has two init-adresses:
1. $0600 / 1536 blend-out (fade-out)
2. $0603 / 1539 blend-in (fade-in)
The presentation-program loads the transition-effect. Therefore one should make proof, if the program for the effect is still in memory to avoid any unnescessary loading process. The statement BLOT calls the transition-effect and the blend-out-vector. At the end of the blend-out-effect (fade-out-effect) the screen should be switched to black, by switching off the Antic DMA. The transition-effect program gives the program execution back to the calling program (the main program).

The presentation program now sets up the new page. This will not be shown, since Antic DMA is still off. The statement BLIN calls the transition-effect blend-in-vector. The blend-in-effect (fade-in-effect) should first activate the Antic DMA and then show the blend-in-effect. The blend-in and blend-out routines should also be called from Atari Basic, e.g. the routines must take care of the values put on the stack by Basic.

If the presentation-program is written/coded in ML or via a Compiler (CC65, Action!, Quick), one should simulate the Basic call-conventions.

Carsten Strotmann, March 2003.
with imput from
Mirko Sobe
Andreas Magenheimer

Please send comments, suggestions and contributions to
carsten(at)strotmann.de

(1) ABBUC JHV = annual meeting and fair of the german Atari 8Bit club, called ABBUC; usually in autumn/fall (October); held in Herten (Western Germany);

(2) Schreiersgruen = another annual meeting of Atarians, usually in spring time (March); held in Schreiersgruen (eastern Germany);

## 2085. Re: if atari machines were being sold today ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-26 18:37:42 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <Urmga.1017$oo1.51148@news4.e.nsc.no>
Source record: 22348

"SteveV4V" <stevev4v1@attbi.com> skrev i melding
news:nrjga.221897$F1.13839@sccrnsc04...
> > So, the PC can't handle the same
> > amount of data during the VBI as the real thing can.
>
> While I agree that current emulators do not 100% emulate the real thing
> which will cause some software not to work but this is not a fault of the
> PC, but rather the emulation software itself. In place of the words "PC"
in
> your last post, should be using the words "EMULATOR", that is would be a
> much more accurate statement. Not to take a shot at my wonderful A8, but I
> haven't seen it running ANY PC software.. correct timing or not....

And it was meant to be a joke, I know a PC can do more than the Atari's, but one thing I am serious about is that the PC is "soul less" (if that's a word) and the Atari's has soul! And getting the Atari to run PC software, well, it's must be hard to code all the bugs of Windows into the Atari, it would need to be heavily upgraded to contain all the blue screens, hang ups and stuff like that!

Take Atarian care

# 2086. Re: Atari 800 vs. XE130

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-26 19:15:44 UTC
From: puritan_2076@yahoo.com
Message-ID: <ae64f04a.0303261115.73252a47@posting.google.com>
Source record: 22349

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<GX7ga.19573$pK4.1749013@newsread1.prod.itd.earthlink.net>...
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "Leon Howell" <puritan_2076@yahoo.com> wrote in message
> > Ok, I've decided I want an Atari computer. I don't need one, I just
> > want one. The trouble is, I can't decide wich one. It will be either
> > the 800 or the XE130. Is there any real difference bettween the two?
> > If not, I prefer the more old-fasioned looking 800, and, of course, it
> > has 2 extra "joystick" I/O ports.
> >
> > I've heard the XE130 is faster (1.79mhz instead of 1.1mhz). Is this
> > true? I also read that the XF551, which I will use either way, can
> > work at 38.4k bps. Will it go that fast on an 800?
>
> Both are same speed and work alike with any drive.

Does the XF551 really do 38.4k?

> > Does the XE130 really have an RGB port?
>
> Neither has RGB; both have composite video and chroma-luminence.

Does the chroma-luma (a.k.a. "S-video") use the same pin-out as the
C=64? If so, that will make cables easyer to find.

> > What plugs in to the XE130 expantion port?
>
> Cartridges and parallel bus devices with Extended Cart Port such as hard
> drives.

Wow! I didn't know there *were* hard drives. What other paralel bus
devices?

What about ram expantions?

> > Do both computers access extra memory by bank switching the second
> > 16k, or does the XE130 do something different?
>
> 800 does NO banking unless memory upgraded. 800 has 3 memory slots
> configurable from 8K to 48K stock; 1088K is largest mod I have seen
> described.

> 
> > What does the XE130 have that the 800 doesn't?
> 
> 128K RAM, parallel bus access, built-in Basic language, slight OS
> differences.

# 2087. Re: 8-Bit Atari and EtherNet

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-26 19:37:12 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e820195$0$49108$e4fe514c@news.xs4all.nl>
Source record: 22350

Hi Ben,

Could you tell me what this can do?

Can you connect to a web-site with this device from your 8-bit atari?
Can you telnet to a pc from your atari and using a terminal program like
bobterm by typing 'telnet ip-address:port' ???

I am interested tell me more, couldn't find this info on the web-site...

TXG/MNX

"Ben Yates" <ben_yates_iii@yahoo.com> wrote in message
news:154d1183.0303251647.374eda8f@posting.google.com...
> "Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:<3e8013061c32345@attbi.com>...
> > Hello,
> >
> > I may have missed this, but is it possible to get an 8-bit Atari
> > connected to the Internet using an EtherNet connection? I would
> > love to be able to use my cable-modem and 8-bit Atari together.
> >
>
> Have you looked at the Lantronix UDS-10 serial to ethernet adapter?
> Check out www.lantronix.com. I use one on my TI-99/4A. I use it via
> Windows 98 Internet Connection Sharing to connect to the internet,
> using the Hayes modem command set extension to enter IP addresses, and
> it can be connected to from the PC via a port # of your choice...
>
> Anyway, with that, I can send/receive email or even grab a web page,
> read/respond to newsgroup servers...
>
> I've got mine connected through a hub to two PCs, one providing the
> internet connection...

# 2088. Re: Atari 800 vs. XE130

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-26 20:29:11 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <r4oga.20594$pK4.1844014@newsread1.prod.itd.earthlink.net>
Source record: 22351

"Leon Howell" <puritan_2076@yahoo.com> wrote in message

> Does the XF551 really do 38.4k?

Do not have one; but speed is a function of the drive rather than 800 vs
130XE.

> Does the chroma-luma (a.k.a. "S-video") use the same pin-out as the
> C=64? If so, that will make cables easier to find.

Possibly - don't know the 64; I believe cables are similar. XE & 800 video
Pinouts are on Thunderdome:
http://www7.brinkster.com/atari/

> Wow! I didn't know there *were* hard drives. What other paralel bus
> devices?

ICD made the Multi-IO interface with a SCSI hard drive connector. Bob Puff
still makes the Black Box with MIO features plus additional like floppy
board option; see Mathy's page for more:
http://www-users.rwth-aachen.de/mathy.van_nisselroy/

> What about ram expantions?

The MIO and the Black Box both contain some RAM normally used for ramdisk or
printer buffers. Atari Corp planned a 1090 PBI module that only saw a few
prototypes. Direct accessible ram mods are not usually PBI connected.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian

# 2089. Sweet 16 Interpreter ATARI Sourcecode

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-26 22:16:22 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b5t8iv$2cdeu6$1@ID-174234.news.dfncis.de>
Source record: 22352

Hello,

I ported the Sweet 16 Interpreter from the APPLE II ROM (done by Steve Wozniak) to the ATARI. You find a disk image and sources for BIBO-Assembler and Mac/65 at http://www.strotmann.de/twiki/bin/view/APG/AsmTips

Sweet 16 (do not confuse with the 65816 Ugrade with the same name) is a software assembler extension. It gives you a kind of 16 x 16 Bit registers and new opcodes for a simulated 6502 16 BIT CPU. The binary code is very lean, and the original sources done by Steve Wozniak are an example for tricky good 6502 programming.

---

This was the first time I used Mac/65 for a project (Vers 1.01 Cart), and I got a lot of "Phase Error 13" I cannot find the cause. Can anyone give me a hint what is wrong with my Mac/65 source?

Have fun!

Carsten Strotmann

# 2090. Re: Sorcery BBS - 707 area code, Vacaville CA mid 80's

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-26 22:52:15 UTC
From: SBC Yahoo News <ithink@hotmail.com>
Message-ID: <zaqga.5154$__1.322613418@newssvr21.news.prodigy.com>
Source record: 22353

WOO HOO!

I don't remember calling any of those boards, I mostly called atari bbs' in
408 (san jose), so cal, 916 (sacramento), and other local boards like:

Atari Junction (a board run by an airmen in Travis AFB)

I used to call a lot of commodore 64 boards to, just to put them down. Hey
I was 12 years old, what do you expect!

"Frank Rachel" <frachel@navisys.com> wrote in message
news:3e81d8e2$0$23543$4c41069e@reader1.ash.ops.us.uu.net...
> Don't remember it explicitely, but I'm sure I called it as I called
hundreds
> of BBS's all over the country back in the day :-)
>
> I was Freddie (yes, spelled incorrectly) - SysOp: Elm Street, Dreamscape,
> and Death Star (all in NJ).
>
> "SBC Yahoo News" <ithink@hotmail.com> wrote in message
> news:KQega.5066$lX7.315806784@newssvr21.news.prodigy.com...
> > Anyone remember this BBS? 300 baud, then 1200 baud. 4 happy drives.
> > Ataritoons galore? Ran Carina BBS and then Oasis.
> >
> > I was the SysOP. ExoduS
> >
> > Just wondering if any old 8-bitters remember that Atari BBS from the 707
> > area code.
> >
> > - ExoduS
> >
> >
>
>

# 2091. Re: Atari 800 vs. XE130

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-26 22:57:53 UTC
From: SBC Yahoo News <ithink@hotmail.com>
Message-ID: <Rfqga.5156$s32.322855031@newssvr21.news.prodigy.com>
Source record: 22354

What you want is an Atari 800 with the Rambo Chip! I had that. That was awesome, I think it upgraded memory on the computer, I forget. If somone can explain the Rambo chip, that would be awesome (maybe give a link to it). I also had 4 Atari double desisty floppy drives, two of them were happy drives, there was a guy in the silicon valley who sold a chips that you could install in the drives that would defeat copy protection. Or you could buy them from him. They were called Happy Drives. I had (and still have) a 300 baud MPP modem that plugged into the cartridge port!

I have my Epson FX-80 line feed printer still too. I remember people would send messages to the Sysop in control characters so they could send my printer on a printing frenzy.

"Leon Howell" <puritan_2076@yahoo.com> wrote in message
news:ae64f04a.0303251341.139f896b@posting.google.com...
> Ok, I've decided I want an Atari computer. I don't need one, I just
> want one. The trouble is, I can't decide wich one. It will be either
> the 800 or the XE130. Is there any real difference bettween the two?
> If not, I prefer the more old-fasioned looking 800, and, of course, it
> has 2 extra "joystick" I/O ports.
>
> I've heard the XE130 is faster (1.79mhz instead of 1.1mhz). Is this
> true? I also read that the XF551, which I will use either way, can
> work at 38.4k bps. Will it go that fast on an 800?
>
> Does the XE130 really have an RGB port?
>
> What plugs in to the XE130 expantion port?
>
> Do both computers access extra memory by bank switching the second
> 16k, or does the XE130 do something different?
>
> What does the XE130 have that the 800 doesn't?

# 2092. Re: if atari machines were being sold today ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-27 01:59:25 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <bf1ca191a96690e4ad186c2aa8ab56eb@news.teranews.com>
Source record: 22355

actually, I believe that if Atari had good management (what a joke) that
they would probably be producing something similar to the X-box or the
Playstations that we currently have today.

Atari was very good on its simplicity, even a moron could 'usually' operate
it. Often, you just put the disk/disc/cartridge into the drive/slot/hole
and turned it on.

Imagine a machine as simple as a playstation (put it in and turn it on) with
the sound, graphics, and programmability of one of the complicated computers
we are using now. I imagine it would have internet accessibility as simple
as 'WebTV (but with better graphics), graphics better than a Macintosh, and
3-D surround sound.

Atari went down because the good management left and a bunch of morons moved
in and made some really piss poor management decisions. They brought down a
great company and should be thoroughly horsewhipped.

"rtdos" <rtdos@hotmail.com> wrote in message
news:sybfa.209594$sf5.122703@rwcrnsc52.ops.asp.att.net...
> if the atari company existed as we knew it and they produced some sort of
> eight bit compatible machine like we had (have) would you buy one even
> thought it is not as powerful as the machine you are using to read this
news
> post ?
>
>
> --
> *** REPLY REQUESTED WHEN CONVENIENT ***
>
> Jeff
> http://geocities.com/rtdos
>
>

# 2093. Re: 8-Bit Atari and EtherNet

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-27 02:51:14 UTC
From: ben_yates_iii@yahoo.com
Message-ID: <154d1183.0303261851.56bf616@posting.google.com>
Source record: 22356

"LS" <me@email.com> wrote in message
news:<2f166ae87732f1f8ac262761f83e896a@news.teranews.com>...
> What software is required to use it? How do you map the serial to networking
> on the OS?
>

Basically, the UDS-10 is a serial-to-ethernet converter, allowing you
to use those programs you already have that do serial communication to
access your network or the internet, with the proper support (like in
my case, I use Win98 internet connection sharing).
I can telnet to my TI from any PC on my network using telnet
192.168.0.2:10001, or I can use a terminal program on my TI to connect
to the internet, once I resolve the DNS name (there is no name
resolution).
I have macros setup with those places I 'visit' using the Hayes
protocol support provided in the UDS-10. Then a simple ATDT<IP
ADDR>/PORT will connect me.
With this setup, I could sent/receive emails, get a web page (not real
useful on a terminal program, usually), or read/reply to newsgroups
(given a news server)...

# 2094. Re: Atari XF551 read IBM 360K disk ????

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-27 03:57:51 UTC
From: Hon Tseng <pcuser45@yahoo.com>
Message-ID: <3Fuga.17899$LH3.766268@news1.east.cox.net>
Source record: 22357

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in message
news:3E81ED44.9189BD58@students.uni-mainz.de...
> Well,
> there is a program by Bob Puff called IBMREAD.COM. Think I have also
> some (polish?) programs to a) read (RD360k.COM) and b) write
> (WR360k.COM) IBM formatted 360kbyte disks... -Andreas.
>
>
>
> Hon Tseng schrieb:
> >
> > Can XF551 read IBM 360K disks??? Which OS in Atari 8bit computer is
allowed
> > to read IBM? SpartaDOS ??? or program for Atari can access IBM ? Anyone
> > knows??????
> >
> > Hon Tseng

Where do I get that? Thanks!

Hon Tseng

# 2095. Re: 8-Bit Atari and EtherNet

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-27 06:47:26 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b5u6h6$2cnvc9$1@ID-174234.news.dfncis.de>
Source record: 22358

Hello Ben,

thank you for this usefull tips. The UDS-10 really makes it simple to connect to the internet once you have a serial adapter on you 8bit. It should be easy to adapt existing internet software (like the contiki desktop) to work with this device. The UDS-10 is not cheap (155 Euro here in germany), but it make the software part of an TCP/IP connection really easy and small.

Regards

Carsten

Ben Yates wrote:

> "LS" <me@email.com> wrote in message
> news:<2f166ae87732f1f8ac262761f83e896a@news.teranews.com>...
>> What software is required to use it? How do you map the serial to
>> networking on the OS?
>>
>
> Basically, the UDS-10 is a serial-to-ethernet converter, allowing you
> to use those programs you already have that do serial communication to
> access your network or the internet, with the proper support (like in
> my case, I use Win98 internet connection sharing).
> I can telnet to my TI from any PC on my network using telnet
> 192.168.0.2:10001, or I can use a terminal program on my TI to connect
> to the internet, once I resolve the DNS name (there is no name
> resolution).
> I have macros setup with those places I 'visit' using the Hayes
> protocol support provided in the UDS-10. Then a simple ATDT<IP
> ADDR>/PORT will connect me.
> With this setup, I could sent/receive emails, get a web page (not real
> useful on a terminal program, usually), or read/reply to newsgroups
> (given a news server)...

# 2096. Re: if atari machines were being sold today ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-27 12:00:44 UTC
From: Jon-Paul <pockets@nospam.cix.co.uk>
Message-ID: <b5up5c$350$1@thorium.cix.co.uk>
Source record: 22359

"Leon Howell" <puritan_2076@yahoo.com> wrote in message
news:ae64f04a.0303251752.91ee6e5@posting.google.com...
> > You Know those 'Vtech' pre school/ early school machines?
> >
> > They have a GUI interface, a works style package, regular printer ports
etc.
> > The top of the range ones plug into TVs/old monitors, have a text based
> > browser/Pop email etc. As well as word processors, spread sheets and
> > educational programs.
> >
> > I'm led to belive that they are based on Apple ][ 's to a degree
> >
> > If one of those was based on the Atari chiset, with a 3.5 inch floppy
drive,
> > but retained the SIO and Cartridge port. I would be VERY tempted.
Especialy
> > if it had a switchable boot up for Atari and the other mode.
> >
> > That sort of machine could be a viable comercial idea as well. Catching
both
> > the early school and the retro market.
>
> I thought all of those used undersized lcd's. I might be interested in
> playing with one if if it had a mass storage device and basic. Where
> can I get some info on the ones that use a tv?

Most Do

I have seen 1 that uses a TV.

It the size and style of an ST. As a machine for early school age kids its
seems to me 'more like it'. It packed a 'works' style package in a 16 colour
GUI interface (i assume OS/GUI/Software held on rom). In built floppy dive,
Had ports for Colour Printers etc. I understand its not taken off too well
as most kids have hand me down 486's/Pentiums running works (there are a lot
about). Quick searches for pictures seem to suggest its discontinued

# 2097. Re: if atari machines were being sold today ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-27 12:10:41 UTC
From: Jon-Paul <pockets@nospam.cix.co.uk>
Message-ID: <b5upo1$3gc$1@thorium.cix.co.uk>
Source record: 22360

"Steve S" <j70141@hotmail.com> wrote in message
news:bf1ca191a96690e4ad186c2aa8ab56eb@news.teranews.com...
> actually, I believe that if Atari had good management (what a joke) that
> they would probably be producing something similar to the X-box or the
> Playstations that we currently have today.
>
> Atari was very good on its simplicity, even a moron could 'usually'
operate
> it. Often, you just put the disk/disc/cartridge into the drive/slot/hole
> and turned it on.
>

I reckon they may have held onto the Amiga Project as well, and we would
proberbly have a simple to use PPC based games machine now for sure, and
Maybe, just maybe, a PPC based alternative to the Mac, but without the usual
mac aggro.

But thats just dreaming.

> Imagine a machine as simple as a playstation (put it in and turn it on)
with
> the sound, graphics, and programmability of one of the complicated
computers
> we are using now. I imagine it would have internet accessibility as
simple
> as 'WebTV (but with better graphics), graphics better than a Macintosh,
and
> 3-D surround sound.
>
> Atari went down because the good management left and a bunch of morons
moved
> in and made some really piss poor management decisions. They brought down
a
> great company and should be thoroughly horsewhipped.
>

Get in line ;)

>
> "rtdos" <rtdos@hotmail.com> wrote in message
> news:sybfa.209594$sf5.122703@rwcrnsc52.ops.asp.att.net...
> > if the atari company existed as we knew it and they produced some sort
of
> > eight bit compatible machine like we had (have) would you buy one even
> > thought it is not as powerful as the machine you are using to read this
> news

> > post ?
> >
> >
> > --
> > *** REPLY REQUESTED WHEN CONVENIENT ***
> >
> > Jeff
> > http://geocities.com/rtdos
> >
> >
>
>

# 2098. Re: Atari 800 vs. XE130

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-27 12:17:06 UTC
From: Jon-Paul <pockets@nospam.cix.co.uk>
Message-ID: <b5uq41$3pj$1@thorium.cix.co.uk>
Source record: 22361

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:r4oga.20594$pK4.1844014@newsread1.prod.itd.earthlink.net...
> "Leon Howell" <puritan_2076@yahoo.com> wrote in message
>
> > Does the XF551 really do 38.4k?
>
> Do not have one; but speed is a function of the drive rather than 800 vs
> 130XE.
>
> > Does the chroma-luma (a.k.a. "S-video") use the same pin-out as the
> > C=64? If so, that will make cables easier to find.
>
> Possibly - don't know the 64; I believe cables are similar. XE & 800 video
> Pinouts are on Thunderdome:
> http://www7.brinkster.com/atari/
>

Its a regular 5 pin DIN layout

I use a regular 5pin Din to 4 RCA jacks Audio lead. Seems fine despite the
cable alchemy from there on ;)

> > Wow! I didn't know there *were* hard drives. What other paralel bus
> > devices?
>
> ICD made the Multi-IO interface with a SCSI hard drive connector. Bob Puff
> still makes the Black Box with MIO features plus additional like floppy
> board option; see Mathy's page for more:
> http://www-users.rwth-aachen.de/mathy.van_nisselroy/
>
> > What about ram expantions?
>
> The MIO and the Black Box both contain some RAM normally used for ramdisk
or
> printer buffers. Atari Corp planned a 1090 PBI module that only saw a few
> prototypes. Direct accessible ram mods are not usually PBI connected.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
>
>

>

# 2099. Re: if atari machines were being sold today ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-27 15:21:42 UTC
From: rtdos@hotmail.com
Message-ID: <d2f74a9d.0303270721.3e1bd08b@posting.google.com>
Source record: 22362

Like Enron ? ;-)

"Steve S" <j70141@hotmail.com> wrote in message
news:<bf1ca191a96690e4ad186c2aa8ab56eb@news.teranews.com>...
> actually, I believe that if Atari had good management (what a joke) that
> they would probably be producing something similar to the X-box or the
> Playstations that we currently have today.
>
> Atari was very good on its simplicity, even a moron could 'usually' operate
> it. Often, you just put the disk/disc/cartridge into the drive/slot/hole
> and turned it on.
>
> Imagine a machine as simple as a playstation (put it in and turn it on) with
> the sound, graphics, and programmability of one of the complicated computers
> we are using now. I imagine it would have internet accessibility as simple
> as 'WebTV (but with better graphics), graphics better than a Macintosh, and
> 3-D surround sound.
>
> Atari went down because the good management left and a bunch of morons moved
> in and made some really piss poor management decisions. They brought down a
> great company and should be thoroughly horsewhipped.
>
>
> "rtdos" <rtdos@hotmail.com> wrote in message
> news:sybfa.209594$sf5.122703@rwcrnsc52.ops.asp.att.net...
> > if the atari company existed as we knew it and they produced some sort of
> > eight bit compatible machine like we had (have) would you buy one even
> > thought it is not as powerful as the machine you are using to read this
> news
> > post ?
> >
> >
> > --
> > *** REPLY REQUESTED WHEN CONVENIENT ***
> >
> > Jeff
> > http://geocities.com/rtdos
> >
> >

## 2100. Atari XE/XL red screen and not booting

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-27 16:05:20 UTC
From: Dub <dubaloo@yahoo.com>
Message-ID: <xlFga.154$qi3.3@newsfep3-gui.server.ntli.net>
Source record: 22363

Hi

I have an Atari xegs (pal) and when I power it up all I get is a dark red almost brown screen, I have seen this fault also on the 800xl. Has anyone else come across this problem before and managed to solve it?

I have replaced the ram but no luck. I have read somewhere that it may be the PSU, but I have checked this on a good machine and it is fine.

Anthony.

## 2101. interfacing standard atari joysticks to pc game port ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-27 17:57:29 UTC
From: rtdos@hotmail.com
Message-ID: <d2f74a9d.0303270957.f7dc239@posting.google.com>
Source record: 22364

```
is it possible (and how do i do it) to interface a standard atari
joystick through the pc game port for use with atari emulator ?
```

# 2102. Re: Atari XE/XL red screen and not booting

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-27 18:59:45 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e834a51$0$49108$e4fe514c@news.xs4all.nl>
Source record: 22365

Could be faulty RAM or ROM.

"Dub" <dubaloo@yahoo.com> wrote in message
news:xlFga.154$qi3.3@newsfep3-gui.server.ntli.net...
> Hi
>
> I have an Atari xegs (pal) and when I power it up all I get is a dark red
> almost brown screen, I have seen this fault also on the 800xl. Has anyone
> else come across this problem before and managed to solve it?
>
> I have replaced the ram but no luck. I have read somewhere that it may be
> the PSU, but I have checked this on a good machine and it is fine.
>
> Anthony.
>
>
>
>
>

# 2103. Re: Atari XE/XL red screen and not booting

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-27 20:44:26 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <b5vnsk$ca6$1@reader11.wxs.nl>
Source record: 22366

I have had RED screen with:

BAD RAM
BAD ROM

and BAD CPU

Greetz,
Marius

"Dub" <dubaloo@yahoo.com> schreef in bericht
news:xlFga.154$qi3.3@newsfep3-gui.server.ntli.net...
> Hi
>
> I have an Atari xegs (pal) and when I power it up all I get is a dark red
> almost brown screen, I have seen this fault also on the 800xl. Has anyone
> else come across this problem before and managed to solve it?
>
> I have replaced the ram but no luck. I have read somewhere that it may be
> the PSU, but I have checked this on a good machine and it is fine.
>
> Anthony.
>
>
>
>
>

# 2104. ADV: FREE Atari Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-27 21:16:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0303271314270.21796-100000@shell1.aracnet.com>
Source record: 22367
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org Ben's Catalogs Area! Check out my Atari Catalogs as I've updated 6 of 8 Catalogs! Lots of Items I have 1, 2 or a few of. I've Sold some inventory, deleting Items from Catalogs and added new Items including some rare GEMs!Like highly Modified and UpGraded Rev.7 1050 Happy Drives for the Atari 8 Bit! The Discovery Cartridge, makes your ST Drive copy anything! From Happy Computers!+NEW in BOX Jaguar Base Units and Jag CD Players plus Newly Purchased DooM,Brutal Sports Football & Troy Aikman Football. Brand New for the Jaguar! Plus more Games for the Atari 8 Bit like, Defender, Donkey Kong, Donkey Kong Junior, E.T. Phone Home and Joust! And my ST Games/Software Catalog is PHAT-ter than it's ever been, bulging with Atari Games. Like Crystal Castles, Cannon Fodder, Carrier Command and California Games both 1 & 2! So act now!While Inventory Lasts! http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 2105. ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-27 21:23:59 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0303271317120.21796-100000@shell1.aracnet.com>
Source record: 22368
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale,rec.games.video.atari

Times are hard right now, not only for Bravo Sierra, but for most of all Atari Dealers.People are so scared they're holding onto there last Dollar! Plus this time of year usually slows down with Taxes Come Due. If you want to help, your business is welcome. Not only do I need your Business, but Atari Dealers in General! Support your favourite Atari Dealer!Bravo Sierra Computer's, Video 61, Best Electronics and yes B & C Computer Visions! You don't have to buy from me, there are others worthy of your Atari Business!

http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/adoption.htm Atari Adoption Agency!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 2106. Re: Atari XE/XL red screen and not booting

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-27 21:51:04 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e837279$0$49105$e4fe514c@news.xs4all.nl>
Source record: 22369

Hmm could be but my experiences with the XEGS are that both the RAM and ROM
go defective I repaired atleast 4 systems with the same error... already...

Had no defective cpu until now...

Check the system if the RAM get's hot this indicates bad ram there are 2 ram
chips 4464 in there on the left side of the board... near the keyboard
connector...

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:b5vnsk$ca6$1@reader11.wxs.nl...
> I have had RED screen with:
>
> BAD RAM
> BAD ROM
>
> and BAD CPU
>
> Greetz,
> Marius
>
> "Dub" <dubaloo@yahoo.com> schreef in bericht
> news:xlFga.154$qi3.3@newsfep3-gui.server.ntli.net...
> > Hi
> >
> > I have an Atari xegs (pal) and when I power it up all I get is a dark
red
> > almost brown screen, I have seen this fault also on the 800xl. Has
anyone
> > else come across this problem before and managed to solve it?
> >
> > I have replaced the ram but no luck. I have read somewhere that it may
be
> > the PSU, but I have checked this on a good machine and it is fine.
> >
> > Anthony.
> >
> >
> >
> >
> >
>
>

## 2107. Indus GT Technical Manuals

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-27 22:15:35 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b5vste$dmo1$1@ID-174234.news.dfncis.de>
Source record: 22370

Hello,

does anybody have the technical manuals for the INDUS GT Drive, like the ROM Source code or the "INDUS GT technical user notes"? Had anyone sourcecode of the synchromesh drivers?

I would like to play around with the Indus.

Best regards

Carsten Strotmann

# 2108. Re: 8-Bit Atari and EtherNet

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-28 01:04:22 UTC
From: Chris Martin <cmartin_at_ti_dot_com@a.a>
Message-ID: <3E839F96.DE478731@a.a>
Source record: 22371

TXG wrote:

> You can just make your own Ethernet adapter like the c64 by getting a
> embedded ethernet controller.
>
> Look at: http://www.dunkels.com/adam/tfe/
>
> The contiki desktop and uip do support it. I have tryed to make one but due
> lack of time right now, I am not be able to finish it.
>
> Maybe someone else can give it a try. The schematic is also free for
> download and simple. I was thinking of making it cartridge based at address
> $D5xx instead of $DExx of the C64.
>

There is already _some_ discussion at:

http://groups.yahoo.com/group/atari_ethercart

Although interest has fallen off lately.

I have outlined a way to connect the embedded ethernet controller to the atari
in this message:

http://groups.yahoo.com/group/atari_ethercart/message/12

However, I haven't had the time to wire it up.

We would need someone to write the driver for it, but maybe Adam Dunkels
already has this taken care of...just need to point to the Atari Addresses for
the controller.

Regards,
Chris Martin

# 2109. Re: Indus GT Technical Manuals

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-28 03:42:54 UTC
From: Mo <momo@atariland.com>
Message-ID: <2xPga.75$C86.26798@twister.austin.rr.com>
Source record: 22372

Usually I'll see an Indus auctioning on Ebay then about two weeks later someone is asking for help 'fixing' it. Honestly I'm not going to even bother with these drives, they seem to be fragile. Hope you find what you're looking for though 8-).

Mo

"Carsten Strotmann" <cas_news@strotmann.de> wrote in message news:b5vste$dmo1$1@ID-174234.news.dfncis.de...
> Hello,
>
> does anybody have the technical manuals for the INDUS GT Drive, like the ROM
> Source code or the "INDUS GT technical user notes"? Had anyone sourcecode
> of the synchromesh drivers?
>
> I would like to play around with the Indus.
>
> Best regards
>
> Carsten Strotmann

## 2110. 130k to 260k disk...

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-28 05:46:34 UTC
From: Hon Tseng <pcuser45@yahoo.com>
Message-ID: <_kRga.22357$LH3.1147244@news1.east.cox.net>
Source record: 22373

I am wondering if XF551 is possible to format the 40 tracks, 26 sectors, 256 bps, ~266k per side media disks. both side storages 512KB. Anyone knows?

Hon

# 2111. Re: interfacing standard atari joysticks to pc game port ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-28 06:01:01 UTC
From: kvan@madbbs.com
Message-ID: <4508e45e.0303272201.2361d7b7@posting.google.com>
Source record: 22374

rtdos@hotmail.com (rtdos) wrote in message
news:<d2f74a9d.0303270957.f7dc239@posting.google.com>...
> is it possible (and how do i do it) to interface a standard atari
> joystick through the pc game port for use with atari emulator ?

Yes it is possible :)

The way I did it can be found at this web site:
<http://random64.emuhq.com/doc1/Joy2600-PC_eng.shtml>. It uses a game
controller to interface your joystick to and requires no parts other
than a switch if you want to use it for both a real Atari computer and
a PC. I did not include the switch in the circuit because I do not
plan to use the joystick for a real Atari computer, just for the pc.
There is also information here for interfacing paddle controllers to
the game port, but I haven't tried that yet.

Another method can be found at the following web site:
<http://www.epanorama.net/documents/joystick/pc_circuits.html#atari_pc_converter>
it requires more parts and building a circuit board.

# 2112. Re: Sweet 16 Interpreter ATARI Sourcecode

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-28 07:00:04 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0303272300.24a84baa@posting.google.com>
Source record: 22375

Carsten Strotmann <cas_news@strotmann.de> wrote in message
news:<b5t8iv$2cdeu6$1@ID-174234.news.dfncis.de>...
> Hello,
>
> I ported the Sweet 16 Interpreter from the APPLE II ROM (done by Steve
> Wozniak) to the ATARI. You find a disk image and sources for BIBO-Assembler
> and Mac/65 at http://www.strotmann.de/twiki/bin/view/APG/AsmTips
>
> Sweet 16 (do not confuse with the 65816 Ugrade with the same name) is a
> software assembler extension. It gives you a kind of 16 x 16 Bit registers
> and new opcodes for a simulated 6502 16 BIT CPU. The binary code is very
> lean, and the original sources done by Steve Wozniak are an example for
> tricky good 6502 programming.
>
> ----
>
> This was the first time I used Mac/65 for a project (Vers 1.01 Cart), and I
> got a lot of "Phase Error 13" I cannot find the cause. Can anyone give me a
> hint what is wrong with my Mac/65 source?
>
> Have fun!
>
> Carsten Strotmann

I finally got a chance to look at your source and it needs some more
pound signs (#)?

1510 LDA >SET

evaluates on first pass differently than it does on second pass,
thus the phase error. On first pass, SET is a two byte address,
on second, its a single byte label. This shifts the whole deal
off by one byte, and that's where the 'phase' part comes in.

1510 LDA # >SET

is good to go, but I don't know if the result is what you really
want, I didn't look any farther than fixing phase error with this
line, but did notice that you had a whole table of similar non-
pound signed low byte, high byte stuff going on. You'll have to
figure out if it works OK as is with just the fix above or not,
but at least you know where the trouble is. I don't think
I've ever used a non-pound signed low, high byte symbol with
mac/65, but then I didn't know you could do without it either.
So I learned something too, that's a fair trade in my book.

# 2113. Re: interfacing standard atari joysticks to pc game port ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-28 09:08:56 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b613f8$t7k$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 22376

Hi,

> is it possible (and how do i do it) to interface a standard atari
> joystick through the pc game port for use with atari emulator ?

Yes, and Atari++ supports this. (And I'm using it). For the kind of
"interface" Atari++ supports it requires :

1) A 9 pin sub-D "male" connector for the joystick.
2) A 12 pin sub-D "male" connector for the PC (huh, I hope this is right,
please check)
3) 6 22K resistors and wire
4) soldering iron

No active components are required, and the above parts are worth only a few
cents. Connect the joystick output lines to the four trigger lines of
the PC joystick, connect the "up down" and "left right" potentiometer inputs
by two 22K resistors in series (forming a 44K resistor, basically) with +5V.
Solder two 22K resistors in series to the trigger output of the joystick,
and connect the end of these two resistors with the middle point between
the other two 22K connecting "left right" pot with +5V. Connect ground to
ground. Then adjust the movements in Atari++ with your wiring and off you go.

Ok, I guess I should include schematics for this in the next release of
Atari++ which will be ready next week anyhow.

Greetings,
Thomas

# 2114. Re: Atari XE/XL red screen and not booting

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-28 10:42:57 UTC
From: Dub <dubaloo@yahoo.com>
Message-ID: <uHVga.4888$ls4.1184239@newsfep2-win.server.ntli.net>
Source record: 22378

Thanks for the replies,

I know the RAM is ok, I took out the ram and tried it in a 600xl upgraded to 64k, I would try the ROM next, but I have no replacement, would an xl Rom work to get it running? obviously without the missile command game, if not I can get someone to burn an eprom but what sort would I need?

Regards
Anthony

TXG wrote in message <3e837279$0$49105$e4fe514c@news.xs4all.nl>...
>Hmm could be but my experiences with the XEGS are that both the RAM and ROM
>go defective I repaired atleast 4 systems with the same error... already...
>
>Had no defective cpu until now...
>
>Check the system if the RAM get's hot this indicates bad ram there are 2
ram
>chips 4464 in there on the left side of the board... near the keyboard
>connector...
>
>"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
>news:b5vnsk$ca6$1@reader11.wxs.nl...
>> I have had RED screen with:
>>
>> BAD RAM
>> BAD ROM
>>
>> and BAD CPU
>>
>> Greetz,
>> Marius
>>

# 2115. Re: Sweet 16 Interpreter ATARI Sourcecode

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-28 11:24:03 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b617u8$mnf2$1@ID-174234.news.dfncis.de>
Source record: 22377

Hi,

thank you for the tips. This must be the problem. I need the high-byte of
the page where the SET-Lable resides, so I was missing the pound sign. I
will be at home on sunday and test this out, I will post a follow up to
tell you if this works. Thanks for helping me

Carsten

Lee wrote:
----
>>
>> This was the first time I used Mac/65 for a project (Vers 1.01 Cart), and
>> I got a lot of "Phase Error 13" I cannot find the cause. Can anyone give
>> me a hint what is wrong with my Mac/65 source?
>>
>> Have fun!
>>
>> Carsten Strotmann
>
> I finally got a chance to look at your source and it needs some more
> pound signs (#)?
>
> 1510 LDA >SET
>
> evaluates on first pass differently than it does on second pass,
> thus the phase error. On first pass, SET is a two byte address,
> on second, its a single byte label. This shifts the whole deal
> off by one byte, and that's where the 'phase' part comes in.
>
> 1510 LDA # >SET
>
> is good to go, but I don't know if the result is what you really
> want, I didn't look any farther than fixing phase error with this
> line, but did notice that you had a whole table of similar non-
> pound signed low byte, high byte stuff going on. You'll have to
> figure out if it works OK as is with just the fix above or not,
> but at least you know where the trouble is. I don't think
> I've ever used a non-pound signed low, high byte symbol with
> mac/65, but then I didn't know you could do without it either.
> So I learned something too, that's a fair trade in my book.

# 2116. Re: who designed or invented the first emulator

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-28 15:43:06 UTC
From: Steven Posey <steven.posey@pardee-med.org>
Message-ID: <3jq88vkil1sum4ads24al5sgicrhbgd386@4ax.com>
Source record: 22379

On Tue, 18 Mar 2003 04:40:36 GMT, shawnjefferson@shaw.caREMOVEPLS
(Shawn Jefferson) wrote:

>Steven Posey <steven.posey@pardee-med.org>:
>>The XL Translator was really more of what we used to call a "software
>>wedge." It didn't emulate anything. It merely wedged itself in with
>>the OS ROM, which intercepted calls that were buggy in the XL ROM and
>>instead used the appropriate calls as if the XL were a 400/800.
>
>Not really. The Translator disk was actually the OS from the 400/800. The
>XL/XE range had RAM under the ROM and you could bank the RAM in and ROM
>out. So the translator turns interrupts off, banks the RAM in and loads
>the 400/800 OS into memory. You are now running an 800 and games that used
>illegal entry points instead of the vectors would now work.
>
>---
>Shawn Jefferson
>(fix reply to for email)

The way it was described to me back then was that it didn't load the
entire 800 ROM image, just the functions that needed to be altered to
run the older software. I've never heard before that it loaded the
entire 800 ROM into RAM. That's why I was thinking "wedge." I used
to write software for the 800 that redirected ROM functions to do
other cool stuff (sadly, just to impress my friends, not to make
money). I was assuming that's how the translator worked.

Steven

# 2117. Re: who designed or invented the first emulator

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-28 16:17:49 UTC
From: Steven Posey <steven.posey@pardee-med.org>
Message-ID: <jdr88vgla7mdcn1ktp58on6bjbpov57h6v@4ax.com>
Source record: 22380

On 18 Mar 2003 09:04:52 GMT, Thomas Richter
<thor@cleopatra.math.tu-berlin.de> wrote:

>Not really. There is nothing "buggy" about ROM calls in the XL, at least
>nothing that broke games from working. Instead, most of these games were
>broken by using direct jump addresses into the ROM instead of using the
>documented ROM vectors. QS-Forth and QS-Forth compiled programs are a
>wonderful example of how bad software can be. Another popular reason for
>software crashes on the XL series is the shorter printer buffer in the XL
>ROM. Address 0x3fa used to be part of the printer buffer in the A800 and
>was, amongst the remaining buffer, frequently used as temporary storage for
>some programs. Unfortunately, in the XL ROMs this is a shadow register of
>the GTIA TRIG3 signal that indicates whether a cart got inserted. Even worse,
>the Os vertical blank compared the shadow register against TRIG3 and stopped
>program execution if the two were not found identical. Unfortunately, some
>software modified the shadow register as said, and hence locked out itself.
>(Bakterion! being one example) Strictly speaking, those programs are buggy
>as well; the area from 0x200 to 0x5ff is reserved for Os ROM purposes and not
>for application software. Not that anyone cared these days...

Never had an XL, just an 800 and a 130XE, but a friend of mine had
one. He always had problems with Rev. B BASIC (didn't everyone who
had it?), and almost always had to use the translator. In our teenage
opinions in the 1980s, not being 100% backward compatible was being
"buggy."

You're totally right, of course. It was the software's fault to use
inappropriate ROM jumps. I remember vividly how bad Bacterion was on
the XL. I think my friend managed to make a boot disk with the
translator autoloading before Bacterion because it was such a problem.

Rev. B BASIC, however, WAS buggy, especially in terms of the inflated
file size every time you saved a program. The workaround was to LIST
the file to disk, but those of us who were habitual SAVEers were
annoyed by this change. My memory of XL being "buggy" has more to do
with Rev. B being in ROM than with the actual OS.

Rev. C BASIC was a welcome addition to many XL users' cartridge
libraries, I'm sure. That's my revision of choice for my 800, and
luckily the revision in the 130XE ROM.

>> Computer emulation as a whole dates back even further than the
>> original Atari 400/800 line. Just one look at Infocom should tell you
>> that. Granted, the Z-machine wasn't a real computer, but the fact
>> that they created a virtual machine to run on many different platforms
>> to play all that great interactive fiction is proof enough for me that

>> the concept of emulation is older than our beloved Ataris.
>
>You'll find emulator concepts even in the 60's. Look into volume I of
>D. Knuth's "The Art of Programming" and you'll find that Knuth mentions
>some emulation software there.
>
>Greetings,
> Thomas

Exactly. I used the Z-machine as an example because most everyone here would know what I was talking about. I have a vague memory of reading an article that mentioned earlier emulators, but I didn't know for sure what the timeframe was. Thanks for the reference.

Steven

# 2118. Re: - QS Forth

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-28 21:22:57 UTC
From: Carsten <info_news@strotmann.de>
Message-ID: <20030328221633992+0100@news.cis.dfn.de>
Source record: 22381

Hello Winston,

I have a website with infos about ATARI 8bit FORTH Systems
http://www.strotmann.de/twiki/bin/view/APG/LangForth

There are two FORTH Systems (to my knowledge) that work from DOS, ES-
FORTH and the new X-FORTH.

Feel free to write me an email if you need additional information on
FORTH Systems.

Best regards

Carsten Strotmann

[ Note: I have found a version of Atari fig-
> FORTH that comes on a SpartaDOS disk. Is there a version of fig-FORTH
> on a MyDOS or DOS 2.x disk? ] --- Synchronet 3.10L-Linux NewsLink 1.43
> * Planet Maca's Opus - Winsted, Ct - 860-738-7176 telnet://pinkrose.
> dhis.org
>

## 2119. Re: who designed or invented the first emulator

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-28 22:31:25 UTC
From: Mo <momo@atariland.com>
Message-ID: <134ha.4230$C86.157978@twister.austin.rr.com>
Source record: 22382

This question should really be posted to alt.folklore.computers , thats
where the old UNIVAC users hang out. I'd be willing to bet they were doing
emulations as far back as then, UNIVAC emulating an EDSAC maybe?
Mo

"Steven Posey" <steven.posey@pardee-med.org> wrote in message
news:jdr88vgla7mdcn1ktp58on6bjbpov57h6v@4ax.com...
> On 18 Mar 2003 09:04:52 GMT, Thomas Richter
> <thor@cleopatra.math.tu-berlin.de> wrote:
>
> >Not really. There is nothing "buggy" about ROM calls in the XL, at least
> >nothing that broke games from working. Instead, most of these games were
> >broken by using direct jump addresses into the ROM instead of using the
> >documented ROM vectors. QS-Forth and QS-Forth compiled programs are a
> >wonderful example of how bad software can be. Another popular reason for
> >software crashes on the XL series is the shorter printer buffer in the XL
> >ROM. Address 0x3fa used to be part of the printer buffer in the A800 and
> >was, amongst the remaining buffer, frequently used as temporary storage
for
> >some programs. Unfortunately, in the XL ROMs this is a shadow register of
> >the GTIA TRIG3 signal that indicates whether a cart got inserted. Even
worse,
> >the Os vertical blank compared the shadow register against TRIG3 and
stopped
> >program execution if the two were not found identical. Unfortunately,
some
> >software modified the shadow register as said, and hence locked out
itself.
> >(Bakterion! being one example) Strictly speaking, those programs are
buggy
> >as well; the area from 0x200 to 0x5ff is reserved for Os ROM purposes and
not
> >for application software. Not that anyone cared these days...
>
> Never had an XL, just an 800 and a 130XE, but a friend of mine had
> one. He always had problems with Rev. B BASIC (didn't everyone who
> had it?), and almost always had to use the translator. In our teenage
> opinions in the 1980s, not being 100% backward compatible was being
> "buggy."
>
> You're totally right, of course. It was the software's fault to use
> inappropriate ROM jumps. I remember vividly how bad Bacterion was on
> the XL. I think my friend managed to make a boot disk with the
> translator autoloading before Bacterion because it was such a problem.

>
> Rev. B BASIC, however, WAS buggy, especially in terms of the inflated
> file size every time you saved a program. The workaround was to LIST
> the file to disk, but those of us who were habitual SAVEers were
> annoyed by this change. My memory of XL being "buggy" has more to do
> with Rev. B being in ROM than with the actual OS.
>
> Rev. C BASIC was a welcome addition to many XL users' cartridge
> libraries, I'm sure. That's my revision of choice for my 800, and
> luckily the revision in the 130XE ROM.
>
> >> Computer emulation as a whole dates back even further than the
> >> original Atari 400/800 line. Just one look at Infocom should tell you
> >> that. Granted, the Z-machine wasn't a real computer, but the fact
> >> that they created a virtual machine to run on many different platforms
> >> to play all that great interactive fiction is proof enough for me that
> >> the concept of emulation is older than our beloved Ataris.
> > >
> >You'll find emulator concepts even in the 60's. Look into volume I of
> >D. Knuth's "The Art of Programming" and you'll find that Knuth mentions
> >some emulation software there.
> > >
> >Greetings,
> > > Thomas
>
> Exactly. I used the Z-machine as an example because most everyone
> here would know what I was talking about. I have a vague memory of
> reading an article that mentioned earlier emulators, but I didn't know
> for sure what the timeframe was. Thanks for the reference.
>
> Steven
>

## 2120. PS/2 keyboard connects to XEGS possibly???

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-28 22:35:45 UTC
From: Hon Tseng <pcuser45@yahoo.com>
Message-ID: <574ha.450$yh1.95301@news1.east.cox.net>
Source record: 22383

I dont like XEGS keyboard cuz the keyboard is too soft. I like PS/2 Keyboard. I feel as if I am a professional typewriter. Is it possible to interface a PS/2 Keyboard to the Atari keyboard port in XEGS machine?

Hon

# 2121. Re: who designed or invented the first emulator

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-29 01:39:47 UTC
From: ben_yates_iii@yahoo.com
Message-ID: <154d1183.0303281739.1120dcf9@posting.google.com>
Source record: 22384

carmel_andrews@hotmail.com (carmel) wrote in message
news:<6912483e.0303161324.e500f03@posting.google.com>...
> I was wondering who or what came up with the whole Idea of
> computer/console emulation
>
<snip>

I think this is one subject that would just be to hard to prove, given that the definition of what truly is an emulator isn't set in concrete.
My first computer was a TI-99 (the 99/4 came out in 1979). It has within its ROM an interpreter, call the GPL interpreter. Basically, it 'emulates' a byte-oriented, stack-based processor that doesn't even exist. The syntax isn't even close to the TMS99xx processor line, and it appears to have been written as a 'layer' between the application programmer and the machine to make development easier. The TMS99xx line doesn't have a stack, is word-oriented, and the 99/4 has several different 'memories' (RAM/ROM, VDP, GROM) that have to be addressed differently (GPL's layer of abstraction removes these differences). Too bad that the implementations of GPL assemblers created by others (other than TI) actually makes programming in GPL harder than in 9900 assembly!

Ben

# 2122. Re: Graphic Master

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-29 03:12:00 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <4a8ha.627$lZ2.59619@newsread1.prod.itd.earthlink.net>
Source record: 22385

I remember dabbling with it in the '80s as it came with some clip art of chemistry paraphenalia. Still have the manual around, but not sure where the disk is now. Never tried an ATR transfer as I remembered it being copy protected.

That was a bit of very impressive programming and the only place DataSoft put the author's name was on the splash screen and one image of that opening display in the booklet.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Courtney Goodin" <cgoodin@primenet.com> wrote in message
> I wrote a graphics editor that was distributed by Datasoft in the Early
> Eighties called Graphic Master.
> It was a graphics Mode 7 and Mode 8 Editor that allowed drawing with the
> Joystick, cut, copy and paste. and Allowed you to load and save your
> creations. It was written in a Hybrid of Basic and Machine language.
> I have the Original Disks and am thinking about releasing them to the web
if
> anyone is interested. I would need to get a cable made to create the
Disk
> Files. Don't know if it will run on the Emulator because it uses some
> memory areas not used by DOS and some under the Basic. Has anyone on this
> forum (a). ever heard of this program and (b) ever created an ATR file
from
> it's disk?
>
> I also wrote the first Color Printer Drivers for the Atari 8 bit machines.
> It was Called "Color Print" and used a standard Epson MX80 or NEC dot
matrix
> Printer to print in Color using multple passes with colored Carbon Paper.
> This program helped convince Epson that there was a market for Color
> Printers that used colored Ribbons.
>
> It has been a long time since I looked at that code so I am a little rusty
> on what I did 20 years ago. I spent many nights of obsessed crunching of
> code to allow more features to be added and ended up sticking relocatable
ML
> code wherever I could find a few bytes that weren't being used by the OS.
>
> ----Courtney Goodin

>

# 2123. Re: Atari 800 vs. XE130

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-29 06:53:37 UTC
From: Hidehiko Ogata <hog@aqu.bekkoame.ne.jp>
Message-ID: <G2.Q2.fO2OFnG5OZaO2xc.NR@aqu.bekkoame.ne.jp>
Source record: 22386

I suppose it should be mentioned that stock 130XE has quite a mushy
keyboard, a real strain on your fingers... but thankfully, good
conversion kits are available from Best. (I've come to actually like
it. Who would have thought? :)
--
// }{idehiko ()gata "I'm not like other people.
\X/ Amiga since '86 I can't stand pain.
It hurts me." - Daffy Duck

# 2124. Re: ML routine

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-29 17:30:05 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v8blsf7n0sd384@corp.supernews.com>
Source record: 22387

I'm back.
Ron has some suggestions, some sort of indirection.
I do have other routines using page 6.
And I'm using most available $CB-$D1. I didn't
know $D4-$D5 holds the ADR(ML$), or you say
I put it there? I don't understand the ADC (DEST-START)&#FF, dind't know
ASMED would do
that sort of stuff.
The BVC idea I sorta thought of doing multiple
branches to reach up the code.
I think I have one more page 0 location to do indirect
JMP and I might do that.
Thanks

# 2125. Re: Graphic Master

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-29 19:51:54 UTC
From: Courtney Goodin <cgoodin@primenet.com>
Message-ID: <uPmha.14170$Zo.6380@sccrnsc03>
Source record: 22388

Yeah, Datasoft wasn't much on giving credit to it's program creators. But since I really wasn't a Datasoft employee, ( I had written the program independently and just licensed it to them for distribution) they couldn't do much about the splash screen. It also was part of the copy protection. If you changed the splash screen the program would not run. I thought it was a clever way of preventing someone else from taking credit for the coding...
---Courtney

"Ron Hamilton" <oldatarian@atariland.com> wrote in message news:4a8ha.627$lZ2.59619@newsread1.prod.itd.earthlink.net...
> I remember dabbling with it in the '80s as it came with some clip art of
> chemistry paraphenalia. Still have the manual around, but not sure where the
> disk is now. Never tried an ATR transfer as I remembered it being copy
> protected.
>
> That was a bit of very impressive programming and the only place DataSoft
> put the author's name was on the splash screen and one image of that opening
> display in the booklet.
>
> --
> Ron
>

## 2126. POKEY chips?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-30 09:05:23 UTC
From: misterbumpy73@wmconnect.com
Message-ID: <20030330040523.28679.00000103@mb-cg.wmconnect.com>
Source record: 22389

Do pretty much all 8-bit Atari machines use the same POKEY? I have been looking for a second one latelt and was wondering if I could mount one from a fried 2600 into my 800XL.

Any ideas? Thanks in advance!

# 2127. Re: POKEY chips?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-30 12:25:03 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <NIBha.46527$Rc7.676504@news2.e.nsc.no>
Source record: 22390

Maybe the chip inside the Ballblazer cartridge on the Atari 7800. I don't think the 2600 has this chip, pretty sure it is another one.

And Atari 5200, that might use the same chip.

"Mister Bumpy73" <misterbumpy73@wmconnect.com> skrev i melding news:20030330040523.28679.00000103@mb-cg.wmconnect.com...
> Do pretty much all 8-bit Atari machines use the same POKEY? I have been looking
> for a second one latelt and was wondering if I could mount one from a fried
> 2600 into my 800XL.
>
> Any ideas? Thanks in advance!

# 2128. Re: PS/2 keyboard connects to XEGS possibly???

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-30 20:13:53 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e87503b$0$49100$e4fe514c@news.xs4all.nl>
Source record: 22391

Hi,

Check http://members.aol.com/MacFalkner/atari/aki/ for an PC keyboard
interface for the Atari 8-bit.

TXG/MNX

"Hon Tseng" <pcuser45@yahoo.com> wrote in message
news:574ha.450$yh1.95301@news1.east.cox.net...
> I dont like XEGS keyboard cuz the keyboard is too soft. I like PS/2
> Keyboard. I feel as if I am a professional typewriter. Is it possible to
> interface a PS/2 Keyboard to the Atari keyboard port in XEGS machine?
>
> Hon
>
>
>

# 2129. Re: ML routine

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-31 01:39:19 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <b%Mha.576$4P1.45263@newsread2.prod.itd.earthlink.net>
Source record: 22392

Hi Russ;

Basic puts the USR( ) destination in $D4-5 as a consequence of doing FP math
to evaluate the first argument.

Yes, Asmed will do simple math on parameters; not certain if it uses the
parentheses grouping or just L-->R expansion.

The BVC would need only 3 steps in 384 byte code and both forward and back
code can be in them:

```
CMP ARGUMENT
BNE LATER_ONE
...
CLV
BVC AROUND
LATER_ONE BNE LATER_TWO
GOING_BACK BMI EARLIER
AROUND LDA CODE...
```

Btw, indirect JMP( ) uses a 2-byte argument and does not need zero page.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Russ Gilbert" <russg@en.com> wrote in message
news:v8blsf7n0sd384@corp.supernews.com...
> I'm back.
> Ron has some suggestions, some sort of indirection.
> I do have other routines using page 6.
> And I'm using most available $CB-$D1. I didn't
> know $D4-$D5 holds the ADR(ML$), or you say
> I put it there? I don't understand the ADC (DEST-START)&#FF, dind't know
> ASMED would do
> that sort of stuff.
> The BVC idea I sorta thought of doing multiple
> branches to reach up the code.
> I think I have one more page 0 location to do indirect
> JMP and I might do that.
> Thanks
>

# 2130. Re: ML routine

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-31 02:51:33 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v8fb50np39gee2@corp.supernews.com>
Source record: 22393

Hi, Ron, everbody.
Ok, indirect jump doesn't need page 0.
I understand that better than the multiple branches.
All I have to do is pass adr ML$ with the usr call
and PLA HI, STA some $6xx, PLA LO, STA.
and then ADC the offset to my loop beginning.
I have ml code scribbled on yellow sheets of paper.
And I have written in asmeditor and asmed it ok.
Not the JMP ($6xx) code yet, just the adds and
multiplies and the STAs to screen memory and
reads from the ROM char set, that get poked.
It's a fairly fun game for the non-joystick jockey, just
a simple dice game.
Thanks

## 2131. Bill Kendrick Gem Drop Question

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-31 02:55:01 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v8fbbg8t1hof87@corp.supernews.com>
Source record: 22394

My daughter bought a set of three PC games.
One is called 'Gem Drop', and I think resembles
the one by Bill. My question, is this PC game
a port of Bill's game, or Bill's game is the port?

# 2132. Re: Bill Kendrick Gem Drop Question

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-31 07:15:34 UTC
From: bill@newbreedsoftware.com
Message-ID: <qWRha.2001$JX2.173684@typhoon.sonic.net>
Source record: 22395

Russ Gilbert <russg@en.com> wrote:
> My daughter bought a set of three PC games.
> One is called 'Gem Drop', and I think resembles
> the one by Bill. My question, is this PC game
> a port of Bill's game, or Bill's game is the port?
>

Is it "Gem Drop X"? If so, that's mine. [*]
If not, then, well, it's someone else's game by the same name.

[*] Shortly after writing Gem Drop in Action! for the Atari, I ported it to
C for Unix with X-Window, and called it 'Gem Drop X'. Eventually, I
replaced the Unix/X-Window code with SDL, which allows it to run under
Unix, Windows, Mac, etc.

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

## 2133. I need the file ultima3.a8k

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-31 07:39:48 UTC
From: yasar wadie <wadie@videotron.ca>
Message-ID: <xFSha.31264$r03.291337@wagner.videotron.net>
Source record: 22396

someone has this file ?
ultima3.a8k

## 2134. Re: POKEY chips?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-31 11:20:18 UTC
From: misterbumpy73@wmconnect.com
Message-ID: <20030331062018.27720.00000167@mb-fp.wmconnect.com>
Source record: 22247

Hmm, okay, thanks... I'll keep checking into it.

I know the 5200 has a POKEY and since some 2600 games have a lot of the same funky sounds, I thought that perhaps I might find one in there.

I'll keep digging.

## 2135. Text Adventures -- IF Archive

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-31 11:42:46 UTC
From: daviddayton@potchgult.com
Message-ID: <be5cca2e.0303310342.679eeedf@posting.google.com>
Source record: 22248

I was perusing the IF archive recently and I realised that there are piles and piles of old text adventures written for the Atari 8-bit computers (400/800/XL/XE) that simply aren't present in the archive. As one of my favorite adventures of all time is on that platform (Escape from Dispozon), I thought I'd try to get more of the free/pd/shareware Atari adventures into the archive. The IF archive (http://www.ifarchive.org) houses old text adventures on multiple systems, as well as new adventures, but the Atari adventure selection is very, -very- limited.

Does anyone know of a "quick and easy" place to find most of these adventures for the Atari so they could be transferred into the IF Archive?

Also, given that the archive would be primarily used by folks without an actual Atari, do you think it would be best to pack the original game file and a disk image of that game file (for use with emulators) in a ZIP or ARC file when on the IF Archive?

I really didn't want some of the Atari stuff to fade away... and it really is a great resource. For that matter, feel free to submit stuff to the archive yourselves.. or perhaps we could get together a list of all known Atari adventure games (text, text & graphic, graphic) so none are missed?

-- David

## 2136. Galactic Empires

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-31 15:53:24 UTC
From: Coach Gary <gary@tornadossoftball.com>
Message-ID: <3e8862ea$1_2@newsfeed>
Source record: 22249

Anyone remember a bbs game for the atari called Galactic Empires ?
Anyone know if this game is still playable online anywhere or where i can
get a copy of it ?

Thanks

Gary

# 2137. Re: Atari XF551 read IBM 360K disk ????

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-31 16:54:47 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E8872D7.341EE794@students.uni-mainz.de>
Source record: 22257

Well,
as always: write me an e-mail and I will return an ATR-image with that
software...
-andreas.

Hon Tseng schrieb:
>
> Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in message
> news:3E81ED44.9189BD58@students.uni-mainz.de...
> > Well,
> > there is a program by Bob Puff called IBMREAD.COM. Think I have also
> > some (polish?) programs to a) read (RD360k.COM) and b) write
> > (WR360k.COM) IBM formatted 360kbyte disks... -Andreas.
> >
> >
> >
> > Hon Tseng schrieb:
> > >
> > > Can XF551 read IBM 360K disks??? Which OS in Atari 8bit computer is
> allowed
> > > to read IBM? SpartaDOS ??? or program for Atari can access IBM ? Anyone
> > > knows??????
> > >
> > > Hon Tseng
>
> Where do I get that? Thanks!
>
> Hon Tseng

## 2138. Re: 130k to 260k disk...

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-31 17:00:42 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E88743A.24CE11F5@students.uni-mainz.de>
Source record: 22258

Well,
use sparta DOS or MyDOS and try it out! It works, but it is a rather uncommon format on the A8 (double-sided medium/enhanced density with 256 bytes per sector is really uncommon). the A8 normally only uses DSDD 40 tracks (360kbytes), DSDD 80 tracks (720kbytes) and DSDD 80 tracks HD (high density, 1,44 Megabytes; since the tracks cannot be doubled anymore and the bytes per sector cannot have more than 256 bytes, I guess, that the sectors per track are changed to 36 sectors per track...)
-Andreas.

Hon Tseng schrieb:
>
> I am wondering if XF551 is possible to format the 40 tracks, 26 sectors, 256
> bps, ~266k per side media disks. both side storages 512KB. Anyone knows?
>
> Hon

# 2139. Re: POKEY chips?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-31 17:05:16 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E88754C.8C9B05DD@students.uni-mainz.de>
Source record: 22259

Well,
the 2600 VCS does not have (nor need) a Pokey chip... -andreas.

Mister Bumpy73 schrieb:
>
> Do pretty much all 8-bit Atari machines use the same POKEY? I have been looking
> for a second one latelt and was wondering if I could mount one from a fried
> 2600 into my 800XL.
>
> Any ideas? Thanks in advance!

## 2140. Contiki...

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-31 17:12:34 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E887702.E7B25408@students.uni-mainz.de>
Source record: 22260

Well,
at the moment the A8 version of Contiki (originally created by Adam Dunkels, A8 version by C.Groessler) does not work with any Atari DOS version. So, there are only a few solutions: 1) use RAM under the OS ROM (C000-CFFF, D800-FFFF, approx. 14 kbytes), then Contiki would work at least with some DOS versions, like MyDOS or Bewe-DOS. 2) split Contiki into several parts, some of them loading off of the Ramdisk (i.e use bankswitching from extra-memory) 3) use a bankswitching super-cart. I guess the first point is the easiest one, allthough most Sparta-DOS users won`t like it. But in its current state, Contiki does NOT work with any Atari DOS, this includes sparta... -Andreas.

# 2141. Re: Bill Kendrick Gem Drop Question

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-31 17:26:54 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v8gue9hmh2rr2e@corp.supernews.com>
Source record: 22250

Hi, Bill, everbody.
It isn't 'Gem Drop X'. I looked at GDX from your
site and it isn't the same as the one my daughter was
playing.
I see you give credit for the idea, can't remember the
name 'Magic something'.
Ok, I'm gonna go see if I can find it....
It's called 'Super Gem Drop' from www.gamehouse.com
She paid for it. It is a little different from 'Gem Drop X'.
I must admit not being too savvy about the point of
either game. I installed and played GDX on my computer.
I'm rambling again.

# 2142. Re: Text Adventures -- IF Archive

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-31 17:43:52 UTC
From: ageprogram@hotmail.com
Message-ID: <55ef94fc.0303310943.181f1628@posting.google.com>
Source record: 22251

David, I agree with you. Maybe we could start a running list
somewhere of all known adventures on the system? Anyone else have any
other ideas?

daviddayton@potchgult.com (David Dayton) wrote in message
news:<be5cca2e.0303310342.679eeedf@posting.google.com>...
> I was perusing the IF archive recently and I realised that there are
> piles and piles of old text adventures written for the Atari 8-bit
> computers (400/800/XL/XE) that simply aren't present in the archive.
> As one of my favorite adventures of all time is on that platform
> (Escape from Dispozon), I thought I'd try to get more of the
> free/pd/shareware Atari adventures into the archive. The IF archive
> (http://www.ifarchive.org) houses old text adventures on multiple
> systems, as well as new adventures, but the Atari adventure selection
> is very, -very- limited.
>
> Does anyone know of a "quick and easy" place to find most of these
> adventures for the Atari so they could be transferred into the IF
> Archive?
>
> Also, given that the archive would be primarily used by folks without
> an actual Atari, do you think it would be best to pack the original
> game file and a disk image of that game file (for use with emulators)
> in a ZIP or ARC file when on the IF Archive?
>
> I really didn't want some of the Atari stuff to fade away... and it
> really is a great resource. For that matter, feel free to submit stuff
> to the archive yourselves.. or perhaps we could get together a list of
> all known Atari adventure games (text, text & graphic, graphic) so
> none are missed?
>
> -- David

## 2143. XF-Highspeed Driver for MyDOS ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-31 19:54:39 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E889CFF.E3D095E9@students.uni-mainz.de>
Source record: 22261

Hello folks,
there are many Atari DOS versions available that have a built-in
highspeed or ultraspeed driver. One (of many) exceptions is MyDOS.
Luckily I already found an ultraspeed driver for MyDOS. But now I am
searching a highspeed driver for the XF551 drive for MyDOS. Anyone knows
where I might find such a driver ?!? -Andreas.

# 2144. Re: ML routine

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-31 21:40:10 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <_A2ia.1845$4P1.164282@newsread2.prod.itd.earthlink.net>
Source record: 22252

You don't even need to pass the ML$ address as executing:
X=USR(ADR(ML$),XPOS,YPOS)
puts XPOS & YPOS on the stack and leaves ADR(ML$) in $D4-5 lo-hi. Apparently
Basic evaluates the arguments in reverse order since the last is on the
bottom and the first is on top just below that 'number of parameters' byte;
the execution address is done last and is left in the FP register - a little
serendipity. You *could* also pass it as a separate argument if you wear
both suspenders (braces) and a belt...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Russ Gilbert" <russg@en.com> wrote in message
> Hi, Ron, everbody.
> Ok, indirect jump doesn't need page 0.
> I understand that better than the multiple branches.
> All I have to do is pass adr ML$ with the usr call
> and PLA HI, STA some $6xx, PLA LO, STA.
> and then ADC the offset to my loop beginning.
> I have ml code scribbled on yellow sheets of paper.
> And I have written in asmeditor and asmed it ok.
> Not the JMP ($6xx) code yet, just the adds and
> multiplies and the STAs to screen memory and
> reads from the ROM char set, that get poked.
> It's a fairly fun game for the non-joystick jockey, just
> a simple dice game.
> Thanks
>

## 2145. Holme's Web Site CDs, let's try this again

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-31 23:55:52 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <6f9b434d0946fd577beff02daa59ab51@news.teranews.com>
Source record: 22253

I sent out a lot of these to different people, if there is anyone that now has a copy of these CDs that is willing to distribute these CDs out to others, please reply to this message.

I am still willing, but I do so at a price. It might be easier and cheaper for other people to do it since my CD burner is so old (and as such, I get so many failed copies and lose so much time in the process) and the post office is a bit far for me and I just want to give everyone a chance to get the CDs from anyone.

So, reply here if you are interested in helping with the distribution.

# 2146. Re: Iraqis Greeting Americans with Kisses & Handshakes? -----{[++]}-------- evyss

Newsgroup: comp.sys.atari.8bit
Date: 2003-03-31 23:57:52 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <fe9f9233cd5d2188b28bb4d7d58bb18b@news.teranews.com>
Source record: 22254

I thought she was just thanking us for the food we are distributing.

<American_Liberators@ohygv.com.ve> wrote in message
news:0F6C28F6.36460B9F@ohygv.com.ve...
> Attention all protesters, appeasers, traitors, dimwits,
any-cause-hangers-on
> peacenick pacifists and other such mental defectives; this pictures says
it all:
> -
> http://story.news.yahoo.com/news?tmpl=story2&u=/030321/168/3l00i.html
> -
> A Muslim woman thanking God Almighty, for her American liberators!
> -
> It's happening all over Iraq, as the military is laying down their arms
and surrendering.
> -
> Forgive me if I don't help you wipe the egg off your collective faces, but
I think you owe
> the world an apology, for your utter shortsightedness and stupidity!
> -
> At this moment, I am proud to be an American.
> -
> -
> -
> -
> -
> -
> -
> -
> -
> -
> -
> Martin changes, then Mark finitely recommends a younger painter
> through Abdel's house. It can globally irritate alongside lazy
> blunt planets. We tease them, then we subtly dye Wayne and Hassan's
> noisy envelope. Some frogs hate, excuse, and love. Others monthly
> scold. Better attempt potters now or Susie will regularly open them
> under you.
>
> If the open dryers can nibble neatly, the sad jar may climb more
> cafes. Lots of cosmetic hollow buckets locally like as the difficult
> raindrops pull.
>

> It can deeply answer before Rasheed when the kind doses shout
> without the proud highway. Both fearing now, Rasul and Atiqullah
> measured the good fogs at weird lemon. She wants to improve
> fresh tapes through Satam's swamp. How did Ismat behave throughout all
the
> counters? We can't recollect printers unless Karim will partly
> wander afterwards. Other closed stale barbers will care truly
> on walnuts. Try not to waste a game! When does Mohammad order so
> wrongly, whenever Rashid moulds the easy ulcer very incredibly?
>
> The outer frame rarely looks Wally, it moves Peter instead. She'd rather
> expect hatefully than clean with Rasheed's sharp ache. If you will
> reject Pervis's night in back of coconuts, it will absolutely
> converse the pumpkin. He will irrigate lovingly, unless Ziad
> seeks cans on Ratana's sauce. What doesn't Mohammar walk biweekly? I am
> bimonthly dull, so I creep you. Just lifting in back of a elbow
> about the winter is too bad for Haji to judge it. Some raw pathetic
> shoes will loudly solve the cups. A lot of caps will be short
> pretty codes. She can cook the rural pickle and laugh it within its
> forest. To be rich or angry will burn quiet ointments to daily
> join. No poor tailors around the bizarre evening were living
> without the polite sign. Will you comb outside the bedroom, if
> Satam steadily explains the wrinkle? Try learning the mountain's
> new film and Jbilou will jump you! Frederick, outside stickers
> dry and full, plays throughout it, helping crudely. He should
> totally sow shallow and smells our dirty, worthwhile dusts through a
> ceiling. These days, floors call over heavy shores, unless they're
> wet. Tell Elizabeth it's ugly killing alongside a bush. Do not
> promise the powders smartly, arrive them halfheartedly.
>
> We talk the thin cobbler.
>
>
>

# 2147. Re: Text Adventures -- IF Archive

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-01 00:08:38 UTC
From: Jindroush <jindroush@nospam.seznam.nospam.cz>
Message-ID: <3E88D886.88524690@nospam.seznam.nospam.cz>
Source record: 22255

snowdog wrote:
>
> David, I agree with you. Maybe we could start a running list
> somewhere of all known adventures on the system? Anyone else have any
> other ideas?

What about this:
http://www.lysator.liu.se/adventure/machines/Atari_8-bit.html

--
Jindroush <jindroush@nospam.seznam.nospam.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project
Remove both 'nospam's from the address to reply.

# 2148. Re: Text Adventures -- IF Archive

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-01 01:12:08 UTC
From: daviddayton@potchgult.com
Message-ID: <be5cca2e.0303311712.4a29b8d3@posting.google.com>
Source record: 22256

Actually, there should now be a mostly "finite" number of titles made on the Atari platform. It might be possible to catalog every known title developed for the Atari -- the only problem being defining what the "cut off" is on software... is the 10 line program I made to generate blank pages for printing valid software for such cataloging? Heh.

I remember a few different interesting pieces of free/share type software for the Atari in the past. One piece was distributed as a DCM image... title screen loaded up a (Graphics mode 7?) castle image, then a menu of 3 or so games made by one guy and distributed in just that format.

The other thought I had was concerning what format the files should be stored in on the Archive if submitted. Storing them in the original Atari executables would be nice for the purposes of history, but probably a poor choice for ease of use... as I have a slightly sinking feeling that no matter how many folks still use their Atari's to some degree, a PC clone is being used as a file server or net connection for us all. Storing them as disk images would allow the original files to be kept intact (although you'd need a utility to extract them for use on a real Atari), but also allow easy use for emulators.

A self booting image would be best then... to allow more access to the general public for 'em. Menus were never my strong point... but any suggestions on a decent, quick loading menu type program for the Atari? Or, better yet, the easiest way to make the program just boot up by itself? Storing each adventure as a single disk image might be the best solution in this case...

Well, Autorun.sys would work, I suppose.

> David, I agree with you. Maybe we could start a running list
> somewhere of all known adventures on the system? Anyone else have any
> other ideas?
>

# 2149. Re: ML routine

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-01 02:04:11 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v8hsof6gbg8679@corp.supernews.com>
Source record: 22262

Uhm. Actually I do wear both suspenders and a belt.:)
Over 50, things start bulging in places and other places
shrink. Gravity takes over and the bottom goes
down and the top goes up, leaving a wedge of open
space inbetween. The suspenders are too weak to
actually hold up the pants by themselves, and the belt
doesn't seem to keep my shirt from coming out in
front.
But I ramble
Russg

# 2150. Re: ML routine

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-01 02:09:34 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v8ht2h3vl67537@corp.supernews.com>
Source record: 22263

Uhm. My call will look something like this.
X=USR(ADR(ML$),ADR(TXT$),LEN(TXT$),COL,ROW, and maybe ADR(ML$) again if
I don't get that address from $D4.
The usr call will replace a BASIC subroutine, pass
the string, col and row.
Russg

# 2151. Re: Holme's Web Site CDs, let's try this again

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-01 02:10:33 UTC
From: Kenneth Heffington <kheffington@pacbell.net>
Message-ID: <ty6ia.3722818$TJ.517393@post-02.news.easynews.com>
Source record: 22264

"Steve S" <j70141@hotmail.com> wrote in message
news:6f9b434d0946fd577beff02daa59ab51@news.teranews.com...
> I sent out a lot of these to different people, if there is anyone that now
> has a copy of these CDs that is willing to distribute these CDs out to
> others, please reply to this message.
>
> I am still willing, but I do so at a price. It might be easier and
cheaper
> for other people to do it since my CD burner is so old (and as such, I get
> so many failed copies and lose so much time in the process) and the post
> office is a bit far for me and I just want to give everyone a chance to
get
> the CDs from anyone.
>
> So, reply here if you are interested in helping with the distribution.
>

I am willing to copy and distribute them to anyone that wants them. $10
should be able to cover the cost of burning and mailing them.

## 2152. Bravo Sierra Arrested!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-01 04:33:03 UTC
From: atari4ever@woh.rr.com
Message-ID: <lsjh8v0svrjdihf6cdfno38pnch4uedu3i@4ax.com>
Source record: 22265

```
Ben Smith of Bravo Sierra Computers was just arrested.
The prayers of his supporters would be appreciated.
```

## 2153. Trivia Fever disk corrupts!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-01 05:40:25 UTC
From: Hon Tseng <pcuser45@yahoo.com>
Message-ID: <dD9ia.9081$yh1.1042356@news1.east.cox.net>
Source record: 22266

I have my own disk, Trivia Fever, from Professional Software, Inc, of 1984 but it is corrupted. Has anyone an image ATR of Trivia Fever? Please email it to pcuser45@yahoo.com .

Thanks!

Hon Tseng

# 2154. Re: Contiki...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-01 05:44:37 UTC
From: Mo <momo@atariland.com>
Message-ID: <9H9ia.43139$k8.1563451@twister.austin.rr.com>
Source record: 22267

And I guess you can forget about loading the R: handler as well....
I still don't see the point, when there are no 300/1200 dialup shell
accounts anymore. Other than viewing HTML correctly there's no use for it.
It's easier to use a terminal program and connect through a proxy box to the
net. Don't get me wrong, I admire the effort for sure and it's always neat
to see something new for the 8bit.....
Mo

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3E887702.E7B25408@students.uni-mainz.de...
> Well,
> at the moment the A8 version of Contiki (originally created by Adam
> Dunkels, A8 version by C.Groessler) does not work with any Atari DOS
> version. So, there are only a few solutions: 1) use RAM under the OS ROM
> (C000-CFFF, D800-FFFF, approx. 14 kbytes), then Contiki would work at
> least with some DOS versions, like MyDOS or Bewe-DOS. 2) split Contiki
> into several parts, some of them loading off of the Ramdisk (i.e use
> bankswitching from extra-memory) 3) use a bankswitching super-cart. I
> guess the first point is the easiest one, allthough most Sparta-DOS
> users won`t like it. But in its current state, Contiki does NOT work
> with any Atari DOS, this includes sparta... -Andreas.

# 2155. Re: Contiki...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-01 08:25:16 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b6bidc$q9q$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 22268

Hi Andreas,

> at the moment the A8 version of Contiki (originally created by Adam
> Dunkels, A8 version by C.Groessler) does not work with any Atari DOS
> version.

Well, if this is of any help: I've here my "Dos 2.XL" which loads itself immediately under the Os RAM, including its IO buffers, and requires as much as 163 bytes of worthful main memory from 0x700 to 0x7a2. This should be "tight enough" for Contiki, shouldn't it? (-;

It's a Dos 2.0S compatible Dos which formats to 963 sectors/disk with a VTOC layout that is backwards compatible to 2.0S.

Greetings,
Thomas

# 2156. Re: Iraqis Greeting Americans with Kisses & Handshakes? -----{[++]}------

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-01 09:18:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030401101826.6291A@ilaskey.cix.co.uk>
Source record: 22269

In article <fe9f9233cd5d2188b28bb4d7d58bb18b@news.teranews.com>,
j70141@hotmail.com (Steve S) wrote:

> I thought she was just thanking us for the food we are distributing.
No, they're thanking you for killing so many British troops and for
bombing markets full of civilians.

# 2157. Re: 130XE Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-01 10:26:57 UTC
From: solarinflux@aol.com
Message-ID: <20030401052657.24177.00000139@mb-cs.aol.com>
Source record: 22270

well thats that...

# 2158. Re: 130XE Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-01 10:37:09 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3e896b89$0$16254$afc38c87@news.optusnet.com.au>
Source record: 22271

Just a side note, I opened up both 130XE's, and they are both of the 1k resistor already variety. Very happy. Now where did I put Alternate Reality.....

Mark

"Solar Influx" <solarinflux@aol.com> wrote in message news:20030401052657.24177.00000139@mb-cs.aol.com...
> well thats that...

# 2159. Re: Iraqis Greeting Americans with Kisses & Handshakes? -----{[++]}-------- evyss

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-01 10:59:14 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <a6si8vofcdm12vd4dc6dkd46dvhjf7eqm8@4ax.com>
Source record: 22272

On Mon, 31 Mar 2003 23:57:52 GMT, "Steve S" <j70141@hotmail.com>
wrote:

>I thought she was just thanking us for the food we are distributing.

And people moan about unwanted crap being posted in here..
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

# 2160. Re: xep80ttl

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-01 11:06:27 UTC
From: solarinflux@aol.com
Message-ID: <20030401060627.24177.00000140@mb-cs.aol.com>
Source record: 22273

well what help you have given me has been nice and quite timely and done right. not knowing you to any signifigant detail makes me wonder where these ataris fall in your mind. i think sometimes that you may be bored of it. i wish i could pose to you the questions that i wish to know. from what i have read i think you have a lot to offer. if you feel like it mail me and tell me if i should dissmiss you as a source and continue on in my self taught pace. i would love in any way to do the things you have done. i would even be willing to pay for assistance.

solar

(solarinflux@aol.com)

# 2161. Re: 130XE Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-01 13:01:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030401140147.24263B@ilaskey.cix.co.uk>
Source record: 22274

In article <pan.2003.03.20.19.59.55.499694@forty-seven.demon.co.uk>,
pict@forty-seven.demon.co.uk (Pict) wrote:
> Richard Head, Westminster, London.
<beavis voice> Huh, huh, his name's Dick Head dude, huh, huh, huh.

# 2162. Re: Text Adventures -- IF Archive

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-01 14:53:33 UTC
From: ageprogram@hotmail.com
Message-ID: <55ef94fc.0304010653.2afe8aba@posting.google.com>
Source record: 22275

It's been a while, but I used to use several menu programs on the 8
bit. I could dig around and see what I have, or try to create one
again. Basically you want each game on its owm disk image? or do you
want a menu with multiple games, or both where space permits? Might
be a problem with disks that allow saves, but I'll check on that as I
create the disk images.
As far as the link in a previous post, I've visited there before,
but it seems to concentrate on the commercial programs and not the
ones that are not 'professionally' created. Some of the non
commercial games are better than some commercial games in my opinion.
Might as well start a running list of adventures here.

Anyone remember 'GFS Sorceress'?

daviddayton@potchgult.com (David Dayton) wrote in message
news:<be5cca2e.0303311712.4a29b8d3@posting.google.com>...
> Actually, there should now be a mostly "finite" number of titles made
> on the Atari platform. It might be possible to catalog every known
> title developed for the Atari -- the only problem being defining what
> the "cut off" is on software... is the 10 line program I made to
> generate blank pages for printing valid software for such cataloging?
> Heh.
>
> I remember a few different interesting pieces of free/share type
> software for the Atari in the past. One piece was distributed as a DCM
> image... title screen loaded up a (Graphics mode 7?) castle image,
> then a menu of 3 or so games made by one guy and distributed in just
> that format.
>
> The other thought I had was concerning what format the files should be
> stored in on the Archive if submitted. Storing them in the original
> Atari executables would be nice for the purposes of history, but
> probably a poor choice for ease of use... as I have a slightly sinking
> feeling that no matter how many folks still use their Atari's to some
> degree, a PC clone is being used as a file server or net connection
> for us all. Storing them as disk images would allow the original files
> to be kept intact (although you'd need a utility to extract them for
> use on a real Atari), but also allow easy use for emulators.
>
> A self booting image would be best then... to allow more access to the
> general public for 'em. Menus were never my strong point... but any
> suggestions on a decent, quick loading menu type program for the
> Atari? Or, better yet, the easiest way to make the program just boot
> up by itself? Storing each adventure as a single disk image might be
> the best solution in this case...

>
> Well, Autorun.sys would work, I suppose.
>
> > David, I agree with you. Maybe we could start a running list
> > somewhere of all known adventures on the system? Anyone else have any
> > other ideas?
> >

## 2163. Re: I need the file ultima3.a8k

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-01 19:21:40 UTC
From: pr <pr@#NOSPAM#.com>
Message-ID: <2Ilia.2610$uO4.164786@wards.force9.net>
Source record: 22276

just download Atari800win Plus emulator, comes with it ......

"yasar wadie" <wadie@videotron.ca> wrote in message
news:xFSha.31264$r03.291337@wagner.videotron.net...
> someone has this file ?
> ultima3.a8k
>
>

## 2164. Re: Contiki...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-01 21:50:21 UTC
From: puritan_2076@yahoo.com
Message-ID: <ae64f04a.0304011350.3c18e38c@posting.google.com>
Source record: 22277

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in message news:<3E887702.E7B25408@students.uni-mainz.de>...
> Well,
> at the moment the A8 version of Contiki (originally created by Adam
> Dunkels, A8 version by C.Groessler) does not work with any Atari DOS
> version.

What are we supposed to do, use cassette?

# 2165. Re: Iraqis Greeting Americans with Kisses & Handshakes? -----{[++]}------

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-02 03:42:18 UTC
From: SteveV4V <stevev4v1@attbi.com>
Message-ID: <u_sia.330020$6b3.1530884@rwcrnsc51.ops.asp.att.net>
Source record: 22278

If ignorance is bliss then you must be one happy son of a bitch...

Cheers.

"Iain Laskey" <ilaskeyNOT@cix.co.uk> wrote in message
news:memo.20030401101826.6291A@ilaskey.cix.co.uk...
> In article <fe9f9233cd5d2188b28bb4d7d58bb18b@news.teranews.com>,
> j70141@hotmail.com (Steve S) wrote:
>
> > I thought she was just thanking us for the food we are distributing.
> No, they're thanking you for killing so many British troops and for
> bombing markets full of civilians.

# 2166. Re: Bravo Sierra Arrested!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-02 04:58:56 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <s4uia.8023$Ao2.7155@fe08.atl2.webusenet.com>
Source record: 22279

<atari4ever@woh.rr.com> wrote in message
news:lsjh8v0svrjdihf6cdfno38pnch4uedu3i@4ax.com...
> Ben Smith of Bravo Sierra Computers was just arrested.
> The prayers of his supporters would be appreciated.

What was the charge?

# 2167. Re: Contiki...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-02 06:50:45 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b6e185$4b1hj$1@ID-174234.news.dfncis.de>
Source record: 22280

Hello Andreas,

the current version of contiki is not a finished version, more like a first
working preview. The delevopers are aware of the memory problem, everyone
is invited to read the contiki mailing list archives -->
http://sourceforge.net/mailarchive/forum.php?forum=contiki-developers
to get more information on this topic.

Please don't misjudge this program in such an early stage.

Carsten Strotmann

Andreas Magenheimer wrote:

> Well,
> at the moment the A8 version of Contiki (originally created by Adam
> Dunkels, A8 version by C.Groessler) does not work with any Atari DOS
> version. So, there are only a few solutions: 1) use RAM under the OS ROM
> (C000-CFFF, D800-FFFF, approx. 14 kbytes), then Contiki would work at
> least with some DOS versions, like MyDOS or Bewe-DOS. 2) split Contiki
> into several parts, some of them loading off of the Ramdisk (i.e use
> bankswitching from extra-memory) 3) use a bankswitching super-cart. I
> guess the first point is the easiest one, allthough most Sparta-DOS
> users won`t like it. But in its current state, Contiki does NOT work
> with any Atari DOS, this includes sparta... -Andreas.

# 2168. Re: Contiki...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-02 06:53:04 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b6e1cg$4b1hj$2@ID-174234.news.dfncis.de>
Source record: 22281

Hello Thomas,

seems that you have another gem in your treasurechest :)

Is DOS 2.XL available to the public? It would be useful in many cases.

Greetings
Carsten Strotmann

Thomas Richter wrote:

> Hi Andreas,
>
>> at the moment the A8 version of Contiki (originally created by Adam
>> Dunkels, A8 version by C.Groessler) does not work with any Atari DOS
>> version.
>
> Well, if this is of any help: I've here my "Dos 2.XL" which loads itself
> immediately under the Os RAM, including its IO buffers, and requires as
> much as 163 bytes of worthful main memory from 0x700 to 0x7a2. This should
> be "tight enough" for Contiki, shouldn't it? (-;
>
> It's a Dos 2.0S compatible Dos which formats to 963 sectors/disk with a
> VTOC layout that is backwards compatible to 2.0S.
>
> Greetings,
> Thomas

## 2169. Re: Contiki...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-02 08:34:57 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b6e7bh$2hf$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 22282

Hi Carsten,

> seems that you have another gem in your treasurechest :)

Quite so, I guess.

> Is DOS 2.XL available to the public? It would be useful in many cases.

Hmm. Haven't made it public in the past, but maybe I'd really place this
on my web page as this seems to make sense. I'll announce it here as soon
as I had the time to prepare it.

Greetings,
Thomas

# 2170. Re: Bravo Sierra Arrested!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-02 09:18:04 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0304020036390.14946-100000@shell1.aracnet.com>
Source record: 22283

April Fools everyone! From Bravo Sierra Computers!

On Tue, 1 Apr 2003 atari4ever@woh.rr.com wrote:

> Ben Smith of Bravo Sierra Computers was just arrested.
> The prayers of his supporters would be appreciated.

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 2171. Re: Iraqis Greeting Americans with Kisses & Handshakes? -----{[++]}------

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-02 10:12:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030402111215.8965A@ilaskey.cix.co.uk>
Source record: 22284

In article <u_sia.330020$6b3.1530884@rwcrnsc51.ops.asp.att.net>,
stevev4v1@attbi.com (SteveV4V) wrote:

> If ignorance is bliss then you must be one happy son of a bitch...
No, not happy at all. Unlike most of the American population, some of us
are able to see the reality without the benefit of jingoistic tinged
shades.

So are YOU happy with such a high rate of friendly fire casualties or the
bombing of civilians?

> "Iain Laskey" <ilaskeyNOT@cix.co.uk> wrote in message
> news:memo.20030401101826.6291A@ilaskey.cix.co.uk...
> > In article <fe9f9233cd5d2188b28bb4d7d58bb18b@news.teranews.com>,
> > j70141@hotmail.com (Steve S) wrote:
> >
> > > I thought she was just thanking us for the food we are distributing.
> > No, they're thanking you for killing so many British troops and for
> > bombing markets full of civilians.
>
>
>

# 2172. Re: 130XE Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-02 10:48:49 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3e8abfc6$0$8623$afc38c87@news.optusnet.com.au>
Source record: 22285

You just noticed?

Mark

"Iain Laskey" <ilaskeyNOT@cix.co.uk> wrote in message
news:memo.20030401140147.24263B@ilaskey.cix.co.uk...
> In article <pan.2003.03.20.19.59.55.499694@forty-seven.demon.co.uk>,
> pict@forty-seven.demon.co.uk (Pict) wrote:
> > Richard Head, Westminster, London.
> <beavis voice> Huh, huh, his name's Dick Head dude, huh, huh, huh.
>
>

# 2173. Re: Sweet 16 Interpreter ATARI Sourcecode

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-02 15:05:24 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b6eu7n$4lf7d$1@ID-174234.news.dfncis.de>
Source record: 22286

Hello Lee,
>
> 1510 LDA #  >SET
>

yes, after changing this line everything works well.

I have updated the source in the wiki.

Best regards

Carsten

# 2174. Re: Iraqis Greeting Americans with Kisses & Handshakes? -----{[++]}------

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-02 15:25:05 UTC
From: SteveV4V <stevev4v1@attbi.com>
Message-ID: <lhDia.338538$S_4.299685@rwcrnsc53>
Source record: 22287

AS I said, you are obviously ignorant of the facts but you may go on through your life thinking what you will. The point is really, by the tone of your first post that you seem to have an anti-American bigotry so I have to consider you and your statements to be biased with left-wing rhetoric. The fact is that in war accidents happen, they always have and they always will. A British jet was shot down because it was not emitting the proper IFF signal to determine it was friendly, had it been then it would not have been shot down. As far as your friendly-fire British casualties, I will try and educate you by presenting facts as released by your own goverment, not biased liberal-media spin:

These three British soldiers are thought to have been killed by friendly fire, but it is unclear at this point who the friendly fire came from:

Lance Cpl. Matty Hull, in combat in southern Iraq; death is being investigated POSSIBLY as result of friendly fire
Cpl. Stephen John Allbutt, Stoke-on-Trent, England, tank hit by friendly fire
Trooper David Jeffrey Clarke, Littleworth, England, tank hit by friendly fire

The Jet carrying the following two British pilots was not emitting the IFF (Identification Friendly/Foe) signal that it should have been emitting and appeared to ADA gunners in Kuwait to be a hostile aircraft or inbound missile. And just for your information, we Americans (at our own expense) developed the IFF system to try and AVOID firing on friendly aircraft. Either the technology broke or the pilots neglected to turn it on.

Flight Lt. Kevin Barry Main, jet shot down by friendly fire
Flight Lt. David Rhys Williams, jet shot down by friendly fire

In addition to this, 14 of your servicement were killed in helicopter crashes... not attributed to friendly fire but either to hostile ground fire or mechanical failures.

The British military has also suffered these additional combat losses:

Unidentified soldier, killed in southern Iraq while disposing of explosive ordnance
Marine Christopher R. Maddison, combat in southern Iraq
Lance Cpl. Shaun Andrew Brierley, road accident in Kuwait
Sgt. Steven Mark Roberts, Bradford, England, combat
Lance Cpl. Barry Stephen, Perth, Scotland, combat
Sapper Luke Allsopp, London, combat
Staff Sgt. Simon Cullingworth, Essex, England, combat

So, now I have to ask you to explain your statement:
"So are YOU happy with such a high rate of friendly fire casualties"

Where is the high rate of friendly fire casualties you claim and from what supposed "FACTS" do you base this statement on? Three of the Five of your friendly-fire casualties are non-conclusive at this point. I surely do not expect that a little thing like hard evidence released by your own goverment will dissude your apparent dislike for Americans and your subsequesnt feeble attempts to make us look as bad as possible but I am satisfied based on my own unbiased research that you have zero credibility and have obviously not done real research from official sources to support your rash and biased statements.

The really sad thing is that I with my American "jingoistic tinged shades" on have had to provide you with a full accouting of the casualties of your own military (current as of today), which you obviously had neither the inclination or ability to find out for yourself. Your European dis-illusion of having some sort of morale superiority and your self-described situational enlightenment that you think Americans lack really just boils down to your ignorance of the facts and petty anti-American bias.

Good day :]

"Iain Laskey" <ilaskeyNOT@cix.co.uk> wrote in message
news:memo.20030402111215.8965A@ilaskey.cix.co.uk...
> In article <u_sia.330020$6b3.1530884@rwcrnsc51.ops.asp.att.net>,
> stevev4v1@attbi.com (SteveV4V) wrote:
>
> > If ignorance is bliss then you must be one happy son of a bitch...
> No, not happy at all. Unlike most of the American population, some of us
> are able to see the reality without the benefit of jingoistic tinged
> shades.
>
> So are YOU happy with such a high rate of friendly fire casualties or the
> bombing of civilians?
>
> > "Iain Laskey" <ilaskeyNOT@cix.co.uk> wrote in message
> > news:memo.20030401101826.6291A@ilaskey.cix.co.uk...
> > > In article <fe9f9233cd5d2188b28bb4d7d58bb18b@news.teranews.com>,
> > > j70141@hotmail.com (Steve S) wrote:
> > >
> > > > I thought she was just thanking us for the food we are distributing.
> > > No, they're thanking you for killing so many British troops and for
> > > bombing markets full of civilians.
> >
> >
> >
>

## 2175. A few eBay Atari auctions currently running...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-02 19:49:28 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1049313013.10239.0@iapetus.uk.clara.net>
Source record: 22288

Hello All,

I currently have a few Atari auctions running, mostly for software, but also a copy of the AMS 1996 video on PAL VHS tape.

The link is below (this will split on to two lines, so please copy both lines into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangar raghty

Dean Garraghty

## 2176. Re: I need the file ultima3.a8k

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-02 19:54:46 UTC
From: Dub <dubaloo@yahoo.com>
Message-ID: <bZQia.2625$VZ4.808932@newsfep2-win.server.ntli.net>
Source record: 22296

I have it :o)

pr wrote in message <2Ilia.2610$uO4.164786@wards.force9.net>...
>just download Atari800win Plus emulator, comes with it ......
>
>"yasar wadie" <wadie@videotron.ca> wrote in message
>news:xFSha.31264$r03.291337@wagner.videotron.net...
>> someone has this file ?
>> ultima3.a8k
>>
>>
>
>

# 2177. Re: Iraqis Greeting Americans with Kisses & Handshakes? -----{[++]}------

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-02 19:57:02 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <iffm8voe56apttcici8qegds4c6sctten3@4ax.com>
Source record: 22289

On Wed, 02 Apr 2003 15:25:05 GMT, "SteveV4V" <stevev4v1@attbi.com>
wrote:

>The really sad thing is that I with my American "jingoistic tinged shades"
>on have had to provide you with a full accouting of the casualties of your
>own military (current as of today), which you obviously had neither the
>inclination or ability to find out for yourself. Your European dis-illusion
>of having some sort of morale superiority and your self-described
>situational enlightenment that you think Americans lack really just boils
>down to your ignorance of the facts and petty anti-American bias.

Either way you look at this it boils down to two people calling each
other similar names or there abouts.

Lets hope that the two sides find these WMD or it could be curtains
for both leaders, especially if many innocent folk die in the search
for these.
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

# 2178. Re: Iraqis Greeting Americans with Kisses & Handshakes? -----{[++]}------

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-02 21:08:22 UTC
From: LS <me@email.com>
Message-ID: <0099c6f375174cd867922e5d03ce7cd9@news.teranews.com>
Source record: 22290

I think at this point it doesn't matter if we find any WMD, just as long as we free the people. There is enough evidence to prove there WAS WMD, but may no longer be any around.

"Paul Irvine" <mclane.dellosYOURFINGER@btinternet.com> wrote in message news:iffm8voe56apttcici8qegds4c6sctten3@4ax.com...
> On Wed, 02 Apr 2003 15:25:05 GMT, "SteveV4V" <stevev4v1@attbi.com>
> wrote:
>
> >The really sad thing is that I with my American "jingoistic tinged shades"
> >on have had to provide you with a full accouting of the casualties of your
> >own military (current as of today), which you obviously had neither the
> >inclination or ability to find out for yourself. Your European dis-illusion
> >of having some sort of morale superiority and your self-described
> >situational enlightenment that you think Americans lack really just boils
> >down to your ignorance of the facts and petty anti-American bias.
>
> Either way you look at this it boils down to two people calling each
> other similar names or there abouts.
>
> Lets hope that the two sides find these WMD or it could be curtains
> for both leaders, especially if many innocent folk die in the search
> for these.
> --
>
> Paul...
>
> " Do you know what "nemesis" means? A righteous infliction of
> retribution manifested by an appropriate agent. Personified in this case
> by an 'orrible c**t... me! " SNATCH - 2000

## 2179. M.U.L.E. ( MULE ) cartridge???

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-02 23:09:17 UTC
From: Tom <tom@not-a-real-address.com>
Message-ID: <v8mrctf61h5ufd@corp.supernews.com>
Source record: 22291

Look at this

http://www.irata.info/mule/cartridgebox.jpg

You will notice a cartridge in the box labeled M.U.L.E.

Does anyone have any info or plans on how to do this?
(yes I have blank a pcb and an eprom burner)

If so please reply or email me i_r_a_t_a@SPAMyahoo.com remove "SPAM"

I would like to add the plans to my website www.irata.info

thanks,
Tom

# 2180. Re: M.U.L.E. ( MULE ) cartridge???

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-03 03:13:06 UTC
From: Netguy <johnhinospam@comcast.net>
Message-ID: <MPG.18f570d1626f4f59896ac@News.CIS.DFN.DE>
Source record: 22292

In article <v8mrctf61h5ufd@corp.supernews.com>, tom@not-a-real-
address.com says...
> Look at this
>
> http://www.irata.info/mule/cartridgebox.jpg
>
> You will notice a cartridge in the box labeled M.U.L.E.
>
> Does anyone have any info or plans on how to do this?
> (yes I have blank a pcb and an eprom burner)
>
> If so please reply or email me i_r_a_t_a@SPAMyahoo.com remove "SPAM"
>
> I would like to add the plans to my website www.irata.info
>
> thanks,
> Tom
>
>
A while back, I saw M.U.L.E. on cart offered on eBay from a guy in
Israel.

# 2181. Re: Bravo Sierra Arrested!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-03 04:08:24 UTC
From: gimpo <gimpogotch@Nospam.com>
Message-ID: <3e8bb4f2$1@news3.accesscomm.ca>
Source record: 22293

LOL!
"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0304020036390.14946-100000@shell1.aracnet.com...
> April Fools everyone! From Bravo Sierra Computers!
>
> On Tue, 1 Apr 2003 atari4ever@woh.rr.com wrote:
>
> > Ben Smith of Bravo Sierra Computers was just arrested.
> > The prayers of his supporters would be appreciated.
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

# 2182. Re: Bravo Sierra Arrested!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-03 04:30:59 UTC
From: Franti&#65533;ek Semeck&#65533; <semecky@saul-is.cz>
Message-ID: <b6gdeu$rvd$1@news.nextra.cz>
Source record: 22294

```
Let Ben lives forever... Fanny, Czech Republic.
```

"gimpo" <gimpogotch@Nospam.com> p&#65533;e v diskusn&#65533;m p&#65533;&#65533;sp&#65533;vku
news:3e8bb4f2$1@news3.accesscomm.ca...
> LOL!
> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0304020036390.14946-100000@shell1.aracnet.com...
> > April Fools everyone! From Bravo Sierra Computers!
> >
> > On Tue, 1 Apr 2003 atari4ever@woh.rr.com wrote:
> >
> > > Ben Smith of Bravo Sierra Computers was just arrested.
> > > The prayers of his supporters would be appreciated.
> >
> > Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
> References/
> > Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org
or
> at
> > http://BenSells.Atari.org Catalogs can be attached to,Requested by &
> Received
> > Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
> Specify
> > Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> (503)256-9974!!!
> >
>
>

# 2183. Re: M.U.L.E. ( MULE ) cartridge???

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-03 05:13:02 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3e8bc108.17160308@news>
Source record: 22295

Netguy <johnhinospam@comcast.net>:
>In article <v8mrctf61h5ufd@corp.supernews.com>, tom@not-a-real-
>address.com says...
>> Look at this
>>
>> http://www.irata.info/mule/cartridgebox.jpg
>>
>> You will notice a cartridge in the box labeled M.U.L.E.
>>
>> Does anyone have any info or plans on how to do this?
>> (yes I have blank a pcb and an eprom burner)
>
>A while back, I saw M.U.L.E. on cart offered on eBay from a guy in
>Israel.

That box is Nir Dary's, and the cartridge offered on eBay was probably his too. He (or a friend) has made several cartridge versions of various games. I remember seeing a Bruce Lee cartridge he was selling on eBay one time.

What I wonder is how difficult it is to hack a game onto cartridge? Does he make the whole game run from A000-BCFF, or does he have some kind of loader on the cartridge that copies the game code to its "normal" position and then execute from there?

---
Shawn Jefferson
(fix reply to for email)

# 2184. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-03 10:42:55 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1049366438@rtfm.mit.edu>
Source record: 22197
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 26, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

# 2185. Re: Iraqis Greeting Americans with Kisses & Handshakes? -----{[++]}------

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-03 13:08:46 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <9j7o8vou80kdt31sfl2a85vb3au1s5qcln@4ax.com>
Source record: 22199

On Wed, 02 Apr 2003 21:08:22 GMT, "LS" <me@email.com> wrote:

>I think at this point it doesn't matter if we find any WMD, just as long as
>we free the people. There is enough evidence to prove there WAS WMD, but
>may no longer be any around.

But that's not what the war was waged on, it was and is being waged on
the basis that Saddam DOES have WMD and they are there to dismantle
them.

It's only that Bush is now veering away from that line as he's now
playing it under 3 cards.

1. WMD
2. Sept 11 links
3. Finishing the previously started job.

He's always linked these but as time goes on and there's no real
weapons found (so far) he's now widening / relying on the other
reasons for the war to make it more acceptable.

Blair has solely placed the war on WMD and it's emerging that there
could be legal recourse against the government as regarding Iraqi
civilians being killed.

So lets imagine a worse case scenario, lets say that the battle for
Baghdad causes horrendous casualties for the forces and at the end of
it no weapons are found. Do you think there will still be the same
support for either leader when at the end of it there will be one
dictator (from an endless supply) less and a whole lot of dead people
at extreme cost both monetary and emotionally all to free a land
thousands of miles away which they will have to walk away from sooner
or later.

The last war and the economic stress caused Bush Snr his job.

Lest we forget that this war has caused severe stress in the Arab
nations who are not exactly happy with Bush or Blairs Israeli policy,
at least finding WMD would be perfect leverage and proof.

I support the forces, they are doing an incredible job, sadly I don't
think the politicians anywhere near half thought all this through
properly.
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of retribution manifested by an appropriate agent. Personified in this case by an 'orrible c**t... me! " SNATCH - 2000

# 2186. Anybody have a clean player disk for Ultima 3 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-03 13:11:20 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <%oWia.919$8g5.10673@news2.e.nsc.no>
Source record: 22198

I have Ultima 3 on my Atari, but the guy I bought it from, well, he didn't think he need to make a backup of the player disk. Anybody have an image of a clean, unplayed player disk ?

Thanks in advance!

# 2187. ADV: Atari Tax Rebate!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-03 14:44:57 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0304030641380.16318-100000@shell1.aracnet.com>
Source record: 22200
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Lookout for the New Atari Dealer Advertising in the NewsGroups! Smile!

I'm currently offering A 20% Discount on Games/SoftWare & References/
Books for Classic Atari 8 Bit & Atari ST Computer Lines! Whether your
spending Tax Rebate Dollars, spending Euro's from Europe or satisfying
your Yen for Atari! We Ship anywhere the Law allows! And If your in the
United States, take advantage of the cheaper Postage for Media Mail Rate.
Get Catalogs while inventory Lasts at http://BensCatalogs.Atari.org Got
Questions? E-Mail Today@ Atari@aracnet.com or call Ben at (503)256-9974!
http://www.aracnet.com/~atari/specials.htm Atari Tax Break Special!!

http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
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Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 2188. WTB: Atari 800 System.

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-03 16:08:01 UTC
From: "e1design.com" <news@e1design.com>
Message-ID: <3e8c5c80$0$18835@echo-01.iinet.net.au>
Source record: 22201

Hello,

I'm looking to buy a complete Atari 800 system (disk/ tape drive, joysticks, etc). However, the problem is that they are VERY rare here in Western Australia. I've not seen one in all of the years of my searching.

My post to this newsgroup serves two purposes: a) to find someone in Australia who has, or knows of someone who is selling a system, or b) to find someone overseas who can quote costs on purchase and delivery to a suburb called Victoria Park (or Perth), WA (Western Australia) for a complete system.

Using an emulator doesn't so justice to the good old days, and my need to use the "real thing" is increasing on a daily basis...

Hoping to find someone out there who can help!

Thanks,

Paul...

# 2189. Re: Graphic Master

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-03 16:23:19 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0304030823.63421fc0@posting.google.com>
Source record: 22202

Ron Hamilton wrote
> the only place DataSoft put the author's name was on the
> splash screen and one image of that opening display in the booklet.

I have this title complete in a box and "Courtney M. Goodin" is
credited on the back of the box and also on the title page of manual.
Could be a different package, but thought you would want to know.

# 2190. Re: M.U.L.E. ( MULE ) cartridge???

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-03 16:46:59 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <7AZia.7203$4P1.563780@newsread2.prod.itd.earthlink.net>
Source record: 22203

"Shawn Jefferson" <shawnjefferson@shaw.caREMOVEPLS> wrote in message
news:3e8bc108.17160308@news...
<snip>
> What I wonder is how difficult it is to hack a game onto cartridge? Does
> he make the whole game run from A000-BCFF, or does he have some kind of
> loader on the cartridge that copies the game code to its "normal" position
> and then execute from there?

Tough for quite a few games, easy for maybe 1/3-2/3.

Quite a bit of disk based software is just cartridge software that was
pirated and turned into a disk file. All of these have a short header init
code that lowers ramtop and sets the screen up<mostly via an illegal call to
the OS>, then loads the cartridge image into the RAM and runs it from there.
Turning those back into cartridges is fairly trivial.

Some of the early cassette software is fairly easy too. Most of the programs
were rather short and were made to run on either an 8k or 16k machine. They
can be burned into carts and simple ML move ~40-50 bytes to put them in low
mem where they want to run a jump to their init/run vectors is all you need.

I got SpeedScript to run from a cartridge but lost some things like the
special mode 3<?> character sets with descenders. The program was just too
big to fit in an 8k cart w/o special stuff like bank switched carts.

I failed miserably on Berzerk and Salmon Run. Been a while so my memory is
foggy on it. IIRC it was the Berzerk with the speech so it was over 16k. I
never did a disassembly to cut out the speech. I don't remember the problem
I had with Salmon Run off hand, but I think it was similar in stuffing 17k
of code in a 16k of cartridge space.

# 2191. Super Archiver Bit Writer Help wanted

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-03 17:43:44 UTC
From: richard daley <richard.daley3@ntlworld.com>
Message-ID: <iq_ia.1981$Ok4.9@newsfep1-gui.server.ntli.net>
Source record: 22204

Ok, my drive stopped working, and upon opening it, I found a wire had come off pin 2 of the 2793, which I can fix. Now the problem. There is a switch on the front of the drive, I have never understood, and some of the wires are no longer connected as follows. It is a six pin switch, the middle two are bridged, one bottom pin is connected via a resistor to 1 pin of a 2 pin LED, the other pin of which is connected to the main board underneath near the drive LED. Then there are two wires, which I guess were fixed to the switch, one of which is still fixed at the far end to the top of jumper 7 in the middle of the board, the other is loose. Does anyone have any idea what this switch was for, and where the other wires should go to? If it is a write/protect switch. I have never seen one wired like this before, can I safely remove it. The instructions for the board make no mention of these wires at all. Help, please !!

Richard

## 2192. Re: Anybody have a clean player disk for Ultima 3 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-03 20:18:15 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v8p5knme84mv1b@corp.supernews.com>
Source record: 22205

```
Vidar.
ftp.spudster.org
in the games/atr/u directory.
there are three ultima 3 files. The ultima3.zip has
3 character disks, including an empty, original one.
It is ultima3.zip.
then theres ultimaIIIplayer.zip two or three of those.
```

# 2193. Re: Bravo Sierra Arrested!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-03 20:44:11 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <dV0ja.79221$Tn5.55173@fe10.atl2.webusenet.com>
Source record: 22206

```
"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0304020036390.14946-100000@shell1.aracnet.com...
> April Fools everyone! From Bravo Sierra Computers!

:)

>
> On Tue, 1 Apr 2003 atari4ever@woh.rr.com wrote:
>
> > Ben Smith of Bravo Sierra Computers was just arrested.
> > The prayers of his supporters would be appreciated.
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>
```

# 2194. Re: Anybody have a clean player disk for Ultima 3 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-03 21:26:30 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <aF1ja.1103$8g5.13400@news2.e.nsc.no>
Source record: 22207

"Russ Gilbert" <russg@en.com> skrev i melding
news:v8p5knme84mv1b@corp.supernews.com...
> Vidar.
> ftp.spudster.org
> in the games/atr/u directory.
> there are three ultima 3 files. The ultima3.zip has
> 3 character disks, including an empty, original one.
> It is ultima3.zip.
> then theres ultimaIIIplayer.zip two or three of those.

Thank you very much! Appreciate it!

Take Atarian care

## 2195. Looking for an Indiana Jones game

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-03 21:36:57 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <ZO1ja.1105$8g5.13468@news2.e.nsc.no>
Source record: 22208

I am not sure exactly what it was called, but I think it might have just been Indiana Jones. It is perhaps the same game as Aztec, a platform game. Might be other levels. Anybody know which game that is ?

Also looking for an old one, Dino Eggs.

Any help appreciated!

# 2196. Re: M.U.L.E. ( MULE ) cartridge???

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-03 21:53:07 UTC
From: Jindroush <jindroush@nospam.seznam.nospam.cz>
Message-ID: <3E8CAD43.3DDBB4CF@nospam.seznam.nospam.cz>
Source record: 22209

Shawn Jefferson wrote:
> What I wonder is how difficult it is to hack a game onto cartridge? Does
> he make the whole game run from A000-BCFF, or does he have some kind of
> loader on the cartridge that copies the game code to its "normal" position
> and then execute from there?

If you have bankswitched cartridge with switch-off capability - then
it's really easy (at least for any dos executable). For multistage disk
games it's much more problematic. Such cartridge behaves as rom disk
(the software is booted off it and then turned off).

--
Jindroush <jindroush@nospam.seznam.nospam.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project
Remove both 'nospam's from the address to reply.

# 2197. Re: Galactic Empires

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-03 23:57:43 UTC
From: Coach Gary <gary@tornadossoftball.com>
Message-ID: <3e8cca34_2@newsfeed>
Source record: 22210

I cant believe no one knows this game ?

"Coach Gary" <gary@tornadossoftball.com> wrote in message
news:3e8862ea$1_2@newsfeed...
> Anyone remember a bbs game for the atari called Galactic Empires ?
> Anyone know if this game is still playable online anywhere or where i can
> get a copy of it ?
>
> Thanks
>
> Gary
>
>

## 2198. Re: Atari Tax Rebate!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-04 00:48:31 UTC
From: Roagie <hoagie@nowhere.com>
Message-ID: <nvaja.6231$ee.3726@fed1read03>
Source record: 22214
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

This is too complicated!
What forms do I need to get the atari tax break?

# 2199. Re: Atari 800 System.

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-04 04:02:44 UTC
From: Mo <momo@atariland.com>
Message-ID: <Et7ja.2163$Q27.172077@twister.austin.rr.com>
Source record: 22211

Well you'd need a 240volt power supply and either a PAL Atari or an NTSC
television for one. I would look for Dr. Ianns (sp?) on Ebay. He's in
australia and specializes in retro computers
I think this is his email-
ianmav@netspace.net.au
Mo

"e1design.com" <news@e1design.com> wrote in message
news:3e8c5c80$0$18835@echo-01.iinet.net.au...
> Hello,
>
> I'm looking to buy a complete Atari 800 system (disk/ tape drive,
joysticks,
> etc). However, the problem is that they are VERY rare here in Western
> Australia. I've not seen one in all of the years of my searching.
>
> My post to this newsgroup serves two purposes: a) to find someone in
> Australia who has, or knows of someone who is selling a system, or b) to
> find someone overseas who can quote costs on purchase and delivery to a
> suburb called Victoria Park (or Perth), WA (Western Australia) for a
> complete system.
>
> Using an emulator doesn't so justice to the good old days, and my need to
> use the "real thing" is increasing on a daily basis...
>
> Hoping to find someone out there who can help!
>
> Thanks,
>
>
> Paul...
>
>

## 2200. Okimate software ATR needed...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-04 05:53:00 UTC
From: Mo <momo@atariland.com>
Message-ID: <059ja.6693$rd4.215572@twister.austin.rr.com>
Source record: 22212

Hello all,
I was wondering if anyone had the Okimate software that came with the okidata okimate 10 color printer for the Atari. I have the original tape but it lacks the screen dump utility that came on the disk version. If anyone could send me an ATR it would really be appreciated. Thanks,
Mo

## 2201. Re: Iraqis Greeting Americans with Kisses & Handshakes? -----{[++]}------

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-04 06:54:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030404075445.43269A@ilaskey.cix.co.uk>
Source record: 22213

In article <9j7o8vou80kdt31sfl2a85vb3au1s5qcln@4ax.com>,
mclane.dellosYOURFINGER@btinternet.com (Paul Irvine) wrote:
> 2. Sept 11 links
I didn't think even Bush was pushing that - given there /is/ no
connection.

# 2202. Re: Atari XE/XL red screen and not booting

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-04 09:05:47 UTC
From: Dub <dubaloo@yahoo.com>
Message-ID: <fWbja.3523$VZ4.1076427@newsfep2-win.server.ntli.net>
Source record: 22215

After long nights of desoldering, and replacing chips from an 800xl, I've got it 95% working. It was the cpu and rom that had gone. It only works only on cartridges with the OS from the 800xl in it, is there anywhere in the UK that sells replacements?, or can anyone give me a link to the 32K XEGS rom image?, I have looked everywhere but I can only find the OS rom (16K) I need the 32K rom image with the OS, Basic and Missile command in.

Cheers!

# 2203. Re: Galactic Empires

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-04 12:25:03 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <pbuq8vknm06uuofunj0ot8ikrita6hs4if@4ax.com>
Source record: 22216

On Mon, 31 Mar 2003 09:53:24 -0600, "Coach Gary"
<gary@tornadossoftball.com> wrote:

>Anyone remember a bbs game for the atari called Galactic Empires ?
>Anyone know if this game is still playable online anywhere or where i can
>get a copy of it ?
>
>Thanks
>
>Gary
>
The only Galactic empire I know is an Adv international trading game.
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

# 2204. Re: Galactic Empires

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-04 12:26:13 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <ieuq8v433turn6o7cbgtba0ngii00cn65a@4ax.com>
Source record: 22217

On Fri, 04 Apr 2003 13:25:03 +0100, Paul Irvine
<mclane.dellosYOURFINGER@btinternet.com> wrote:

>On Mon, 31 Mar 2003 09:53:24 -0600, "Coach Gary"
><gary@tornadossoftball.com> wrote:
>
>>Anyone remember a bbs game for the atari called Galactic Empires ?
>>Anyone know if this game is still playable online anywhere or where i can
>>get a copy of it ?
>>
>>Thanks
>>
>>Gary
>>
>The only Galactic empire I know is an Adv international trading game.

Aboard the Flagship Orion.
--

Paul...

" Do you know what "nemesis" means? A righteous infliction of
retribution manifested by an appropriate agent. Personified in this case
by an 'orrible c**t... me! " SNATCH - 2000

# 2205. Re: Contiki...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-04 15:28:23 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E8DA497.15F05AE9@students.uni-mainz.de>
Source record: 22221

Nope,
use a Gamedos (Micro-DOs, Mini-DOS, etc.) instead of a real DOS. Well, I have not tried DOS XL, maybe this is the only DOS that can be used with Contiki...
-Andreas.

Leon Howell schrieb:
>
> Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in message news:<3E887702.E7B25408@students.uni-mainz.de>...
> > Well,
> > at the moment the A8 version of Contiki (originally created by Adam
> > Dunkels, A8 version by C.Groessler) does not work with any Atari DOS
> > version.
>
> What are we supposed to do, use cassette?

# 2206. Re: Contiki...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-04 15:30:10 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E8DA502.1CD25117@students.uni-mainz.de>
Source record: 22222

Hey,
I didn`t want to misjudge the program - I wanted to give some
suggestions (or solutions) to solve the problem... -Andreas.

Carsten Strotmann schrieb:
>
> Hello Andreas,
>
> the current version of contiki is not a finished version, more like a first
> working preview. The delevopers are aware of the memory problem, everyone
> is invited to read the contiki mailing list archives -->
> http://sourceforge.net/mailarchive/forum.php?forum=contiki-developers
> to get more information on this topic.
>
> Please don't misjudge this program in such an early stage.
>
> Carsten Strotmann
>
> Andreas Magenheimer wrote:
>
> > Well,
> > at the moment the A8 version of Contiki (originally created by Adam
> > Dunkels, A8 version by C.Groessler) does not work with any Atari DOS
> > version. So, there are only a few solutions: 1) use RAM under the OS ROM
> > (C000-CFFF, D800-FFFF, approx. 14 kbytes), then Contiki would work at
> > least with some DOS versions, like MyDOS or Bewe-DOS. 2) split Contiki
> > into several parts, some of them loading off of the Ramdisk (i.e use
> > bankswitching from extra-memory) 3) use a bankswitching super-cart. I
> > guess the first point is the easiest one, allthough most Sparta-DOS
> > users won`t like it. But in its current state, Contiki does NOT work
> > with any Atari DOS, this includes sparta... -Andreas.

# 2207. Re: Iraqis Greeting Americans with Kisses & Handshakes? -----{[++]}------

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-04 15:32:20 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E8DA584.20B560D5@students.uni-mainz.de>
Source record: 22224

Well,
guess why the french or german soldiers did not join the coalition -
they don`t like being killed "under friendly fire"...
-Andreas.

Iain Laskey schrieb:
>
> In article <u_sia.330020$6b3.1530884@rwcrnsc51.ops.asp.att.net>,
> stevev4v1@attbi.com (SteveV4V) wrote:
>
> > If ignorance is bliss then you must be one happy son of a bitch...
> No, not happy at all. Unlike most of the American population, some of us
> are able to see the reality without the benefit of jingoistic tinged
> shades.
>
> So are YOU happy with such a high rate of friendly fire casualties or the
> bombing of civilians?
>
> > "Iain Laskey" <ilaskeyNOT@cix.co.uk> wrote in message
> > news:memo.20030401101826.6291A@ilaskey.cix.co.uk...
> > > In article <fe9f9233cd5d2188b28bb4d7d58bb18b@news.teranews.com>,
> > > j70141@hotmail.com (Steve S) wrote:
> > >
> > > > I thought she was just thanking us for the food we are distributing.
> > > No, they're thanking you for killing so many British troops and for
> > > bombing markets full of civilians.
> >
> >
> >

# 2208. Re: M.U.L.E. ( MULE ) cartridge???

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-04 15:33:01 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E8DA5AD.F83E017F@students.uni-mainz.de>
Source record: 22223

NIR DARY !!!
(self-burned/self-made cartridge)

Netguy schrieb:
>
> In article <v8mrctf61h5ufd@corp.supernews.com>, tom@not-a-real-
> address.com says...
> > Look at this
> >
> > http://www.irata.info/mule/cartridgebox.jpg
> >
> > You will notice a cartridge in the box labeled M.U.L.E.
> >
> > Does anyone have any info or plans on how to do this?
> > (yes I have blank a pcb and an eprom burner)
> >
> > If so please reply or email me i_r_a_t_a@SPAMyahoo.com remove "SPAM"
> >
> > I would like to add the plans to my website www.irata.info
> >
> > thanks,
> > Tom
> >
> >
> A while back, I saw M.U.L.E. on cart offered on eBay from a guy in
> Israel.

# 2209. Re: Atari Tax Rebate!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-04 15:46:44 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <v8ra72k428p40d@corp.supernews.com>
Source record: 22218
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I believe the ad is for you to spend your tax rebate check at Bravo Sierra Computers. No forms are needed.

Don
Vancouver, USA

"Roagie" <hoagie@nowhere.com> wrote in message
news:nvaja.6231$ee.3726@fed1read03...
> This is too complicated!
> What forms do I need to get the atari tax break?
>
>

# 2210. Re: Atari XE/XL red screen and not booting

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-04 20:45:03 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v8rrhoho9mhna1@corp.supernews.com>
Source record: 22219

I looked for xegs os rom.
Freddy Offenga has a collection of os roms.
The one for the xegs he has I don't know if it is
ntsc or pal. The ROM he has for the xegs doesn't
include the BASIC and Missle Command ROMs.
He states that xegs uses a 32k ROM, 16k OS
plus BASIC C and Msl cmd.
Anyway Freedy and someone else (from NL) seem
to be experts on 8-bit ROMs.
A google search for freddy offenga should get you
his A8 developer's page.

# 2211. ST mouse converted to 8-bit mouse

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-05 00:21:39 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e8dccdce57800@attbi.com>
Source record: 22220

Hello all,

I was wondering if anyone has the information that tells how to do converte a ST mouse so that it will work on an Atari 8-bit. I guess Mathy Nasselroy did it. Anyone have that info?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

## 2212. Cosmic Balance

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-05 05:00:05 UTC
From: The Relentless <relent@poop.poo>
Message-ID: <MPG.18f802b4cdca2b96989680@netnews.attbi.com>
Source record: 22225

Anybody have a WORKING ATR Cosmic Balance. I have one that does not boot.

## 2213. Compute!'s First Book of Atari on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-05 06:23:36 UTC
From: Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com>
Message-ID: <usenet-DELETEthisPART-7F34DB.22233604042003@news.west.cox.net>
Source record: 22226

The geeks, nerds, and spazzes at atariarchives.org are proud to announce that the full text of Compute!'s First Book of Atari is now available on the Web.

Published in 1981, this classic book includes articles printed just after the release of the Atari 400 and 800 computers. It includes early reviews of Atari BASIC, DOS 1, and the Atari 810 disk drive, plus unique BASIC and machine language tutorials. The first chapter includes an interview with Atari's VP of marketing, examining the early '80s personal computer market.

All of the book's type-in programs are available for download. This is the 13th book to be made available at atariarchives.org.

It's available at
http://www.atariarchives.org/c1ba/

--Kevin
--
Kevin Savetz - http://www.savetz.com/contact/
Curator of Classic Computer Magazine Archive - www.atarimagazines.com
& Atariarchives.org - www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

# 2214. Re: Iraqis Greeting Americans with Kisses & Handshakes? -----{[++]}------

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-05 07:18:24 UTC
From: Mo <momo@atariland.com>
Message-ID: <4rvja.12839$vl3.361253@twister.austin.rr.com>
Source record: 22227

Can't blame them a bit, I'm still trying to get over the new names
Washington came up with for 'French fries' being 'Freedom Fries'. It
reminded me of the story my grandma told me about how our family changed our
surname from Steinbrenner to Johnson during world war 1 because of the
oppression the American-Germans were faced with, much like the modern
middleeastern-americans are today. I hate off topic posts, but I've got to
put my two cents in on this one. I think Bush is setting this country back
decades....
Mo

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3E8DA584.20B560D5@students.uni-mainz.de...
> Well,
> guess why the french or german soldiers did not join the coalition -
> they don`t like being killed "under friendly fire"...
> -Andreas.
>
>
>
> Iain Laskey schrieb:
> >
> > In article <u_sia.330020$6b3.1530884@rwcrnsc51.ops.asp.att.net>,
> > stevev4v1@attbi.com (SteveV4V) wrote:
> >
> > > If ignorance is bliss then you must be one happy son of a bitch...
> > No, not happy at all. Unlike most of the American population, some of us
> > are able to see the reality without the benefit of jingoistic tinged
> > shades.
> >
> > So are YOU happy with such a high rate of friendly fire casualties or
the
> > bombing of civilians?
> >
> > > "Iain Laskey" <ilaskeyNOT@cix.co.uk> wrote in message
> > > news:memo.20030401101826.6291A@ilaskey.cix.co.uk...
> > > > In article <fe9f9233cd5d2188b28bb4d7d58bb18b@news.teranews.com>,
> > > > j70141@hotmail.com (Steve S) wrote:
> > > >
> > > > > I thought she was just thanking us for the food we are
distributing.
> > > > No, they're thanking you for killing so many British troops and for
> > > > bombing markets full of civilians.
> > >
> > >

> > >

# 2215. Re: Contiki...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-05 09:02:05 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b6m64l$6r6pq$1@ID-174234.news.dfncis.de>
Source record: 22228

Andreas Magenheimer wrote:

> Nope,
> use a Gamedos (Micro-DOs, Mini-DOS, etc.) instead of a real DOS. Well, I
> have not tried DOS XL, maybe this is the only DOS that can be used with
> Contiki...
> -Andreas.
>
>

A Gamedos would not much help, because these GameDos don't install a "D:"
handler. To work with Contiki you need a "real" dos (with open,get record,
put record, open directory, format ... commands), not just a binary loader.

DOS 2.XL from Thomas Richter is not the same as DOS XL from OSS/ICD/FTE. DOS
XL has a normal memory footprint (lowmem around $2000) and can load some
routines under a OSS Cartridge or the XL-ROM, whereas Thomas DOS 2.XL (as I
understand it) load almost fully under the OS ROM just needing a handful
bytes in the lower ram, so lowmem is around $800.

Carsten

# 2216. Re: Contiki...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-05 09:07:41 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b6m6f5$6iqt0$1@ID-174234.news.dfncis.de>
Source record: 22229

Andreas Magenheimer wrote:

> Hey,
> I didn`t want to misjudge the program - I wanted to give some
> suggestions (or solutions) to solve the problem... -Andreas.

I don't question your good intentions (I know you as a person who is happy about every new ATARI development :) ), I just don't want that some people here think that Contiki is unusable because there is no DOS to start it and no memory free to use it.

Suggestions and solutions are alsways welcome to the developers mailinglist.

Ciao

Carsten

# 2217. Re: ST mouse converted to 8-bit mouse

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-05 09:19:03 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <b6m71q$61lsi$1@ID-112582.news.dfncis.de>
Source record: 22230

Edward S. Baiz Jr. schrieb:

> I was wondering if anyone has the information that tells how to do
> converte a ST mouse so that it will work on an Atari 8-bit. I
> guess Mathy Nasselroy did it. Anyone have that info?

You don't need a hardware hack for using a ST mouse with your atari 8-bit. Just plug it into the joystick port and try it out. I would recommend Missile Command, Shanghai or S.A.M. (german Geos clone).

If you want to use the right mouse button for alternate functions or context-menu's you will need to install a little modification, which enables the pokey to read out that kind of information. I don't know much about this hack, but it should be possible to find it somewhere in old atari magazines.

There are also several mouse drivers and handlers availble, which can be used for own programming. But keep in mind, that there are always restrictions when you are using a st mouse with your xl/xe. The st computer has an own hardware chip, which controlls the incoming analogous data from the mouse and converts into usable x,y-parameters. Unfortunately, the 8-bit does NOT have such a chip inside. So the drivers are just emulating that behaviour and this needs -of course- memory and process time. Some drivers are really lean and very optimized, so you can use it even with hires graphics-modes and the mouse just feels "very smooth" (Example: SAM Designer, Shanghai).

have fun.

--
\thomsen
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

# 2218. Re: Why did ATARI not use the 7800 GFX-chip for the XL ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-05 10:56:02 UTC
From: Jindroush <jindroush@nospam.seznam.nospam.cz>
Message-ID: <3E8EB642.D45F1DBF@nospam.seznam.nospam.cz>
Source record: 22231

Zothen Runecaster wrote:
> The 7800´s video hardware is more advanced - why did ATARI not improve
> the XL by using the advanced 7800 graphics hardware + the old CTIA for
> compatibility ?

Don't forget that 7800 is not an Atari developed machine. Also, whole XE
line is just repackaged old stuff.

--
Jindroush <jindroush@nospam.seznam.nospam.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project
Remove both 'nospam's from the address to reply.

# 2219. Re: Why did ATARI not use the 7800 GFX-chip for the XL ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-05 11:59:13 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e8ec55b$0$49104$e4fe514c@news.xs4all.nl>
Source record: 22232

>Don't forget that 7800 is not an Atari developed machine. Also, whole XE
>line is just repackaged old stuff.

This is not completly true, The 7800 was made before the XE line, secondly the latest XE (China version with GTIA bug) where made at the end of 198x and beginning of 199x. For this last batch they made new GTIA chips with a buggy mask.
Because Atari wanted to have a 'new' XE style XL compatible system they continued there design from the XL series. A super XE would be cool... I think it can be done when someone connects the 7800 graphics chip to the XE, Atari can disable ANTIC so a new video chip can be addressed at full speed...

Is there someone that would want to make such a upgrade? :-)

# 2220. Re: Compute!'s First Book of Atari on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-05 12:18:59 UTC
From: Bishop <dwebster@attbi.com>
Message-ID: <idit8vkjpkpd65hbqjnhchp93h0ina974c@4ax.com>
Source record: 22233

On Fri, 04 Apr 2003 22:23:36 -0800, Kevin Savetz
<usenet-DELETEthisPART@savetz-DELETEthisPART.com> wrote:

>The geeks, nerds, and spazzes at atariarchives.org are proud to announce that
>the full text of Compute!'s First Book of Atari is now available on the Web.
>
>Published in 1981, this classic book includes articles printed just after the
>release of the Atari 400 and 800 computers. It includes early reviews of Atari
>BASIC, DOS 1, and the Atari 810 disk drive, plus unique BASIC and machine
>language tutorials. The first chapter includes an interview with Atari's VP of
>marketing, examining the early '80s personal computer market.
>
>All of the book's type-in programs are available for download. This is the
>13th book to be made available at atariarchives.org.
>
>It's available at
> http://www.atariarchives.org/c1ba/
>
>--Kevin

Does that ever bring back some memories. Does anybody know what Jerry
White is doing these days?

# 2221. Re: Why did ATARI not use the 7800 GFX-chip for the XL ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-05 16:02:45 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <F6Dja.9593$ey1.799689@newsread1.prod.itd.earthlink.net>
Source record: 22234

"Zothen Runecaster" <zothen@my-deja.com> wrote in message
news:fcd76a9e.0304042040.19182ceb@posting.google.com...
> The 7800's video hardware is more advanced - why did ATARI not improve
> the XL by using the advanced 7800 graphics hardware + the old CTIA for
> compatibility ?

The powers that be decided there was no future in 8 bit systems.

You have to remember that even the design team for the Atari 800 had moved
on to projects like the Amiga.

Apple pushing the Mac, IBM got in bed with the Intel and MS got in bed with
IBM. It became a 16 bit market place.
> Most software programmers complained that the ATARI has not enough
> sprites - compared to the C64 , this would have been no problem if the
> ATARI 800 XL had the 7800's graphics hardware.

C64 came out ~3 years after the Atari. Kind of like comparing a PC to an AT.
That they are so close in performance is what is unusual except that C64 had
a better price point.

The great price and success in the market place is the reason why most
software programmers supported the C64 and didn't support the Atari. Atari
had a much smaller user base then the C64.

The bottom line is it ultimately didn't make a difference. Both C64 and
Atari went south. Yes it would have been nice had Atari come out with
improved graphics, but they still would have gone under.

# 2222. Re: Why did ATARI not use the 7800 GFX-chip for the XL ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-05 17:28:25 UTC
From: f-schuster@gmx.net
Message-ID: <add8fcf3.0304050928.7dc9d9bd@posting.google.com>
Source record: 22235

"TXG" <txg01@xs4all.nl> wrote in message
news:<3e8ec55b$0$49104$e4fe514c@news.xs4all.nl>...
> >Don't forget that 7800 is not an Atari developed machine. Also, whole XE
> >line is just repackaged old stuff.
>
> This is not completly true, The 7800 was made before the XE line, secondly
> the latest XE (China version with GTIA bug) where made at the end of 198x
> and beginning of 199x. For this last batch they made new GTIA chips with a
> buggy mask.
> Because Atari wanted to have a 'new' XE style XL compatible system they
> continued there design from the XL series. A super XE would be cool... I
> think it can be done when someone connects the 7800 graphics chip to the XE,
> Atari can disable ANTIC so a new video chip can be addressed at full
> speed...
>
> Is there someone that would want to make such a upgrade? :-)

Hi TXG,

would be a nice mod to put the Maria into an XL/XE. The 7800 OS is
pretty much the same as of the XL except the screen handling.
As far as I know the Maria decodes it's address range itself as the
Antic but at a totaly different address area. I think it's page 1 but
I'm not sure.
The question is what is easier, to modify a XL/XE to put the Maria in
or to modify a 7800 to be a XL/XE?
In the later case the SIO and keyboard connectors must be added and
the OS rewritten as in the first case.
I think the second approach would be easier.

What do you think?

Regards
Frank

# 2223. Re: ST mouse converted to 8-bit mouse

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-05 18:51:54 UTC
From: puritan_2076@yahoo.com
Message-ID: <ae64f04a.0304051051.d11abed@posting.google.com>
Source record: 22236

> S.A.M. (german Geos clone).

For the Atari? Please tell me more!

Where can I get a copy? What applications are available? Will it take advantage of the XE130's extra memory? How does it compare with the C=64/128 versions of Geos, especialy version 2.0?

# 2224. Re: Contiki...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-05 18:56:40 UTC
From: puritan_2076@yahoo.com
Message-ID: <ae64f04a.0304051056.66d13fce@posting.google.com>
Source record: 22237

Carsten Strotmann <cas_news@strotmann.de> wrote in message
news:<b6e185$4b1hj$1@ID-174234.news.dfncis.de>...
> Hello Andreas,
>
> the current version of contiki is not a finished version, more like a first
> working preview. The delevopers are aware of the memory problem, everyone
> is invited to read the contiki mailing list archives -->
> http://sourceforge.net/mailarchive/forum.php?forum=contiki-developers
> to get more information on this topic.

No problem here. At this rate, by the time I finaly get an XE130
Contiki will probably be *perfect*. Fortunately, I'm not in any hurry.

# 2225. Re: Why did ATARI not use the 7800 GFX-chip for the XL ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-05 19:19:47 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e8f2c9e$0$49102$e4fe514c@news.xs4all.nl>
Source record: 22238

> Hi TXG,
>
> would be a nice mod to put the Maria into an XL/XE. The 7800 OS is
> pretty much the same as of the XL except the screen handling.
> As far as I know the Maria decodes it's address range itself as the
> Antic but at a totaly different address area. I think it's page 1 but
> I'm not sure.

This could be tricked by some logic, to let the system think it works in
page 1....

> The question is what is easier, to modify a XL/XE to put the Maria in
> or to modify a 7800 to be a XL/XE?

The XL/XE only has to be attached to the MARIA chip, this is much easier....
Maybe we can use the socket of the original ANTIC for an adapter board...

> In the later case the SIO and keyboard connectors must be added and
> the OS rewritten as in the first case.
> I think the second approach would be easier.

not interested.... would like to have a MARIA chip as an option so that I
could turn it off or on.....

# 2226. Re: ST mouse converted to 8-bit mouse

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-05 19:20:45 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e8f2cd8$0$49111$e4fe514c@news.xs4all.nl>
Source record: 22239

Best application for mouse is Diamond GOS just get the cartridge version....
this is just like the ST desktop including drag and drop.... :-)

"Leon Howell" <puritan_2076@yahoo.com> wrote in message
news:ae64f04a.0304051051.d11abed@posting.google.com...
> > S.A.M. (german Geos clone).
>
> For the Atari? Please tell me more!
>
> Where can I get a copy? What applications are available? Will it take
> advantage of the XE130's extra memory? How does it compare with the
> C=64/128 versions of Geos, especialy version 2.0?

# 2227. Re: Graphic Master

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-05 20:00:13 UTC
From: Courtney Goodin <cgoodin@primenet.com>
Message-ID: <hBGja.80268$OV.189814@rwcrnsc54>
Source record: 22240

Yeah, That is it, like I said, I was one of the few people to get credit for writing software for Datasoft. A few others that, like myself brought finished titles to the company for distribution did negotiate credits to be included. However as Datasoft grew and started to hire it's own programmers to work in-house the credits disappeared. There was a big flap at Atari when William Robinson put some Easter egg code in Atariwriter (originally a Datasoft distributed product) that put his name on the screen when certain joystick switches were pressed. They sued him and ordered many of the Rom based Program cartridges destroyed.

------Courtney

"Rich_N_Feymus" <ejgnandt@netzero.net> wrote in message
news:4d2debfd.0304030823.63421fc0@posting.google.com...
> Ron Hamilton wrote
> > the only place DataSoft put the author's name was on the
> > splash screen and one image of that opening display in the booklet.
>
> I have this title complete in a box and "Courtney M. Goodin" is
> credited on the back of the box and also on the title page of manual.
> Could be a different package, but thought you would want to know.

# 2228. Re: Contiki...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-05 21:22:56 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b6nhfg$1me$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 22241

Hi Carsten,

> A Gamedos would not much help, because these GameDos don't install a "D:"
> handler. To work with Contiki you need a "real" dos (with open,get record,
> put record, open directory, format ... commands), not just a binary loader.

> DOS 2.XL from Thomas Richter is not the same as DOS XL from OSS/ICD/FTE. DOS
> XL has a normal memory footprint (lowmem around $2000) and can load some
> routines under a OSS Cartridge or the XL-ROM, whereas Thomas DOS 2.XL (as I
> understand it) load almost fully under the OS ROM just needing a handful
> bytes in the lower ram, so lowmem is around $800.

Seems I haven't found the time yet to setup a web page. Just drop me a mail
and I'll forward the 2.XL master disk including all the utilities. The sources
are in Mac/65 format but would require some polishing. Note that all this is
more than ten years old and had to dig it out....

So long,
Thomas

# 2229. Re: Bill Kendrick Gem Drop Question

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-05 21:43:14 UTC
From: bill@newbreedsoftware.com
Message-ID: <S5Ija.3236$JX2.259601@typhoon.sonic.net>
Source record: 22242

Russ Gilbert <russg@en.com> wrote:
> Hi, Bill, everbody.
> It isn't 'Gem Drop X'. I looked at GDX from your
> site and it isn't the same as the one my daughter was
> playing.

GameHouse's "Super Gem Drop" seems _kind_ of similar.

My game was based on Magical Drop III, a NeoGeo/arcade game.

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 2230. Atari Stuff for sale (Atlanta Area)

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-05 22:30:28 UTC
From: ckmeusel@netzero.net
Message-ID: <df7b1df9.0304051430.7c5e646e@posting.google.com>
Source record: 22243

Hello,

My father is wanting to sell some old Atari equipment to someone in the Atlanta, Georgia area. He is in Louisiana and will be visiting me during the week of May 4th thru the 8th. (Woodstock/Acworth GA Area)

The list of old Atari equipment he has is as follows and he wanted to know what someone would be willing to pay for this equipment (All in good shape):

ATARI 400/800 COMPUTER STUFF

1 ea. 400 Computer
1 ea. 800 Computer
1 ea. 810 Disk Drive
1 ea. 1050 Disk Drive
1 ea. 410 Cassette Recorder
1 ea. 850 Interface
1 ea. SX212 Modem
1 ea. 1020 Printer
1 ea. 1027 Printer (needs print belt)
5 ea. Transformers
Spare 400/800 circuit boards.

400/800 Technical & Modification info.
400/800 Tech. Ref. Notes.
400/800 Guide to effective programming.
Service Disks & translater.
Archiver Package.
Syncalc disk & doc.
Analog Mag. Compendiom
Antic & Analog Magazines

Thanks

Curtis

# 2231. Re: Graphic Master

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-05 22:42:03 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0304051442.11114d6e@posting.google.com>
Source record: 22244

"Courtney Goodin" <cgoodin@primenet.com> wrote in message
> There was a big flap at Atari
> when William Robinson put some Easter egg code in Atariwriter (originally a
> Datasoft distributed product) that put his name on the screen when certain
> joystick switches were pressed. They sued him and ordered many of the Rom
> based Program cartridges destroyed.

So Atariwriter was a rewrite of Datasoft's Text Wizard?

## 2232. PC 5.25 floppy drive to read/write ATR images?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-05 23:44:08 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <v8uqi47ssq11f3@corp.supernews.com>
Source record: 22245

Can this be done? I use an Amiga 1020 5.25 drive to do this currently just not sure if possible in the PC world.

Tim

# 2233. Re: ST mouse converted to 8-bit mouse

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-05 23:48:09 UTC
From: cas_news@strotmann.de
Message-ID: <bfb6c428.0304051548.5ef77f4b@posting.google.com>
Source record: 22246

Thomas Havemeister <twh1@gmx.de> wrote in message
news:<b6m71q$61lsi$1@ID-112582.news.dfncis.de>...

> 
> There are also several mouse drivers and handlers availble, which can be
> used for own programming. But keep in mind, that there are always
> restrictions when you are using a st mouse with your xl/xe. The st
> computer has an own hardware chip, which controlls the incoming
> analogous data from the mouse and converts into usable x,y-parameters.
> Unfortunately, the 8-bit does NOT have such a chip inside. So the
> drivers are just emulating that behaviour and this needs -of course-
> memory and process time. Some drivers are really lean and very
> optimized, so you can use it even with hires graphics-modes and the
> mouse just feels "very smooth" (Example: SAM Designer, Shanghai).
> 
> have fun.

Assembler, ACTION! Sourcecode for accessing an ST Mouse on the ATARI:

Assembler ->
http://www.strotmann.de/twiki/bin/view/APG/PgmHardwDriverMouse

ACTION! ->
http://www.strotmann.de/twiki/bin/view/APG/ActionMouse

The QUICK Programming Language has ST Mouse Support build in (but with
an suboptimal implementation)

Information on QUICK Language and S.A.M -->
http://www.dgs.clara.net/cdromppp.htm

Regards

Carsten

# 2234. Question about disk drives and monitor interference

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-06 01:40:29 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0304051740.337974e8@posting.google.com>
Source record: 22147

Hi all,

Anybody got any suggestions for shielding floppy disk drives from monitor interference? I've noticed that when I place my Atari 5.25 disk drive near my monitor they do not function properly. I assume this is because of emissions from the monitor. Space is at a premium for me. What I want to do is build a small hutch with space for two drives and a shelf for the monitor on top of the drives. If I line the top, bottom, and sides of the bay that will hold the drives with a heavy gauge of metal will that prevent the monitor emissions for interfering with the drives? I'm also open to any other suggestions that anybody might have.

Thanks,
John

# 2235. Atari 810 manual

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-06 02:06:34 UTC
From: Chris P <hitafiend@hotmail.com>
Message-ID: <KYLja.122915$M7.2666908@twister.tampabay.rr.com>
Source record: 22148

Anyone know where I can locate an Atari 810 Manual? Is there one online?

# 2236. Re: Question about disk drives and monitor interference

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-06 02:11:31 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v8v36lb6j4m7d7@corp.supernews.com>
Source record: 22149

I had this problem with my Atari ST, never with the
8-bits. However I never put a monitor very near
an 8-bit drive, so maybe that stopped it from occuring.
On the ST, I kept getting trashed floppy disks, and
the computer couldn't read or write to floppy. I had
built a wooden shelf with two shelves, the top for
my monitor and printer, a low hieght shelf about 3 1/2"
high under that for my floppy drives. My floppies were
directly under the SC1224 color monitor.
After I found out my monitor was causing the SF351
not to function, I put a cookie sheet under the monitor,
all my problems disappeared, interference type any way.
I had already learned not to have a floppy disk in the
drive and power on or off with a power strip, this caused
the 'busy' light to blink and a nice magnetic defect hole
in the floppy. I do the same with my parallel port
PC zip drive, never have a disk in and turn power on
or off.
So, yes, a metal lining on the shelf you put the drive on
should stop the interference from the monitor.
Rambling Russg

# 2237. Re: PC 5.25 floppy drive to read/write ATR images?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-06 02:14:02 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v8v3bb8n5n8234@corp.supernews.com>
Source record: 22150

I don't think you can read/write .ATR images to
PC 5.25" floppy. There's nothing that will do it
I'm aware of and it is pretty much impossible for
90k .ATR single density Images.
The Amiga can do Atari 8-bit single density FM writes?
Russg

# 2238. Re: PC 5.25 floppy drive to read/write ATR images?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-06 02:16:12 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0304051816.4da5989d@posting.google.com>
Source record: 22151

"Tim" <tjlazer@mail.com> wrote in message news:<v8uqi47ssq11f3@corp.supernews.com>...
> Can this be done? I use an Amiga 1020 5.25 drive to do this currently just
> not sure if possible in the PC world.
>
> Tim

Yes it is possible if you use a modified 1050 or standard XF551 to
read the PC written floppy. The 1050 has to be modified to read
double density instead of just single density or 'dual' enhanced
density that a stock 1050 can. US Doubler, Happy, and several
European upgrades qualify. Only 180k or 360k ATRs can be read
or written with WriteATR program, but within those restrictions,
you are good to go.

Hiassoft home page (Ataridsk - WriteATR)
http://www.horus.com/~hias/atari

# 2239. Re: Atari Stuff for sale (Atlanta Area)

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-06 02:16:43 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v8v3geeon5bk95@corp.supernews.com>
Source record: 22152

You might get someone to give something for
the stuff and not have to ship it/them.
You have any idea what ANALOGs he has? The
very early ANALOGs are hard to come by (like
issues 1 to 10.)
Russg

# 2240. Re: PC 5.25 floppy drive to read/write ATR images?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-06 03:56:41 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <v8v9bk9ju0un85@corp.supernews.com>
Source record: 22153

"Russ Gilbert" <russg@en.com> wrote in message
news:v8v3bb8n5n8234@corp.supernews.com...
> I don't think you can read/write .ATR images to
> PC 5.25" floppy. There's nothing that will do it
> I'm aware of and it is pretty much impossible for
> 90k .ATR single density Images.
> The Amiga can do Atari 8-bit single density FM writes?

Yes with the Amigas own 5.25" drive and a program called conv551 I am able
to read/write ATRs to 5.25" disks!

Tim

# 2241. Re: Super Archiver Bit Writer Help wanted

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-06 05:06:47 UTC
From: nir@minicom.com
Message-ID: <83cd76b4.0304052106.7c36030d@posting.google.com>
Source record: 22154

Hi Richard,

can you send me a picture of the inside of the drive.. i am sure i can
help you figure this one!

nir

"richard daley" <richard.daley3@ntlworld.com> wrote in message
news:<iq_ia.1981$Ok4.9@newsfep1-gui.server.ntli.net>...
> Ok, my drive stopped working, and upon opening it, I found a wire had come
> off pin 2 of the 2793, which I can fix. Now the problem. There is a switch
> on the front of the drive, I have never understood, and some of the wires
> are no longer connected as follows. It is a six pin switch, the middle two
> are bridged, one bottom pin is connected via a resistor to 1 pin of a 2 pin
> LED, the other pin of which is connected to the main board underneath near
> the drive LED. Then there are two wires, which I guess were fixed to the
> switch, one of which is still fixed at the far end to the top of jumper 7 in
> the middle of the board, the other is loose. Does anyone have any idea what
> this switch was for, and where the other wires should go to? If it is a
> write/protect switch. I have never seen one wired like this before, can I
> safely remove it. The instructions for the board make no mention of these
> wires at all. Help, please !!
>
> Richard

# 2242. Re: PC 5.25 floppy drive to read/write ATR images?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-06 07:52:58 UTC
From: Mo <momo@atariland.com>
Message-ID: <u1Rja.10047$Q27.590008@twister.austin.rr.com>
Source record: 22155

There are a couple of controller boards around like the 'catweasel' at about $85.00 US it will do many different formats. Also the Adaptec 152X SCSI controllers are capable of reading/writting single density if you could find an emulator that supported real PC floppy drives and a 360K floppy to hook it up to.
Mo

"Tim" <tjlazer@mail.com> wrote in message
news:v8v9bk9ju0un85@corp.supernews.com...
>
> "Russ Gilbert" <russg@en.com> wrote in message
> news:v8v3bb8n5n8234@corp.supernews.com...
> > I don't think you can read/write .ATR images to
> > PC 5.25" floppy. There's nothing that will do it
> > I'm aware of and it is pretty much impossible for
> > 90k .ATR single density Images.
> > The Amiga can do Atari 8-bit single density FM writes?
>
> Yes with the Amigas own 5.25" drive and a program called conv551 I am able
> to read/write ATRs to 5.25" disks!
>
> Tim
>
>

# 2243. Re: Why did ATARI not use the 7800 GFX-chip for the XL ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-06 12:06:02 UTC
From: f-schuster@gmx.net
Message-ID: <add8fcf3.0304060406.2e979cc9@posting.google.com>
Source record: 22156

"TXG" <txg01@xs4all.nl> wrote in message
news:<3e8f2c9e$0$49102$e4fe514c@news.xs4all.nl>...
> > Hi TXG,
> >
> > would be a nice mod to put the Maria into an XL/XE. The 7800 OS is
> > pretty much the same as of the XL except the screen handling.
> > As far as I know the Maria decodes it's address range itself as the
> > Antic but at a totaly different address area. I think it's page 1 but
> > I'm not sure.
>
> This could be tricked by some logic, to let the system think it works in
> page 1....
>
> > The question is what is easier, to modify a XL/XE to put the Maria in
> > or to modify a 7800 to be a XL/XE?
>
> The XL/XE only has to be attached to the MARIA chip, this is much easier....
> Maybe we can use the socket of the original ANTIC for an adapter board...
>
> > In the later case the SIO and keyboard connectors must be added and
> > the OS rewritten as in the first case.
> > I think the second approach would be easier.
>
> not interested.... would like to have a MARIA chip as an option so that I
> could turn it off or on.....

Then let's do it!

I've got some documentation on the MARIA as well as the 7800 OS source listing.
Are you interested?

# 2244. Re: Atari 810 manual

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-06 17:13:25 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b6pn7n$7phr9$1@ID-174234.news.dfncis.de>
Source record: 22157

Chris P wrote:

> Anyone know where I can locate an Atari 810 Manual? Is there one online?

Look at
http://www.strotmann.de/twiki/bin/view/Infothek/InfoBooksEng#ATARI_Disk_Drive

* The ATARI 810 Disk Drive - An Introduction to the Disk Operating
System
* Disk Operating System II Reference Manual Online
* ATARI Dos 2.5: ATARI 1050 Disk Drive Owners Manual
* ATARI Dos 2.5: XF551 Disk Drive Owners Manual
* ATARI DOS 3: Disk Operating System Reference Manual
* An introduction to the ATARI Disk Operating System DOS 3
* ATARI 1050 Disk Drive Disk Operating System II Reference Manual
* ATARI 1050 Disk Drive An Introduction to the Disk Operating System
* ATARI 1050 Disk Drive Owner's Guide A
* ATARI 1050 Disk Drive Owner's Guide B
* ATARI Disk Drive 1050 An Introduction to the ATARI Disk Operating
System
* ATARI Disk Drive 1050 Owner's GuideOnline
* Happy 810 & 1050 Enhancement Warp Speed Software Rev. 7 User Manual
* Rana Systems 1000 Installation Guide
* TRAK 'AT' Series Drive User's Guide
* DOS XL includes BUG/65
* Sparta DOS X
* R-Time 8 / SDCS Supplement

# 2245. Atari 1050 happy drives

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-06 20:25:27 UTC
From: richard daley <richard.daley3@ntlworld.com>
Message-ID: <X30ka.2326$Km1.198@newsfep1-gui.server.ntli.net>
Source record: 22158

Another request for help, does anyone know of any of the add on controllers for the rev 7 1050 drives still out there? I would like to make a matching pair of drives. I have the drive and happy 7.0 board, now I need to find the controller.

thanks

Richard

## 2246. 130XE keyboard problem...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-07 01:45:10 UTC
From: Hon Tseng <pcuser45@yahoo.com>
Message-ID: <GK4ka.105345$0g4.3109486@news2.east.cox.net>
Source record: 22159

I have a 130XE keyboard problem... The following keys 8, T, I, A, S, D, F, G, H, B, M, Help, Start, Select, and Option, do not work. Do you think that the chip problem inside 130XE, wire inside plastic seems to be wore out, or what else its cause is? Please help me how to solve this problem, thanks!

# 2247. Re: Why did ATARI not use the 7800 GFX-chip for the XL ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-07 01:55:18 UTC
From: Hon Tseng <pcuser45@yahoo.com>
Message-ID: <aU4ka.105360$0g4.3112771@news2.east.cox.net>
Source record: 22160

```
Zothen Runecaster <zothen@my-deja.com> wrote in message
news:fcd76a9e.0304061636.65d5acfe@posting.google.com...
> f-schuster@gmx.net (Frank Schuster) wrote in message
news:<add8fcf3.0304060406.2e979cc9@posting.google.com>...
> > "TXG" <txg01@xs4all.nl> wrote in message
news:<3e8f2c9e$0$49102$e4fe514c@news.xs4all.nl>...
> > > > Hi TXG,
> > > >
> > > > would be a nice mod to put the Maria into an XL/XE. The 7800 OS is
> > > > pretty much the same as of the XL except the screen handling.
> > > > As far as I know the Maria decodes it's address range itself as the
> > > > Antic but at a totaly different address area. I think it's page 1
but
> > > > I'm not sure.
> > >
> > > This could be tricked by some logic, to let the system think it works
in
> > > page 1....
> > >
> > > > The question is what is easier, to modify a XL/XE to put the Maria
in
> > > > or to modify a 7800 to be a XL/XE?
> > >
> > > The XL/XE only has to be attached to the MARIA chip, this is much
easier....
> > > Maybe we can use the socket of the original ANTIC for an adapter
board...
> > >
> > > > In the later case the SIO and keyboard connectors must be added and
> > > > the OS rewritten as in the first case.
> > > > I think the second approach would be easier.
> > >
> > > not interested.... would like to have a MARIA chip as an option so
that I
> > > could turn it off or on.....
> >
> > Then let's do it!
> >
> > I've got some documentation on the MARIA as well as the 7800 OS source
listing.
> > Are you interested?
>
> This is very interesting and I want to see such an ATARI.
>
```

> You may also ask at ATARIAGE (www.atariage.com) , maybe there are some
> more ATARI-Fans interested there.
>
> An ATARI 800 with a Maria chip would blow the C64 away ...

Why not adding a GFX or Maria chip for Atari 8bit Emulator? I just
onder... -tseng

>
> ZR

# 2248. Re: 1050 Disk drive: how to transport it?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-07 02:32:07 UTC
From: Paul Alhart <paulalhart@hotmail.com>
Message-ID: <Hq5ka.4759$kr2.406@nwrddc04.gnilink.net>
Source record: 22161

> How should you protect the heads of the 1050 disk drive when in transport?
> By leaving the head up (without a disk inside) or by putting the head down
> (with a disk inside).

It shouldn't matter as long as you don't use it as a football. There is only one head (single sided) and it rests on a felt pad when the drive lever is in the closed position. In the open position it is held away from touching anything. Paul

## 2249. Basic XL (Orange Cart)

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-07 05:50:19 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030407015019.08851.00000481@mb-fw.aol.com>
Source record: 22162

Has anyone ever seen an _Orange_ BXL cart as a V1.03?
Larry

## 2250. 1050 Disk drive: how to transport it?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-07 06:46:34 UTC
From: Roy G Biv <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.53.0304070240550.23232@shell1>
Source record: 22163

On Sun, 6 Apr 2003 at 21:52:10 -0400, "Daniel Chartier" scribbled:
->How should you protect the heads of the 1050 disk drive when in
->transport? By leaving the head up (without a disk inside) or by
->putting the head down (with a disk inside).

I vote for putting a disk inside and locking the handle.
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* "All Indus -- All The Time!" *

(Headers munged to foil spammers; real info in taglines)

# 2251. Re: 1050 Disk drive: how to transport it?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-07 07:46:49 UTC
From: misterbumpy73@wmconnect.com
Message-ID: <20030407034649.16591.00000520@mb-cd.wmconnect.com>
Source record: 22164

Bingo... AFAIK no one made 5.25" drives rattle-proof (like most of the later 3.5"s), so I'd put a blank (or a disk you no longer care about) inside and lock that bad boy down! :^)

# 2252. Re: More colors with player/missiles

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-07 08:29:10 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b6rcsm$dlf$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 22165

Hi,

> It is possible to get new colors when you use player/missiles over the
> normal character graphics (Graphics 12).

Well, you get the player/missle color registers as a bonus, of course.
(Hence, four additional colors), but not in arbitrary places.

> It seems like you can get characters with at least 7 colors - 4
> original colors + 3 additional colors from the players.

Not quite. The four p/m colors cannot be positioned independently.
You either have a limited resolution (by using wide players) or a limited
horizontal position (by using small/regular sized players).

> And it is possible to get another color by using inverted characters ,
> this color can be changed by player 3 and 4.

No, you don't get any additional color by inverting; Playfield graphics
in antic textmodes 4 and 5 use playfield register 3 instead of playfield
register 2 if the hi-bit of the character symbol is set, but that doesn't
interact with player/missile graphics in any way.

> Since it is possible to change charsets with DLIs every 3rd line , it
> should be possible to treat the charset mode just like any bitmap mode

Just with ugly addressing. Now, what would be the benefit of that? You
could replace a fourth playfield color instead of PM2 on every 8x8 subblock
of graphics. And you could get additional four colors, but either with
ugly resolution, or rather limited freedom concering the placement.

> and even make a vector-graphics game.You just change the characters
> just like you change the bitmap in a bitmap mode.

IIRC, Spy vs. Spy did this, though not a vector graphics game. The C64
"bitmap mode" is something very similar, it shares "ugly addressing"
by the character mode, and just drops the character map.

> Because the problem of most ATARI games is , that the use all the
> players for a few moving objects and 1-colored-players donï¿½t look very
> good comapred to the C64ï¿½s multicolor sprites.

And how does your idea resolve it? You either use all players for additional
playfield colors and have to use "software emulated" players with rather
restricted color definitions? Seems like a bad trade for me. In most cases,
you're better off using specialized DLIs for the purpose of your game.

Consider for example the "Activision" games like Decathlon, Pitfall 2, Zenji,... The "sprites" look rather colorful, don't they? And still, these are simple GTIA sprites, just recolored by a vertical kernel that provide the colors on a line-by-line basis. This much more practical.

As a matter of fact, GTIA has only eight color registers, giving you eight colors per scanline, unless you're using horizontal kernels, but leaving you only the VBI for the game engine.

Oh, and there's another less-known fact: Player/missile graphics and playfield graphics can mix. Set the priority engine of GTIA to mode 0, then playfield 0,1 and players 0,1 combine their colors by "or'ing" the colors together, and so do playfield 2,3 and players 2,3. Unfortunately, this also grands a very restricted color selection.

Greetings,
Thomas

# 2253. Re: 130XE keyboard problem...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-07 08:30:44 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b6rcvk$dlf$2@mamenchi.zrz.TU-Berlin.DE>
Source record: 22166

Hi,

> I have a 130XE keyboard problem... The following keys 8, T, I, A, S, D, F,
> G, H, B, M, Help, Start, Select, and Option, do not work. Do you think that
> the chip problem inside 130XE, wire inside plastic seems to be wore out, or
> what else its cause is? Please help me how to solve this problem, thanks!

Doesn't sound like a chip problem to me since keyboard keys and the
console keys ("start,select,option") are handled by different custom chips.
Sounds more like a contact problem on the ribbon cable connecting the keyboard
to the mainboard. Try to clean it, maybe some contact spray may help you.

Greetings,
Thomas

# 2254. Where can I find Casten Game Disk?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-07 10:58:39 UTC
From: dnsdebro@netzero.net
Message-ID: <adf9eca9.0304070258.1ad694c4@posting.google.com>
Source record: 22167

Does anyone know where I can find the Casten Game Disk that was
published by ANITC Magazine?

It was suppose to have improved versions of the Casten games published
in ANTIC and some games that weren't published.

# 2255. Re: More colors with player/missiles

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-07 14:48:13 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b6s33d$1d4$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 22168

Hi,

>> Not quite. The four p/m colors cannot be positioned independently.
>> You either have a limited resolution (by using wide players) or a limited
>> horizontal position (by using small/regular sized players).

> You get new colors were the players are over a background pixel.This
> creates 2 new colors for player 1+2 and the color of the player
> itself.

Define "new colors". A pixel of a player is one color clock wide, giving
you a maximum horizontal range of 5*8 = 40 color clocks that can be colored
by this technique, requiring that eight color clocks share the same "additional
color", where it is possible to select between "additional color on" or "off"
on a color-clock by color-clock basis.

Alternatively, use wide pixels granting you 5*8*4 = 160 color clocks = the
size of a "normal playfield". This allows you to give every color clock an
additional color, but each four color clocks must either use the additional
color (player bit on) or not (player bit off). Moreover, the additional color
register is fixed for 8*4 = 32 color clocks = the width of the player.

>> No, you don't get any additional color by inverting; Playfield graphics
>> in antic textmodes 4 and 5 use playfield register 3 instead of playfield
>> register 2 if the hi-bit of the character symbol is set, but that doesn't
>> interact with player/missile graphics in any way.

> But Iï¿½ve tried it : Player 3&4 change the color of the registers
> 710/711 , that means thereï¿½s a new color were a player bit and a
> background bit is set.

See below, but that's not related to inverting, and works only with
GPRIOR = 0. It also puts players 0,1 behind playfield 2,3 (rendering them
useless here) and players 2,3 in front of playfield 0,1 (granting no
additional mixing here).

>> Just with ugly addressing. Now, what would be the benefit of that? You
>> could replace a fourth playfield color instead of PM2 on every 8x8 subblock
>> of graphics. And you could get additional four colors, but either with
>> ugly resolution, or rather limited freedom concering the placement.

> No , you just treat charset mode like a bitmap mode.You can change
> pixels by altering the characters and by using DLIs it is possible to
> change the charset every third line.

I understood pretty well. That doesn't change the fact that the address
of a pixel on the screen is "ugly" (-; Pixels are not linearly addressed,

but you'd rather need to compute the "character container" they belong
to. I do not doubt that you *can* draw graphics on a screen constructed
like this - clearly. All I say is "it's a pain in the ass". (-; Given the
rather limited performance of a 6502 (= "darn slow") you cannot really
expect any performance for real-life applications if you need to combine
this with additional color magic from players.

> Movement can be as smooth as with bitmap graphics , but
> double-buffering is faster !

I've to admit having trouble to combine words like "fast" and
"6502 at 1.79Mhz" (-;, but besides that you'll still have a striking performance
problem here, namely that a simple movement of the playfield is no longer
a bitshift or a data movement as it is with linear addressing. Again, I have
no doubt that you *can* do that if you want to. Question is whether it is worth
the colors for "real life" applications. I also agree that you could run some
specialized assembly routines for demos, but I've my doubt that you'll be able
to use this in a playable game.

>> And how does your idea resolve it? You either use all players for additional
>> playfield colors and have to use "software emulated" players with rather
>> restricted color definitions? Seems like a bad trade for me. In most cases,
>> you're better off using specialized DLIs for the purpose of your game.

> You can use only 1 player to get 3 additional colors

Where? Only in eight color clocks per scanline (one extreme) or in 32 color
clocks per scanline, with four neighouring color clocks sharing the same
color (the other extreme). That's not much of an additional color. What has
to happen if I need to render two independent objects sharing the same
color, but that are aparart by more than 32 color clocks?

> and have a
> 7-color software sprite.This is far better than 1-colored players.

If all I want to do is to draw a colorful picture, yes. If I want to move
this fast, no, unless again there's nothing else for the CPU to do (i.e. its
a "demo").

BTW, you'll find similar hints in the "De Re Atari" for using more colors.

Greetings,
Thomas

# 2256. Re: Atari 810 manual

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-07 16:41:05 UTC
From: Coach Gary <gary@tornadossoftball.com>
Message-ID: <3e91a872_1@newsfeed>
Source record: 22169

how bout the Indus Gt drive ?
Is there a manual for that online anywhere ?

"Chris P" <hitafiend@hotmail.com> wrote in message
news:KYLja.122915$M7.2666908@twister.tampabay.rr.com...
> Anyone know where I can locate an Atari 810 Manual? Is there one online?
>
>

# 2257. Re: Why did ATARI not use the 7800 GFX-chip for the XL ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-07 16:48:35 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e91ac34$0$49103$e4fe514c@news.xs4all.nl>
Source record: 22170

Hmm I am interested but who has the datasheet of the MARIA chip?

I need to know the pinning layout, if it supports DMA like the ANTIC does...
Is there a site with technical info about this chip?

TXG/MNX

"Frank Schuster" <f-schuster@gmx.net> wrote in message
news:add8fcf3.0304060406.2e979cc9@posting.google.com...
> "TXG" <txg01@xs4all.nl> wrote in message
news:<3e8f2c9e$0$49102$e4fe514c@news.xs4all.nl>...
> > > Hi TXG,
> > >
> > > would be a nice mod to put the Maria into an XL/XE. The 7800 OS is
> > > pretty much the same as of the XL except the screen handling.
> > > As far as I know the Maria decodes it's address range itself as the
> > > Antic but at a totaly different address area. I think it's page 1 but
> > > I'm not sure.
> >
> > This could be tricked by some logic, to let the system think it works in
> > page 1....
> >
> > > The question is what is easier, to modify a XL/XE to put the Maria in
> > > or to modify a 7800 to be a XL/XE?
> >
> > The XL/XE only has to be attached to the MARIA chip, this is much
easier....
> > Maybe we can use the socket of the original ANTIC for an adapter
board...
> >
> > > In the later case the SIO and keyboard connectors must be added and
> > > the OS rewritten as in the first case.
> > > I think the second approach would be easier.
> >
> > not interested.... would like to have a MARIA chip as an option so that
I
> > could turn it off or on.....
>
> Then let's do it!
>
> I've got some documentation on the MARIA as well as the 7800 OS source
listing.
> Are you interested?

# 2258. Re: Contiki...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-07 17:30:40 UTC
From: Christian Groessler <cpg@aladdin.de>
Message-ID: <4Bika.3113$506.3743@typhoon.bart.nl>
Source record: 22171

Hi,

Carsten Strotmann <cas_news@strotmann.de> writes:

> Andreas Magenheimer wrote:
>
> > Nope,
> > use a Gamedos (Micro-DOs, Mini-DOS, etc.) instead of a real DOS. Well, I
> > have not tried DOS XL, maybe this is the only DOS that can be used with
> > Contiki...
> > -Andreas.
> >
> >
>
> A Gamedos would not much help, because these GameDos don't install a "D:"
> handler. To work with Contiki you need a "real" dos (with open,get record,
> put record, open directory, format ... commands), not just a binary loader.

But you don't need a D: handler in Contiki (currently at least), since
it doesn't do file I/O.
So a Gamedos used as a loader is OK.

But having a real DOS would enable one to load other R: handlers which
are only avaiable in file form.
I will look again into you 3sDOS if it's possible with it. DOS 2.XL
probably would also be a solution.

regards,
chris

# 2259. Re: 130XE keyboard problem...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-07 22:09:01 UTC
From: Christopher Lang <chris_XNOSPAMY_topher.lang@plus.cablesurf.de>
Message-ID: <b6st5c$3ed$1@news.gatel.net>
Source record: 22172

Hon,

well, you might have a problem with the contacts where the mylar plastic
slides into the connector on the 130XE board. If you took out the mylar
contacts off the connector too many times the silver printed lines get
removed/damaged and do not conduct good enough any more. (even if they
still look good, use a resistance meter to check)

I fixed that problem with conductive silver paint from the electronic store
and a very very small paintbrush.
You shouldn't tremble however when you apply the paint..
:-)

I hope that helps

cheers
Chris

Hon Tseng wrote:

> I have a 130XE keyboard problem... The following keys 8, T, I, A, S, D, F,
> G, H, B, M, Help, Start, Select, and Option, do not work. Do you think
> that the chip problem inside 130XE, wire inside plastic seems to be wore
> out, or what else its cause is? Please help me how to solve this problem,
> thanks!

# 2260. Re: Why did ATARI not use the 7800 GFX-chip for the XL ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-07 22:24:25 UTC
From: f-schuster@gmx.net
Message-ID: <add8fcf3.0304071424.738f21d@posting.google.com>
Source record: 22173

"TXG" <txg01@xs4all.nl> wrote in message
news:<3e91ac34$0$49103$e4fe514c@news.xs4all.nl>...
> Hmm I am interested but who has the datasheet of the MARIA chip?
>
> I need to know the pinning layout, if it supports DMA like the ANTIC does...
> Is there a site with technical info about this chip?
>
> TXG/MNX
>
Maria is realy an ANTIC and GTIA in one chip except the switch and
trigger inputs. The GTIA could stay in the system with MARIA just for
reading triggers and switches.

MARIA does DMA but does not support DRAM!! No refresh. Means change
XL/XE completle to SRAM or build a sepparate refresh.

I found the following info:

Pinout MARIA II (1702B):

--- ---
VSS 1-| U |-48 SYNC" Pins marked: ' have an ANTIC
equivalent
!NMI' 2-| |-47 LUM1" " have a GTIA
equivalent
xtal1 3-| |-46 blank MEN works like !RESet on ANTIC
xtal2 4-| |-45 LUM2"
MEN' 5-| |-44 LUM3" Pins description in lower case
letters do
PCLK2'" 6-| |-43 COLOR" not have an ANTIC or GTIA
equivalent.
tclk 7-| |-42 LUM0"
PCLK0'" 8-| |-41 READY' xtal1: Oscilator input 14,318080
MHz
DEL" 9-| |-40 !HALT'" xtal2: Oscilator output
!sram0 10-| |-39 R/!W'" MEN: Maria enable input, when
low chip
A0 11-| |-38 D0 held in reset
A1 12-| |-37 D1 !tiasel: TIA clock 3,58
A2 13-| |-36 D2 PCLK0: 6502 Phase0 clock output.
Drives
A3 14-| |-35 D3 processor at 1,19 or 1,79
MHz
A4 15-| |-34 D4 !sram0: SRAM chip select 2k
A5 16-| |-33 D5 !sram1: SRAM chip select 2k
A6 17-| |-32 D6 !s32: 6532 chip select

```
A7 18-| |-31 D7 blank: Video blanking output
A8 19-| |-30 A15 PCLK2: 6502 Phase2 clock input.
Not all
A9 20-| |-29 A14 synchronization is done
from this
A10 21-| |-28 A13 pin.
A11 22-| |-27 A12
!s32 23-| |-26 !tiasel
!sram1 24-| |-25 VDD
-------
```

I was wrong with page 1 it is page 0.

Maria addresses:

```
0020 - Background color
0021 - Palette 0 color 1
0022 - Palette 0 color 2
0023 - Palette 0 color 3
0024 - Wait for Sync
0025 - Palette 1 color 1
0026 - Palette 1 color 2
0027 - Palette 1 color 3
0028 - Maria Status
bit 7: 1 = VBLANK/0 = Not VBLANK
0029 - Palette 2 color 1
002A - Palette 2 color 2
002B - Palette 2 color 3
002C - Display List List pointer high
002D - Palette 3 color 1
002E - Palette 3 color 2
002F - Palette 3 color 3
0030 - Display List List pointer low
0031 - Palette 4 color 1
0032 - Palette 4 color 2
0033 - Palette 4 color 3
0034 - Character base address
0035 - Palette 5 color 1
0036 - Palette 5 color 2
0037 - Palette 5 color 3
0038 - Reserved for future expansion
0039 - Palette 6 color 1
003A - Palette 6 color 2
003B - Palette 6 color 3
003C - MARIA control
Bit 7: Color Kill 0 = Normal Color/1 = No Color
Bit 6,5: DMA control
0 = Test A (DO NOT USE)
1 = Test B (DO NOT USE)
2 = Normal DMA
3 = No DMA
```

(Note: The Atari MARIA documentation says to NOT USE test
mode A or B since it can damage the 7800's hardware)
Bit 4: Character Width 0 = Two byte characters
1 = Single byte characters
Bit 3: Border Control 0 = Background color border / 1 = Black
border
Bit 2: Kangaroo mode 0 = Transparency / 1 = Kangaroo mode
Bit 1,0: Read mode
0 = 160x2 or 160x4
1 = Not used
2 = 320B or 320D
3 = 320A or 320C
003D - Palette 7 color 1
003E - Palette 7 color 2
003F - Palette 7 color 3

But as you said, it can be mapped where ever we want to.
If you like I could mail you a more detailed chip description
(ca.940K)

Frank

## 2261. Re: if atari machines were being sold today ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-08 03:29:47 UTC
From: fouldragon@aol.com.ru
Message-ID: <20030407232947.10735.00000144@mb-co.aol.com>
Source record: 22174

>> I'm led to belive that they are based on Apple ][ 's to a degree

I always thought that too... I saw an old one with a BASIC that looked an awful lot like Applesoft, because perhaps of the horrible blurring of even 40-column text on the demo TV.

However, Applesoft could be considered a least-common-denominator for what an extended BASIC should do, and was just copied for that reason... as I recall, the Coleco ADAM had a workalike, but it was obviously different (based on a Z80!)
--
Marada Coeurfuege Shra'drakaii
On the Internet, all roads lead to either pornography or a GNU/Linux HOWTO.
Which way are you going?
Mail hint: Not in Russia

# 2262. Creating Adventure Games On Your Computer on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-08 04:11:40 UTC
From: Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com>
Message-ID: <usenet-DELETEthisPART-C75893.21114007042003@news.west.cox.net>
Source record: 22175
Cross-posted to: rec.arts.int-fiction,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple2,comp.sys.tandy,comp.sys.ti,comp.sys.msx

The folks at atariarchives.org are proud to announce that the full text of the classic computer book Creating Adventure Games On Your Computer is now available on the Web. Written by Tim Hartnell and published in 1983, the book includes four complete adventure games in BASIC plus innumerable tips on creating your own text adventures.

The book's BASIC programs are compatible with Apple II, Atari 8-bit, Coleco Adam, Commodore 64 and Vic-20, IBM PC, Texas Instruments TI 99/4a (with Extended BASIC), all TRS-80 models, and MSX BASIC. All of the programs are downloadable for instant gratification.

This is the 14th classic computing book to be made available at atariarchives.org.

http://www.atariarchives.org/adventure

-Kevin Savetz
--
Kevin Savetz - http://www.savetz.com/contact/
Curator of Classic Computer Magazine Archive - www.atarimagazines.com
& Atariarchives.org - www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

# 2263. Re: Atari 810 manual

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-08 06:35:34 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b6tqjm$93llp$1@ID-174234.news.dfncis.de>
Source record: 22176

Coach Gary wrote:

> how bout the Indus Gt drive ?
> Is there a manual for that online anywhere ?
>

Look at
http://www.retrobits.net/indus.html

Indus GT Disk Drive Manual + System Disks

>
> "Chris P" <hitafiend@hotmail.com> wrote in message
> news:KYLja.122915$M7.2666908@twister.tampabay.rr.com...
>> Anyone know where I can locate an Atari 810 Manual? Is there one online?
>>
>>

# 2264. Re: Contiki...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-08 06:40:03 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b6tqs3$93llp$2@ID-174234.news.dfncis.de>
Source record: 22177

Hi,

Christian Groessler wrote:

[...]
>> A Gamedos would not much help, because these GameDos don't install a "D:"
>> handler. To work with Contiki you need a "real" dos (with open,get
>> record, put record, open directory, format ... commands), not just a
>> binary loader.
>
> But you don't need a D: handler in Contiki (currently at least), since
> it doesn't do file I/O.
> So a Gamedos used as a loader is OK.

To load it, a game dos is ok, but if you like to do real work (in a later
version) like saving web-content or e-mail, you will need a "real" dos.

>
> But having a real DOS would enable one to load other R: handlers which
> are only avaiable in file form.
> I will look again into you 3sDOS if it's possible with it. DOS 2.XL
> probably would also be a solution.

3sDOS is very limited this time (read only, only 1st 8 Directory entries, no
Autorun...). DOS2.XL is more complete.

regards

Carsten

# 2265. SIO <-> USB

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-08 09:01:39 UTC
From: Sascha Springer <sspringer@convision.de>
Message-ID: <b6u35j$8tuos$1@ID-126647.news.dfncis.de>
Source record: 22178

Hello to all hardware guys!

Will it be possible to use this chip for a cheap SIO <-> USB solution?
http://www.codemercs.com/IOWarriorE.html

It would be fine to use a Atari 1050 with a PC (i.e. Atari emulator)... ;)

Sascha

# 2266. Re: if atari machines were being sold today ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-08 15:46:13 UTC
From: rtdos@hotmail.com
Message-ID: <d2f74a9d.0304080746.1856c1c1@posting.google.com>
Source record: 22179

i think you are thinking of the vTech IQ Unlimited Computer that Tom
Bosley used to do an infomercial for. I had one. It reminded me more
of a Tandy CoCo than anything (almost like a VZ200 also by Vtech which
I also have).

"Jon-Paul" <pockets@nospam.cix.co.uk> wrote in message
news:<b5up5c$350$1@thorium.cix.co.uk>...
> "Leon Howell" <puritan_2076@yahoo.com> wrote in message
> news:ae64f04a.0303251752.91ee6e5@posting.google.com...
> > > You Know those 'Vtech' pre school/ early school machines?
> > >
> > > They have a GUI interface, a works style package, regular printer ports
> etc.
> > > The top of the range ones plug into TVs/old monitors, have a text based
> > > browser/Pop email etc. As well as word processors, spread sheets and
> > > educational programs.
> > >
> > > I'm led to belive that they are based on Apple ][ 's to a degree
> > >
> > > If one of those was based on the Atari chiset, with a 3.5 inch floppy
> drive,
> > > but retained the SIO and Cartridge port. I would be VERY tempted.
> Especialy
> > > if it had a switchable boot up for Atari and the other mode.
> > >
> > > That sort of machine could be a viable comercial idea as well. Catching
> both
> > > the early school and the retro market.
> >
> > I thought all of those used undersized lcd's. I might be interested in
> > playing with one if if it had a mass storage device and basic. Where
> > can I get some info on the ones that use a tv?
>
> Most Do
>
> I have seen 1 that uses a TV.
>
> It the size and style of an ST. As a machine for early school age kids its
> seems to me 'more like it'. It packed a 'works' style package in a 16 colour
> GUI interface (i assume OS/GUI/Software held on rom). In built floppy dive,
> Had ports for Colour Printers etc. I understand its not taken off too well
> as most kids have hand me down 486's/Pentiums running works (there are a lot
> about). Quick searches for pictures seem to suggest its discontinued

# 2267. Re: Creating Adventure Games On Your Computer on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-08 15:51:04 UTC
From: rtdos@hotmail.com
Message-ID: <d2f74a9d.0304080751.5d24c60d@posting.google.com>
Source record: 22180
Cross-posted to: rec.arts.int-fiction,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple2,comp.sys.tandy,comp.sys.ti,comp.sys.msx

thanks, as always, Kevin.

Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com> wrote in message news:<usenet-DELETEthisPART-C75893.21114007042003@news.west.cox.net>...
> The folks at atariarchives.org are proud to announce that the full text of
> the classic computer book Creating Adventure Games On Your Computer is now
> available on the Web. Written by Tim Hartnell and published in 1983, the
> book includes four complete adventure games in BASIC plus innumerable tips
> on creating your own text adventures.
>
> The book's BASIC programs are compatible with Apple II, Atari 8-bit, Coleco
> Adam, Commodore 64 and Vic-20, IBM PC, Texas Instruments TI 99/4a (with
> Extended BASIC), all TRS-80 models, and MSX BASIC. All of the programs are
> downloadable for instant gratification.
>
> This is the 14th classic computing book to be made available at
> atariarchives.org.
>
> http://www.atariarchives.org/adventure
>
> -Kevin Savetz

# 2268. Re: SIO <-> USB

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-08 17:12:22 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e93034a$0$49100$e4fe514c@news.xs4all.nl>
Source record: 22181

could be done...

But there is a USB cartridge in development for the 8-bit Atari...

"Sascha Springer" <sspringer@convision.de> wrote in message
news:b6u35j$8tuos$1@ID-126647.news.dfncis.de...
> Hello to all hardware guys!
>
> Will it be possible to use this chip for a cheap SIO <-> USB solution?
> http://www.codemercs.com/IOWarriorE.html
>
> It would be fine to use a Atari 1050 with a PC (i.e. Atari emulator)... ;)
>
> Sascha
>
>

# 2269. Re: M.U.L.E. ( MULE ) cartridge???

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-08 17:58:45 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E930DD5.671A69C8@students.uni-mainz.de>
Source record: 22184

Well,
afaik Nir uses some kind of loader to copy the game back to its normal
memory position. This is easy with games that do not use the memory area
8000-BFFF, it is a little more complicated with games that do. As you
know, when installing a cart, the area 8000-BFFF becomes ROM and thus
games that normally use this area would not work. The only way to get it
working is turning off the cart (so you will first see a little garbage
and 1-2 seconds later the game appears)... -Andreas.

P.S.: standard Atari XE/XEGS carts cannot be turned off, they have to be
modified to do so...

Shawn Jefferson schrieb:
>
> Netguy <johnhinospam@comcast.net>:
> >In article <v8mrctf61h5ufd@corp.supernews.com>, tom@not-a-real-
> >address.com says...
> >> Look at this
> >>
> >> http://www.irata.info/mule/cartridgebox.jpg
> >>
> >> You will notice a cartridge in the box labeled M.U.L.E.
> >>
> >> Does anyone have any info or plans on how to do this?
> >> (yes I have blank a pcb and an eprom burner)
> >>
> >A while back, I saw M.U.L.E. on cart offered on eBay from a guy in
> >Israel.
>
> That box is Nir Dary's, and the cartridge offered on eBay was probably his
> too. He (or a friend) has made several cartridge versions of various
> games. I remember seeing a Bruce Lee cartridge he was selling on eBay one
> time.
>
> What I wonder is how difficult it is to hack a game onto cartridge? Does
> he make the whole game run from A000-BCFF, or does he have some kind of
> loader on the cartridge that copies the game code to its "normal" position
> and then execute from there?
>
> ---
> Shawn Jefferson
> (fix reply to for email)

# 2270. Re: Looking for an Indiana Jones game

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-08 18:03:35 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E930EF7.703EA056@students.uni-mainz.de>
Source record: 22185

Well,
I know two games: 1) Indiana Jones and the Temple of Doom (originally
released as a commercial game); it can nowadays be found in many PD
libraries under the name "beneath the pyramids" (or the similar game
"Quest of Power"). 2) The Adventures of Dr. Jones, a game written in
basic, that comes on two disk sides ( a sort of jump and run game).
Think it was also released commercially, but nowadays has its place in
many PD libraries... -Andreas.

Vidar Olavesen schrieb:
>
> I am not sure exactly what it was called, but I think it might have just
> been Indiana Jones. It is perhaps the same game as Aztec, a platform game.
> Might be other levels. Anybody know which game that is ?
>
> Also looking for an old one, Dino Eggs.
>
> Any help appreciated!

# 2271. Re: ST mouse converted to 8-bit mouse

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-08 18:06:37 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E930FAD.5604A81D@students.uni-mainz.de>
Source record: 22186

Well,
there is no need to convert an ST mouse to work on XL/XE Ataris. Any A8
game that supports an ST mouse will work with it. The only conversion
that might be needed is to make the second fire button usable - but
there are only 2-3 games that support or require the second mouse
button. All other games merely use the first mouse button...
-Andreas.

"Edward S. Baiz Jr." schrieb:
>
> Hello all,
>
> I was wondering if anyone has the information that tells how to do
> converte a ST mouse so that it will work on an Atari 8-bit. I
> guess Mathy Nasselroy did it. Anyone have that info?
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 2272. Re: Contiki...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-08 18:10:30 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E931096.BDBB8057@students.uni-mainz.de>
Source record: 22187

Oh,
it is nice to hear that such a DOS exists. Can you send me a copy ?!?
Besides, this DOS should also be able to load lots of Basic games,
written for Tape/Cassette (such games, that normally overwrite
DOS.Sys)... -Andreas.

Carsten Strotmann schrieb:
>
> Andreas Magenheimer wrote:
>
> > Nope,
> > use a Gamedos (Micro-DOs, Mini-DOS, etc.) instead of a real DOS. Well, I
> > have not tried DOS XL, maybe this is the only DOS that can be used with
> > Contiki...
> > -Andreas.
> >
> >
>
> A Gamedos would not much help, because these GameDos don't install a "D:"
> handler. To work with Contiki you need a "real" dos (with open,get record,
> put record, open directory, format ... commands), not just a binary loader.
>
> DOS 2.XL from Thomas Richter is not the same as DOS XL from OSS/ICD/FTE. DOS
> XL has a normal memory footprint (lowmem around $2000) and can load some
> routines under a OSS Cartridge or the XL-ROM, whereas Thomas DOS 2.XL (as I
> understand it) load almost fully under the OS ROM just needing a handful
> bytes in the lower ram, so lowmem is around $800.
>
> Carsten

# 2273. Re: ST mouse converted to 8-bit mouse

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-08 18:22:57 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E931381.D107989@students.uni-mainz.de>
Source record: 22188

Well,
I do not know the C64 program GEOS (I dont have a C64, so I do not know much about C64 software). Anyway, the german GUI SAM was first published in the german Atari magazin 1988-1989 as a type in listing. By that time, most Atarians still used Dos 2.5, so it was based around that DOS (meaning some functions will only work correct under DOS 2.5 and medium/enhanced density), for example the Quit or Exit function directly jumps to DOs 2.5 DUP.Sys - it will not work with any other DOS. The GUI came with a text-editor (SAM-Texter) and a painting program (SAM-Painter) which uses Gr. 15 plus DLI`s (up to 128 colors, like Fun with Art). In my eyes it is a nice GUI, that can be controlled with joystick or ST-mouse. But it is very sad, that this GUI depends so much on DOS 2.5.

SAM was later sold commercially with many add-ons, but still dependant on DOS 2.5 and 64k computers (extra RAM was merely used as a Ramdisk with the normal DOS 2.5 ramdisk-drivers). That`s why it never became very popular. An english version of SAM is available from Dean Garaghty Software (DGS from the UK). Anyway I still have all those type-in programs (they are PD right now) that work quite good as a test or demo version of SAM, including the text-editor and the painter program. If you are interested in a copy of this type-in-program, send me an E-Mail and I will return an ATR image. If you would rather like the commercial program with all add-ons, then contact Dean Garaghty...
-Andreas.

Leon Howell schrieb:
>
> > S.A.M. (german Geos clone).
>
> For the Atari? Please tell me more!
>
> Where can I get a copy? What applications are available? Will it take
> advantage of the XE130's extra memory? How does it compare with the
> C=64/128 versions of Geos, especialy version 2.0?

# 2274. Re: ST mouse converted to 8-bit mouse

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-08 18:25:30 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E93141A.CA94154D@students.uni-mainz.de>
Source record: 22189

Well,
I also have a copy of the disk-based PD/Demo version of Diamond. Not
much the same as the cart (very limited!), but good enough for a
pre-view... -Andreas.

TXG schrieb:
>
> Best application for mouse is Diamond GOS just get the cartridge version....
> this is just like the ST desktop including drag and drop.... :-)
>
> "Leon Howell" <puritan_2076@yahoo.com> wrote in message
> news:ae64f04a.0304051051.d11abed@posting.google.com...
> > > S.A.M. (german Geos clone).
> >
> > For the Atari? Please tell me more!
> >
> > Where can I get a copy? What applications are available? Will it take
> > advantage of the XE130's extra memory? How does it compare with the
> > C=64/128 versions of Geos, especialy version 2.0?

# 2275. Re: PC 5.25 floppy drive to read/write ATR images?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-08 18:28:35 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E9314D3.3A41059D@students.uni-mainz.de>
Source record: 22190

Well,
use WriteATR by HiasSoft... -Andreas.

Tim schrieb:
>
> Can this be done? I use an Amiga 1020 5.25 drive to do this currently just
> not sure if possible in the PC world.
>
> Tim

# 2276. Re: Why did ATARI not use the 7800 GFX-chip for the XL ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-08 18:30:51 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E93155B.35AF5DDA@students.uni-mainz.de>
Source record: 22191

Well,
I don`t think an Atari with Maria chip would blow the C64 away. Hint:
How many programs are there for the A8 that support or use a Maria chip
?!?!! None !!!
-Andreas.

Zothen Runecaster schrieb:
>
> f-schuster@gmx.net (Frank Schuster) wrote in message
news:<add8fcf3.0304060406.2e979cc9@posting.google.com>...
> > "TXG" <txg01@xs4all.nl> wrote in message
news:<3e8f2c9e$0$49102$e4fe514c@news.xs4all.nl>...
> > > > Hi TXG,
> > > >
> > > > would be a nice mod to put the Maria into an XL/XE. The 7800 OS is
> > > > pretty much the same as of the XL except the screen handling.
> > > > As far as I know the Maria decodes it's address range itself as the
> > > > Antic but at a totaly different address area. I think it's page 1 but
> > > > I'm not sure.
> > >
> > > This could be tricked by some logic, to let the system think it works in
> > > page 1....
> > >
> > > > The question is what is easier, to modify a XL/XE to put the Maria in
> > > > or to modify a 7800 to be a XL/XE?
> > >
> > > The XL/XE only has to be attached to the MARIA chip, this is much easier....
> > > Maybe we can use the socket of the original ANTIC for an adapter board...
> > >
> > > > In the later case the SIO and keyboard connectors must be added and
> > > > the OS rewritten as in the first case.
> > > > I think the second approach would be easier.
> > >
> > > not interested.... would like to have a MARIA chip as an option so that I
> > > could turn it off or on.....
> >
> > Then let's do it!
> >
> > I've got some documentation on the MARIA as well as the 7800 OS source listing.
> > Are you interested?
>
> This is very interesting and I want to see such an ATARI.
>
> You may also ask at ATARIAGE (www.atariage.com) , maybe there are some

> more ATARI-Fans interested there.
>
> An ATARI 800 with a Maria chip would blow the C64 away ...
>
> ZR

# 2277. Re: More colors with player/missiles

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-08 18:36:15 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E93169F.E33FCD8C@students.uni-mainz.de>
Source record: 22192

Well,
there are already some demos and pictures available that use this trick.
For example Bewesofts/ Jiri Bernaseks "Seaside" demo uses gr. 8 with 4
or more colors (while using PM). There are also pictures called *.GED
which afaik produce 13-14 colors by using both players and missiles,
next there are *.MCS pics that produce approx 8-9 colors by using
players only... -Andreas.

P.S.: I do have some examples in my PD collection. However these pics
were never used in games, since one would have to program
software-player-missiles then; those software "sprites" require a lot of
memory. A few demos and/or games used such pics as intros...

Zothen Runecaster schrieb:
>
> It is possible to get new colors when you use player/missiles over the
> normal character graphics (Graphics 12).
>
> It seems like you can get characters with at least 7 colors - 4
> original colors + 3 additional colors from the players.
>
> And it is possible to get another color by using inverted characters ,
> this color can be changed by player 3 and 4.
>
> This allows more colors in character mode without using any assembler
> - it´s always possible to use additional DLIs to change the colors.
>
> Anyone experimented with this ?
>
> The idea is to use the players to get new colors and then use software
> sprites in character mode , this way it should be possible to write
> games with better graphics than the standard graphics.
>
> Since it is possible to change charsets with DLIs every 3rd line , it
> should be possible to treat the charset mode just like any bitmap mode
> and even make a vector-graphics game.You just change the characters
> just like you change the bitmap in a bitmap mode.
>
> Because the problem of most ATARI games is , that the use all the
> players for a few moving objects and 1-colored-players don´t look very
> good comapred to the C64´s multicolor sprites.
>
> But with software sprites , combined with players to add colors , it
> should be possible to create more colorful moving objects.
>

> Just think of a "Rampage" with good-looking monsters instead of the
> ugly players used in this game.
>
> With players used this way it´s also possible to have something
> similar to the C64´s color-RAM , because each player can add 3 colors
> to a character.
>
> ZR

## 2278. Availability of MAC/65 Assembler cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-08 21:17:21 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0304081317.6c995e2b@posting.google.com>
Source record: 22182

Anybody know where I can buy a MAC/65 assembler cartridge?

Thanks,
John

# 2279. Re: Question about disk drives and monitor interference

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-08 21:56:39 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0304081356.69cfd231@posting.google.com>
Source record: 22183

Russ,

Thanks for the feedback. I tried the cookie sheet test and it worked. Simple but effective. I'll try cutting it down with a band saw into something that looks a little less jury-rigged. But at least the concept has been proven.

Thanks,
John

# 2280. Re: Availability of MAC/65 Assembler cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-09 01:25:08 UTC
From: Jaguar <rfvacp@nospammountaincable.net>
Message-ID: <Xns9357D9E7BA258Jaguar@24.215.0.21>
Source record: 22193

john@jrcc.net (Jheitmuller) wrote in
news:de16c5ec.0304081317.6c995e2b@posting.google.com:

> Anybody know where I can buy a MAC/65 assembler cartridge?
>
> Thanks,
> John
>

I have a mac cartridge . If your interested let e-mail me.

# 2281. Re: SIO <-> USB

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-09 06:13:35 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b70dmg$9i4mc$1@ID-174234.news.dfncis.de>
Source record: 22194

Hello Sascha,

Members of the Atari Bit Byter User Club (Thomas Grasel, Marc Brings, Harry Reminder and more) are working on an USB Cart based on the design of guus assmann (see --> http://www.strotmann.de/twiki/bin/view/APG/ProjUSBCart )

We have some plans for a USB <-> SIO Device, but these plans are today not ready for wide release. We like to have a real working device with all software support before we de a public announcment.

We have seen the article about the IOWarrior in the german magazin c't (this week) and thinking about this solution.

If anybody plans to work on a SIO <-> USB solution, it would be nice to write us an email so that we can exchange our findings and coordinate projects in order to prevent double work. The USB protocol can be complex, and we have now (only) 1/2 year of knowledge on how it can be done on the A8.

Best regards

Carsten

TXG wrote:

> could be done...
>
> But there is a USB cartridge in development for the 8-bit Atari...
>
> "Sascha Springer" <sspringer@convision.de> wrote in message
> news:b6u35j$8tuos$1@ID-126647.news.dfncis.de...
>> Hello to all hardware guys!
>>
>> Will it be possible to use this chip for a cheap SIO <-> USB solution?
>> http://www.codemercs.com/IOWarriorE.html
>>
>> It would be fine to use a Atari 1050 with a PC (i.e. Atari emulator)...
>> ;)
>>
>> Sascha
>>
>>

# 2282. Re: SIO <-> USB

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-09 08:08:14 UTC
From: Sascha Springer <sspringer@convision.de>
Message-ID: <b70kde$9qtfe$1@ID-126647.news.dfncis.de>
Source record: 22195

> Hello Sascha,

Hi!

> We have seen the article about the IOWarrior in the german magazin c't
(this
> week) and thinking about this solution.

This was my source as well! ;)

> Best regards
>
> Carsten

Gru&#65533; and thanks for the info
Sascha

# 2283. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-09 09:32:29 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/vendev_1049880729@rtfm.mit.edu>
Source record: 22196
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: April 3, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

UPDATES SINCE PREVIOUS POSTING
2003.04.03 Steven J. Tucker (updated phone number)
2003.03.29 Carsten Strotmann--many
2003.03.17 Adam Dunkels, Christian Groessler (Contiki 1.0 for 8-bit Atari)
2003.03.14 Mark Grebe updated (Atari800MacX 1.3.0)
2003.03.11 Adam Dunkels added (Contiki)
2003.03.11 Thomas Richter updated (Atari++ 1.20)
2003.03.11 Carsten Strotmann updated (3SDOS 0.8)
2003.03.10 Ron Fries updated (PokeySound 2.3)
2003.03.03 Dan Vernon updated (Atari810 1.4d)
2003.03.03 Komires updated (EMUAPC DEMO 0.91 Beta)
2003.02.28 Video 61 updated (Star Flite 3.5)
2003.02.28 Radek Sterba (Raster) updated (Raster Music Tracker (RMT) 1.1)
2003.02.28 added Thomas Richter (Atari++ 1.19 emulator for Unix/Linux/..)
2003.02.25 Bravo Sierra Computers (BSC) (Ben Smith) updated
2003.02.24 Marek Mikolajewski updated (SIO2IDE 4.1)
2003.02.24 Hias Reichl updated (MyPicoDos V3.0)
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2003.02.22 Petr Stehlik updated (Atari800 1.3.0)
2003.02.22 Hias Reichl updated (AtariSIO V0.10b alpha)
2003.02.22 Carsten Strotmann updated (Multi Zoom Master)
2003.02.22 Video 61 many new carts added
2003.02.08 added Carsten Strotmann (Kaiser II)
2003.02.04 removed Thomas Richter (atari++ emulator project shut down)

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Subject: Introduction

Conventions
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All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

SAE/SASE/IRC info from http://www.genfair.com/greenpages/sae.htm
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It is courteous when writing to any new correspondent to cover in advance their postage costs in replying to you. If they are in the same country it's a simple matter to enclose an SAE (stamped addressed envelope), which is known in American English as an SASE (self-addressed stamped envelope). It is not always obvious how to do this for correspondents in another country. One answer is to use International Reply Coupons.

An International Reply Coupon can be purchased at any Post Office in any country in the world. This is agreed through the Universal Postal Union. You can then send the IRC to someone in another country who can cash it in at a Post Office there for a postage stamp covering the minimum rate for an Airmail letter (unregistered).

One IRC enables a letter up to 10 grammes to be airmailed abroad. That's not much more than a couple of sheets of paper. So if you want a reply with more

than this, better send two or more IRCs!

Verfications -> YOU!
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This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

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Subject: A

4JAYS (Jay Colen) 9/02
519 W. Fourth Street
Antioch, CA 94509
USA
(925) 777-1160
Store Hours: 12-6pm Tuesday thru Friday - 11-5pm Saturday
http://www.4jays.com/
Vendor: used hardware and software

A-ONE Magazine - Atari Online News, Etc. 9/02
Dana P. Jacobson -- Editor
http://www.AtariNews.org/
Publisher: A-ONE online magazine. weekly

Alhart Enterprises Presents (AEP) 9/02
c/o Paul V. Alhart
524 North Zee St.
Lompoc CA 93436
USA
tel: (805) 736-4624
mailto:paulalhart@hotmail.com
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case), 810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk), StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk), 8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk: Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software

Repair Shop.

Alltronics - Electronic Component Supply 5/02
PO BOX 730
Morgan Hill, CA 95038-0730
USA
Phone: 408.847.0033 Hours 10am to 4pm Monday - Friday
Fax: 408.847.0133
http://www.alltronics.com/computer_miscellaneous.htm
Vendor: 1020 Color Printer, CX85 Numerical Keypad, CX80 Trak-Ball
Controller, ALPS/1020 printer/plotter pens

Associated Enterprises (Victor Halling) (EMAIL BOUNCES 1/03)
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari Bit Byter User Club e.V. (ABBUC) 11/02
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
http://www.abbuc.de/
Vendor: PD/freeware/shareware, hardware, commercial software
Developer: wide variety including: SIO2PC(SIO2ST)-Interface,
PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply (SPS),
8-Channel dig. Voltmeter (DVM), XL Switching Interface, Speedy 1050 upgrade,
RomDisk, QMEG+ 4.0, USB Cartridge with two USB Slots.
Extensive hardware schematics for sale.
Has obtained rights to many products including: KE-Soft, Klaus Peters
Elektronik, AMC-Verlag, Compyshop
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

ATARIX (paper magazine) 8/02
See: Satantronic

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

AVtoolbox 9/02
800-235-3280 or 859-647-1077
Fax 859-282-9995
http://www.avtoolbox.com/
Developer: a number of video<->VGA conversion devices, including the
Cheese Video Box. Connect your Atari to your PC monitor!

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Subject: B

B&C ComputerVisions/Atari Sales & Service (Bruce & Cathy Carso) 9/02
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
FAX: (530) 295-9271
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher 9/02
http://ourworld.compuserve.com/homepages/ebacher/
Developer: DIS6502 1.4 -- Atari 6502 Disassembler for Win 3.1/95

Ullrich von Bassewitz 1/03
Germany
http://www.cc65.org/
Developer: cc65 2.9.0 - C crosscompiler / crossassembler combo for 6502
systems, including the 8-bit Atari

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 9/02
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: 408-278-1070 (M-F 1:30pm to 5:00pm PST)
FAX 408-278-1092
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software) 8/02
Na Hrebenkach 42
15000 Praha

Czech Republic
mailto:olda@jrc.cz (c/o Oldrich Rezler)
Developer: BW-DOS 1.00/1.10/1.30, BW-DOS Update #2, Multi Dash, Multi Race,
Multi Worms (multiplayer-games for multilink/gamelink 2 hardware), Golfer,
H2O, Tetris 3D, Superpacker 1.0, Virus Scanner 1.0, Text Converter,
plus many other game and demo programs...

Adam Bienias 8/02
Poland
http://www.try2emu.cavern.com.pl/sap/
Developer: SAP -- Slight's Atari Player, Codecruncher 2.x and 3.x

B.G. Micro 4/02

555 N. 5th St Suite 125
Garland, TX 75040
USA
orders: 1-800-276-2206 or 972-205-9447
tech: 972-205-9427
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: CX85 Keypad,
hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 9/02
http://www.bigfivesoftware.com/
Developer: Miner 2049er, Bounty Bob Strikes Back,
Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Steve Birmanns and Matthias Belitz 3/00
Germany
http://www.birmanns.de/atari/
Developers: MSC-IDE Harddisk-Controller

Bit Busters 9/02
Poland
Aleksander Martin (Alex), Piotr Kielczyk (Pet), Pawel Szewczyk (Replay),
Tomasz Zdulski (Zulus), Pawel Sikorski (Sikor), Michal Szpilowski (Miker)
http://www.bitbusters.topnet.pl/ or http://republika.pl/alex6502/
Developer: Bobsland (Intro), Extract (Graphic Collection), More! (Intro),
Sheol (Demo Disk), Timeless Announcement (Demo), Waves (Intro)

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bravo Sierra Computers (BSC) (Ben Smith) 2/03
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours

http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~Atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenik Burian 5/02
Marie Majerove 33
Prostijov 6
798 11
Czech Republic
http://flop.atari.org/
Publisher: FLOP disk magazine (Magazine FLOP is only in Czech.), annual?

Artur Burzynski (j131) 9/02
Gdynia
Poland
http://strony.wp.pl/wp/j131atari/
Developer: SIO2PC cables

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Subject: C

Sidney Cadot 10/02
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software 11/02
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix: Battle
of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Itay Chamiel 10/02
9-A Narkis St.
Jerusalem 92461
Israel
mail: itayc at cs.huji.ac.il
http://www.cs.huji.ac.il/~itayc/
Developer: Ice-T XE v2.72 (128K XL/XE) (full-featured communications

software), Ice-T 800 v1.1 (48K), Sirtoot -paint program (not complete),
The Wall -strategy arcade game (Tetris clone),
Joust cheat - a small "hack" for the game Joust

ChildsPlay Software Services
9127 Hwy 25 APT E
Monticello, MN 55362
USA
mailto:serflaten@usinternet.com
Developer: games, and other software, including Solitaire

Computer Games Plus 8/02
PO Box 6144
Orange, CA 92861
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, a few power supplies

Computer Software Services (CSS) (Bob Puff) 11/02
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (716) 429-5639
Fax: (716) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyberpeeps (David Loughton) 8/02
United Kingdom

http://www.cyberpeeps.freeserve.co.uk/
Vendor: small selection of hardware and software

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Subject: D

D'Antiques, Ltd. (Dan Dotson and Marilyn Saul) 11/02
PO Box 40751
Tucson, AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

Jan Detlev 11/02
The Netherlands
http://www.detlev.myweb.nl/ or http://home.wanadoo.nl/jdetlev/
Vendor: new hardware and software

DGS 11/02
See: Dean Garraghty

Digital Force (Mario Trams) 11/02
Germany
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Adam Dunkels 3/03
See Also: Christian Groessler
Stockholm
Sweden
http://dunkels.com/adam/contiki/
Developer: Contiki Operating System and Desktop Environment. Includes:
Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Personal webserver (only in the C64/TFE version),
Simple telnet client (only in the RS232/SLIP version), Web browser

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Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 11/02
P.O Box 3365
Spring Hill Florida 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware/software

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
USA
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Emulators Inc. (Derek Mihocka) 9/02
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540 Monday to Friday, 10am to 2pm EDT
FAX: (206) 236-0257
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit, Atari ST, and Apple Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 - free 8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 - free 8-bit Atari emulator for MS-DOS

Raphael Espino 9/02
United Kingdom
http://rjespino.atari.org or http://rjespino.webhop.org
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility), Atari 8-bit JPEG Viewers: a8jdpeg - 0.8 (15Sep02), JpegView - 0.2 (07Aug01), JpegShow - 0.1 (07Aug01)

Evangelo's Wares (Angelo Vahatouras)
Elizabeth NJ 07208
USA
tel: (908) 558-0383
mailto:VangelisV@AOL.com
Vendor: commercial software. "has over 1,000 titles for the Atari 8 & 16 bit machines, IBM, Amiga, C-64-128 and Used Musical Instruments. Mailorder ONLY! No Store front."

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Subject: F

Far North Atari Computers (Frank Stallings)
515 Craig Avenue
Fairbanks, Alaska 99701
USA

tel: 907-456-3700
mailto:farnorth@ptialaska.net or mailto:farnorth@polarnet.com
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/02
http://www.ctaz.com/~jlfenton/index.html
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for
68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator,
Atari 400/800/XL/XE emulation for the PowerMac),

Mike Fenton 1/02
http://www.geocities.com/SiliconValley/Node/4391/
Developer: WAHCE v1.0 beta (Weightless Atari Home Computer Emulator,
for Windows 95/98)

Foundation Two 11/02
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks)
Germany
http://rz-home.de/~foundationtwo/ or http://foundationtwo.atari.org/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut, Bremspunkt (Brems.)

Ron Fries 3/03
ftp://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98),
Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik
mailto:fox@scene.pl
Developer: X-Assembler--Two pass 6502 cross assembler for PC. The source
format is backward compatible with Quick Assembler.

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Subject: G

Dean Garraghty Software (DGS) 10/02
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-1302-855026 (Weekends only)
Fax: +44-(0)-870-133-9745
Mobile Phone: +44-(0)-7905-916138 (8am to 6pm BST/GMT weekdays only!)
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes
International English versions of Power Per Post (PPP) software from Germany;
DGS/PPP Atari 8-bit PC CD-ROM includes: Quick V2.2 and V2.1, Quick Support
Disks 1 and 2, Screen Aided Management (SAM) V1.25i, SAM Budget Designer
and Utility Extensions, Rubberball, Bombi, Minesweeper, Glaggs It!,
Quick Ed Character set editor, News-Disk issues 1-14, News-Paper issues 15-26,
News-Paper Yearly Disk 1; DGS Atari 8-bit PC CD-ROM, version without PPP

titles; DGS Atari 8-bit PC CD-ROM #2 includes: Print-Filer from Rambit,
Alien Blast from Richard Gore, Demo Maker/Edit 7 from Richard Gore, AMS 96
video in MPEG-1 format, various PD software
Developer: Digi-Studio
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

GFH Marketing (Gordon Hooper) 9/02
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
mailto:ghooper2@lycos.com
Publisher: 8-Bits Forever! (book)
$6.99 US or $7.99 CDN (money orders only)

GMG 11/02
(Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian
Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan
Cmarko))
c/o Marek A. Chorvat
Polna 11
97405 Banska Bystrica
Slovakia
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro,
HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers,
Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor,
Mega Color Editor, Wanted megademo, Bristly hedgehog music collection,
Robot Assault intro, Risa Zla intro, Street fighter II demo

Steve Goss - "JetBoot Jack's Computer Game Relics" 1/03
http://www.jetbootjack.com/
Developer: Contagion, Zero War, Plastron

Thimo Graef 6/02
Im Osterfeld 13
56462 Hoehn
Germany
http://www.classic-videogames.com
Vendor: new software

Mark Grebe 3/03
http://members.cox.net/atarimac/
Developer: Atari800MacX 1.3.0 (version of Atari800 emulator for MacOS X)

Christian Groessler 3/03
See Also: Adam Dunkels
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
Developer: Atari800 DC v0.72 (8-bit Atari emulator for Sega Dreamcast),
8-bit Atari port of: Contiki Operating System and Desktop Environment 1.0
-- Includes: Multi-tasking kernel, Windowing system and themeable GUI toolkit,

Screen-saver, TCP/IP stack, Simple telnet client, Web browser

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Subject: H

Clay Halliwell 10/02
11720 Mastin, Apt 2508
Overland Park, KS 66210
USA
mailto:clay.h@att.net
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView, EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu, Link Basher, MazeWar 3D, Cliff Diver

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HARD Software 11/02
H-1076 Budapest
Thokoly ut 25.
Hungary
http://www.geocities.com/SiliconValley/Vista/6084/
Developer: Veronika, Blip!, Cool Emotion, ABBUC Magazine #36 Intro, Joyride

Harmonic Research 8/02
40 Wiley Lane
Woodstock, NY 12498
USA
voice: 845-679-5856
fax: 845-679-5856
http://www.hrx.com/
Developer: various RGB/NTSC/PAL video signal encoders/decoders

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [this zip code is old; need new zip code]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Tom Hunt (Closer To Home Enterprises) 12/02
USA
http://cth.dtdns.net/ or http://cth.hn.org/
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
Developer: The Armorizer, ATOS ATari Operating System (GUI), Check CRC32, Disk Fragmentation Utility, The Long Integer Library, M.T.O.S. (Multi-Tasking Operating System), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete -

Recursive Delete Utility, Shell, Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old computer or dumb terminal to access the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet), AT Term (ATASCII terminal emulator for Windows), Mouse 03, Mouse 78. (Mouse is a programming language)

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Subject: I

individual Computers (Jens Schonfeld) 6/02
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel, a universal floppy disk controller that uses unmodified PC diskdrives. Disk formats supported include:
Atari 800XL (all MFM formats, FM under developement). 3 Catweasel versions:
- Catweasel MK2 for Amiga 1200 and Amiga 4000
- Catweasel ZII S-Class for Amiga with Zorro slots
- Catweasel ISA version (PC, Alpha AXP)

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Subject: J

Jeff Jackson 9/02
USA
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

JAY Software (Jan Krupka and Stanislav Opichal) 8/02
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

JTM Ltd
330 1st NE
Mason City, IA 50401
USA
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

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Subject: K

Nick Kennedy 8/02
300 S Vancouver Ave

Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://www.tcainternet.com/wa5bdu/
Developer: SIO2PC 4.19 software, hardware plans, cables, parts (not for WIndows-XP); PINEWOOD.EXE (time external events to millisecond accuracy), TIMER.COM (variation of PINEWOOD), PACKET.OBJ (packet radio controller for the Atari), EPROM.COM (controller program for burning EPROMS), FREQ.COM & SYNTH.OBJ (controller for a Direct Digital Frequency Synthesizer), KEYER.OBJ (morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 3/03
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.91 Beta (Atari 8-bit emulator for PC)

Miro Kropacek (MiKRO) 8/02
Slovakia
http://mikro.atari.org/ or http://mikro.local.sk/
Developer: Sprite Editor 1.2 for Atari XE/XL, 48 kB RAM (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Jindrich Kubec (Jindroush) 1/02
Czech Republic
http://jindroush.atari.org
Developer: Acvt v1.07 (PC), Adir v0.67 (PC), AExt v1.01 (PC), AutoRBas v1.00 (ATARI), Bas2Boot v1.02 (PC+ATARI), BasLoad v1.00 (ATARI), ChkBas v1.10 (PC), ChkExe v2.71 (PC), ChkRom v1.00 (PC), IMID v1.02 (PC), IMIDdb v1.00 (PC), SidLoad v1.06 (ATARI)

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Subject: L

Chris Lam 8/02
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for the Apple Mac, Rainbow 1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000

Rich "Twist" Lawrence 10/02
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.6c (Atari 8-bit emulator for Win9X/NT)

Olivier Le Bihan 6/02
http://perso.wanadoo.fr/olivier.lebihan/tool/
Developer: CAS2BAS ("a tool for the WAV2CAS, ATRUTIL, XFORMER suite")

Bertrand Le Roy
72 rue des landes
78400 Chatou
France

mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Derek Ledbetter 7/02
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator for the Mac 1.0.7, developement release 3

L.K. Avalon 10/02
Skrytka Pocztowa 66
35-959 Rzeszow 2
Poland
tel. (017) 856 99 12
http://www.lkavalon.com (send e-mail for current Atari XL/XE catalog)
more info: http://people.freenet.de/mrbacardi/LK_Avalon.html
Developer: A.D. 2044, Adax, Animator, Aurum, Automat Perkusyjny, Barahir, Barbarian, Captain Gather, Change, Constellation, Chaos Music Composer, Czaszki + Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money & Honky, Frank & Mark, Geometria, Global War, Gold Hunter, Hans Kloss, Hawkmoon, Hydraulik/Snowball, Kampania Wrze_niowa, Kernaw, Klatwa, Kurs Fizyki, Lasermania + Robbo Konstruktor, Lorien's Tomb, Major Bronx, Misja (Mission Shark) + Fred, Neron, Panther, Piekielko, Robbo, Rucu, Saper, Smus, Spy Master, Streets, Syn Boga Wiatru, Szperacz Dyskowy, The Jet Action, The Last Guardian, Trix, U 235, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Wloczykij, Zeus

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Subject: M

MacFalkner (Andre Bertram) 10/02
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

Alex Martin
Poland
mailto:alex6502@friko.onet.pl
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static-memory expansion (backuped with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interfaces, & the like

MCM Electronics 8/02
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
http://www.mcmelectronics.com/
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for

SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine (Ivo van Poorten / Freddy Offenga) 10/02
P.O. Box 164
8800 AD Franeker
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

The MESS Team 12/02
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS), an emulator of
a large number of systems, including the 8-bit Atari computers, which can
run on Win32, Unix, MacOS, AmigaPPC WarpUP, Digita, Solaris

Marek Mikolajewski (MMSoft) 2/03
Gdansk
Poland
http://www.atari.cuprum.com.pl/sio2ide.htm
Developer: SIO2IDE 1.7, 3.2e, 4.1. An interface that allows you to attach
any IDE Disk Drive to your 8-bit Atari computer. 4.1 includes a USB port.

Moonsoft
See: Black Moon Systems

David Moore
8023 N. Berkeley Ave #2
Portland, OR 97203
USA
tel: (503) 289-9699
mailto:dwmoar@teleport.com
Repair Shop.

More Than Games (Rick Detlefsen) 10/02
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://www.a8maestro.com/detent/mtgcat/mtgcat.htm
Vendor: Super Sketch Graphics Tablet W/cart (PPI), 1020 Pens-Black,
1020 Pens-Color, 1020 paper rolls (single or double size)
Developer: AGDA GameLink I adapter, AGDA GameLink II adapter,
850 Printer adapter (15 to 25), 850 to modem adapter (9 to 25),
EASIO-S SIO adapter cable 18", EASIO-S SIO adapter cable 3',
EASIO-P Printer adapter cable 5'

MS-Software (Mirko Sobe) 10/02
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, BOSS-X v10.2

MyAtari magazine 8/02
c/o Matthew Bacon

49 Douglas Road
Surbiton
Surrey
KT6 7RZ
England
http://www.myatari.net/
Publisher: MyAtari (free online magazine, monthly)

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
USA
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

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Subject: N

New Breed Software 10/02
c/o Bill Kendrick
675 Alvarado Ave #27
Davis, CA 95616-0620
USA
FAX: 530-325-9588
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector,
MuxChat, Super-IRG Font Editor (SIFE)

New Generation Atari-Magazin (N.G.A.M.) 9/02
See: PD-World-Versand

Nelson Nieves 9/02
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree,
TS, TSplit, UnDelete, WipeDisk, xErase, xType

No Frills Software (Ed Kielbasinski) 11/02
800 E. 23rd St.
Kearney NE 68847-5512
USA
tel: 308-234-2975
mailto:fast N O S P A M eddie.k@juno N O S P A M .com
Vendor: new and used commercial software, PD/freeware/shareware
Developer: Converter, Converter Companion, P.S. Users Utility Disk,
PrintShop graphics

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Subject: P

James R. Parish
mailto:JRParish@J-Com.net
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

PD-World-Versand 9/02
Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: PD/freeware/shareware, hardware
Developer: all Power Per Post (PPP) and some KE-Soft product rights
Publisher: 1) New Generation Atari-Magazin (N.G.A.M.)
- quarterly paper magazine, German language
2) PD-Mag - disk mag, German language

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
BT23 4PW
Nothern Ireland
Publisher: Phoenix (disk magazine)
public domain

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

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Subject: Q

Quasimodos - 8/02
Glonisz (Krzysztof Paizert), KAC (Szymon Wesolowski), Kroger (Pawel
Cierkonski), Morgoth (Michal Cierkonski), Raven (Przemek Wypierowski)
Poland
http://www.quasimodos.px.pl/pl/
Developer: Dema- Fantastic megademo, The best of YFA, The Dream, Drunk Tank,
Delirium Tremens, Ergo Bibamus, Pacem in terris. Intra- Music demo, Mikro
demo, Glonisz demo 1, Glonisz demo 2, YFA demo 1, YFA demo 2, Castle demo,
Fighter demo, Music player, Syzygy, Latajacy dywan, CMC demo 1, AMMC, Mission
dupa, Wafel, Fred, Dziedzictwo gigantow, CMC demo 2, Kaszana, Schabowy, Total

sh** demo, Nasze grzyby, Tiny 01, Tiny 02, Tiny 03, Scene Register 5.0. Gry-
Zamek Londyn, Kowboj, Demon, Speedball, Msciciel, Strzelanina, Ja - Jo, One
Life, The car, Pruters, Pamiec. Uzytki- Analizer, Scalak, Konwenter grafiki,
Unappend, Formater, DDD, Projektant, ICT 6502. Zin- Mixer

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Subject: R

Burkhard Rau (HCRBurk) 8/02
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

READY Technologies (Thomas Smailus) 8/02
254 Nelson Drive, Apt. U
Baton Rouge, LA 70808
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital
hardware systems; design, development, and production of software systems;
software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn Lander,
Menu Master, DOS 17; Data storage and media conversion; Engineering,
Consulting;

Matthias 'Hias' Reichl (HiassofT) 2/03
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.10b alpha for Linux (package contains: a Linux kernel
driver, atariserver - an Atari disk drive emulator similar to SIO2PC or APE,
atarixfer - a small tool to read/write ATR images to an Atari disk drive
connected by a 1050-2-PC or ProSystem cable), AtariDsk V1.2 (read, write and
format DD 180K Atari disks on the PC), WriteAtr V0.92a (write double density
ATR-images to Atari floppy disks on your PC; also create ATR-images of double
density floppy disks), MyPicoDos V3.0 (small "gamedos" that can read COM, EXE,
BIN and BAS files; supports MYDOS subdirectories and large disks)

Thomas Richter 3/03
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ 1.20 (800/XL/XE/5200 emulator for Unix, Linux, etc.)

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Subject: S

Satantronic (-XI-, Dodo, Jookie, Elan, Nir Dary) 8/02
Slovakia
http://www.napri.sk/web/satantronic/ or http://satantronic.atari.org/
Developer: Manga (demo), Alien (demo), Transparent ANULOID (demo),
3D tunnel with texturemapping (demo),
1MB RAM (SIMM) expansion (second version),

XRAM 0.18.0 (SW tool - eXtended RAM test for XE)
Demos: DESIRE, zzZumRotator, OKO, DRAGONS, IHL, FLY, BEAUTY,
LIQUID, Te.mod. Games: Jurassic Park II, Magic World. Utilities: Lufa Half
Code Packer 1.0, Font Animator 1.0, Rave Extra Packer 1.0, Paradox 0.92,
Mad editor 0.98.
Publisher: ATARIX - paper magazin in Slovak language

Sauron 6/02
http://web.tiscali.it/retrogaming/
Vendor: used software

Darren Schebek 7/02
http://members.shaw.ca/dschebek/envision.htm
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Sijmen Schouten (Mr.Atari) 11/02
The Netherlands
http://home.wanadoo.nl/mr.atari/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 10/02
The Netherlands
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ernest R. Schreurs 10/02
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
http://home.planet.nl/~ernest/
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm
archive to SIO2PC archive converter), WAV2CAS (Digital Cassette Image system,
including CAS2SIO), CAS2WAV (Create a clean .wav file from a Digital Cassette
Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Shadow Software (David Hunt, The Shadow)
16016 SE Division St PMB 19
Portland OR 97236-1999
USA
mailto:the_shadow@portland.cc or mailto:The_Shadow@pdx.cc (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
Developer: Carina BBS (shareware). Carina 2.6:
http://www.umich.edu/~archive/atari/8bit/Telecomm/Bbs/carbbs26.arc
also http://www.aracnet.com/~atari/ftp/car_bbs.arc (doesn't work for me)

Ken Siders 11/02
USA
http://home.columbus.rr.com/ksiders/atari.htm
Developer: Emulators Utilities: ATR/DCM utilities (DOS),

AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer,
KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler,
Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus.
Development Software: KASM65 2.51 Assembler, KLINK65 1.51 Linker,
KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic,
Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Burger Boy, PacMunch Jr, The MisAdventures of Mr. Fish,
Circle of Richness

Mark Simonson 10/02
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech 7/02
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033 (0049-711/775033)
http://www.sintech-shop.de/
Vendor: hardware (computers and drives on request) and commercial software

Len Spencer 1/03
USA
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black
Box interfaces), FoReM-XE Professional BBS Version 5.4

Spike's Systems and Computer Repair 12/02
38 S. Maysville St.
Mount Sterling KY 40353-1355
USA
tel: (859)-499-0866
http://spikessystems.com/spikes.html
Vendor: small selection of commercial software
Repair Shop.

Petr Stehlik (project manager), Jacek Popawski, Krzyszt of Nikiel, 2/03
Michael Borisov, Piotr Fusik, Vasyl Tsvirkunov
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 1.3.0 - an Atari 800, 800XL, 130XE and 5200 emulator
for Unix, Amiga, MS-DOS, Atari TT/Falcon, SDL and WinCE

Radek Sterba (Raster) 2/03
Czech Republic
http://www.infos.cz/raster/atari/homepage.htm or http://raster.atari.org/
Developer: MULTIJOY8 (connect 8 joysticks to one Atari), MultiJoy16 (connect
16 joysticks to one Atari), ATADIM v2.04 Beta (Win9x- work with Atari disk
images XFD/ATR), DRATEX 1.2 (Win9x- Drop file Atari Czech text convertor),
LPTJOY/ATAJOY Driver (connect an Atari joystick to a PC), MAT2MTX (DOS-
Mac65 to Text). Games: Cervi (Worms- Tron lightcycles-type game for MultiJoy8),
Multris (Tetris-like game for MultiJoy4). more games: Zahada, Volleyball,

Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix.
utilities: MPE (MIDI Pattern Editor) v2.3, HiLoader-4.2 T2000, ComprCopy4Hi,
TurboToDisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4,
Raster Music Tracker (RMT) 1.1 - cross-plaftorm XL/XE music maker for PC.
games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk,
Imagine, Gunhead. demos: YamahaDemo, Illusion 3, 80 rectangles, Motor,
Flame999, SelfDemo

SteveR's Classic Cartridges (Steve Reed) 8/02
http://www.steverd.com/
Vendor: used hardware and software

Carsten Strotmann 3/03
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS
- 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS)
PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for
BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine
for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS,
ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine
interpreter, original by Steve Wozniak)

Sunmark Products (Mark DiLuciano) 1/03
383 Broadway
Lorain OH 44052-1631
USA
http://www.sunmark.com/ Also http://www.hollex.net/
Developer: Hollex Cartridge (16K of SRAM powered by a lithium battery),
InstaDOS Cartridge (Atari DOS 2.0S), 400/800/XL PCB, sio2pc PCB,
Real Time Cartridge (ICD R-Time 8 clone)

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169
FAX: +61 7 54969056
mailto:sup8pdct@mail.cth.com.au
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 11/02
Czech Republic
http://jirkasuv.duch.cz/iPAQ/atari/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..."- text game)

Tomasz Szymankowski 11/02
http://www.a800win.atari-area.prv.pl/ or

http://atariarea.nostalgia.pl/PLus/index_us.htm
Developer: Atari800Win Plus 3.1 (for Windows, based on Atari800)

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Subject: T

TAQUART 11/02
(Piotr 'Fox' Fusik, Marcin 'Eru' Zukowski, Michal'Dracon' Garbaciak,
Karolj 'Heaven' Nadj, Lukasz 'X-Ray' Sychowicz, Slawek 'Slaves' Sledz.
also: Bac, Dely, Samurai)
Poland
http://numen.scene.pl/
Developer: NUMEN (demo, requires 320K, PAL ANTIC)

Telegames 8/02
Box 901
Lancaster, TX 75146
USA
Orders: (972) 224-7200
Cust Service: (972) 228-0690
FAX: (972) 228-0693
http://www.telegames.com/
Vendor: commercial software

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
England
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Vasyl Tsvirkunov 1/03
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

Steven J. Tucker 4/03
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v2.0.5 for
Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win31/95/98, APE Warp+
OS for XL/XE machines, Imagic 1.06 95/NT--the Atari Disk Image Conversion
System for 9x/NT, Imagic 1.06 DOS--the Atari Disk Image Conversion System

for DOS (Imagic does disk image (ATR <-> XFD <-> DCM <-> SCP) conversion),
Atari Terminal Simulator ATS 2.0 (ATASCII Telnet/Serial Terminal & Break
Movie Player for 32bitWin), Break Movie Screensaver for 32bitWin

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Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Dan Vernon 3/03
http://retrobits.net/
Developer: Atari810 1.4d -- disk drive emulator in the tradition of
SIO2PC, for the Windows NT/2000/XP platform

Video 61 & Atari Sales (Lance Ringquist) 2/03
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
http://cth.dtdns.net/pro/pro1.html (BBS Express! Pro)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): Amaze Maze, Bumpers, Checkers,
Clash of the Kings, Concentration, Cosmos Pinball, Crystal Raiders,
Dan Strikes Back, Dandy, Desmond's Dungeons, Dinky Do, Dungeon Lords,
Dynakillers, Elevator Man, Firebug, Getaway, Hearts, Jailbreak, Jigsaw Puzzles,
Lights Out, Lord of the Orb, Mahjong, Maze War, Midas Maze, Montana Solitaire,
Mr. Robot, MyDOS 4.5, Paddle Pack Pong, Paddle Wars, Preppie, Preppie II,
Plaqueman, Puzzler, Ricochet, Rocks, Sharp Shooters, Smush, Solitaire,
Spaceball, Spaceshot Pinball, Speedo Disk Drive Speed Checker, Tetris II,
Translator (800 OS), Twin Pack(Battleship/Jump the Pegs),
Video Poker (by H. Brown), Video Slots, Zybex, Rally Speedway, SpartaDOS 3.3C,
Twilight World, Montezuma's Revenge, Cosmic Tunnels, Nibbler,
Clowns and Balloons, Bubble Trouble, Pacific Coast Highway, Drop Zone,
S.A.G.A. Mission Secret, S.A.G.A. Strange Odyssey, S.A.G.A. Pirates Adventure,
Sling Shot, TurboBasic, Star Flite 3.5.
Also: BBS Express! Professional (Pro!) 5.0b (Atari hardware), 6.0 (emulators)
Also K-Products products, which include: Pro_Term Terminal Modules,
Hardback & Restore, Mux_Time Software, TurBoss! High Speed O/S,
KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, 1050 US Doubler (USD),
DK-Utilities for the Black Box and the MIO

Video Game Advantage (VGA) 10/02
c/o Michael J. Novak Jr.

6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (440) 843-8815 24hrs
http://www.io.com/~vga2000/
Vendor: used hardware/software and accessories

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
tel: (412) 7841-2241 5pm-8pm eastern time only
mailto:vidgame@earthlink.net
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vintage Micro-Computers (Jon Lucas)
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
Vendor: hardware and software

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Subject: W

Wacko Software (Andrei Ellman) 10/02
The Netherlands
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash (game)

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, BobTerm 1.2 and several others

World of Atari 10/02
5920 Valley Vale Way
Sacramento, CA 95823
Phone: 916-422-7424
Fax: 815-377-8032

http://www.worldofatari.com/
Vendor: new and used hardware and software

Jeffrey S. Worley "Technoid Mutant" 1/03
mailto:TECHNOID@30below.com
Repair shop: offers free(!) hardware upgrades to 8-bit Atari computers
(memory, pokey, etc.)

==========
End of atari-8-bit/vendev
==========

## 2284. 8-bit File Copy Program with Mouse?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-09 10:09:33 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030409060933.16855.00000939@mb-fh.aol.com>
Source record: 22098

Is anyone aware of a file copier (for MyDos disks) that uses a Mouse for file selections? I've got lots of files to sort...
Thanks,
Larry

# 2285. Re: Looking for an Indiana Jones game

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-09 10:10:39 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <sjSka.2604$b71.46292@news4.e.nsc.no>
Source record: 22097

"Andreas Magenheimer" <magea000@students.uni-mainz.de> skrev i melding
news:3E930EF7.703EA056@students.uni-mainz.de...
> Well,
> I know two games: 1) Indiana Jones and the Temple of Doom (originally
> released as a commercial game); it can nowadays be found in many PD
> libraries under the name "beneath the pyramids" (or the similar game
> "Quest of Power"). 2) The Adventures of Dr. Jones, a game written in
> basic, that comes on two disk sides ( a sort of jump and run game).
> Think it was also released commercially, but nowadays has its place in
> many PD libraries... -Andreas.

I only found Pyramids of Giza, any tips on where to find these ? It's not in
BASIC, so that's out, and it's on one disk side and looks totally alike
Aztec. I do have the file version, which I, stupid me, cracked once and
didn't keep the full disk side version.

# 2286. Atari 1010 info needed

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-09 11:04:20 UTC
From: Alex Taylor <alex_taylor@nospam.ntlworld.com>
Message-ID: <38Tka.2449$HZ2.861@newsfep4-winn.server.ntli.net>
Source record: 22099

Hi

I just picked up an Atari 1010 program recorder from the local tip. I have a couple of spare SIO cables, but I don't have a PSU for it. *Before* I go and blow it up, could anyone tell me what voltage and current this thing requires? I have an Atari PSU with a barrel-type plug on it, but don't want to try it until I have the info.

Many thanks in advance

--
Alex Taylor.
Remove 'nospam' to reply by email.

--
I was going to procrastinate today, but I'll do it tomorrow.

---
Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.467 / Virus Database: 266 - Release Date: 01/04/2003

# 2287. Re: Holme's Web Site CDs, let's try this again

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-09 13:21:59 UTC
From: Frank Rachel <frachel@navisys.com>
Message-ID: <3e941e79$0$407$4c41069e@reader0.ash.ops.us.uu.net>
Source record: 22100

Hey Steve - I just got around to trying out the CD's and my disc 2 and 3 have errors on them (and thus can't be copied, nor can I copy *all* the files from them).. Is there anyone in the area that has good disc's 2 and 3 that can either make an image or a copy of them? If you have broadband an image would be great, we could just transfer it via IM or I could set up an ftp server or whatever..

Thanks,

Frank.

"Steve S" <j70141@hotmail.com> wrote in message news:6f9b434d0946fd577beff02daa59ab51@news.teranews.com...
> I sent out a lot of these to different people, if there is anyone that now
> has a copy of these CDs that is willing to distribute these CDs out to
> others, please reply to this message.
>
> I am still willing, but I do so at a price. It might be easier and cheaper
> for other people to do it since my CD burner is so old (and as such, I get
> so many failed copies and lose so much time in the process) and the post
> office is a bit far for me and I just want to give everyone a chance to get
> the CDs from anyone.
>
> So, reply here if you are interested in helping with the distribution.
>
>

# 2288. New AtariSIO release V0.11 beta

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-09 16:50:58 UTC
From: Matthias Reichl <usenet-20030409@hias.horus.com>
Message-ID: <slrnb98jri.1o9.usenet-20030409@camel.hias.horus.com>
Source record: 22101

I've uploaded a new AtariSIO release to my homepage
http://www.horus.com/~hias/atari/

Version 0.11 beta includes the following changes:

* atariserver now contains loadable 6502 highspeed SIO code
(like the HDI or Speedy 1050) - thanks to ABBUC for the code!

* A "print DOS2.x directory" function was added to atariserver

* AtariSIO now reached beta status

* serveral minor bugfixes and improvements

so long,

Hias

# 2289. FA: Castle Hassle Cart on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-09 21:44:13 UTC
From: Matt Gerharz <gerharz@speakeasy.net>
Message-ID: <buKdnU5nDYQ4DgmjXTWc-g@speakeasy.net>
Source record: 22104
Cross-posted to: alt.games.atari,alt.games.video.classic,comp.sys.atari.8bit

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3017273198

Super Rare cart for auction on Ebay

Castle Hassle Cartridge by Roklan

This is one that any serious collector will have on their "want" list!

This auction is for the game only. The game has been tested and runs fine.
Please check my auctions for other fun Atari 400/800 games!

Don't miss out!

# 2290. FA: Inhome Baseball Cart on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-09 21:44:53 UTC
From: Matt Gerharz <gerharz@speakeasy.net>
Message-ID: <kvqcnU2uKbBTDgmjXTWc-w@speakeasy.net>
Source record: 22105
Cross-posted to: alt.games.atari,alt.games.video.classic,comp.sys.atari.8bit

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=4315&item=3017285312&
rd=1

Inhome's Baseball 16k Cartridge Atari 400/800 computer system.

Cartridge only. Fun baseball game. Very impressive game play for a baseball
game played with a basic Atari joystick.

Please check my auctions for other fun Atari Computer Games.

# 2291. Atari 800 for Parts Free to good home

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-09 22:03:35 UTC
From: Matt Gerharz <gerharz@speakeasy.net>
Message-ID: <7fqcnYfYVMmtBQmjXTWc-w@speakeasy.net>
Source record: 22106

I took my Atari 800 apart to see if I could fix the keyboard. I can't figure it out.Other than that, the unit worked fine. I just can't bear to throw the thing away.

I'm in Chicago, so I would just want someone to pay for shipping from 60613 - whatever USPS.com shows.

Check out some of my auctions for games like Castle Hassle, one-on-one and Inhome's Baseball as I say goodbye to my Atari 800:

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=matt%40gerharz.com&include=0&since=-1&sort=3&rows=25

## 2292. Can my Xformer lead be upgraded for use on high speed computers?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-09 22:39:41 UTC
From: ASI Industries <ASIIndustries@usa.net>
Message-ID: <e06323693a1f590c11b8bca595cc7cbb@free.teranews.com>
Source record: 22107

Hi can my Xformer (SIO-Printer port) lead be upgraded for use on high speed computers?

The lead still works on systems up to 166mhz Pentium 1 non-mmx, however i would like to utilize it on either my Amd k62-550 or Athlon Xp1900 systems.

Is there anything i can do to upgrade it to a SIO-PC lead!
--
ASI Industries

# 2293. Re: ST mouse converted to 8-bit mouse

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-09 23:19:48 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <b729pg$a5ndm$1@ID-112582.news.dfncis.de>
Source record: 22108

Andreas Magenheimer schrieb:
> Well,
> there is no need to convert an ST mouse to work on XL/XE Ataris. Any A8
> game that supports an ST mouse will work with it. The only conversion
> that might be needed is to make the second fire button usable - but
> there are only 2-3 games that support or require the second mouse
> button. All other games merely use the first mouse button...

what has to be done for using the second mouse key?? Do you have a
modification plan or sort of??

You have mentioned programmes, which us the second mouse button. Which
programms??

--
\thomsen
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

# 2294. Re: Atari 1010 info needed

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-10 00:36:39 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0304091636.4ad0d6db@posting.google.com>
Source record: 22109

"Alex Taylor" <alex_taylor@nospam.ntlworld.com> wrote in message
news:<38Tka.2449$HZ2.861@newsfep4-winn.server.ntli.net>...
> Hi
>
> I just picked up an Atari 1010 program recorder from the local tip. I have a
> couple of spare SIO cables, but I don't have a PSU for it. *Before* I go and
> blow it up, could anyone tell me what voltage and current this thing
> requires? I have an Atari PSU with a barrel-type plug on it, but don't want
> to try it until I have the info.
>
> Many thanks in advance
>
> --
> Alex Taylor.
> Remove 'nospam' to reply by email.

The 1010 uses a standard 9 Volt AC power supply just like the ones
used for 1050 disk drives. 31 VA means about 3.5 amps. There is
either the coaxial power plug (9 Volt) measured in mm (2, 2.5) for
size or the 7 pin mini-DIN plug (5 Volt) that XL/XE uses, but
'barrel-type' isn't much of a description to go on.

If your power supply jack fits the hole, and it says Atari on it,
chances are that it will work.

## 2295. looking for an assembler routine

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-10 01:38:48 UTC
From: pjsmith@netins.net
Message-ID: <slrnb99ip8.ek9.pjsmith@worf.netins.net>
Source record: 22110

Does anyone know where I could find source code, in assembler,
for plotting text on a graphics 15 screen?

Thanks!

Phil Smith

## 2296. Re: looking for an assembler routine

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-10 05:03:04 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v99uocp95cqa25@corp.supernews.com>
Source record: 22111

```
There's a BASIC program in 'Your Atari Computer'
for 2 color modes, or rather 1 color, two luminances,
or rather 1 bit per pixel modes.
```

# 2297. Re: Graphic Master

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-10 05:17:50 UTC
From: Courtney Goodin <cgoodin@primenet.com>
Message-ID: <287la.154358$Zo.30944@sccrnsc03>
Source record: 22112

Yep, it was written by a 15 year old Whiz kid named William Robinson. He used the Name "Dr. William Robinson" on Text Wizard to add credibility to the then, unique program. He re-wrote certain sections to meet Atari's specs but most of the code was from Text Wizard. Atari wanted to add a couple of more features, but William told them there was simply no more room to squeeze in any more code and still fit in the 16k Rom which was the largest the Atari 800 could handle without bank switching (which hadn't been worked out at that time) . When Atari found out William and his co-writer had buried an Easter Egg with their names in it in the code, Atari Sued them.. I think they settled out of court, but I'm not sure what the financial considerations were. It's tough to be sued by a major corporation Time-Warner when you are not out of High School.. "DANGER WILL ROBINSON--DANGER"!

"Rich_N_Feymus" <ejgnandt@netzero.net> wrote in message
news:4d2debfd.0304051442.11114d6e@posting.google.com...
> "Courtney Goodin" <cgoodin@primenet.com> wrote in message
> > There was a big flap at Atari
> > when William Robinson put some Easter egg code in Atariwriter
(originally a
> > Datasoft distributed product) that put his name on the screen when
certain
> > joystick switches were pressed. They sued him and ordered many of the
Rom
> > based Program cartridges destroyed.
>
> So Atariwriter was a rewrite of Datasoft's Text Wizard?

## 2298. XF551 uses IBM 360K

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-10 05:28:22 UTC
From: Hon Tseng <pcuser45@yahoo.com>
Message-ID: <Wh7la.143160$0g4.4169236@news2.east.cox.net>
Source record: 22113

I have a bare teac 360K mechanical for PC. I want to replace tandon mechanical with teac. Can I do that?

Hon

## 2299. Can my Xformer lead be upgraded for use on high speed computers?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-10 07:04:37 UTC
From: ASI Industries <ASIIndustries@usa.net>
Message-ID: <bc8233048a33f14d1e36d93cbef6e90e@free.teranews.com>
Source record: 22114

Hi can my Xformer (SIO-Printer port) lead be upgraded for use on high speed computers?

The lead still works on systems up to 166mhz Pentium 1 non-mmx, however i would like to utilize it on either my Amd k62-550 or Athlon Xp1900 systems.

Is there anything i can do to upgrade it to a SIO-PC lead!
--
ASI Industries

# 2300. Re: Atari 1010 info needed

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-10 08:08:47 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v98veqivif0254@corp.supernews.com>
Source record: 22102

9v ac. Your brick is probably that. There are
a few that you don't want to use. The Indus
had a ps with the same connector, but it was 12v
DC, or 9v DC. The FAQ for this group, maintained
by Michael Current, has complete info on power requirements for Atari 8-bit
stuff.

# 2301. Re: Availability of MAC/65 Assembler cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-10 08:10:28 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <v98vhv4b07957f@corp.supernews.com>
Source record: 22103

There's a vendor list for this group.
Best, Video 61, Ben Smith, B&C probably have it.
Your cheapest route may be an individual who sees
your post.

# 2302. ADV: Atari Tax Rebate!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-10 09:21:58 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0304100211060.23231-100000@shell1.aracnet.com>
Source record: 22115
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently offering A 20% Discount on Games/SoftWare & References/
Books for Classic Atari 8 Bit & Atari ST Computer Lines! Whether your
spending Tax Rebate Dollars, spending Euro's from Europe or satisfying
your Yen for Atari! We Ship anywhere the Law allows! And If your in the
United States, take advantage of the cheaper Postage for Media Mail Rate.
Get Catalogs while inventory Lasts at http://BensCatalogs.Atari.org Got
Questions? E-Mail Today@ Atari@aracnet.com or call Ben at (503)256-9974!
http://www.aracnet.com/~atari/specials.htm Atari Tax Break Special!!

http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 2303. Re: Creating Adventure Games On Your Computer on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-10 10:47:06 UTC
From: plugh@plugh.info
Message-ID: <68bd0e8.0304100247.4a63f433@posting.google.com>
Source record: 22116
Cross-posted to: rec.arts.int-fiction,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple2,comp.sys.tandy,comp.sys.ti,comp.sys.msx

can teh book be D/led in its entirety?

# 2304. Re: Atari 1010 info needed

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-10 12:59:20 UTC
From: Alex Taylor <alex_taylor@nospam.ntlworld.com>
Message-ID: <dWdla.156$Aq1.2@newsfep4-winn.server.ntli.net>
Source record: 22117

"Lee" <melee5@my-deja.com> wrote in message
news:a57ea28d.0304091636.4ad0d6db@posting.google.com...
>
> The 1010 uses a standard 9 Volt AC power supply just like the ones
> used for 1050 disk drives. 31 VA means about 3.5 amps. There is
> either the coaxial power plug (9 Volt) measured in mm (2, 2.5) for
> size or the 7 pin mini-DIN plug (5 Volt) that XL/XE uses, but
> 'barrel-type' isn't much of a description to go on.

Coaxial! That's the word I was looking for.

> If your power supply jack fits the hole, and it says Atari on it,
> chances are that it will work.

Now I have the info, I can't find the PSU, or the SIO cables. Typical. I'm sure it's 9VAC, and it's definitely an Atari branded one, I tried to sell it on eBay and didn't get a buyer. If the 1010 works, I can sell them all together.

Many thanks,

Alex Taylor.

---
Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.467 / Virus Database: 266 - Release Date: 01/04/2003

# 2305. Re: Atari 800 for Parts Free to good home

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-10 13:31:30 UTC
From: LS <me@email.com>
Message-ID: <df1f3a689b15160bf2303ae658cbc4e8@news.teranews.com>
Source record: 22118

I will.
email me;

lschafr@shazam.net

"Matt Gerharz" <gerharz@speakeasy.net> wrote in message
news:7fqcnYfYVMmtBQmjXTWc-w@speakeasy.net...
> I took my Atari 800 apart to see if I could fix the keyboard. I can't
figure
> it out.Other than that, the unit worked fine. I just can't bear to throw
the
> thing away.
>
> I'm in Chicago, so I would just want someone to pay for shipping from
> 60613 - whatever USPS.com shows.
>
> Check out some of my auctions for games like Castle Hassle, one-on-one and
> Inhome's Baseball as I say goodbye to my Atari 800:
>
>
http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=matt%40ge
> rharz.com&include=0&since=-1&sort=3&rows=25
>
>

# 2306. Re: Availability of MAC/65 Assembler cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-10 13:46:10 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0304100546.6b8588bc@posting.google.com>
Source record: 22119

Thanks for the reply. I sent an e-mail to rfvacp at mountaincable dot
net. If that is not your e-mail please contact me at john at jrcc.net
if you are still interested.

Thanks,
John

Jaguar <rfvacp@nospammountaincable.net> wrote in message
news:<Xns9357D9E7BA258Jaguar@24.215.0.21>...
> john@jrcc.net (Jheitmuller) wrote in
> news:de16c5ec.0304081317.6c995e2b@posting.google.com:
>
> > Anybody know where I can buy a MAC/65 assembler cartridge?
> >
> > Thanks,
> > John
> >
>
> I have a mac cartridge . If your interested let e-mail me.

# 2307. Re: XF551 uses IBM 360K

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-10 14:30:16 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <Ydfla.17813$ey1.1488596@newsread1.prod.itd.earthlink.net>
Source record: 22120

"Hon Tseng" <pcuser45@yahoo.com> wrote in message
news:Wh7la.143160$0g4.4169236@news2.east.cox.net...
> I have a bare teac 360K mechanical for PC. I want to replace tandon
> mechanical with teac. Can I do that?

It isn't safe. I don't remember the XF551 using a Tandon drive for sure but
the one it used was low powered compared to most Teac early drives I have
seen. The Teacs were really hard on the +12 V supply.

Unless you know it is a late model Teac or out of a laptop it probably isn't
a good idea.

# 2308. Re: Creating Adventure Games On Your Computer on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-10 14:56:46 UTC
From: steve@dosius.zzn.com
Message-ID: <9307085f.0304100656.7e6a244b@posting.google.com>
Source record: 22121
Cross-posted to: rec.arts.int-fiction,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple2,comp.sys.tandy,comp.sys.ti,comp.sys.msx

Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com> wrote in message news:<usenet-DELETEthisPART-C75893.21114007042003@news.west.cox.net>...
> The folks at atariarchives.org are proud to announce that the full text of
> the classic computer book Creating Adventure Games On Your Computer is now
> available on the Web. Written by Tim Hartnell and published in 1983, the
> book includes four complete adventure games in BASIC plus innumerable tips
> on creating your own text adventures.
>
> The book's BASIC programs are compatible with Apple II, Atari 8-bit, Coleco
> Adam, Commodore 64 and Vic-20, IBM PC, Texas Instruments TI 99/4a (with
> Extended BASIC), all TRS-80 models, and MSX BASIC. All of the programs are
> downloadable for instant gratification.
>
> This is the 14th classic computing book to be made available at
> atariarchives.org.
>
> http://www.atariarchives.org/adventure
>
> -Kevin Savetz

Kewl :)

<goes back to hacking Inform 5.5-based Z3 games and plugging them into Infocom's interpreter>

-uso.

# 2309. Re: looking for an assembler routine

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-10 15:46:43 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b743ni$b13r6$1@ID-174234.news.dfncis.de>
Source record: 22122

PHIL SMITH wrote:

> 
> Does anyone know where I could find source code, in assembler,
> for plotting text on a graphics 15 screen?
> 
> Thanks!
> 
> Phil Smith

Look in the ABBUC Programmers Groups Wiki,

Assembler Tips
http://www.strotmann.de/twiki/bin/view/APG/AsmTips

and

Fast Gr 15 Plot in Assembler and ACTION!
http://www.strotmann.de/twiki/bin/view/APG/ActionFastGraphicsFifteen

ABBUC Programmers Group Wiki is a collection of information for A8
programmers. Every A8 Programmer can contribute information and tips to the
system by just editing the websites (Link "Edit" at the bottom of each
page).

Best regards

Carsten

## 2310. FREE Atari stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-10 16:44:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0304100911480.29167-100000@shell1.aracnet.com>
Source record: 22123
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I've got some stuff to get rid of. Atari 1050 and 810 Disk Drives for
Parts. Surplus Atari 800 Computers, and more Atari stuff. Spring Cleaning.
I also have Atari 520ST, 1040STF Computers mainly for parts. Maybe a
MegaFile Hard Drive, and more Atari stuff. I'd rather someones came and
picked it up. Rather than ship it. Interested? E-Mail Atari@aracnet.com
or I prefer you call Ben at (503)256-9974.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 2311. Re: Atari 800 for Parts Free to good home

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-10 19:01:13 UTC
From: Matt Gerharz <gerharz@speakeasy.net>
Message-ID: <bjSdncxmxIp2IwijXTWc-g@speakeasy.net>
Source record: 22124

Will do.

"LS" <me@email.com> wrote in message
news:df1f3a689b15160bf2303ae658cbc4e8@news.teranews.com...
> I will.
> email me;
>
> lschafr@shazam.net
>
> "Matt Gerharz" <gerharz@speakeasy.net> wrote in message
> news:7fqcnYfYVMmtBQmjXTWc-w@speakeasy.net...
> > I took my Atari 800 apart to see if I could fix the keyboard. I can't
> figure
> > it out.Other than that, the unit worked fine. I just can't bear to throw
> the
> > thing away.
> >
> > I'm in Chicago, so I would just want someone to pay for shipping from
> > 60613 - whatever USPS.com shows.
> >
> > Check out some of my auctions for games like Castle Hassle, one-on-one
and
> > Inhome's Baseball as I say goodbye to my Atari 800:
> >
> >
>
http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=matt%40ge
> > rharz.com&include=0&since=-1&sort=3&rows=25
> >
> >
>
>

# 2312. Re: Graphic Master

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-10 23:54:49 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <dvnla.18494$4P1.1627765@newsread2.prod.itd.earthlink.net>
Source record: 22125

Did any of those AW roms survive? I have never used my cart with a joystick
attached.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Courtney Goodin" <cgoodin@primenet.com> wrote in message

> There was a big flap at Atari
> when William Robinson put some Easter egg code in Atariwriter (originally
a
> Datasoft distributed product) that put his name on the screen when certain
> joystick switches were pressed. They sued him and ordered many of the Rom
> based Program cartridges destroyed.
>
> ------Courtney
>

## 2313. Re: Basic XL (Orange Cart)

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-10 23:57:56 UTC
From: eric@replyhere.net
Message-ID: <3e960532.456300515@207.106.92.52>
Source record: 22126

On 07 Apr 2003 05:50:19 GMT, llppwhite@aol.comnsp (LarryWhite) wrote:

>Has anyone ever seen an _Orange_ BXL cart as a V1.03?
>Larry

I have not, but I do have a friend who has an orange Action cart. I
don't know what version it is though.

# 2314. Re: Creating Adventure Games On Your Computer on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-10 23:59:03 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <bznla.18499$4P1.1648188@newsread2.prod.itd.earthlink.net>
Source record: 22127
Cross-posted to: rec.arts.int-fiction,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple2,comp.sys.tandy,comp.sys.ti,comp.sys.msx

Probably not... just access and save each section from your browser; you
should then be able to read them off line.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Plugh!" <plugh@plugh.info> wrote in message
> can the book be D/led in its entirety?
>

# 2315. FREE Atari stuff! Revised News!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-11 02:16:32 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0304101843360.29977-100000@shell1.aracnet.com>
Source record: 22128
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

To those of you who E-Mailed me asking me to Ship outside the U.S. or to other Countries? I'm not even willing to Ship within the U.S., let alone other Countries. Too much trouble for free stuff! If someone wants me to do all the work to Ship, you'll need to pay me. Or buy Atari stuff from me and pay Shipping and I'll add the FREE stuff. And no matter how much. It's not worth Shipping outside the U.S. including dealing with Customs Forms! To see the Atari stuff I sell listed, If you want to buy so I can add free Items to your Shipment. Go to my WebSite at http://BensCatalogs.Atari.org

==Text Below has been updated==

I've got some stuff to get rid of. Indus GT, Atari 1050 and 810 Drives for Parts. Surplus Atari 800 Computers, and more Atari stuff. Spring Cleaning. I also have Atari 520ST, 1040STF Computers mainly for parts. Maybe a MegaFile Hard Drive, Miscellaneous Hard Drive, Atari ST Monitors, several rare Atari PC 14" Monitors used on the Atari PC, TT030 as a Color Monitor and as a VGA Monitor on a PC. Need to be fixed, Tender Loving Care. And more Atari stuff. I'd rather someones came and picked it up. I DO NOT want to Ship unless I get paid. To much work to Ship! I'm in Portland, Oregon USA. I want someone/someones local to come pick it all up. Rather than ship it. Interested? E-Mail Atari@aracnet.com or I prefer you call Ben at (503)256-9974.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 2316. Re: Basic XL (Orange Cart)

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-11 03:53:59 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3E963C57.925B4BDA@cswebmail.com>
Source record: 22129

LarryWhite wrote:

> Has anyone ever seen an _Orange_ BXL cart as a V1.03?
> Larry

My Orange cart is 1.0.

My Black cart is 1.03, but flakey. Have an eprom binary I made from it,
but still need to burn to a new eprom.

Rick D.

# 2317. Re: XF551 uses IBM 360K

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-11 07:09:58 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <eaqc9vgnqanb3d8gm4eh2r3fdgvkndne8b@4ax.com>
Source record: 22130

On Thu, 10 Apr 2003 14:30:16 GMT, "richard cortese" <ricortes@earthlink.net>
wrote:

>"Hon Tseng" <pcuser45@yahoo.com> wrote in message
>news:Wh7la.143160$0g4.4169236@news2.east.cox.net...
>> I have a bare teac 360K mechanical for PC. I want to replace tandon
>> mechanical with teac. Can I do that?
>
>It isn't safe. I don't remember the XF551 using a Tandon drive for sure but
>the one it used was low powered compared to most Teac early drives I have
>seen. The Teacs were really hard on the +12 V supply.
>
>Unless you know it is a late model Teac or out of a laptop it probably isn't
>a good idea.
>
Well, I remember replacing a friend's XF551's mechanism once, though I don't
remember the brand... the worst problem was that the connectors were reversed
(power connector on the other side of the data connecto, compared to the
original), so I had to place the casign upside-down (a better solution would
have been to use an extension for the ower cable, but that time there wasn't
one available). The drive didn't have any problems after that. So, if the
original mechanism is damaged, I'd say there's nothing to lose trying...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

## 2318. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-11 09:23:46 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1050052965@rtfm.mit.edu>
Source record: 22131
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 26, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

# 2319. Re: ST mouse converted to 8-bit mouse

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-11 13:34:24 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b76ga0$6po$1@nets3.rz.RWTH-Aachen.DE>
Source record: 22132

Howdy Edward

> I was wondering if anyone has the information that tells how to do
> converte a ST mouse so that it will work on an Atari 8-bit. I
> guess Mathy Nasselroy did it. Anyone have that info?

Since I'm in a good mood, I'll forgive you for misspelling my name. I've
seen many variations before but this one is new. :-)

Check out STM18BIT.TXT on my site:

http://www-users.rwth-aachen.de/mathy.van_nisselroy/stuff.htm
(second file above "Some XEP80 stuff")

CU Mathy van Nisselroy

# 2320. FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-11 14:18:51 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0304110416540.7006-100000@shell1.aracnet.com>
Source record: 22133
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

This FREE Atari list has been and will continue to be updated. I've added and given away items already.This is aimed mainly at Atarians in Portland, Oregon USA. Gone are Hard Drives including both Atari MegaFiles as well as the Indus GT and both Atari 1050 Drives.The Atari 810 Drives still remain.

I want someone to come and pick this all up! So Call first for appoinment! Then drive to Portland, Oregon USA and you too can stuff your Van, Truck or Volkswagon Beetle with my old Atari stuff. It needs to go and move into your home! I'm spring cleaning and making room for more Inventory. If you cant come get it, someone else will! Even if one person wanted to take it all, it would take several trips. It's more likely this job will be done by several interested parties. DONT ASK me to ship any of this to you, I DONT HAVE time and it's too much work! You would have to Bribe me with SeriouS CA$H! And please, no trade offers! I'm trying to get rid of stuff! Most of All, I'm not going to Ship any of this to other Countries, like outside the U.S.A. So please, DONT ASK! I'm not trying to be rude, it's just that dealing with Shipping stuff I'm giving away for free is too much work for not enough money!So, are you Interested? E-Mail Atari@aracnet.com or I prefer you call Ben at (503)256-9974.

==Text Below has been updated last on 04/11/2003 5:00 A.M. PST==

I've got some stuff to get rid of. Time for Spring Cleaning. Commodore 1084S Monitor made by Phillips---Parts/Project only. Atari 810 Disk Drives and Atari 600xls' Computers, Parts Only! Surplus Atari 800 Computers.Atari 410 Program Recorder---Parts machine. Miscellaneous Brands 8 Bit Atari Compatible Disk Drives, as-is. Atari & Non-Atari Joysticks for parts! 1030 MoDeM in the Box.

I have Atari 520ST, 1040STF Computers mainly for parts. Nameless VGA Monitor. Nameless Multi-Sync Monitor, as-is. Various Cases and KeyBoards for 520ST, 520STFM and 1040STF. Various ST Mice Parts. Various Electronic odds and ends as well as some Tools and accessories for Electronic Repair! Please don't expect details or description on electronics and/or tools as I'm not a Technician trained. Canon IX-12F FlatBed Scanner, Project/Parts, made to work with Navarone Cartridge interface as Scanner for MiGraph's OCR and Touch Up Software. As well as Straight FAX Software. Atari ST Monitors, several rare Atari PC 14" Monitors used on the Atari PC, TT030 as a Color Monitor, also used for Atari Falcon 030 Computers as well as a standard VGA Monitor on a PC. As-Is. Due to the rarity of these monitors, I will sell and Ship them within the United States! For Collectors like Atari Museums and Private Collectors!Only Serious Buyers need make offer! Various old/surplus MoDeMs and Printers. Atari SF354 & SF314 Disk Drives, as-is as well as parts/incomplete SF354/SF314 Disk Drives.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 2321. Re: Why did ATARI not use the 7800 GFX-chip for the XL ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-11 16:11:56 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E96E94C.990C6EF4@students.uni-mainz.de>
Source record: 22134

Well,
the 7800 does not have the Pokey chip, meaning no sound, no
add-on-equipment to save any data (like floppies, tapes, harddisks,
etc.). Not sure if the PIA is inside the 7800. Anyway, I guess it would
be easier to install a Maria chip inside the XL/XE Ataris, than
upgrading the 7800 to an XL/XE compatible but improved computer...
-Andreas.

Frank Schuster schrieb:
>
> "TXG" <txg01@xs4all.nl> wrote in message
news:<3e8ec55b$0$49104$e4fe514c@news.xs4all.nl>...
> > >Don't forget that 7800 is not an Atari developed machine. Also, whole XE
> > >line is just repackaged old stuff.
> >
> > This is not completly true, The 7800 was made before the XE line, secondly
> > the latest XE (China version with GTIA bug) where made at the end of 198x
> > and beginning of 199x. For this last batch they made new GTIA chips with a
> > buggy mask.
> > Because Atari wanted to have a 'new' XE style XL compatible system they
> > continued there design from the XL series. A super XE would be cool... I
> > think it can be done when someone connects the 7800 graphics chip to the XE,
> > Atari can disable ANTIC so a new video chip can be addressed at full
> > speed...
> >
> > Is there someone that would want to make such a upgrade? :-)
>
> Hi TXG,
>
> would be a nice mod to put the Maria into an XL/XE. The 7800 OS is
> pretty much the same as of the XL except the screen handling.
> As far as I know the Maria decodes it's address range itself as the
> Antic but at a totaly different address area. I think it's page 1 but
> I'm not sure.
> The question is what is easier, to modify a XL/XE to put the Maria in
> or to modify a 7800 to be a XL/XE?
> In the later case the SIO and keyboard connectors must be added and
> the OS rewritten as in the first case.
> I think the second approach would be easier.
>
> What do you think?
>
> Regards
> Frank

# 2322. Re: Looking for an Indiana Jones game

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-11 16:20:26 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E96EB4A.B1AB0600@students.uni-mainz.de>
Source record: 22135

Hmmm,
afaik both mentioned games use Basic or compiled Basic. And both games
consist of more than 10 files, so it looks like none of them is what you
are searching for. But if you are interested, send me an E-Mail and I
will return the images of those games to you... greetings,
Andreas.

Vidar Olavesen schrieb:
>
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> skrev i melding
> news:3E930EF7.703EA056@students.uni-mainz.de...
> > Well,
> > I know two games: 1) Indiana Jones and the Temple of Doom (originally
> > released as a commercial game); it can nowadays be found in many PD
> > libraries under the name "beneath the pyramids" (or the similar game
> > "Quest of Power"). 2) The Adventures of Dr. Jones, a game written in
> > basic, that comes on two disk sides ( a sort of jump and run game).
> > Think it was also released commercially, but nowadays has its place in
> > many PD libraries... -Andreas.
>
> I only found Pyramids of Giza, any tips on where to find these ? It's not in
> BASIC, so that's out, and it's on one disk side and looks totally alike
> Aztec. I do have the file version, which I, stupid me, cracked once and
> didn't keep the full disk side version.

# 2323. Re: ST mouse converted to 8-bit mouse

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-11 16:26:50 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E96ECCA.8571E9BD@students.uni-mainz.de>
Source record: 22136

Well,
the schematics to use the second mouse button are on Mathy van Nisselroy`s homepage (that I do not know the URL right now). If you cannot find it, send me an E-Mail and I will send you a copy next week. There are 2 or more Minesweeper Clones that can use the second mouse button, one is Bombdown by Roemer of UNO (demo version with 2 levels can be found in many PD libraries and on many german magazines; full version was an ABBUC Sondermagazin or Jahresgabe). I forgot the other clone, maybe Bomb? maybe Mines ?!? maybe a different minesweeper clone (with a different name), I have to check it out... greetings, Andreas.

Thomas Havemeister schrieb:
> 
> Andreas Magenheimer schrieb:
> > Well,
> > there is no need to convert an ST mouse to work on XL/XE Ataris. Any A8
> > game that supports an ST mouse will work with it. The only conversion
> > that might be needed is to make the second fire button usable - but
> > there are only 2-3 games that support or require the second mouse
> > button. All other games merely use the first mouse button...
> 
> what has to be done for using the second mouse key?? Do you have a
> modification plan or sort of??
> 
> You have mentioned programmes, which us the second mouse button. Which
> programms??
> 
> --
> \thomsen
> Sturz des Zaren & Take those Atarian care!
> Thomas Havemeister, Student of Commercial Information Technology
> Technical University of Ilmenau

# 2324. Re: XF551 uses IBM 360K

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-11 16:29:41 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <V3Cla.19295$ey1.1651503@newsread1.prod.itd.earthlink.net>
Source record: 22138

"machf" <no_me_j.machf@terra.com.pe> wrote in message
news:eaqc9vgnqanb3d8gm4eh2r3fdgvkndne8b@4ax.com...
> On Thu, 10 Apr 2003 14:30:16 GMT, "richard cortese"
<ricortes@earthlink.net>
> wrote:
>
> >"Hon Tseng" <pcuser45@yahoo.com> wrote in message
> >news:Wh7la.143160$0g4.4169236@news2.east.cox.net...
> >> I have a bare teac 360K mechanical for PC. I want to replace tandon
> >> mechanical with teac. Can I do that?
> >
> >It isn't safe. I don't remember the XF551 using a Tandon drive for sure
but
> >the one it used was low powered compared to most Teac early drives I have
> >seen. The Teacs were really hard on the +12 V supply.
> >
> >Unless you know it is a late model Teac or out of a laptop it probably
isn't
> >a good idea.
> >
> Well, I remember replacing a friend's XF551's mechanism once, though I
don't
> remember the brand... the worst problem was that the connectors were
reversed
> (power connector on the other side of the data connecto, compared to the
> original), so I had to place the casign upside-down (a better solution
would
> have been to use an extension for the ower cable, but that time there
wasn't
> one available). The drive didn't have any problems after that. So, if the
> original mechanism is damaged, I'd say there's nothing to lose trying...

The failure mode on the one I tried was the 12V regulator would overheat and
shut down during any extended read/write operation.

# 2325. Re: XF551 uses IBM 360K

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-11 16:29:50 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E96ED7E.C65601C8@students.uni-mainz.de>
Source record: 22137

Well,
here in Germany Atari also sold the XF551 with Chinon drives (that were
otherwise used as 5,25" drives for the Commodore Amiga)...
-Andreas.

richard cortese schrieb:
>
> "Hon Tseng" <pcuser45@yahoo.com> wrote in message
> news:Wh7la.143160$0g4.4169236@news2.east.cox.net...
> > I have a bare teac 360K mechanical for PC. I want to replace tandon
> > mechanical with teac. Can I do that?
>
> It isn't safe. I don't remember the XF551 using a Tandon drive for sure but
> the one it used was low powered compared to most Teac early drives I have
> seen. The Teacs were really hard on the +12 V supply.
>
> Unless you know it is a late model Teac or out of a laptop it probably isn't
> a good idea.

# 2326. Re: Anybody have the Atari Demopacs?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-12 00:10:09 UTC
From: Jim Koehn <jmkoehn@cedar-rapids.net>
Message-ID: <v9em76be70s579@corp.supernews.com>
Source record: 22139

Not sure how many there were but I have 1-11 might be nice if they could be
posted somewhere for everyone.
"SteveV4V" <stevev4v1@attbi.com> wrote in message
news:Uyyfa.196047$eG2.27265@sccrnsc03...
> Anybody have copies of the Atari Demopacs? I remember as a kid calling up
> Atari and asking for these. they were free and would send them out for the
> asking. As I recall they were like printed tutorials. Anybody have these
> they would part with or be willing to scan/copy them?
>
> Cheers,
> Steve
>
>

# 2327. Portland Atari Club

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-12 00:51:28 UTC
From: atari4evr@aol.com
Message-ID: <20030411205128.28234.00000661@mb-cj.aol.com>
Source record: 22140

Dear Atarians,

Last night I had a terrific time playing Atari 8 bit games over at Ben Smith's house. We try to get together regularly with other local Atarians and escape our responsibility ridden, stressful lives for pure Atari fun. I would encourage everyone in the Atari community to make contact with other Atarians in your area and set up a game night. It hardly costs anything (except perhaps for the chips, candy, and Mt. Dew) and it can be truly enjoyable. In my opinion the Atari community is the most helpful, loyal, and fun group of all the various computer societies.

Sincerely, An Atarian Forever

# 2328. Creative Computing Video & Arcade Games Magazine on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-12 04:06:51 UTC
From: Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com>
Message-ID: <usenet-DELETEthisPART-9B2D5C.21065111042003@news.west.cox.net>
Source record: 22141
Cross-posted to: alt.folklore.computers,comp.sys.atari.8bit,rec.games.vectrex,alt.atari.2600,rec.games.video.atari,comp.sys.apple2,comp.sys.tandy,comp.sys.cbm

The folks at the Classic Computer Magazine Archive are delighted to announce that the full text of Creative Computing Video & Arcade Games Magazine is now on the Web, at
http://www.atarimagazines.com/cva/

A short-lived spin-off from Creative Computing magazine, Creative Computing Video & Arcade Games magazine only published two issues, in 1983. But they were both packed with great information about home video games, computer games, handheld games, and arcade games. The magazines include reviews, guides to mastering games, and informative features.

Highlights include:

Who Really Invented The Video Game?
http://www.atarimagazines.com/cva/v1n1/inventedgames.php

Tokens Begin to Appear In Arcades
http://www.atarimagazines.com/cva/v1n1/spareatoken.php

Report from the 1983 Summer Consumer Electronics Show
http://www.atarimagazines.com//cva/v1n1/vgupdate.php

New Top Ten Games At Amusement Operators Expo '83
http://www.atarimagazines.com//cva/v1n2/toptengamesofaoe.php

Interviews with Alan Miller, Steve Cartwright, and Carol Shaw
http://www.atarimagazines.com//cva/v1n2/gamedesigners.php

The Origin of Spacewar
http://www.atarimagazines.com//cva/v1n1/spacewar.php

Review of the Atari 5200
http://www.atarimagazines.com//cva/v1n1/atari5200.php

First look at Vectrex
http://www.atarimagazines.com//cva/v1n1/vectrex.php

Review of LCD Pocket Games
http://www.atarimagazines.com//cva/v1n2/pocketgames.php

Launched in 1996, the Classic Computer Magazine Archive offers full text from Antic, STart, Creative Computing, and Hi-Res magazines, as well as information from Compute! and Compute!'s Gazette.

--Kevin Savetz
--

Kevin Savetz - http://www.savetz.com/contact/
Curator of Classic Computer Magazine Archive - www.atarimagazines.com
& Atariarchives.org - www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

# 2329. Re: Anybody have the Atari Demopacs?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-12 04:14:45 UTC
From: SteveV4V <stevev4v1@attbi.com>
Message-ID: <VoMla.420816$3D1.226663@sccrnsc01>
Source record: 22142

Jim,

I will be happy to volunteer the webspace and website to host them.

Cheers,
Steve

"Jim Koehn" <jmkoehn@cedar-rapids.net> wrote in message
news:v9em76be70s579@corp.supernews.com...
> Not sure how many there were but I have 1-11 might be nice if they could
be
> posted somewhere for everyone.
> "SteveV4V" <stevev4v1@attbi.com> wrote in message
> news:Uyyfa.196047$eG2.27265@sccrnsc03...
> > Anybody have copies of the Atari Demopacs? I remember as a kid calling
up
> > Atari and asking for these. they were free and would send them out for
the
> > asking. As I recall they were like printed tutorials. Anybody have these
> > they would part with or be willing to scan/copy them?
> >
> > Cheers,
> > Steve
> >
> >
>
>

# 2330. Re: Graphic Master

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-12 04:42:28 UTC
From: Courtney Goodin <cgoodin@primenet.com>
Message-ID: <UOMla.422879$F1.62345@sccrnsc04>
Source record: 22143

I think many thousands of them got out in the first issue. I can't remember the exact way to trigger the Easter Egg, but it involved taking apart the standard Joystick and depressing 2 or 3 of the dome switches at the same time, Like left right and up simultaneously.. Something that can't happen when the stick is used normally. I remember Datasoft had a product that was a Joystick that used mercury switches and you tilted it in different directions to move in each direction. If you shook their "airstick" you could cause the Easter Egg to appear because several of the mercury switches could make contact at the same time.
---Courtney

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:dvnla.18494$4P1.1627765@newsread2.prod.itd.earthlink.net...
> Did any of those AW roms survive? I have never used my cart with a
joystick
> attached.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "Courtney Goodin" <cgoodin@primenet.com> wrote in message
>
> > There was a big flap at Atari
> > when William Robinson put some Easter egg code in Atariwriter
(originally
> a
> > Datasoft distributed product) that put his name on the screen when
certain
> > joystick switches were pressed. They sued him and ordered many of the
Rom
> > based Program cartridges destroyed.
> >
> > ------Courtney
> >
>
>
>

# 2331. Re: Iraqis Greeting Americans with Kisses & Handshakes? -----{[++]}------

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-12 04:45:45 UTC
From: SteveV4V <stevev4v1@attbi.com>
Message-ID: <ZRMla.182244$Zo.34515@sccrnsc03>
Source record: 22144

LOL... I doubt either could fight their way out of a wet paper bag. I can't believe you have the balls to ridicule The United States for a few accidental deaths when your country murdered over 20 million innocent men, women, and children 60 years ago or have you forgotten your own history?

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message news:3E8DA584.20B560D5@students.uni-mainz.de...
> Well,
> guess why the french or german soldiers did not join the coalition -
> they don`t like being killed "under friendly fire"...
> -Andreas.
>
>
>
> Iain Laskey schrieb:
> >
> > In article <u_sia.330020$6b3.1530884@rwcrnsc51.ops.asp.att.net>,
> > stevev4v1@attbi.com (SteveV4V) wrote:
> >
> > > If ignorance is bliss then you must be one happy son of a bitch...
> > No, not happy at all. Unlike most of the American population, some of us
> > are able to see the reality without the benefit of jingoistic tinged
> > shades.
> >
> > So are YOU happy with such a high rate of friendly fire casualties or
the
> > bombing of civilians?
> >
> > > "Iain Laskey" <ilaskeyNOT@cix.co.uk> wrote in message
> > > news:memo.20030401101826.6291A@ilaskey.cix.co.uk...
> > > > In article <fe9f9233cd5d2188b28bb4d7d58bb18b@news.teranews.com>,
> > > > j70141@hotmail.com (Steve S) wrote:
> > > >
> > > > > I thought she was just thanking us for the food we are
distributing.
> > > > No, they're thanking you for killing so many British troops and for
> > > > bombing markets full of civilians.
> > >
> > >
> > >

# 2332. Re: ST mouse converted to 8-bit mouse

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-12 22:00:54 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e9837a2bb67e1@attbi.com>
Source record: 22145

>Edward S. Baiz Jr. schrieb:
>
>> I was wondering if anyone has the information that tells how to do
>> converte a ST mouse so that it will work on an Atari 8-bit. I
>> guess Mathy Nasselroy did it. Anyone have that info?
>
>You don't need a hardware hack for using a ST mouse with your atari
>8-bit. Just plug it into the joystick port and try it out. I would
>recommend Missile Command, Shanghai or S.A.M. (german Geos clone).

Really??? I did not know that. I will give it a try...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 2333. Re: ST mouse converted to 8-bit mouse

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-12 22:00:55 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e9837a2bb67e2@attbi.com>
Source record: 22146

>Howdy Edward
>
>> I was wondering if anyone has the information that tells how to do
>> converte a ST mouse so that it will work on an Atari 8-bit. I
>> guess Mathy Nasselroy did it. Anyone have that info?
>
>Since I'm in a good mood, I'll forgive you for misspelling my name. I've
>seen many variations before but this one is new. :-)
>
>Check out STM18BIT.TXT on my site:
>
>http://www-users.rwth-aachen.de/mathy.van_nisselroy/stuff.htm
>(second file above "Some XEP80 stuff")
>
>CU Mathy van Nisselroy
>

Sorry about the misspelling. I know how it is as most people spell
my last name Biaz instead of Baiz. Thanks for the info.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 2334. Re: eBay auction over: WAS THE FINAL PRICE TOO LOW?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-13 01:41:50 UTC
From: Kenneth Heffington <kheffington@hotmail.com>
Message-ID: <yf3ma.4543861$TJ.642266@post-02.news.easynews.com>
Source record: 22047

I think the price was on the low side of what you could have gotten on ebay.
I think the shipping of $40 to $50 was a definite killer.

"Daniel Chartier" <daniel_cad at * no spam * hotmail dot com> wrote in
message news:3e98bdd1_3@aeinews....
> http://cgi.ebay.ca/ws/eBayISAPI.dll?ViewItem&item=3017276172&category=3537
>
> Click on this site to see what I sold. It included a 130xe specially
> modified to work with a pc keyboard, 2 1050 drives, 16 carts, some
original
> software, and about 150 extra disks, magazines, books, 3 joysticks. A
very
> nice package.
>
> The problem is that it ONLY sold for 107.50. I thought that it was worth
> between 160 and 200. Then again, maybe I'm being greedy, so I'm asking
you:
> - How much do you think it was worth?
> - Would it have sold for more separtely?
> - Did the fact that it is in Canada, has a 40+ shipping fee cause a
problem?
> (Shipping was expensive because the main box was big and heavy, and also
> because the disks and the disk trays would not fit in the big box. They
had
> to be put into a smaller box, but the volume was expensive to ship of the
> small box.)
> - Also talking about Canada: did the chance of a slowdown in mail at the
> border cause a big problem? (They would still get it, and the shipping
was
> the cheapest available, so it would not be like they were paying top
dollar
> to have it tomorrow, but was delayed a few days at the border).
>

## 2335. Re: FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-13 02:04:34 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <zz3ma.7$bu6.9164@nsw.nnrp.telstra.net>
Source record: 22048
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Send it to the recyclers.

# 2336. Re: eBay auction over: WAS THE FINAL PRICE TOO LOW?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-13 16:07:09 UTC
From: Gimpo <GimpogotchNOSPAM@hotmaill.com>
Message-ID: <3e998c80$1@news3.accesscomm.ca>
Source record: 22049

check this out I bought a 130xe + 1050 for $10.49! shipping was $6.00 IIRC
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3537&item=3001301959

news:3e98bdd1_3@aeinews....
> http://cgi.ebay.ca/ws/eBayISAPI.dll?ViewItem&item=3017276172&category=3537
>
> Click on this site to see what I sold. It included a 130xe specially
> modified to work with a pc keyboard, 2 1050 drives, 16 carts, some
original
> software, and about 150 extra disks, magazines, books, 3 joysticks. A
very
> nice package.
>
> The problem is that it ONLY sold for 107.50. I thought that it was worth
> between 160 and 200. Then again, maybe I'm being greedy, so I'm asking
you:
> - How much do you think it was worth?
> - Would it have sold for more separtely?
> - Did the fact that it is in Canada, has a 40+ shipping fee cause a
problem?
> (Shipping was expensive because the main box was big and heavy, and also
> because the disks and the disk trays would not fit in the big box. They
had
> to be put into a smaller box, but the volume was expensive to ship of the
> small box.)
> - Also talking about Canada: did the chance of a slowdown in mail at the
> border cause a big problem? (They would still get it, and the shipping
was
> the cheapest available, so it would not be like they were paying top
dollar
> to have it tomorrow, but was delayed a few days at the border).
>
> --
> ------------------------------------------
>
> To contact me, replace "at * no spam * hotmail dot com" in my email to
> "@hotmail.com".
>
>
>

# 2337. FA: New/Sealed Atari 400/800 Games

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-13 21:09:37 UTC
From: Richard Smith <atari_400@hotmail.com>
Message-ID: <mnkma.274$8T6.71021@news20.bellglobal.com>
Source record: 22050
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace

Only a couple of days left:

Atari 400/800 Dig Dug (new/sealed) 3018454553
Atari 400/800 Football (new/sealed) 3018454564
Atari 400/800 Millipede (new/sealed) 3018454577
Atari 400/800 Moon Patrol (new/sealed) 3018454591
Atari 400/800/XL/XE Food Fight (new/sealed) 3018454617

Thanks for looking.

## 2338. Re: FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-13 22:48:30 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e99e9a2$0$49115$e4fe514c@news.xs4all.nl>
Source record: 22051
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

NO that's bad.... some people still want this...

(It's only bad that I live somewhere in Europe and it has to be shipped
:-( )
"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
news:zz3ma.7$bu6.9164@nsw.nnrp.telstra.net...
> Send it to the recyclers.
>
>

## 2339. I'm looking for a monitor....

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-14 00:02:44 UTC
From: hajjej@aol.com
Message-ID: <844961af.0304131602.4bf8c5d6@posting.google.com>
Source record: 22052

Hello, I'm looking for an RGB monitor that I can hook up my 130XE too,
in addition to an NES. Any suggestions?

Thanks!
John

# 2340. Re: eBay auction over: WAS THE FINAL PRICE TOO LOW?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-14 04:37:35 UTC
From: RCU <nemesis@icequake.no_spam.net>
Message-ID: <pan.2003.04.14.04.37.30.994163@icequake.no_spam.net>
Source record: 22053

> http://cgi.ebay.ca/ws/eBayISAPI.dll?ViewItem&item=3017276172&category=3537
>
> Click on this site to see what I sold. It included a 130xe specially
> modified to work with a pc keyboard, 2 1050 drives, 16 carts, some
> original software, and about 150 extra disks, magazines, books, 3
> joysticks. A very nice package.
>
> The problem is that it ONLY sold for 107.50. I thought that it was worth
> between 160 and 200.

If it helps, I planned to bid up to $150, but ended up taking an afternoon nap instead. :) Whoops!

## 2341. Re: I'm looking for a monitor....

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-14 04:57:39 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3e9a3e43.1104869@news>
Source record: 22054

hajjej@aol.com (just another john):
>Hello, I'm looking for an RGB monitor that I can hook up my 130XE too,
>in addition to an NES. Any suggestions?

With the Atari you are limited to Composite video or Luma-Chroma, no RGB interface. I have no idea what the NES uses, but I'd be suprised if it had an RGB port as well.

I use a Commodore 1084 monitor with my 8-bit computer... with the luma-chroma interface.

---
Shawn Jefferson
(fix reply to for email)

# 2342. Re: eBay auction over: WAS THE FINAL PRICE TOO LOW?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-14 06:43:13 UTC
From: Gimpo <GimpogotchNOSPAM@hotmaill.com>
Message-ID: <3e9a59d4$1@news3.accesscomm.ca>
Source record: 22055

"Daniel Chartier" <daniel_cad at * no spam * hotmail dot com> wrote in
message news:3e9a261b_4@aeinews....
> As far as the shipping is oncerned, I could probably have worked something
> out. By taking out the magazines and the disk trays, I could perhaps have
> squeezed the disks into the big box, bringing the shipping fees to 25 or a
> bit less. I wish I had thought of this before, but I figured that would
not
> mind paying a bit extra for shipping to get the whole kit.
>
> How much of an effect would that have had? Or would I have had to split
> everything up into smaller packages: 130xe package, 1050 package, game 1
> package, etc.
>
> Then there is the question of how much the war/recession/tax
> season/terrorism might have to do with it, as well as the question: Are
> Ataris still selling well. Also, do I have to wait until Xmas to get good
> bids?
>
> --
> As far as the guy who won a 130xe and 1050 for 10 or 11$: Good for you,
> however note that they said that was sold as is and was only partially
> tested. Mine was fully tested, came with more hardware and
modificiations,
> more software, more books, more everything so you really cannot compare
the
> 11$ system to mine. You still got a nice deal, though.
>
Oh no I didn't mean that the system I bought for $10.49 was anything close
to what you were selling but just that on EBay you sometimes see 1 1050
drive go for like $70.00 US and the next time you see a complete system go
for $10 bucks.

Oh btw that 130xe and 1050 for $10.49 and both work great, the xe's keyboard
is kinda yellowed though. On the bottom of the 130 was a sticker from a
thrift store that said $3.00 LOL!

# 2343. Re: eBay auction over: WAS THE FINAL PRICE TOO LOW?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-14 07:04:41 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <v9knc989lk89e6@corp.supernews.com>
Source record: 22056

"Daniel Chartier" <daniel_cad at * no spam * hotmail dot com> wrote in
message news:3e9a261b_4@aeinews....
SNIP
> --
> As far as the guy who won a 130xe and 1050 for 10 or 11$: Good for you,
> however note that they said that was sold as is and was only partially
> tested. Mine was fully tested, came with more hardware and
modificiations,
> more software, more books, more everything so you really cannot compare
the
> 11$ system to mine. You still got a nice deal, though.
>
SNIP
>
The most fun that I get out of the Atari line is being able to repair and
upgrade as necessary. Your system doesn't need repair or upgrading, so that
leaves me out of bidding on it. Electronic projects: I try to have a
different modification or upgrade in each of my Atari's so I go for the ones
sold as-is just hoping for another project to work on.

Have fun selling and thanks for the Auctions..

RoyE

# 2344. Re: I'm looking for a monitor....

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-14 09:37:44 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <991423bc1a4a034dc58ffff54d65bbd2@news.teranews.com>
Source record: 22057

I have an ST monitor... might be compatible with some changes to the plugs.

"just another john" <hajjej@aol.com> wrote in message
news:844961af.0304131602.4bf8c5d6@posting.google.com...
> Hello, I'm looking for an RGB monitor that I can hook up my 130XE too,
> in addition to an NES. Any suggestions?
>
> Thanks!
> John

# 2345. Re: Holme's Web Site CDs, let's try this again

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-14 09:41:20 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <41be53e8ac93c1253604022bc46a9423@news.teranews.com>
Source record: 22058

All my CDs are guaranteed, just send them back and I'll make another set.
Out of all the CDs I sent out, you are only 2 people to have a problem with
them. I'm not sure who #1 was, but I sent him another CD already. I always
have troubles with the 2nd CD for some reason. It had the most files on it.

"Frank Rachel" <frachel@navisys.com> wrote in message
news:3e941e79$0$407$4c41069e@reader0.ash.ops.us.uu.net...
> Hey Steve - I just got around to trying out the CD's and my disc 2 and 3
> have errors on them (and thus can't be copied, nor can I copy *all* the
> files from them).. Is there anyone in the area that has good disc's 2 and
3
> that can either make an image or a copy of them? If you have broadband an
> image would be great, we could just transfer it via IM or I could set up
an
> ftp server or whatever..
>
> Thanks,
>
> Frank.
>
> "Steve S" <j70141@hotmail.com> wrote in message
> news:6f9b434d0946fd577beff02daa59ab51@news.teranews.com...
> > I sent out a lot of these to different people, if there is anyone that
now
> > has a copy of these CDs that is willing to distribute these CDs out to
> > others, please reply to this message.
> >
> > I am still willing, but I do so at a price. It might be easier and
> cheaper
> > for other people to do it since my CD burner is so old (and as such, I
get
> > so many failed copies and lose so much time in the process) and the post
> > office is a bit far for me and I just want to give everyone a chance to
> get
> > the CDs from anyone.
> >
> > So, reply here if you are interested in helping with the distribution.
> >
> >
>
>

## 2346. Burning a ROM file to a cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-14 09:42:41 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <211d5b48f6dca416e740b300c2da9813@news.teranews.com>
Source record: 22059

Is there a way to take a ROM file and burn it into a cartridge?

# 2347. Atari at UC Davis Picnic Day

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-14 11:01:47 UTC
From: bill@newbreedsoftware.com
Message-ID: <vywma.5461$JX2.376853@typhoon.sonic.net>
Source record: 22060
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.games.lynx

This past Saturday was "Picnic Day" [1] at the University of California, Davis (UC Davis). [2]

Picnic Day is a yearly event that apparently draws between 50,000 and 60,000 visitors. (It seemed to be a lot of high school kids and their parents, coming to check out the campus. ;^) )

I'm part of a local non-University computer club, the Linux Users' Group of Davis (LUGOD). [3] We decided Picnic Day would be a good day to hold one of our semi-regular "Hands-on Linux Demos" [4], where we set up a computer running Linux, put out a lot of hand-outs and flyers, and show off and answer questions about the operating system.

This year, the Computer Science Club at UC Davis invited us to actually come to UC Davis to be part of Picnic Day. (Since we're not a University group, we can't just go on our own.)

One of the things the CS club does on Picnic Day is put together a "computer museum." (One of the professors at UCD, Richard Walters [5], has a collection of old machines; from Altairs up to a NeXT Workstation.)

Anyway, the CS Club let us share some of their museum space with them -- I told people we were there showing the FUTURE of computing, rather than the past ;^) -- so I couldn't help but help out with the museum part when I discovered there were some Ataris in the collection.

I took a lot of photos of the museum, which are online at LUGOD's website:

http://www.lugod.org/photos/2003.04.12/

I brought my pair of Atari Lynxes and all of my games. (Carl - a pair of little girls really had trouble with Championship Rally ;^) They figured out Slimeworld, though.)

I also brought my relatively limited collection of Atari 8-bit game cartridges, since the collection had an Atari 800 and Atari 800XL.

When I saw what kind of monitor they were trying to hook the 800 up to (some Apple II style green-screen with no sound!), I rushed home and grabbed my Commodore monitor and a spare video cable. :^) By the time I got back, they found the right cables to get a TV/VCR combo working with the 800XL.

As you can see from the photos, all four Atari systems got quite a work-out. (An Apple II there got lots of attention from a fellow who seemed pretty good at BASIC on it, and eventually got his own Pong game written for it! See the last photo on the page.)

My favorite part of the day was when a kid (couldn't have been much older
than 10) quickly learned the controls to Star Raiders [6] and beat the game
(Novice level, I think), earning a Pilot, Class 4 rating. ;^)

I hope to help out with the museum next year, if I can.
I'll be sure to bring some more recent Atari 8-bit stuff, like
that killer NUMEN demo [7]. >:^)

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

[1] http://picnicday.ucdavis.edu/
[2] http://www.ucdavis.edu/
[3] http://www.lugod.org/
[4] http://www.lugod.org/projects/demo/
[5] http://davinci.cs.ucdavis.edu/
[6] http://www.sonic.net/~nbs/star-raiders/
[7] http://numen.scene.pl/

## 2348. for sale ! atari 2600 + games

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-14 12:26:44 UTC
From: helper-onet <helper@op.pl>
Message-ID: <b7e9dc$rlq$1@news.onet.pl>
Source record: 22061

http://www.allegro.pl/show_item.php?item=12387454
tomasz

# 2349. Re: I'm looking for a monitor....

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-14 14:03:51 UTC
From: Jon-Paul <pockets@nospam.cix.co.uk>
Message-ID: <b7ef47$a5f$1@thorium.cix.co.uk>
Source record: 22062

"Shawn Jefferson" <shawnjefferson@shaw.caREMOVEPLS> wrote in message
news:3e9a3e43.1104869@news...
> hajjej@aol.com (just another john):
> >Hello, I'm looking for an RGB monitor that I can hook up my 130XE too,
> >in addition to an NES. Any suggestions?
>
> With the Atari you are limited to Composite video or Luma-Chroma, no RGB
> interface. I have no idea what the NES uses, but I'd be suprised if it
had
> an RGB port as well.
>
> I use a Commodore 1084 monitor with my 8-bit computer... with the
> luma-chroma interface.
>
> ---
> Shawn Jefferson
> (fix reply to for email)

The Commodore 1084 or Phillips CM833 (not 100% sure of its exact name) seem to be the 2 most commonly used and highly regarded monitors of the era, in fact the commodore 1084 is apparently the phillips re-badged. Both can handle RGB AND composite input, some models have stero sound.

Though considering the age of these, several comments i have heard suggest a monitor output to a scart/peritel or S-video tv rivals them in display quality.

I personly use a Commodore 1084 S, but i may have to pop the case on it and look at the speakers, i think i've torn the cones playing too much mule and now everythings fuzzy ;0)

# 2350. Re: Graphic Master

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-14 15:18:58 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E9AD162.D83DE27F@students.uni-mainz.de>
Source record: 22063

Well,
here in Germany this is quite easy. AMC-Verlag produced some joypads
with buttons, called Multipad and Powerpad. They use buttons for the
directions, so one can press one, two, three or all four buttons
(directions) at once...

```
------------------
o O
o o o (Multipad with 4 joystick/joypad buttons, 1
Paddle and
o one fire button plus switches at the side of the
box)
------------------

------------------------------
O O (Powerpad with 4 joystick/joypad
buttons,
o o o o 2 paddles, 9 "numeric" keys, 2
control
o o o o o o buttons and 1 fire button)
o o o o o o
------------------------------
```

Alas, since Armin Stuermer (chief of AMC-Verlag) died in 1998 these
items are no
longer available... -Andreas.

Courtney Goodin schrieb:

```
>
> I think many thousands of them got out in the first issue. I can't remember
> the exact way to trigger the Easter Egg, but it involved taking apart the
> standard Joystick and depressing 2 or 3 of the dome switches at the same
> time, Like left right and up simultaneously.. Something that can't happen
> when the stick is used normally. I remember Datasoft had a product that was
> a Joystick that used mercury switches and you tilted it in different
> directions to move in each direction. If you shook their "airstick" you
> could cause the Easter Egg to appear because several of the mercury switches
> could make contact at the same time.
> ---Courtney
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> news:dvnla.18494$4P1.1627765@newsread2.prod.itd.earthlink.net...
> > Did any of those AW roms survive? I have never used my cart with a
> joystick
> > attached.
```

> >
> > --
> > Ron
> >
> > http://www.atariland.com/members/oldatarian
> > and mirror
> > http://www.powow.com/oldatarian
> > "Courtney Goodin" <cgoodin@primenet.com> wrote in message
> >
> > > There was a big flap at Atari
> > > when William Robinson put some Easter egg code in Atariwriter
> (originally
> > a
> > > Datasoft distributed product) that put his name on the screen when
> certain
> > > joystick switches were pressed. They sued him and ordered many of the
> Rom
> > > based Program cartridges destroyed.
> > >
> > > ------Courtney
> > >
> >
> >
> >

# 2351. Re: Why did ATARI not use the 7800 GFX-chip for the XL ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-14 17:58:49 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <a368bbeb1b1c321e232258043b631c8a@news.teranews.com>
Source record: 22064

That's just called Bad Management. Never hire any clowns that have "Manager for Atari" written on their resume, as they are nothing but idiots. Any company who has a good management team can weather just about anything. Atari started out with good people and a good product. Then a bunch of orangutans came in and started tearing the place apart. The good people left and only a bunch of monkeys were left to manage it.

I am not good on Atari History, but if I recall correctly... the guy that started Atari left out of disgust for what was going on and began another successful business called "Chuck E. Cheese's". The clowns that took over eventually moved our USA jobs abroad somewhere, laying off the entire Atari staff in California (I think that's where it was at). Then they sold the company a couple of times, majorly screwing it over each time. I think Hasbro had it last, and it may have closed down the "Atari" department all together some time in the last few months as I seem to remember reading something about it.

All this sound about right?

Any good management that has control of a company that was successful enough to sell on the New York Stock Exchange would have kept up with the times. If necessary, build a 16-bit machine, or a 32-bit machine. Make a deal to make it compatible with IBM somehow. Hell, if they are smart enough, make a 16 or 32-bit compatible with both an IBM and an 8-bit Atari, make it backwards compatible. That's what gave IBM the extra edge that it needed, backwards compatibility.

If Atari had not been taken over by the idiots, I imagine they would have a product line similar to the Playstation or the X-box and a few other systems to keep up with the times. Atari did not like advertising and marketing for some reason, and it was Apple that got the contracts with the schools (at first), and sold their systems to the local schools. Nice deal... another failure for Atari though.

Atari was an excellent machine. It was nice having different systems out, preventing the IBM and Microsoft Monopoly that we have now (but probably instrumental in paving the way for the monopoly). I enjoyed the games, and machine language is much easier to work with for an 8-bit too. Atari rarely crashed and one hardly ever heard of a 'virus' for an Atari.

"richard cortese" <ricortes@earthlink.net> wrote in message
news:F6Dja.9593$ey1.799689@newsread1.prod.itd.earthlink.net...
> "Zothen Runecaster" <zothen@my-deja.com> wrote in message
> news:fcd76a9e.0304042040.19182ceb@posting.google.com...
> > The 7800's video hardware is more advanced - why did ATARI not improve
> > the XL by using the advanced 7800 graphics hardware + the old CTIA for

> > compatibility ?
>
> The powers that be decided there was no future in 8 bit systems.
>
> You have to remember that even the design team for the Atari 800 had moved
> on to projects like the Amiga.
>
> Apple pushing the Mac, IBM got in bed with the Intel and MS got in bed
with
> IBM. It became a 16 bit market place.
> > Most software programmers complained that the ATARI has not enough
> > sprites - compared to the C64 , this would have been no problem if the
> > ATARI 800 XL had the 7800's graphics hardware.
>
> C64 came out ~3 years after the Atari. Kind of like comparing a PC to an
AT.
> That they are so close in performance is what is unusual except that C64
had
> a better price point.
>
> The great price and success in the market place is the reason why most
> software programmers supported the C64 and didn't support the Atari. Atari
> had a much smaller user base then the C64.
>
> The bottom line is it ultimately didn't make a difference. Both C64 and
> Atari went south. Yes it would have been nice had Atari come out with
> improved graphics, but they still would have gone under.
>
>

# 2352. Re: Burning a ROM file to a cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-14 19:19:52 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <sRDma.24684$4P1.2214719@newsread2.prod.itd.earthlink.net>
Source record: 22065

Theoretically a ROM was a cart and the file is an image of the cart; it
should be fairly straight forward unless it was a special or banked cart.
The normal 8K carts were .ORGed at $A000 to $BFFF and the 16Ks were at $8000
to $BFFF. Disk and cassette software often loaded in low memory and are more
difficult to run from a cart in the $8000 to $BFFF range.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Steve S" <j70141@hotmail.com> wrote in message
> Is there a way to take a ROM file and burn it into a cartridge?
>

# 2353. Re: eBay auction over: WAS THE FINAL PRICE TOO LOW?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-14 20:05:37 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <v9m54ikc7rjv24@corp.supernews.com>
Source record: 22066

"Daniel Chartier" <daniel_cad at * no spam * hotmail dot com> wrote in
message news:3e98bdd1_3@aeinews....
> http://cgi.ebay.ca/ws/eBayISAPI.dll?ViewItem&item=3017276172&category=3537
>
> Click on this site to see what I sold. It included a 130xe specially
> modified to work with a pc keyboard, 2 1050 drives, 16 carts, some
original
> software, and about 150 extra disks, magazines, books, 3 joysticks. A
very
> nice package.
>
> The problem is that it ONLY sold for 107.50. I thought that it was worth
> between 160 and 200. Then again, maybe I'm being greedy, so I'm asking
you:
> - How much do you think it was worth?
> - Would it have sold for more separtely?
> - Did the fact that it is in Canada, has a 40+ shipping fee cause a
problem?
> (Shipping was expensive because the main box was big and heavy, and also
> because the disks and the disk trays would not fit in the big box. They
had
> to be put into a smaller box, but the volume was expensive to ship of the
> small box.)
> - Also talking about Canada: did the chance of a slowdown in mail at the
> border cause a big problem? (They would still get it, and the shipping
was
> the cheapest available, so it would not be like they were paying top
dollar
> to have it tomorrow, but was delayed a few days at the border).
>
> --
> ----------------------------------------
>
> To contact me, replace "at * no spam * hotmail dot com" in my email to
> "@hotmail.com".
>
I think it was a little high myself.

I looked at it but luckily won one that was only $32 for a 130XE and 1050,
and 410 Casette recorder. Plus the hidden bonus was the 1050 had a Happy
Upgrade in it! ;)

Woohoo..

Tim

# 2354. Re: More colors with player/missiles

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-14 23:13:56 UTC
From: bill@newbreedsoftware.com
Message-ID: <UgHma.5618$JX2.386188@typhoon.sonic.net>
Source record: 22067

Zothen Runecaster <zothen@my-deja.com> wrote:
> It is possible to multiplex the players ,even with new colors , but
> this is not possible in 1 scanline for all players without
> flickering.And flickering graphics cannot be used for games graphics
> (although on the ATARI 2600 , lots of games used flickering sprites).

I use flickering (a different kind, though) in Gem Drop. Works pretty
well, since it can dither horizontally. (e.g., there's less striping than
in APAC or ColrView modes, though obviously far fewer colors available)

http://www.newbreedsoftware.com/gemdrop/

-bill!

## 2355. Re: I'm looking for a monitor....

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-15 01:09:05 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3e9b59fa.4901534@news>
Source record: 22068

"Jon-Paul" <pockets@nospam.cix.co.uk>:

>The Commodore 1084 or Phillips CM833 (not 100% sure of its exact name) seem
>to be the 2 most commonly used and highly regarded monitors of the era, in
>fact the commodore 1084 is apparently the phillips re-badged. Both can
>handle RGB AND composite input, some models have stero sound.

Well, what do you know! I just looked at the back of my commodore 1084
monitor and sure enough, it *does* have an RGB port! I stand corrected. I
never really noticed it since I never use it.

LOL! and I have two of them, and an older grey/black commodore monitor in
the garage. I may be selling one of my 1084s soon though. Anyone know
what they are worth? It's not the stereo model.

---
Shawn Jefferson
(fix reply to for email)

## 2356. Re: I'm looking for a monitor....

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-15 01:47:18 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0304141643.56260772@posting.google.com>
Source record: 22069

Hi John, I have two Commodore 1084s and a Commodore 1702. I am very happy with both. I'm a big Commodore fan. Can you say that here? They both have great pictures. The 1084 is a higher end more flexible monitor. You can usually get either one on eBay for about $75 to $85 (S&H included) for monitors in good shape.

## 2357. webpage "atari alternative version" update

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-15 05:57:00 UTC
From: Nubmnao <unifer@hotmail.com>
Message-ID: <3e9b9d18_1@nova.entelchile.net>
Source record: 22070

see please
http://mipagina.123.cl/feraster
or mirror
http://www.atariversion.tk

# 2358. ATARI made first contact to USB

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-15 09:02:07 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b7ghqh$m9hj$1@ID-174234.news.dfncis.de>
Source record: 22071

Yesterday we made "first contact" with the USB Controller, we are now able to talk with the USB Controller from the ATARI and starting the driver development.

We're still far away from any serious application.

We will post the USB-Device-Driver-Development-Kit-Disk (UDDDKD.ATR) :) in a few days with more information on the project homepage in the APG Wiki:

http://www.strotmann.de/twiki/bin/view/APG/ProjUSBCart

Credits:

* Guus Assmann Idea and main design
* Marc Brinks has completed the cartridge (put everything together)
* Thomas Grasel and Harry Reminder found the last bugs and made the needed modifications to the cart

Carsten Strotmann

# 2359. Re: ATARI made first contact to USB

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-15 09:22:50 UTC
From: bill@newbreedsoftware.com
Message-ID: <KbQma.5777$JX2.393163@typhoon.sonic.net>
Source record: 22072

Carsten Strotmann <cas_news@strotmann.de> wrote:
> Yesterday we made "first contact" with the USB Controller, we are now able
> to talk with the USB Controller from the ATARI and starting the driver
> development.
>

Linux support? :^)

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 2360. Re: Why did ATARI not use the 7800 GFX-chip for the XL ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-15 10:16:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030415111600.43203B@ilaskey.cix.co.uk>
Source record: 22073

In article <a368bbeb1b1c321e232258043b631c8a@news.teranews.com>,
j70141@hotmail.com (Steve S) wrote:
> Any
> company who has a good management team can weather just about anything.
Umm.... Not always. Sometimes you just can't avoid things going
pear-shaped due to market forces or economic situations. Good management
can last longer but they can't avoid the inevitable. Also, hindsite is
very useful to see where a company went wrong.

> I am not good on Atari History, but if I recall correctly...
You recalled most of it fairly innacurately I'm afraid!

# 2361. Re: ATARI made first contact to USB

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-15 10:21:01 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b7gmee$nf43$1@ID-174234.news.dfncis.de>
Source record: 22074

William Kendrick wrote:

> Carsten Strotmann <cas_news@strotmann.de> wrote:
>> Yesterday we made "first contact" with the USB Controller, we are now
>> able to talk with the USB Controller from the ATARI and starting the
>> driver development.
>>
>
> Linux support? :^)

Sure, if you write it... :)

>
> -bill!
>
>

# 2362. Re: ATARI made first contact to USB

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-15 16:43:26 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e9c3716$0$49099$e4fe514c@news.xs4all.nl>
Source record: 22075

Hmm this is positive news...

Would your development kit make it possible that a USB stick or USB device
act like a normal CIO device?

Like U1: and U2: etc.

TXG/MNX
"Carsten Strotmann" <cas_news@strotmann.de> wrote in message
news:b7ghqh$m9hj$1@ID-174234.news.dfncis.de...
> Yesterday we made "first contact" with the USB Controller, we are now able
> to talk with the USB Controller from the ATARI and starting the driver
> development.
>
> We're still far away from any serious application.
>
> We will post the USB-Device-Driver-Development-Kit-Disk (UDDDKD.ATR) :) in
a
> few days with more information on the project homepage in the APG Wiki:
>
> http://www.strotmann.de/twiki/bin/view/APG/ProjUSBCart
>
>
> Credits:
>
> * Guus Assmann Idea and main design
> * Marc Brinks has completed the cartridge (put everything together)
> * Thomas Grasel and Harry Reminder found the last bugs and made the
> needed modifications to the cart
>
> Carsten Strotmann
>
>

# 2363. Re: I'm looking for a monitor....

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-15 17:11:30 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-V6SzMms7cXDq@localhost>
Source record: 22076

hi,
I have a couple color monitors that work with Atari that I am
getting rid of. I live in north part of Los Angeles and these are free
to anyone that wants to pick them up, I will not ship them. email me
back if interested and thanks for listening.

Ken

On Mon, 14 Apr 2003 00:02:44, hajjej@aol.com (just another john)
wrote:

> Hello, I'm looking for an RGB monitor that I can hook up my 130XE too,
> in addition to an NES. Any suggestions?
>
> Thanks!
> John

--

# 2364. Re: ATARI made first contact to USB

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-15 17:15:58 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b7heoi$120tn$1@ID-174234.news.dfncis.de>
Source record: 22077

TXG wrote:

> Hmm this is positive news...
>
> Would your development kit make it possible that a USB stick or USB device
> act like a normal CIO device?
>
> Like U1: and U2: etc.
>

In a not so near future, yes, if...
* the used USB controller (on the cart) can be operated in Master/Host mode
(we don't know this)
* the USB Sticks have some kind of standard USB protocoll (we don't know
this)
* the ATARI ist fast enough for USB communication with an USB stick (we
don't know this)
* we have enough ram to implement the USB-Storage protocol (includes full
FAT16/32 filesystem support)

There is a lot, lot work ahead of us before someone can _use_ USB on A8.

But we do our best....

Regards

Carsten

# 2365. Space Harrier XE for 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-15 21:14:58 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <v9otijo602d54@corp.supernews.com>
Source record: 22078

Anyone try this game? It is really good! I converted the ATR to a disk and ran it on my 130XE...

Hope the author finishes it!

Tim

# 2366. Re: Cornholed Benny

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-15 22:21:39 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <b7i0lg$2u5$2@hercules.btinternet.com>
Source record: 22079
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.advocacy

Hi "Jimmy Cracked Corn"

> I'm currently offering A 20% Discount on all gay sex toys and magazines.

The last toy i got from BS had blood and crap all over it, it was obviously
a recycled toy, unless Ben had just tested it before he probably shipped it
next day?.

> Whether your spending Tax Rebate Dollars, spending Euro's from Europe or
satisfying
> your Yen for Atari! We Ship anywhere that there's fags! And If your in the
> United States, take advantage of the cheaper Postage for special fagot
Mail
> Rate.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

---
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.471 / Virus Database: 269 - Release Date: 10/04/2003

# 2367. Re: Cornholed Benny

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-16 01:04:43 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <3e9cac57$1_7@corp.newsgroups.com>
Source record: 22080
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.advocacy

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:b7i0lg$2u5$2@hercules.btinternet.com...
> Hi "Jimmy Cracked Corn"
>
> > I'm currently offering A 20% Discount on all gay sex toys and magazines.
>
> The last toy i got from BS had blood and crap all over it, it was
obviously
> a recycled toy, unless Ben had just tested it before he probably shipped
it
> next day?.

Then it's TRUE! Steve Sweet *IS* a flaming homosexual! But, since you've
"just come out" about it... you might want to check out a site that is sure
to give you more anal and prostate giggles than you can POSSIBLY handle!

http://www.zetacreations.com/intro.html

ENJOY, GAY BOY!

Luposian

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

## 2368. Re: looking for an assembler routine

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-16 03:58:21 UTC
From: Jaguar <rfvacpnospam@mountaincable.net>
Message-ID: <Xns935EF3DC723DFJaguar@24.215.0.21>
Source record: 22081

pjsmith@netins.net (PHIL SMITH) wrote in
news:slrnb99ip8.ek9.pjsmith@worf.netins.net:

>
> Does anyone know where I could find source code, in assembler,
> for plotting text on a graphics 15 screen?
>
> Thanks!
>
> Phil Smith
>

If your interested , I have a book called "Assembly Language Programming
For the Atari Computers" , by McGraw-Hill.

Roger

# 2369. Re: Why did ATARI not use the 7800 GFX-chip for the XL ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-16 10:28:32 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <0c3e0820f491c256830c008a4da3e5ae@news.teranews.com>
Source record: 22082

vunderbar, which part did I happen to get right?

"Iain Laskey" <ilaskeyNOT@cix.co.uk> wrote in message
news:memo.20030415111600.43203B@ilaskey.cix.co.uk...
> In article <a368bbeb1b1c321e232258043b631c8a@news.teranews.com>,
> j70141@hotmail.com (Steve S) wrote:
> > Any
> > company who has a good management team can weather just about anything.
> Umm.... Not always. Sometimes you just can't avoid things going
> pear-shaped due to market forces or economic situations. Good management
> can last longer but they can't avoid the inevitable. Also, hindsite is
> very useful to see where a company went wrong.
>
> > I am not good on Atari History, but if I recall correctly...
> You recalled most of it fairly innacurately I'm afraid!
>
>

# 2370. [OT] Transferring files from Atari Porfolio to PC?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-16 11:56:58 UTC
From: Ziggy's Tar Dust <wait_until_the_crowd_cries@REMOVEhotmail.com>
Message-ID: <b7jger$34g$1@news8.svr.pol.co.uk>
Source record: 22083

Hi there,

I want to put some files on my Atari Portfolio from my PC using the parallel interface. I wondered if anyone could tell me how I do this?

All the programs I have looked at so far seem to require the Atari to have the program running too, but that's a bit of a chicken / egg situation?!

Any suggestions would be appreciated

Ziggy

# 2371. A T A R I 2600 ~For Sale~ Donkey Kong. QBert and more included!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-16 20:24:29 UTC
From: Citizen Kane <read_the_posting@bellsouth.net>
Message-ID: <7Tina.1601$eH6.5@fe06.atl2.webusenet.com>
Source record: 22084

ATARI 2600 System - 2 controllers (one standard -one third party), RF
adpater, power adapter, and these eight VCS game cartridges! email or see
more info at http://devmage.homelinux.com

Q*BERT -Parker Bros.
FROGGER -Parker Bros.
COSMIC ARK -IMAGIC
DEMON ATTACK -IMAGIC
YAR'S REVENGE -ATARI
CRYSTAL CASTLES -Atari
ASTROBLAST -Mattel conversion of Intellivision's Astrosmash
DONKEY KONG - NINTENDO & COLECO -first ever appearance of a Mario Bros!

Just $50 obo for a well tested 4 switch Atari 2600 console game system from
the day!
email or see more info at http://devmage.homelinux.com
l e e @ d e v m a g e <dot> c o m

delivery is just $7 to continental USA
.....

## 2372. Copy Protected disks with Happy and run backups on non Happy drive?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-16 23:09:26 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <v9rol7552acda8@corp.supernews.com>
Source record: 22085

How can this be done? I have the Rev 7 Backup S/W and when I use the Pre Defined Backup to make a copy, the copy only runs on that drive! I get a message that the drive is Unhappy! This sucks!

Tim

## 2373. SC1224 monitor to XE/XL?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-16 23:34:36 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <v9rq4cga3vpb80@corp.supernews.com>
Source record: 22086

I know that this is almost impossible, but was wondering if anyone has done this. I have a couple here and it would be great to be able to use them with my 130XE and XF551! ;)

Tim

# 2374. Re: Copy Protected disks with Happy and run backups on non Happy drive?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-17 00:09:47 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3e9def5f.3191016@news>
Source record: 22087

"Tim" <tjlazer@mail.com>:
>How can this be done? I have the Rev 7 Backup S/W and when I use the Pre
>Defined Backup to make a copy, the copy only runs on that drive! I get a
>message that the drive is Unhappy! This sucks!

Yeah, some software could be copied with the Happy but would only run on a
Happy drive. It was only a few that would do that IIRC (from the Happy
rev.7 docs.)

Almost all software is now available on the Internet in cracked form....
what are you looking for?

---
Shawn Jefferson
(fix reply to for email)

# 2375. Re: Copy Protected disks with Happy and run backups on non Happy drive?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-17 02:27:52 UTC
From: atari-man <flash@yahoo.com>
Message-ID: <liona.160793$ug3.301745@rwcrnsc51.ops.asp.att.net>
Source record: 22088

I think the protection required the programmability of the happy hardware to work. I think the pre-defined backups were either parameter files (for the hardware), or 'told' the hardware how to make a successful copy. I'm not sure since at the time I couldn't afford a happy mod. :(

Tony

"Tim" <tjlazer@mail.com> wrote in message news:v9rol7552acda8@corp.supernews.com...
> How can this be done? I have the Rev 7 Backup S/W and when I use the Pre
> Defined Backup to make a copy, the copy only runs on that drive! I get a
> message that the drive is Unhappy! This sucks!
>
> Tim
>
>

## 2376. Tandy Computer Whiz Kids comics on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-17 02:52:52 UTC
From: Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com>
Message-ID: <usenet-DELETEthisPART-3E905E.19525216042003@news.west.cox.net>
Source record: 22089
Cross-posted to: comp.sys.tandy,comp.sys.atari.8bit

The folks at the Classic Computer Magazine Archive are proud to announce that Tandy Computer Whiz Kids comic books are now online.

http://www.atarimagazines.com/whizkids/

Published sporadically from 1984 until 1991 and distributed for free at Radio Shack stores, the Tandy Computer Whiz Kids was a series of comic books that featured kids engaged in exciting adventures, information about the world of computers, and frequent mentions of Radio Shack products.

The site currently has the six complete Whiz Kids issues, and we are looking for collectors who have other issues.

Launched in 1996, the Classic Computer Magazine Archive offers full text from Antic, STart, Creative Computing, Creative Computing Video & Arcade Games, and Hi-Res magazines, as well as information from Compute! and Compute!'s Gazette.

--Kevin Savetz
--
Kevin Savetz - http://www.savetz.com/contact/
Curator of Classic Computer Magazine Archive - www.atarimagazines.com
& Atariarchives.org - www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

# 2377. Re: Why did ATARI not use the 7800 GFX-chip for the XL ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-17 03:06:00 UTC
From: atari-man <flash@yahoo.com>
Message-ID: <sSona.216397$OV.279823@rwcrnsc54>
Source record: 22090

I have always viewed the Atari history with the Tramels (I don't think the spelling right, but....), as being a day late and a dollar short. I REALLY believe that their management believed that the computer industry would continue to respond to tough talk and threats of court cases. That may work when you're selling 100,000 C-64's a month, but when you're Atari, you need to treat vendors and software manufacturers good. Selling development systems at list price to software houses when you are trying to get a machine off the ground is NOT the way to get them to support you. Selling machines to your loyal user groups at list is NOT the way to get them to continue to be loyal.

Where the Tramels went wrong (in my opinion):

1) 8 bit development. By 1986 the 8-bits were on their way out, BUT, I would have done a redesign like a mini apple IIe, and stopped there. Maybe make a card or 2 but let hobbiests and manufacturers take over. A peripheral manufacturer LOVES it when YOU supply the power supply, shielding, and case for THEIR product.

2) The Federated Stores. C'Mon, what were you thinking?? What they should have done was 'do it like DELL', before there was a Dell. At the time I KNEW there were problems just by reading Analog magazine and hearing about them selling computers at Federated, Mail order, Computer stores, and retail outlets and I was thinking "who handles the pricing and shipping schedules for all those folks", and sure enough, there were stories of shortages and price wars.

3) Pushing the European Sales. Jack, Jack, Jack.... the US is/was the largest economy.....I know you probably made more money selling in Europe, but quantity would make more people buy (people bought C-64s just because their friends had them)

4) The Mega ST. They made an ST smaller and added a blitter chip. The Atari 1040ST wasn't too bad size wise, so IMO the Mega was a waste of resources since it didn't push the technology forward at all.

5) Not selling the STBook. Geez... harden up the case a bit, and it would have been a leader.

6) Since they liked vertical markets (music, DTP), they should have released that ST Tablet of theirs. They would have been about 5 years ahead of the tablet leaders and about 12 years ahead of Microsoft and the folks now.

7) The Jaguar. GREAT idea, but 4 processors in one machine? I think handcuffing an octopus might have been easier...

Well, thats all for now.

Tony

# 2378. Re: Copy Protected disks with Happy and run backups on non Happy drive?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-17 05:06:06 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <v9sdhui6acerf1@corp.supernews.com>
Source record: 22091

"atari-man" <flash@yahoo.com> wrote in message
news:Iiona.160793$ug3.301745@rwcrnsc51.ops.asp.att.net...
> I think the protection required the programmability of the happy hardware
to
> work. I think the pre-defined backups were either parameter files (for
the
> hardware), or 'told' the hardware how to make a successful copy. I'm not
> sure since at the time I couldn't afford a happy mod. :(
>
>
> Tony
>
I couldn't afford one also! I just got a 130XE w/ 1050 and as a nice hidden
bonus the drive had the Happy mod!!! I am just playing with it as I was
always curious about it. I can get all games on the net so this isn't an
issue.

Tim

>
> "Tim" <tjlazer@mail.com> wrote in message
> news:v9rol7552acda8@corp.supernews.com...
> > How can this be done? I have the Rev 7 Backup S/W and when I use the
Pre
> > Defined Backup to make a copy, the copy only runs on that drive! I get
a
> > message that the drive is Unhappy! This sucks!
> >
> > Tim
> >
> >
>
>

# 2379. Re: Copy Protected disks with Happy and run backups on non Happy drive?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-17 09:34:24 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0304170227370.23543-100000@shell1.aracnet.com>
Source record: 22092

Rev 5 S/W doesn't use the PreDefined Backup. If you can run it without the PreDefined Backup, or find a way to run Rev 5 S/W, even if it means switching to Rev H/W, that should fix it.

==Thanx==
===Ben===

On Wed, 16 Apr 2003, Tim wrote:

> How can this be done? I have the Rev 7 Backup S/W and when I use the Pre
> Defined Backup to make a copy, the copy only runs on that drive! I get a
> message that the drive is Unhappy! This sucks!
>
> Tim

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 2380. ADV: Atari Tax Rebate!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-17 11:09:41 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0304170402340.26895-100000@shell1.aracnet.com>
Source record: 22093
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently offering A 20% Discount on Games/SoftWare & References/
Books for Classic Atari 8 Bit & Atari ST Computer Lines! Whether your
spending Tax Rebate Dollars, spending Euro's from Europe or satisfying
your Yen for Atari! We Ship anywhere the Law allows! And If your in the
United States, take advantage of the cheaper Postage for Media Mail Rate.
Get Catalogs while inventory Lasts at http://BensCatalogs.Atari.org Got
Questions? E-Mail Today@ Atari@aracnet.com or call Ben at (503)256-9974!
http://www.aracnet.com/~atari/specials.htm Atari Tax Break Special!!

http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 2381. Re: Copy Protected disks with Happy and run backups on non Happy drive?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-17 16:49:18 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <kUAna.28016$fS2.20692@fe08.atl2.webusenet.com>
Source record: 22094

Hey dude, why not use Chipmunk, a deprotector?

It has a sector copier program which copies the unprotected sectors, and
then a parameter's disk which makes an adjustment to the newly copied disk
that deprotects the program for good....you can now make as many copies from
the newly deprotected disk with a normal disk copier.

As far as I know all programs are supported. I have chipmunk verion 3.04 and
the list of programs it can copy&deprotect looks very complete to me.

Let me know if you'd like an .atr image of chipmunk.

"Tim" <tjlazer@mail.com> wrote in message
news:v9rol7552acda8@corp.supernews.com...
> How can this be done? I have the Rev 7 Backup S/W and when I use the Pre
> Defined Backup to make a copy, the copy only runs on that drive! I get a
> message that the drive is Unhappy! This sucks!
>
> Tim
>
>

## 2382. Re: Copy Protected disks with Happy and run backups on non Happy drive?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-17 16:53:24 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <v9tn0j9om4oda2@corp.supernews.com>
Source record: 22095

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0304170227370.23543-100000@shell1.aracnet.com...
> Rev 5 S/W doesn't use the PreDefined Backup. If you can run it without the
> PreDefined Backup, or find a way to run Rev 5 S/W, even if it means
> switching to Rev H/W, that should fix it.
>
Do you have the Rev 5 Software? If so please email it to me so I can give
it a try.

Thanks
Tim

## 2383. please read: a msg to all....

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-17 17:08:29 UTC
From: rtdos@hotmail.com
Message-ID: <d2f74a9d.0304170908.3fe3b8af@posting.google.com>
Source record: 22096

My rtdos account (rtdos@yahoo.com) on yahoo (and the groups I had) no longer exist. This includes my webpage. :-(

Apparently they got to me before I could shove it up their arse. Anyways I will be looking for a new place for my website and will let every one know in due time (this time not until it is ready for public consumption).

My new webpage will somehow be dedicated to rtdos and the many classic systems as well as a tie in with my groups on MSN (unless I can find a good website / chatsite combo package really really cheap).

Take care guys and have fun...

(I think I'll get back to lurking now)

# 2384. Re: Cornholed Benny

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-17 17:44:03 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <b7mp4t$a25$2@sparta.btinternet.com>
Source record: 21947
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.advocacy

Why its "Luposian"

> > > I'm currently offering A 20% Discount on all gay sex toys and
magazines.
> >
> > The last toy i got from BS had blood and crap all over it, it was
obviously
> > a recycled toy, unless Ben had just tested it before he probably shipped
it
> > next day?.

> Then it's TRUE! Steve Sweet *IS* a flaming homosexual!

Your gormless butfuck, i bought it to use on your wife, and my sheep

> But, since you've "just come out" about it... you might want to check out
a site that is sure
> to give you more anal and prostate giggles than you can POSSIBLY handle!
>
> http://www.zetacreations.com/intro.html

I've passed on this URL to trading standards, it seems that the name zeta
belongs to General motors, i'm sure they'l be in touch, now how much could
you sell your home for?.

--

Regards, Steve S.

---
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.471 / Virus Database: 269 - Release Date: 11/04/2003

# 2385. Re: ATARI made first contact to USB

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-17 18:52:45 UTC
From: puritan_2076@yahoo.com
Message-ID: <ae64f04a.0304171052.75982325@posting.google.com>
Source record: 21948

> There is a lot, lot work ahead of us before someone can _use_ USB on A8.

But at least it's being worked on! It's *amazing* how much 8 bit computers are advancing lately. The C=64/128 was way ahead with the CMD Ramlink and hard drives, then Cloud-9 started developing the CoCo 3 Superboard and paul Barton started working on a 64 Meg board, then Contiki, and now this!

> But we do our best....

Keep up the good work! I have no doubt that it can be done. Remember, they also said they couldn't do TCP/IP, and that's almost done.

## 2386. XEP80 and "Scan Rate Doublers"

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-17 22:56:48 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030417185648.19055.00000057@mb-m12.aol.com>
Source record: 21949

Has anyone successfully used an XEP80 and one of the "Scan Doublers" that allow using the A8 with a VGA monitor (JAM!!, Instant TV, All-In_Wonder, etc.)?

I have not been able to get either of my XEP80's to work with these things. The "doublers" do a very good job with the software 80-column drivers, but so far, no luck with the XEP80. In some cases, I get just a few horizontal lines, and in the best of circumstances, I get maybe a half-screen (the bottom half of the screen) of actual picture. The fact that it is the bottom half probably means something related to the sync. (?)

I have not found any mods for these things, and there are no hardware adjustments in the XEP. Does anyone have an idea what's going on here?

Thanks,
Larry

# 2387. ** FREE SHIPPING ** USB Flash Drives

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-17 23:35:28 UTC
From: lorabanks <ib.higpj@ibygifoj.com>
Message-ID: <ec687f606bf4cbdc7c40054968ded1e8@news.teranews.com>
Source record: 21950
Cross-posted to:
alt.pl.comp.os.linux.debian,nl.comp.os.ms-windows,comp.sys.atari.8bit,es.comp.hardware.cd-rw,aus.ads.forsale.computers.new

```
USB Flash Memory Drives
High Capacity - 1GB, 2GB
Mid Capacity - 512MB, 256MB, 128MB
Low Capacity - 64MB, 32MB, 16MB

#%#$ http://www.ebestshoppers.com *((*&
```

# 2388. Re: HOW to package (many) disks?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-18 00:53:12 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <v9uj633o9v648a@corp.supernews.com>
Source record: 21951

What is wrong with x-raying diskettes? Mine don't seem to be injured in any
way that I can tell. The disks still boot ... The game still plays...
Maybe the fungus and mildew rot is dead but the disks are still alive..

Roy

"Daniel Chartier" <daniel_cad at * no spam * hotmail dot com> wrote in
message news:3e9f4ab4_4@aeinews....
> Hello, everyone!
>
> I was told that the customs officials pass everything through an xray
> machine. If they do that to disks, however, then you can forget about al
> lthat great atari software. Sure, you could you use the special envelopes
> for one disks or two, but what if you have MANY disks? Or if you the
buyer
> does not want to pay for the extra packaging? What do you do?
>
> Wrap everything in aluminium foil?
>
> Write on the box for them NOT to x-ray it? .. and hope that they actually
> read it?
>
> (lol - At least for Canadian postal workers, I've heard a few horror
stories
> from people working in the post office that make me doubt their literacy,
> competence and motivation. For example, a parcel was rolling down the
> conveyor one day. The postal worker looked at the top surface, saw the
> return address but not the destination... and returned it to the sender.
> The destination address WAS written on the opposite side of the box. All
he
> had to do was flip the box over.... so, if these guys are so brilliant,
what
> are the chances that they will NOT x-ray my disks if I ask them not to?)
>
>

## 2389. Re: Cornholed Benny

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-18 02:42:02 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3e9f65fa_3@news.iglou.com>
Source record: 21952
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.advocacy,alt.religion.kibology

On Thu, 17 Apr 2003 17:44:03 +0000 (UTC), Steve Sweet
<steve.sweet@btopenworld.com> wrote:

>> http://www.zetacreations.com/intro.html
>
> I've passed on this URL to trading standards, it seems that the name zeta
> belongs to General motors, i'm sure they'l be in touch, now how much could
> you sell your home for?.
>
I wouldn't worry about that until GM settles their 3000-year-old lawsuit
with Greece for using 'zeta' in the Greek alphabet.

--
bill marcum the mushroom-eating laboratory monkey
What kind of monkey are you? http://thesurrealist.co.uk/monkey.cgi

# 2390. Re: HOW to package (many) disks?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-18 03:47:37 UTC
From: Mo <momo@atariland.com>
Message-ID: <tzKna.101503$rd4.4120097@twister.austin.rr.com>
Source record: 21953

I don't think Alpha radiation or Xray could do any harm in small doses
(zaps), Gamma radiation could (like the sun). What I would be worried about
are metal detectors that might use a magnetic field.
Mo

"RoyE" <r-dean@charter.net> wrote in message
news:v9uj633o9v648a@corp.supernews.com...
> What is wrong with x-raying diskettes? Mine don't seem to be injured in
any
> way that I can tell. The disks still boot ... The game still plays...
> Maybe the fungus and mildew rot is dead but the disks are still alive..
>
> Roy
>
> "Daniel Chartier" <daniel_cad at * no spam * hotmail dot com> wrote in
> message news:3e9f4ab4_4@aeinews....
> > Hello, everyone!
> >
> > I was told that the customs officials pass everything through an xray
> > machine. If they do that to disks, however, then you can forget about
al
> > lthat great atari software. Sure, you could you use the special
envelopes
> > for one disks or two, but what if you have MANY disks? Or if you the
> buyer
> > does not want to pay for the extra packaging? What do you do?
> >
> > Wrap everything in aluminium foil?
> >
> > Write on the box for them NOT to x-ray it? .. and hope that they
actually
> > read it?
> >
> > (lol - At least for Canadian postal workers, I've heard a few horror
> stories
> > from people working in the post office that make me doubt their
literacy,
> > competence and motivation. For example, a parcel was rolling down the
> > conveyor one day. The postal worker looked at the top surface, saw the
> > return address but not the destination... and returned it to the sender.
> > The destination address WAS written on the opposite side of the box.
All
> he
> > had to do was flip the box over.... so, if these guys are so brilliant,

> what
> > are the chances that they will NOT x-ray my disks if I ask them not to?)
> >
> >
>

# 2391. Re: HOW to package (many) disks?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-18 03:49:32 UTC
From: Mo <momo@atariland.com>
Message-ID: <gBKna.101519$rd4.4121745@twister.austin.rr.com>
Source record: 21954

Dont wrap it in aluminum or mark special instructions on it. That will lead
to suspicion and them opening it up and having a look see. 8-)
Mo

"Daniel Chartier" <daniel_cad at * no spam * hotmail dot com> wrote in
message news:3e9f4ab4_4@aeinews....
> Hello, everyone!
>
> I was told that the customs officials pass everything through an xray
> machine. If they do that to disks, however, then you can forget about al
> lthat great atari software. Sure, you could you use the special envelopes
> for one disks or two, but what if you have MANY disks? Or if you the
buyer
> does not want to pay for the extra packaging? What do you do?
>
> Wrap everything in aluminium foil?
>
> Write on the box for them NOT to x-ray it? .. and hope that they actually
> read it?
>
> (lol - At least for Canadian postal workers, I've heard a few horror
stories
> from people working in the post office that make me doubt their literacy,
> competence and motivation. For example, a parcel was rolling down the
> conveyor one day. The postal worker looked at the top surface, saw the
> return address but not the destination... and returned it to the sender.
> The destination address WAS written on the opposite side of the box. All
he
> had to do was flip the box over.... so, if these guys are so brilliant,
what
> are the chances that they will NOT x-ray my disks if I ask them not to?)
>
>

# 2392. Re: Space Harrier XE for 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-18 06:39:40 UTC
From: bill@newbreedsoftware.com
Message-ID: <M4Nna.6551$JX2.438377@typhoon.sonic.net>
Source record: 21955

Tim <tjlazer@mail.com> wrote:
> Anyone try this game? It is really good! I converted the ATR to a disk and
> ran it on my 130XE...
>
> Hope the author finishes it!

Me too!!!

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 2393. Re: ATARI made first contact to USB

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-18 06:42:56 UTC
From: bill@newbreedsoftware.com
Message-ID: <Q7Nna.6552$JX2.438628@typhoon.sonic.net>
Source record: 21956

Carsten Strotmann <cas_news@strotmann.de> wrote:
> William Kendrick wrote:
>
>>
>> Linux support? :^)
>
> Sure, if you write it... :)

*growl*

;^)

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 2394. Re: eBay auction over: WAS THE FINAL PRICE TOO LOW?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-18 10:03:19 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <H3Qna.9865$ok3.7746@nwrddc03.gnilink.net>
Source record: 21957

You got more than I would have paid... but that's me.

"Daniel Chartier" <daniel_cad at * no spam * hotmail dot com> wrote in
message news:3e98bdd1_3@aeinews....
> http://cgi.ebay.ca/ws/eBayISAPI.dll?ViewItem&item=3017276172&category=3537
>
> Click on this site to see what I sold. It included a 130xe specially
> modified to work with a pc keyboard, 2 1050 drives, 16 carts, some
original
> software, and about 150 extra disks, magazines, books, 3 joysticks. A
very
> nice package.
>
> The problem is that it ONLY sold for 107.50. I thought that it was worth
> between 160 and 200. Then again, maybe I'm being greedy, so I'm asking
you:
> - How much do you think it was worth?
> - Would it have sold for more separtely?
> - Did the fact that it is in Canada, has a 40+ shipping fee cause a
problem?
> (Shipping was expensive because the main box was big and heavy, and also
> because the disks and the disk trays would not fit in the big box. They
had
> to be put into a smaller box, but the volume was expensive to ship of the
> small box.)
> - Also talking about Canada: did the chance of a slowdown in mail at the
> border cause a big problem? (They would still get it, and the shipping
was
> the cheapest available, so it would not be like they were paying top
dollar
> to have it tomorrow, but was delayed a few days at the border).
>
> --
> ----------------------------------------
>
> To contact me, replace "at * no spam * hotmail dot com" in my email to
> "@hotmail.com".
>
>
>

# 2395. FA: SIO2PC on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-18 11:30:07 UTC
From: j131@inetia.pl
Message-ID: <b7onjv$69r$1@korweta.task.gda.pl>
Source record: 21958

http://members.ebay.com/aboutme/j131/

Happy Easter to all of you!

j131

# 2396. Re: XEP80 and "Scan Rate Doublers"

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-18 14:27:13 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <e843d414cafeec84bf185ed95e462c3f@news.teranews.com>
Source record: 21959

In article <20030417185648.19055.00000057@mb-m12.aol.com>,
llppwhite@aol.comnsp (LarryWhite) wrote:

> Has anyone successfully used an XEP80 and one of the "Scan Doublers" that
> allow
> using the A8 with a VGA monitor (JAM!!, Instant TV, All-In_Wonder, etc.)?

I thought it worked fairly well through my Cheese Box. I only tried it
briefly, but as I recall the resulting output didn't quite include the entire
display area of the XEP80 but it was close. And the clarity was quite good.
(I needed to get into one of my old AtariWriter 80 documents.)

-Michael

--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

# 2397. Re: Space Harrier XE for 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-18 15:09:45 UTC
From: Dan Vernon <newsgroups@retrobits.net>
Message-ID: <b7p4f5$qbp$1@news.chatlink.com>
Source record: 21960

this is an incredibly cool game. It works great on my 1200XL with the 512k
SRAM memory expansion.
-Dan

## 2398. atari chat ? sunday ? when ? where ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-18 17:00:52 UTC
From: rtdos@hotmail.com
Message-ID: <d2f74a9d.0304180900.76ea06d3@posting.google.com>
Source record: 21961

does anyone have the website address for the Atari chat that is held
every other Sunday at 10AM (i think) ? thanks.

## 2399. Action compiler

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-18 21:24:22 UTC
From: Bill Cousert <wrcousert@yahoo.com>
Message-ID: <a2_na.10297$va.362027@twister.socal.rr.com>
Source record: 21962

Does anyone know where I might be able to find the old Action cartridge in a format that will run on emulators? I still have my original cartridge, but I'd like to be able to use it on my Athlon system.

--

-Bill Cousert
wrcousert@yahoo.com

moderator of http://groups.yahoo.com/group/c-sharp-programming

## 2400. A rare opportunity(?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-19 01:03:22 UTC
From: Phillip Saunders <PSAUNDERS3@triad.rr.com>
Message-ID: <uf1oa.12042$pr.1793658@twister.southeast.rr.com>
Source record: 21963

I realize interest in Atari computers is waning, but from scanning through the posts here, there are apparently a few die-hards, or perhaps collectors, who may be interested in a variety of 8-bits and peripherals I have that are currently just gathering dust. This includes a 400, an 800 or so, 4 or 5 800XL's, several 810's and 1050's, 410 tape recorders, 850 interface boxes, etc., some cartridges, lots of disks, and some Atari oriented magazines. Some units may not be fully functional, but the majority are in good shape. There is also a 520ST, anXEGS, a 5200, a couple of 2600's, and several game system cartridges. I've just run out of time and space to do anything more with them. I don't want to fool with E-Bay, etc., but like anyone else, if I get even a little bit of money out of them, I'd be tickled, so of course, the best offer wins. (Sorry, package deal only at this time!) Otherwise, anyone that is willing to pay shipping (from central North Carolina) before I have to (shudder) dispose of them is welcome to them. This is a very limited time offer (Spring cleaning, you know). My apologies, for such a long post, but thought everyone would be interested in at least a little about what's available!

## 2401. 1050 repair and memory upgrades.

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-19 02:36:15 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <CvydncV6yfGoKz2jXTWcrg@comcast.com>
Source record: 21964

Does anyone know someone who fixes 1050 drives and who does memory upgrades.
Not necessary the same person. Thanks.

--
Michael Duffy
mqduffy@comcast.net

## 2402. Re: Action compiler

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-19 04:23:38 UTC
From: kvan@madbbs.com
Message-ID: <4508e45e.0304182023.172ae498@posting.google.com>
Source record: 21965

"Bill Cousert" <wrcousert@yahoo.com> wrote in message
news:<a2_na.10297$va.362027@twister.socal.rr.com>...
> Does anyone know where I might be able to find the old Action cartridge in a
> format that will run on emulators? I still have my original cartridge, but
> I'd like to be able to use it on my Athlon system.

Bill,
Check out this web site:<http://www.atariprotos.com/personal/john/roms.html>
or
<ftp://atari8@atari.xs4all.nl/Roms/Cart%20Dumps/Cart%20Utilities%20Roms/>.
I use the Atari WinPlus 3.0 emulator with the cartridge image. Any
question - let me know.

kvan

# 2403. Re: Action compiler

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-19 07:32:35 UTC
From: Bill Cousert <wrcousert@yahoo.com>
Message-ID: <nY6oa.14415$va.450341@twister.socal.rr.com>
Source record: 21966

"Keith Vandewark" <kvan@madbbs.com> wrote in message
news:4508e45e.0304182023.172ae498@posting.google.com...
> "Bill Cousert" <wrcousert@yahoo.com> wrote in message
news:<a2_na.10297$va.362027@twister.socal.rr.com>...
> > Does anyone know where I might be able to find the old Action cartridge
in a
> > format that will run on emulators? I still have my original cartridge,
but
> > I'd like to be able to use it on my Athlon system.
>
> Bill,
> Check out this web
site:<http://www.atariprotos.com/personal/john/roms.html>
> or
> <ftp://atari8@atari.xs4all.nl/Roms/Cart%20Dumps/Cart%20Utilities%20Roms/>.
> I use the Atari WinPlus 3.0 emulator with the cartridge image. Any
> question - let me know.
>
> kvan

Thanks for the links! The FTP site requires a password.

# 2404. Re: I'm looking for a monitor....

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-19 18:54:09 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ea1464a10b8b90@attbi.com>
Source record: 21967

>Hello, I'm looking for an RGB monitor that I can hook up my 130XE too,
>in addition to an NES. Any suggestions?
>
>Thanks!
>John

I would do what I have done. Just buy a video converter and a
Commodore monitor cable. Then you could hook up any SVGA monitor
to your 130XE. Works great at my end.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 2405. Re: Space Harrier XE for 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-19 18:54:10 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ea1464a10b8b91@attbi.com>
Source record: 21968

>Anyone try this game? It is really good! I converted the ATR to a disk and
>ran it on my 130XE...
>
>Hope the author finishes it!
>
>Tim

What is the site's address where you got the ATR image?

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

## 2406. Action! documentation, tutorials, sample source code

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-19 19:02:57 UTC
From: Bill Cousert <wrcousert@yahoo.com>
Message-ID: <B3hoa.16363$va.526449@twister.socal.rr.com>
Source record: 21969

Does anyone know if there is any documentation online, perhaps in PDF format
for Action!? Also looking for tutorials and sample source code.

Were there ever any third party books?

--

-Bill Cousert
wrcousert@yahoo.com

moderator of http://groups.yahoo.com/group/c-sharp-programming

# 2407. Re: Atari Tax Rebate!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-19 19:46:51 UTC
From: Jame Winters <james@antispam.org>
Message-ID: <jg93av0svjq8i00m3d0alg218kcdsl19vd@4ax.com>
Source record: 21970
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.vid

On 19 Apr 2003 21:22:44 +0200, Fagboy Benny <atari@aracnet.com> wrote:

>I'm currently offering A 20% Discount on Gay Sex Toys and Gay Magazines/
>
Grow up you infantile fuckwit, spreading this across groups because you
have a beef with someone.

Stupid bucket of shit

# 2408. Re: Action! documentation, tutorials, sample source code

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-19 20:38:28 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <e480a67ede00e509cc1f85f1cf772deb@news.teranews.com>
Source record: 21971

In article <B3hoa.16363$va.526449@twister.socal.rr.com>,
"Bill Cousert" <wrcousert@yahoo.com> wrote:

> Does anyone know if there is any documentation online, perhaps in PDF format
> for Action!? Also looking for tutorials and sample source code.

There are a series of Action! articles by Larry Serflaten in the SPACE
usergroup newsletters, available at http://space.atari.org/ .

-Michael

--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

# 2409. Re: I'm looking for a monitor....

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-20 00:54:29 UTC
From: Bill Cousert <wrcousert@yahoo.com>
Message-ID: <9dmoa.17163$va.573910@twister.socal.rr.com>
Source record: 21972

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:3ea1464a10b8b90@attbi.com...
> >Hello, I'm looking for an RGB monitor that I can hook up my 130XE too,
> >in addition to an NES. Any suggestions?
> >
> >Thanks!
> >John
>
> I would do what I have done. Just buy a video converter and a
> Commodore monitor cable. Then you could hook up any SVGA monitor
> to your 130XE. Works great at my end.

Do you know if there is such a thing as an SVIDEO to SVGA converter? I want
to hook up a spare monitor to my DVD player.

# 2410. Re: 1050 repair and memory upgrades.

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-20 01:13:29 UTC
From: Paul Alhart <paulalhart@hotmail.com>
Message-ID: <Zumoa.8395$Ak.1244@nwrddc01.gnilink.net>
Source record: 21973

I do.

"Michael Duffy" <mqduffy@comcast.net> wrote in message
news:CvydncV6yfGoKz2jXTWcrg@comcast.com...
> Does anyone know someone who fixes 1050 drives and who does memory
upgrades.
> Not necessary the same person. Thanks.
>
> --
> Michael Duffy
> mqduffy@comcast.net
>
>

# 2411. Re: Action! documentation, tutorials, sample source code

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-20 01:17:22 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3EA210B9.B745F2D3@ev1.net>
Source record: 21974

```
Michael Current wrote:
>
> In article <B3hoa.16363$va.526449@twister.socal.rr.com>,
> "Bill Cousert" <wrcousert@yahoo.com> wrote:
>
> > Does anyone know if there is any documentation online, perhaps in PDF format
> > for Action!? Also looking for tutorials and sample source code.
>
> There are a series of Action! articles by Larry Serflaten in the SPACE
> usergroup newsletters, available at http://space.atari.org/ .
>
Get some of the old Antic and Analog magazines. They often published
articles about Action! programs...with the source code.

--
+-----------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+-----------------------------------------------------------------+
```

# 2412. Re: Action compiler

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-20 01:33:31 UTC
From: kvan@madbbs.com
Message-ID: <4508e45e.0304191733.4752f260@posting.google.com>
Source record: 21975

"Bill Cousert" <wrcousert@yahoo.com> wrote in message
news:<nY6oa.14415$va.450341@twister.socal.rr.com>...
> "Keith Vandewark" <kvan@madbbs.com> wrote in message
> news:4508e45e.0304182023.172ae498@posting.google.com...
> > "Bill Cousert" <wrcousert@yahoo.com> wrote in message
> news:<a2_na.10297$va.362027@twister.socal.rr.com>...
> > > Does anyone know where I might be able to find the old Action cartridge
> in a
> > > format that will run on emulators? I still have my original cartridge,
> but
> > > I'd like to be able to use it on my Athlon system.
> >
> > Bill,
> > Check out this web
> site:<http://www.atariprotos.com/personal/john/roms.html>
> > or
> > <ftp://atari8@atari.xs4all.nl/Roms/Cart%20Dumps/Cart%20Utilities%20Roms/>.
<> > I use the Atari WinPlus 3.0 emulator with the cartridge image.
Any
> > question - let me know.
> >
> > kvan
>
> Thanks for the links! The FTP site requires a password.

Hi Bill,
<ftp://atari8@atari.xs4all.nl/> Try atari4ever as the password and
atari8 as the user name then check out the Holmes archive utilities.
Lots of Action info, tutorials etc. :)

This is also in response to your other post on this site requesting
Action info.

Regards,
Kvan

## 2413. Galaga for A8?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-20 09:15:10 UTC
From: misterbumpy73@wmconnect.com
Message-ID: <20030420051510.18882.00000374@mb-m02.wmconnect.com>
Source record: 21976

Did an 8-bit Atari version of Galaga ever exist? Did it ever come out on either cartridge or disk? If so, where can I buy a copy? I would prefer a ROM cartridge if possible.

Thanks!

# 2414. Re: Space Harrier XE for 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-20 09:54:12 UTC
From: Sheddy <cghutt@hotmail.com>
Message-ID: <b7tqo4$1pl$1@sparta.btinternet.com>
Source record: 21977

www.sheddyshack.co.uk
:-)

PS Good luck in the job hunt Bill, look forward to Cat5Walk. That SuperIRG mode is great.

"Tim" <tjlazer@mail.com> wrote in message news:v9otijo602d54@corp.supernews.com...
> Anyone try this game? It is really good! I converted the ATR to a disk and
> ran it on my 130XE...
>
> Hope the author finishes it!
>
> Tim
>
>
>

# 2415. Re: Atari Tax Rebate!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-20 11:11:37 UTC
From: Jame Winters <james@antispam.org>
Message-ID: <c8v4avsgit2r4u302omnuhvtphmuq698id@4ax.com>
Source record: 21978
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.vid

On 20 Apr 2003 07:26:55 +0200, Jame Winters <james@antispam.org> wrote:

>Hi! My names is Jame and I'm one of Benny's fags too!

Snipped a load of foul homopobic crap..

I think you should see a doc, there's an awful lot of repressed homosexuality there which just needs to get out properly. Perhaps outing yourself may help you, maybe even your colleagues in the IT dept will accept you once they see the true you.

There's nothing wrong with you buying muscle & fitness but pretending it's about you wanting to go to the gym to your friends is pure denial, just look at those pictures of oiled men and feel that stir in the trousers....It's nothing wrong.

Also I know that it's difficult for you trying to live a lie, having a girlfriend (if you were able to find one) is awkward when you actually like her brother more than her but if you come out of the closet all will be solved.

Of course, all this could be down to the way your Pop reared you, you see, those that shout the loudest normally have the most to hide.

Eh sweetheart..

# 2416. Re: Galaga for A8?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-20 11:13:04 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <r405avotig71vkpbj797d77sm9jakll2dp@4ax.com>
Source record: 21979

On 20 Apr 2003 09:15:10 GMT, misterbumpy73@wmconnect.com (Mister
Bumpy73) wrote:

>Did an 8-bit Atari version of Galaga ever exist? Did it ever come out on either
>cartridge or disk? If so, where can I buy a copy? I would prefer a ROM
>cartridge if possible.
>
>Thanks!

Don't think so...Glaxian definitely but don't think Galaga made it.
--

Paul...

Remove the obvious spam trap to email

## 2417. Softside Magazine?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-20 12:58:07 UTC
From: Hockey Puck <SSS@sordid.bk.net>
Message-ID: <s565avcbc8fbt2hn6gj271i8flkn6mk5q3@4ax.com>
Source record: 21980

Here's a real longshot for the group: does anybody have an old
type-in BASIC game program from Softside Magazine called "Titan"???
Or is there an online archive somewhere of the old Softside issues?
I've Googled and come up empty. TIA!

# 2418. Re: Atari 800 System.

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-20 14:07:29 UTC
From: "e1design.com" <newsNOSPAM@e1design.comNOSPAM>
Message-ID: <3ea2a9ba$0$9850@echo-01.iinet.net.au>
Source record: 21981

Thanks Mo, will give it a go.

Paul...

"Mo" <momo@atariland.com> wrote in message
news:Et7ja.2163$Q27.172077@twister.austin.rr.com...
> Well you'd need a 240volt power supply and either a PAL Atari or an NTSC
> television for one. I would look for Dr. Ianns (sp?) on Ebay. He's in
> australia and specializes in retro computers
> I think this is his email-
> ianmav@netspace.net.au
> Mo
>
>
> "e1design.com" <news@e1design.com> wrote in message
> news:3e8c5c80$0$18835@echo-01.iinet.net.au...
> > Hello,
> >
> > I'm looking to buy a complete Atari 800 system (disk/ tape drive,
> joysticks,
> > etc). However, the problem is that they are VERY rare here in Western
> > Australia. I've not seen one in all of the years of my searching.
> >
> > My post to this newsgroup serves two purposes: a) to find someone in
> > Australia who has, or knows of someone who is selling a system, or b) to
> > find someone overseas who can quote costs on purchase and delivery to a
> > suburb called Victoria Park (or Perth), WA (Western Australia) for a
> > complete system.
> >
> > Using an emulator doesn't so justice to the good old days, and my need
to
> > use the "real thing" is increasing on a daily basis...
> >
> > Hoping to find someone out there who can help!
> >
> > Thanks,
> >
> >
> > Paul...
> >
> >
>
>

# 2419. New eBay Atari auctions

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-20 16:59:10 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1050858010.62699.0@doris.uk.clara.net>
Source record: 21982

Hello All,

I've just started a new auction for a copy of the book: 'Advanced
Programming Techniques for your Atari
Including Graphics & voice programs', by Linda M. Schreiber. Published in
1983 by Tab Books, Inc. 207 pages.
ISBN: 0-8306-1545-8.

I also have a very rare copy of issue 1 (from 1984) of 'User Guide to
Microcomputer Software - Software Index'. This was a general 80's UK
magazine, which was actually a monthly software listings and review
magazine, which covered all the popular micros of the day, including the
Atari 8-bit. Well worth a look.

I also have some Atari disk-based software on there with starting bids of
just GBP0.99 with no reserve!

The link is below (this will split on to two lines, so please copy both
lines into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangar
raghty

Dean Garraghty

# 2420. Re: I'm looking for a monitor....

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-20 17:26:46 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns93637E9C2EB2Eslorcomcastnet@130.133.1.4>
Source record: 21983

Despite all prevention efforts, "Bill Cousert" <wrcousert@yahoo.com>
wrote in news:9dmoa.17163$va.573910@twister.socal.rr.com:

>
> "Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
> news:3ea1464a10b8b90@attbi.com...
>> >Hello, I'm looking for an RGB monitor that I can hook up my 130XE
>> >too, in addition to an NES. Any suggestions?
>> >
>> >Thanks!
>> >John
>>
>> I would do what I have done. Just buy a video converter and a
>> Commodore monitor cable. Then you could hook up any SVGA monitor
>> to your 130XE. Works great at my end.
>
> Do you know if there is such a thing as an SVIDEO to SVGA converter? I
> want to hook up a spare monitor to my DVD player.
>
>
>
>
>

Sure is. You can get one reasonable priced at www.avtoolbox.com (look
at the upscalers area). I have the AVT-3340, and it works great.

On the flip side and original post topic, I have a Magnavox Color
Monitor 40 that is in decent shape (on/off button sometimes has to be
pushed more than once to turn off) that I'm willing to get rid of for
just the cost of shipping.

Slor

--
Slor

# 2421. FA: Worm War I & Castle Hassle cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-20 17:51:22 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3EA2DE1A.1010509@t-online.de>
Source record: 21985

Hello,

for those who might be interested in extremely rare games, please note

FA: WORM WAR I (Atari 400/800):

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3528&item=3019941931

FA: CASTLE HASSLE (Atari 400/800)

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3528&item=3019944100

Thanks for your attention,

Andre

# 2422. FA: FORT APOKALYPSE & JAWBREAKER cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-20 17:53:08 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3EA2DE84.9080505@t-online.de>
Source record: 21984

Hello,

for those who might be interested in extremely rare games, please note

FA: FORT APOKALYPSE (Atari 400/800):

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3528&item=3019946254

FA: JAWBREAKER (Atari 400/800)

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3528&item=3019942700

Thanks for your attention,

Andre

# 2423. Re: Atari Tax Rebate!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-20 18:22:54 UTC
From: "Gregory D. George" <abuse@tampabay.rr.com>
Message-ID: <3EA2E622.8502B493@tampabay.rr.com>
Source record: 21987
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.vid

Jame Winters wrote:

> I just love Fagboy Benny cuz he's an infantile fuckwit.

I think you've got the finger pointing the wrong way.

--
Gregory D. George

## 2424. Re: Softside Magazine?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-20 18:26:15 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <va5phmacqdcu8c@corp.supernews.com>
Source record: 21986

```
titan.bas dec. '81 softside Morris and Cope.
at ftp.spudster.org in games/bas/t.
```

# 2425. Re: Galaga for A8?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-20 19:54:20 UTC
From: misterbumpy73@wmconnect.com
Message-ID: <20030420155420.18805.00000225@mb-m23.wmconnect.com>
Source record: 21988

Okay, thanks! Galaxian will have to do!

It's for my girlfriend... she likes the games on my 800XL but is clueless on how to use it, so I thought I'd try and get cartridges of her favourite games instead of disks.

Thanks again!

# 2426. Re: Softside Magazine?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-20 21:43:28 UTC
From: Hockey Puck <SSS@sordid.bk.net>
Message-ID: <d256av41qk4sb2if7g3glli2t1890hh2vv@4ax.com>
Source record: 21989

On Sun, 20 Apr 2003 14:26:15 -0400, "Russ Gilbert" <russg@en.com>
wrote:

>titan.bas dec. '81 softside Morris and Cope.
>at ftp.spudster.org in games/bas/t.
>
>

Thanks a million! I spent countless hours playing that one in the
80's--it's great to see it again!

# 2427. Re: Galaga for A8?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-21 02:05:45 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <cak6avsopqb4dofjngm9hb95fcqdqeftqs@4ax.com>
Source record: 21990

On 20 Apr 2003 19:54:20 GMT, misterbumpy73@wmconnect.com (Mister
Bumpy73) wrote:

>Okay, thanks! Galaxian will have to do!
>
>It's for my girlfriend... she likes the games on my 800XL but is clueless on
>how to use it, so I thought I'd try and get cartridges of her favourite games
>instead of disks.
>
>Thanks again!

My pleasure
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, it's it's an email then it's
removed already.

# 2428. Re: FA: FORT APOKALYPSE & JAWBREAKER cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-21 02:25:12 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <b7vkq8$q5$1@terabinaries.xmission.com>
Source record: 21991

Andre <Chrodegang@t-online.de> wrote:

$50 starting bid with a $120.00 BUY-IT-NOW!

Good luck!

> FA: FORT APOKALYPSE (Atari 400/800):

> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3528&item=3019946254

> FA: JAWBREAKER (Atari 400/800)

# 2429. Re: FA: FORT APOKALYPSE & JAWBREAKER cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-21 04:22:39 UTC
From: Mo <momo@atariland.com>
Message-ID: <jmKoa.108105$Q27.6160428@twister.austin.rr.com>
Source record: 21992

I was going to say.....
They are rare but loose carts without any manual or box wouldn't be worth more than $15.00 to $20.00 each. I see you're in Deutschland, we're having a bad economy right now but the dollar is worth a little more than that 8-).
Mo

"James King" <utah_lanman@yahooo.com> wrote in message news:b7vkq8$q5$1@terabinaries.xmission.com...
> Andre <Chrodegang@t-online.de> wrote:
>
> $50 starting bid with a $120.00 BUY-IT-NOW!
>
> Good luck!
>
> > FA: FORT APOKALYPSE (Atari 400/800):
>
> >
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3528&item=3019946254
>
> > FA: JAWBREAKER (Atari 400/800)
>
>

# 2430. Re: FA: FORT APOKALYPSE & JAWBREAKER cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-21 09:56:59 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3EA3C06B.2080605@t-online.de>
Source record: 21993

Hello,

on the first glimpse these prices may shock the reader. But take some time and browse through completed auctions. You will notice that my prices are very fair ones.

Andre

# 2431. FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-21 10:17:17 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0304210303030.22545-100000@shell1.aracnet.com>
Source record: 21994
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I still have a lot of FREE Atari stuff left. Looking for someone to come pick it up here in Portland, Oregon USA! E-Mail me or call (503)256-9974. I'm not interested in shipping this stuff, so come pick it up.
---------- Forwarded message ----------
This FREE Atari list has been and will continue to be updated. I've added and given away items already.This is aimed mainly at Atarians in Portland, Oregon USA. Gone are Hard Drives including both Atari MegaFiles as well as the Indus GT and both Atari 1050 Drives.The Atari 810 Drives still remain.

I want someone to come and pick this all up! So Call first for appoinment! Then drive to Portland, Oregon USA and you too can stuff your Van, Truck or Volkswagon Beetle with my old Atari stuff. It needs to go and move into your home! I'm spring cleaning and making room for more Inventory. If you cant come get it, someone else will! Even if one person wanted to take it all, it would take several trips. It's more likely this job will be done by several interested parties. DONT ASK me to ship any of this to you, I DONT HAVE time and it's too much work! You would have to Bribe me with SeriouS CA$H! And please, no trade offers! I'm trying to get rid of stuff! Most of All, I'm not going to Ship any of this to other Countries, like outside the U.S.A. So please, DONT ASK! I'm not trying to be rude, it's just that dealing with Shipping stuff I'm giving away for free is too much work for not enough money!So, are you Interested? E-Mail Atari@aracnet.com or I prefer you call Ben at (503)256-9974.

==Text Below has been updated last on 04/11/2003 5:00 A.M. PST==

I've got some stuff to get rid of. Time for Spring Cleaning. Commodore 1084S Monitor made by Phillips---Parts/Project only. Atari 810 Disk Drives and Atari 600xls' Computers, Parts Only! Surplus Atari 800 Computers.Atari 410 Program Recorder---Parts machine. Miscellaneous Brands 8 Bit Atari Compatible Disk Drives, as-is. Atari & Non-Atari Joysticks for parts! 1030 MoDeM in the Box.

I have Atari 520ST, 1040STF Computers mainly for parts. Nameless VGA Monitor. Nameless Multi-Sync Monitor, as-is. Various Cases and KeyBoards for 520ST, 520STFM and 1040STF. Various ST Mice Parts. Various Electronic odds and ends as well as some Tools and accessories for Electronic Repair! Please don't expect details or description on electronics and/or tools as I'm not a Technician trained. Canon IX-12F FlatBed Scanner, Project/Parts, made to work with Navarone Cartridge interface as Scanner for MiGraph's OCR and Touch Up Software. As well as Straight FAX Software. Atari ST Monitors, several rare Atari PC 14" Monitors used on the Atari PC, TT030 as a Color Monitor, also used for Atari Falcon 030 Computers as well as a standard VGA Monitor on a PC. As-Is. Due to the rarity of these monitors,

I will sell and Ship them within the United States! For Collectors like
Atari Museums and Private Collectors!Only Serious Buyers need make offer!
Various old/surplus MoDeMs and Printers. Atari SF354 & SF314 Disk Drives,
as-is as well as parts/incomplete SF354/SF314 Disk Drives.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 2432. Re: A rare opportunity(?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-21 15:07:40 UTC
From: LS <me@email.com>
Message-ID: <9abac5fe7d93429b41ead9922d817378@news.teranews.com>
Source record: 21995

If you don't get any offers, I will pay shipping. Not sure how much that will cost, lot of stuff! :)

"Phillip Saunders" <PSAUNDERS3@triad.rr.com> wrote in message news:uf1oa.12042$pr.1793658@twister.southeast.rr.com...
> I realize interest in Atari computers is waning, but from scanning through
> the posts here, there are apparently a few die-hards, or perhaps collectors,
> who may be interested in a variety of 8-bits and peripherals I have that are
> currently just gathering dust. This includes a 400, an 800 or so, 4 or 5
> 800XL's, several 810's and 1050's, 410 tape recorders, 850 interface boxes,
> etc., some cartridges, lots of disks, and some Atari oriented magazines.
> Some units may not be fully functional, but the majority are in good shape.
> There is also a 520ST, anXEGS, a 5200, a couple of 2600's, and several game
> system cartridges. I've just run out of time and space to do anything more
> with them. I don't want to fool with E-Bay, etc., but like anyone else, if
> I get even a little bit of money out of them, I'd be tickled, so of course,
> the best offer wins. (Sorry, package deal only at this time!) Otherwise,
> anyone that is willing to pay shipping (from central North Carolina) before
> I have to (shudder) dispose of them is welcome to them. This is a very
> limited time offer (Spring cleaning, you know). My apologies, for such a
> long post, but thought everyone would be interested in at least a little
> about what's available!
>
>

# 2433. Journey to the Planets (Oh, no! Not again!)

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-21 16:08:35 UTC
From: lbaeza@usa.net
Message-ID: <c860ca33.0304210808.7fb22b78@posting.google.com>
Source record: 21996

Hello Everybody

This weekend I had a bad flu case,
so all I could do was stay in bed, watch TV and play with my Atari.
I was determined to end that Journey to the Planets game,
you know, that game where you go to planets to steal stuff and so.
After I completed all the planets (!), went back to my planet,
picked up a candle or something that looked like it,
and I was abducted by my own UFO.
Then I went to outer space and flew all over the place,
no planets at all, only stars.
Suddenly I found out a blue planet, reduced my UFO speed,
but when I touched the planet, PRESTO! It disappears
and everything is only stars again, until I flew all over
the place and then again I found this little blue planet.
The I slowed down my speed again and, when I touch the planet
with my UFO, the planet disappears!

Is there an ending for this game?
Somewhere I read about a planet with others UFOs like mine
that have landed all over the place...but no UFOs at all!
Just this little blue planet that disappears when I touch it!
This is a little frustrating...
Any info about this subject is appreciated.

Regards

PS: English is not my primary language, sorry about it...

# 2434. Re: Action! documentation, tutorials, sample source code

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-21 19:32:52 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b81h15$599r8$1@ID-174234.news.dfncis.de>
Source record: 21997

Bill Cousert wrote:

> Does anyone know if there is any documentation online, perhaps in PDF
> format for Action!? Also looking for tutorials and sample source code.

Hello Bill,

here is some sample code:

http://www.strotmann.de/twiki/bin/view/APG/LangACTION

* ActionSysRuntimeOss - Original ACTION! Runtime Source
* ActionSysRuntimeAlt - Alternative ACTION! Runtime Source, Peter Finzel
with addtions from Carsten Strotmann
* ActCompileToDisk -- An ACTION! Source from OSS to compile ACTION!
Programms for Disk-Boot (not testet, please give
me feedback if and how this works)
* CrcCheck -- CRC and length check, written in ACTION!
* TrackBall -- Code for using a Trackball or ATARI ST Mouse
* ActionCStings -- 'C' Style Strings in ACTION!
* ActionDli -- How to use Display List Interrupts in ACTION!
* ActionVTFiveTwo -- VT52 Terminal Emulator written in ACTION!
* ActionXModem -- XModem Filetrasfer Protocol driver/programm in ACTION!
* ActionLocalStack -- Local Variable Stack for ACTION!
* ActionChartest - a group of routines which perform various functions
and tests on characters. (orig OSS)
* ActionIORoutines - IO Routines (CIO and SIO)
* ActionPlayerMissile - Player Missile Routines
* ActionFunctionPackage - Collection of useful small Routines
* ActionWindowingRoutines - Windowing Routines
* ActionFastGraphicsEight - Fast GRAPHICS 8 Routines
* ActionFastGraphicsFifteen - Fast Graphics 15 Routines
* ActionOSVectors - OS Vectors (XL Rom)
* ActionWrite - Fast Screen-IO
* ActionFileSelectBox - A Fileselect Box
* ActionStringRoutines - String Routines
* ActionBload - Binary load (COM-Files)
* ActionFontLoad - Font Load Routines
* ActionMPAAnimation - Multi Player Animation Routines
* ActionMouse - Routines for ATARI ST Mouse
* ActionComLoad - Shell for loading COM-Files
* ActionLoadDL - APL Display List Load Routine (see ActionAPL? - Antic
Programmin Language)
* ActionDosSetup - Setup Batch Language Tool for loading file into
Ramdisk upon startup
* ActionXFDTrans - Single Density Disk to XFD File (for PC XFormer or

other Emulator) Transfer Utility
* ActionDeleteEol -- Delete EOL-Char in Textfiles
* ActionPicMirror -- Mirrors ATARI-Pictures
* ActionKoalaPicLoad -- Load Koala Pictures (Library Routine)
* ActionRainbow -- ATARI Rainbow Effect in ACTION
* ActionIoRoutines -- Some IO Routines
* ActionFastGraphics -- Some fast graphics routines

# 2435. Re: FA: FORT APOKALYPSE & JAWBREAKER cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-21 21:06:46 UTC
From: jhardie@pipeline.com
Message-ID: <3ea45a7a.316524220@news.optonline.net>
Source record: 21998

I agree. Although the BIN may be a little high, the starting price is
very reasonable. I just bought a Castle Hassle for $76 on ebay.

Some of these, you just don't see very often.

John

On Mon, 21 Apr 2003 11:56:59 +0200, Andre <Chrodegang@t-online.de>
wrote:

>Hello,
>
>on the first glimpse these prices may shock the reader. But take some
>time and browse through completed auctions. You will notice that my
>prices are very fair ones.
>
>Andre
>

## 2436. Sparta DOS version confusion?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-21 21:30:19 UTC
From: john@jrcc.net
Message-ID: <de16c5ec.0304211330.7ba374ed@posting.google.com>
Source record: 21999

Hi, I am relatively new to Atari 8bits. From what I've been able to tell Sparta DOS seems to be the DOS of choice. I am seeing conflicting documentation on which is the latest version of Sparta DOS.

I have seen references to Sparta DOS X (which I assume is a roman numeral 10), and Sparta DOS 3.3. Which is the current version and does anybody know where I can get a copy of it? Also, can I get a copy of the documentation electronically, either on the web or via e-mail?

Thanks,
John@jrcc.net

# 2437. real strange video problem with both my 130XE's

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-22 00:52:52 UTC
From: Christopher Lang <chris_XNOSPAMY_topher.lang@plus.cablesurf.de>
Message-ID: <b8240h$i7l$1@news.gatel.net>
Source record: 22000

Folks,

I have a real strange video Problem with both my 130XE's (PAL). Have a look at this picture:

http://chl-informatik.de/images/image-20030422-024043-000.jpg

Whenever I use an YC (or SVGA) cable I get this distorted picture. Using a composite Video cable is fine. I started measuring with an oszilloscope and found that this distortion seems to be on the color signal on pin 21 of GTIA.

Usually the video quality should be best with an SVGA cable not worse than with a composite cable.

Did anybody else see this video problem on an 130XE and does somebody know how to fix it? I tried to, but didn't succeed...

thanks!

Chris

# 2438. Re: Sparta DOS version confusion?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-22 03:25:50 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <va9dheb06t121e@corp.supernews.com>
Source record: 22001

SpartaDOS is my DOS of choice, along with MyDOS
4.53 for use with imageman on the PC.
3.2D was the last disk based version from ICD, the
original company that made SpartaDOS.
It had some bugs in it.
3.2f and then 3.2g were released after Mike Hohman
bought ICD rights to most 8-bit ICD products.
Those two were shareware, you were supposed to
register them.
The 3.3 ones, a, b, and c, are somewhat difficult to
determine rights/ownership. I think 3.3a is available
on the net. 3.3c is especially good for BBS Express
PRO, both (3.3c and BBS Express PRO) are still
sold (by Video 61) and not shareware or pd.
Video 61 also sells a 3.3c cartridge, and I believe
Video 61 has rights, or claims rights to 3.3a and 3.3b.
So, the bottom line is 3.2g is the, I think, undisputed
freely usable/shareable latest version.
SpartaDOS X is not '10', it is 'X', and is up to version
4.22 or something. It is strictly a cartridge DOS, it
was the last made by ICD (4.20 I think). FTe made
some improvements (4.21 and 4.22), but FTe isn't
any longer available to buy SpX from.
The only way you can get SpX is to get a used one
(maybe some people can burn them, but I don't think
that is much available, if at all.)
I have SpX (4.21 I think). I rarely use it, the high speed
routines built into it are unreliable for writes on my
old disk drives. SpX is the best DOS for hard drives, but
MyDOS is the DOS of choice for some for hds as well.
But I ramble.

# 2439. Re: Journey to the Planets (Oh, no! Not again!)

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-22 08:05:34 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b82t4e$ev9$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 22002

Hi,

> Suddenly I found out a blue planet, reduced my UFO speed,
> but when I touched the planet, PRESTO! It disappears
> and everything is only stars again, until I flew all over
> the place and then again I found this little blue planet.
> The I slowed down my speed again and, when I touch the planet
> with my UFO, the planet disappears!

> Is there an ending for this game?

Yes, this is the ending. That's all where I got, too.

So long,
Thomas

# 2440. Re: Journey to the Planets (Oh, no! Not again!)

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-22 10:38:55 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <mi6aavo2b7v1jnb9nrdqm87g93cvttdq1c@4ax.com>
Source record: 22003

On 22 Apr 2003 08:05:34 GMT, Thomas Richter
<thor@cleopatra.math.tu-berlin.de> wrote:

>Hi,
>
>> Suddenly I found out a blue planet, reduced my UFO speed,
>> but when I touched the planet, PRESTO! It disappears
>> and everything is only stars again, until I flew all over
>> the place and then again I found this little blue planet.
>> The I slowed down my speed again and, when I touch the planet
>> with my UFO, the planet disappears!
>
>> Is there an ending for this game?
>
>Yes, this is the ending. That's all where I got, too.
>
Sadly fancy endings or even an ending were pretty rare in early 8bit
games, most were like arcade cousins which were high score based.

I remember the hassle of getting thru Spelunker all for 1 ordinary
screen (was glad to see it tho). It wasn't till recently I saw the end
for Montezuma's :-)
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 2441. Re: Journey to the Planets (Oh, no! Not again!)

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-22 11:20:11 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3EA5256B.6DD73ECB@siemens.at>
Source record: 22004

Paul Irvine wrote:
>
> I remember the hassle of getting thru Spelunker all for 1 ordinary
> screen (was glad to see it tho). It wasn't till recently I saw the end
> for Montezuma's :-)

At least there was an end screen in Spelunker. At Montezum's I never
saw an end, even though I drew a map to make sure I didn't miss a
single room. I ran around for some time through the 'chamber of the
stomping god' and the adjacent rooms and then gave up. Did I miss
something is there a more complete version than the ones I got ?
BTW, I think I even tried to get back to the top but I'm not sure
since that it's more than 10 years since I played it.

Gerhard

# 2442. Re: Journey to the Planets (Oh, no! Not again!)

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-22 12:01:53 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b83avh$pu7$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 22005

Hi,

>> I remember the hassle of getting thru Spelunker all for 1 ordinary
>> screen (was glad to see it tho). It wasn't till recently I saw the end
>> for Montezuma's :-)

> At least there was an end screen in Spelunker. At Montezum's I never
> saw an end, even though I drew a map to make sure I didn't miss a
> single room. I ran around for some time through the 'chamber of the
> stomping god' and the adjacent rooms and then gave up. Did I miss
> something is there a more complete version than the ones I got ?

Year's later, a Cart version of Montezuma appeared that had something
like an ending, though without the god. In the first (beta) release
of Montezuma, no ending exists, and some rooms are even buggy, esp. on
the right bottom side of the pyramid. (I remember a ladder you cannot
climb up again, trapping you in this area).

Note the ":-)" above.

Greetings,
Thomas

# 2443. Re: Journey to the Planets (Oh, no! Not again!)

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-22 13:32:23 UTC
From: lbaeza@usa.net
Message-ID: <c860ca33.0304220532.79424b51@posting.google.com>
Source record: 22006

>Yes, this is the ending. That's all where I got, too.
Damn! That's FRUSTRATING! I thought I had a corrupt binary program
or a faulty copy of JTTP...

> I remember the hassle of getting thru Spelunker all for 1 ordinary
> screen (was glad to see it tho). It wasn't till recently I saw the end
> for Montezuma's :-)

Hey! I am playing Montezuma ("Preliminary Monty 16K Pirated Hooray by
Sherlock Holmes") since when? 15-20 years ago? Still no ending, I keep
passing levels
on and on and on...
I know Montezuma's Revenge has an ending, but not the one I play (BTW
Montezuma is my favorite game of all times).
How do I finish Montezuma? Killing all the lives I have in stock? ;-)

Regards

# 2444. Re: Action! documentation, tutorials, sample source code

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-22 16:05:09 UTC
From: rtdos@hotmail.com
Message-ID: <d2f74a9d.0304220805.3eb1b410@posting.google.com>
Source record: 22007

on the same subject (almost) what about the bbs doors (with action source code) that used to float around for the likes of BBS Express Pro (and other BBS programs)?

Carsten Strotmann <cas_news@strotmann.de> wrote in message news:<b81h15$599r8$1@ID-174234.news.dfncis.de>...
> Bill Cousert wrote:
>
> > Does anyone know if there is any documentation online, perhaps in PDF
> > format for Action!? Also looking for tutorials and sample source code.
>
> Hello Bill,
>
> here is some sample code:
>
> http://www.strotmann.de/twiki/bin/view/APG/LangACTION
>
> * ActionSysRuntimeOss - Original ACTION! Runtime Source
> * ActionSysRuntimeAlt - Alternative ACTION! Runtime Source, Peter Finzel
> with addtions from Carsten Strotmann
> * ActCompileToDisk -- An ACTION! Source from OSS to compile ACTION!
> Programms for Disk-Boot (not testet, please give
> me feedback if and how this works)
> * CrcCheck -- CRC and length check, written in ACTION!
> * TrackBall -- Code for using a Trackball or ATARI ST Mouse
> * ActionCStings -- 'C' Style Strings in ACTION!
> * ActionDli -- How to use Display List Interrupts in ACTION!
> * ActionVTFiveTwo -- VT52 Terminal Emulator written in ACTION!
> * ActionXModem -- XModem Filetrasfer Protocol driver/programm in ACTION!
> * ActionLocalStack -- Local Variable Stack for ACTION!
> * ActionChartest - a group of routines which perform various functions
> and tests on characters. (orig OSS)
> * ActionIORoutines - IO Routines (CIO and SIO)
> * ActionPlayerMissile - Player Missile Routines
> * ActionFunctionPackage - Collection of useful small Routines
> * ActionWindowingRoutines - Windowing Routines
> * ActionFastGraphicsEight - Fast GRAPHICS 8 Routines
> * ActionFastGraphicsFifteen - Fast Graphics 15 Routines
> * ActionOSVectors - OS Vectors (XL Rom)
> * ActionWrite - Fast Screen-IO
> * ActionFileSelectBox - A Fileselect Box
> * ActionStringRoutines - String Routines
> * ActionBload - Binary load (COM-Files)
> * ActionFontLoad - Font Load Routines

> * ActionMPAAnimation - Multi Player Animation Routines
> * ActionMouse - Routines for ATARI ST Mouse
> * ActionComLoad - Shell for loading COM-Files
> * ActionLoadDL - APL Display List Load Routine (see ActionAPL? - Antic
> Programmin Language)
> * ActionDosSetup - Setup Batch Language Tool for loading file into
> Ramdisk upon startup
> * ActionXFDTrans - Single Density Disk to XFD File (for PC XFormer or
> other Emulator) Transfer Utility
> * ActionDeleteEol -- Delete EOL-Char in Textfiles
> * ActionPicMirror -- Mirrors ATARI-Pictures
> * ActionKoalaPicLoad -- Load Koala Pictures (Library Routine)
> * ActionRainbow -- ATARI Rainbow Effect in ACTION
> * ActionIoRoutines -- Some IO Routines
> * ActionFastGraphics -- Some fast graphics routines

# 2445. {OT} weird request but anyone here a former member of the delphi / genie atari forums ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-22 19:39:34 UTC
From: rtdos@hotmail.com
Message-ID: <d2f74a9d.0304221139.5a85e183@posting.google.com>
Source record: 22008

when they were both dial up access (before Netscape & Internet
Explorer ever existed)?

does anyone still have their users guides or manuals (esp. chat) to
'em? I'm looking for info on the chat rooms (like protocol, chat
strings, chat commands, etc.) i'm working on an "article" of sorts
for a state telecommunications newsletter and i need this information
for comparative purposes.

For example, I know in Delphi the command "/ROLL" would simulate the
rollowing of the dice and "/INVITE" or "/IGNORE" etc.

How'd compuserve handle real time chat ?

# 2446. Re: {OT} weird request but anyone here a former member of the delphi / genie atari forums ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-22 22:21:03 UTC
From: gozarcollins@NOSPAMhotmail.com
Message-ID: <b84f8f0o7v@enews3.newsguy.com>
Source record: 22009

rtdos <rtdos@hotmail.com> wrote:
> when they were both dial up access (before Netscape & Internet
> Explorer ever existed)?
>
> does anyone still have their users guides or manuals (esp. chat) to
> 'em? I'm looking for info on the chat rooms (like protocol, chat
> strings, chat commands, etc.) i'm working on an "article" of sorts
> for a state telecommunications newsletter and i need this information
> for comparative purposes.

Ahh, those were the days. I have this big manual for Delphi
around here somewhere. Give me a few days and see if I can find it.
(I have no clue where it is right now....)

--
Access:Organize:Share Your Bookmarks Online - http://flyrt.com/?u
Ryan 'Gozar' Collins

# 2447. CAN SOMEONE HELP??? I need to find "Galaxy" for PC---old Avalon Hill Basic...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-23 00:47:53 UTC
From: jzajchowski@yahoo.com
Message-ID: <e7affa1e.0304221647.198a3946@posting.google.com>
Source record: 22010

Old avalon hill basic game----"galaxy" slow tedious game, but certainly has much memories associated. If anyone potentially knows where I can get it/download it/etc., please email me at jzajchowski@yahoo.com.

I'd like to get the game for my PC if possible.

Thanks for reading!

# 2448. Re: {OT} weird request but anyone here a former member of the delphi / genie atari forums ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-23 02:14:35 UTC
From: rtdos@hotmail.com
Message-ID: <d2f74a9d.0304221814.13fc4efe@posting.google.com>
Source record: 22011

kewl! thanks!

gozarcollins@NOSPAMhotmail.com wrote in message news:<b84f8f0o7v@enews3.newsguy.com>...
> rtdos <rtdos@hotmail.com> wrote:
> > when they were both dial up access (before Netscape & Internet
> > Explorer ever existed)?
> >
> > does anyone still have their users guides or manuals (esp. chat) to
> > 'em? I'm looking for info on the chat rooms (like protocol, chat
> > strings, chat commands, etc.) i'm working on an "article" of sorts
> > for a state telecommunications newsletter and i need this information
> > for comparative purposes.
>
> Ahh, those were the days. I have this big manual for Delphi
> around here somewhere. Give me a few days and see if I can find it.
> (I have no clue where it is right now....)

# 2449. Re: {OT} weird request but anyone here a former member of the delphi / genie atari forums ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-23 02:57:39 UTC
From: Mo <momo@atariland.com>
Message-ID: <Dinpa.9$8P1.10496@twister.austin.rr.com>
Source record: 22012

Don't know about Delphi, but Compuserve had the 'CB' simulator which was the chat program. It was alot like IRC today with 'channels' instead of rooms and you could go one on one as well. I don't remember any special commands.
Mo

"rtdos" <rtdos@hotmail.com> wrote in message news:d2f74a9d.0304221814.13fc4efe@posting.google.com...
> kewl! thanks!
>
>
> gozarcollins@NOSPAMhotmail.com wrote in message news:<b84f8f0o7v@enews3.newsguy.com>...
> > rtdos <rtdos@hotmail.com> wrote:
> > > when they were both dial up access (before Netscape & Internet
> > > Explorer ever existed)?
> > >
> > > does anyone still have their users guides or manuals (esp. chat) to
> > > 'em? I'm looking for info on the chat rooms (like protocol, chat
> > > strings, chat commands, etc.) i'm working on an "article" of sorts
> > > for a state telecommunications newsletter and i need this information
> > > for comparative purposes.
> >
> > Ahh, those were the days. I have this big manual for Delphi
> > around here somewhere. Give me a few days and see if I can find it.
> > (I have no clue where it is right now....)

# 2450. Re: CAN SOMEONE HELP??? I need to find "Galaxy" for PC---old Avalon Hill Basic...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-23 02:58:23 UTC
From: Mo <momo@atariland.com>
Message-ID: <jjnpa.10$8P1.12569@twister.austin.rr.com>
Source record: 22013

There is a PC port of the game, I'll see if I can find it and send it to
you.
Mo

"jzajchowski" <jzajchowski@yahoo.com> wrote in message
news:e7affa1e.0304221647.198a3946@posting.google.com...
> Old avalon hill basic game----"galaxy" slow tedious game, but
> certainly has much memories associated. If anyone potentially knows
> where I can get it/download it/etc., please email me at
> jzajchowski@yahoo.com.
>
> I'd like to get the game for my PC if possible.
>
> Thanks for reading!

# 2451. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-23 09:03:26 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1051088495@rtfm.mit.edu>
Source record: 22014
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 26, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

# 2452. Re: Journey to the Planets (Oh, no! Not again!)

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-23 11:53:48 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <kcvcav8qhq67skbbtihbhbpvgtdeojtfgn@4ax.com>
Source record: 22015

On 22 Apr 2003 12:01:53 GMT, Thomas Richter
<thor@cleopatra.math.tu-berlin.de> wrote:

>Hi,
>
>>> I remember the hassle of getting thru Spelunker all for 1 ordinary
>>> screen (was glad to see it tho). It wasn't till recently I saw the end
>>> for Montezuma's :-)
>
>> At least there was an end screen in Spelunker. At Montezum's I never
>> saw an end, even though I drew a map to make sure I didn't miss a
>> single room. I ran around for some time through the 'chamber of the
>> stomping god' and the adjacent rooms and then gave up. Did I miss
>> something is there a more complete version than the ones I got ?
>
>Year's later, a Cart version of Montezuma appeared that had something
>like an ending, though without the god. In the first (beta) release
>of Montezuma, no ending exists, and some rooms are even buggy, esp. on
>the right bottom side of the pyramid. (I remember a ladder you cannot
>climb up again, trapping you in this area).

I'm trying to remember the ending I saw, was a definite ending as you
got to a room with LOADS of treasure after falling down for a while.

Seem to remember the room colour cycling, maybe with Well done or
something like that. There's a SLIM chance it could have been the C64
version I saw but iirc they were done by the same team.

I shall recheck and if it's the Atari one I'll slap a jpg of the end
on my page and let people know.
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 2453. Re: Journey to the Planets (Oh, no! Not again!)

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-23 12:03:03 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b85vdn$jm8$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 22016

Hi Paul,

>>Year's later, a Cart version of Montezuma appeared that had something
>>like an ending, though without the god. In the first (beta) release
>>of Montezuma, no ending exists, and some rooms are even buggy, esp. on
>>the right bottom side of the pyramid. (I remember a ladder you cannot
>>climb up again, trapping you in this area).

> I'm trying to remember the ending I saw, was a definite ending as you
> got to a room with LOADS of treasure after falling down for a while.

Yup, that's the ending of the cart version. It doesn't have a montezuma,
but a three-story room with each of the floors locked by a grey door.
You could open these (provided you found the key), and then perform a
diagonal jump, leading you to bottomless rooms with treasures. You could
collect them and would then be advanced to the next level.

Greetings,
Thomas

# 2454. Re: {OT} weird request but anyone here a former member of the delphi / genie atari forums ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-23 13:16:53 UTC
From: LS <me@email.com>
Message-ID: <b094279f55ed495992449b80d0e5b20d@TeraNews>
Source record: 22017

Oh boy..the good ol days. I would spend hours on Genie with my old 8bit.

I'll see if I can find mine, I know I kept it.

Lannie

"rtdos" <rtdos@hotmail.com> wrote in message
news:d2f74a9d.0304221139.5a85e183@posting.google.com...
> when they were both dial up access (before Netscape & Internet
> Explorer ever existed)?
>
> does anyone still have their users guides or manuals (esp. chat) to
> 'em? I'm looking for info on the chat rooms (like protocol, chat
> strings, chat commands, etc.) i'm working on an "article" of sorts
> for a state telecommunications newsletter and i need this information
> for comparative purposes.
>
> For example, I know in Delphi the command "/ROLL" would simulate the
> rollowing of the dice and "/INVITE" or "/IGNORE" etc.
>
> How'd compuserve handle real time chat ?

# 2455. Re: Journey to the Planets (Oh, no! Not again!)

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-23 14:02:10 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <667davsdi63bu1atk0nvueusd2ltoemqje@4ax.com>
Source record: 22018

On 23 Apr 2003 12:03:03 GMT, Thomas Richter
<thor@cleopatra.math.tu-berlin.de> wrote:

>Hi Paul,
>
>>>Year's later, a Cart version of Montezuma appeared that had something
>>>like an ending, though without the god. In the first (beta) release
>>>of Montezuma, no ending exists, and some rooms are even buggy, esp. on
>>>the right bottom side of the pyramid. (I remember a ladder you cannot
>>>climb up again, trapping you in this area).
>
>> I'm trying to remember the ending I saw, was a definite ending as you
>> got to a room with LOADS of treasure after falling down for a while.
>
>Yup, that's the ending of the cart version. It doesn't have a montezuma,
>but a three-story room with each of the floors locked by a grey door.
>You could open these (provided you found the key), and then perform a
>diagonal jump, leading you to bottomless rooms with treasures. You could
>collect them and would then be advanced to the next level.
>
>Greetings,
> Thomas

Cheers Thomas

Was beginning to wonder if I imagined it :-)
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

## 2456. Commodore International is Alive Again!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-23 18:58:41 UTC
From: Brian Bagnall <bbagnall@escape.ca>
Message-ID: <3pBpa.3767$pd6.15534@news1.mts.net>
Source record: 22019
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.msx

In a news conference today a spokesman for Commodore International announced
Commodore is back up and running! And we thought it would never rise again.
Check out the actual announcement:

http://www.theinformationminister.com/press.php?ID=612201614

Brian Bagnall
---
My homepage http://www.mts.net/~bbagnall

# 2457. Name this game, please.

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-23 20:41:46 UTC
From: lbaeza@usa.net
Message-ID: <c860ca33.0304231241.2a121b87@posting.google.com>
Source record: 22020

Hello

I need help on the name of the following game for the Atari 400/800/XL/XE:

In the game you control a tank.
When you win the game, a picture of your tank on a hill
with a big moon behind is shown on the screen, with stars.
When you loose the game, a skull with crossed bones appears
full screen, with vibrating colors.

Any help on the name of this game will be appreciated.

Regards

# 2458. Re: Name this game, please.

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-23 21:33:08 UTC
From: Jindroush <jindroush@nospam.seznam.nospam.cz>
Message-ID: <3EA70694.D0DD0287@nospam.seznam.nospam.cz>
Source record: 22021

Luis Baeza wrote:
> When you win the game, a picture of your tank on a hill
> with a big moon behind is shown on the screen, with stars.
> When you loose the game, a skull with crossed bones appears
> full screen, with vibrating colors.

Pirated version of 5200's Countermeasure.

--
Jindroush <jindroush@nospam.seznam.nospam.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project
Remove both 'nospam's from the address to reply.

# 2459. Re: Commodore International is Alive Again!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-23 21:57:58 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.LNX.4.44.0304231457230.20727-100000@lab.oregonvos.net>
Source record: 22022
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.msx

```
On Wed, 23 Apr 2003, Brian Bagnall wrote:
|In a news conference today a spokesman for Commodore International announced
|Commodore is back up and running! And we thought it would never rise again.
|Check out the actual announcement:
|
|http://www.theinformationminister.com/press.php?ID=612201614

How about a snailmail address?
```

# 2460. Re: Commodore International is Alive Again!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-23 22:07:45 UTC
From: Frodo Morris <graham.lee@invalid.wadham.ox.ac.uk>
Message-ID: <b872ra$5ig$1@news.ox.ac.uk>
Source record: 22023
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.msx

```
Brian Bagnall wrote:
> In a news conference today a spokesman for Commodore International announced
> Commodore is back up and running! And we thought it would never rise again.
> Check out the actual announcement:
>
> http://www.theinformationminister.com/press.php?ID=612201614
>
When I see that, I see:
<!-- Begin excerpt
<title>The Iraqi Information Minister</title>

<script LANGUAGE="Javascript">
document.write('<form method=POST action="/" name="go"
target="_top"><input type=hidden value="612201614" name=ID><input
type=hidden value="-" name=REF></FORM>');
document.go.submit();
</SCRIPT>

END excerpt -->

What do I miss?
--
FM
```

## 2461. Help locating a game Space Shootem up

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-23 23:00:30 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vae6oehksq4da0@corp.supernews.com>
Source record: 22024

I am also looking for a game for the Atari 800. It is a space shoot'em up kinda like Lifeforce. I can't remember much about it but it was a great game. You controlled a ship in different levels much like Lifeforce but the graphics were 8bit, must of been a cartridge game.

Any ideas would be great!

Thanks
Tim

## 2462. Re: Commodore International is Alive Again!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-23 23:42:25 UTC
From: paul s <nospam@nospam.invalid>
Message-ID: <MPG.1911353a8b05d48b9898bf@news.blueyonder.co.uk>
Source record: 22025
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.msx

Sometime during Wed, 23 Apr 2003 13:58:41 -0500, Brian Bagnall knelt at
the big white telephone and heaved this into comp.sys.sinclair

> In a news conference today a spokesman for Commodore International announced
> Commodore is back up and running! And we thought it would never rise again.
> Check out the actual announcement:
>
> http://www.theinformationminister.com/press.php?ID=612201614

Just gives blank page.

--
Paul

## 2463. Re: Galaga for A8?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-23 23:52:07 UTC
From: Azrael <afn04314@afn.org>
Message-ID: <HGFpa.229097$j8.4282871@twister.tampabay.rr.com>
Source record: 22026

Paul Irvine <mclane.dellosYOURFINGER@btinternet.com> wrote:

> >Did an 8-bit Atari version of Galaga ever exist? Did it ever come out on either
> >cartridge or disk? If so, where can I buy a copy? I would prefer a ROM
> >cartridge if possible.
> >
> >Thanks!
>
> Don't think so...Glaxian definitely but don't think Galaga made it.

Why is it that Galaga, one of the most successful arcade games of all time, never had many home versions? I don't believe there was ever an official C-64 version either. What official home versions were there? I know there was a 7800 version and maybe an NES version but that's all I am aware of.

---
MST3K! http://www.afn.org/~afn04314/mst3k.htm

# 2464. Re: Softside Magazine?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-23 23:54:01 UTC
From: Jaguar <rfvacpNOSPAM@mountaincable.net>
Message-ID: <Xns9366CA6EFA5E0Jaguar@24.215.0.21>
Source record: 22027

Hockey Puck <SSS@sordid.bk.net> wrote in
news:s565avcbc8fbt2hn6gj271i8flkn6mk5q3@4ax.com:

> Here's a real longshot for the group: does anybody have an old
> type-in BASIC game program from Softside Magazine called "Titan"???
> Or is there an online archive somewhere of the old Softside issues?
> I've Googled and come up empty. TIA!
>

If your interested , I have The best of SoftSide book.

# 2465. Re: [OT] Transferring files from Atari Porfolio to PC?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 00:08:23 UTC
From: Jaguar <rfvacpNOSPAM@mountaincable.net>
Message-ID: <Xns9366CCDF2559AJaguar@24.215.0.21>
Source record: 22028

"Ziggy's Tar Dust" <wait_until_the_crowd_cries@REMOVEhotmail.com> wrote
in news:b7jger$34g$1@news8.svr.pol.co.uk:

> Hi there,
>
> I want to put some files on my Atari Portfolio from my PC using the
> parallel interface. I wondered if anyone could tell me how I do this?
>
> All the programs I have looked at so far seem to require the Atari to
> have the program running too, but that's a bit of a chicken / egg
> situation?!
>
> Any suggestions would be appreciated
>
> Ziggy
>
>
>

I have an Atari Portfolio Smart Parallel Interface. It comes with file
transfer program . The intructions says that you can print from dos or
from the internal Portfolio to a printer.,send and receive files between
Porfolio and IBM computer. If your interested let me know.

JAguar

# 2466. Re: Commodore International is Alive Again!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 00:17:01 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4BE7E6FCE7%news@youmustbejoking.demon.cu.invalid>
Source record: 22029
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.msx

I demand that paul s may or may not have written...

> Sometime during Wed, 23 Apr 2003 13:58:41 -0500, Brian Bagnall knelt at
> the big white telephone and heaved this into comp.sys.sinclair
>> In a news conference today a spokesman for Commodore International
>> announced Commodore is back up and running! And we thought it would never
>> rise again. Check out the actual announcement:

>> http://www.theinformationminister.com/press.php?ID=612201614

> Just gives blank page.

<AOL>; try <URL:http://www.theinformationminister.com/main.php?ID=612201614>.

--
| Darren Salt | d youmustbejoking,demon,co,uk | nr. Ashington,
| RISC OS, | s zap,tartarus,org | Northumberland
| Linux | @ | Toon Army
| I don't ask for much, just untold riches...

6 Number too big, 0:1

# 2467. Re: Commodore International is Alive Again!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 00:59:57 UTC
From: wildstar128 <wildstar128@hotmail.com>
Message-ID: <vaedpububevce0@corp.supernews.com>
Source record: 22030
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.msx

```
"Brian Bagnall" <bbagnall@escape.ca> wrote in message
news:3pBpa.3767$pd6.15534@news1.mts.net...
> In a news conference today a spokesman for Commodore International
announced
> Commodore is back up and running! And we thought it would never rise
again.
> Check out the actual announcement:
>
> http://www.theinformationminister.com/press.php?ID=612201614
>
> Brian Bagnall
> -------------------------------------------
> My homepage http://www.mts.net/~bbagnall
>
>

That's a good one Brian. Would it be possible for a ressurrection of
Commodore International ?????
```

# 2468. Re: Commodore International is Alive Again!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 01:00:47 UTC
From: wildstar128 <wildstar128@hotmail.com>
Message-ID: <vaedpun6kh4ee2@corp.supernews.com>
Source record: 22031
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.msx

"paul s" <nospam@nospam.invalid> wrote in message
news:MPG.1911353a8b05d48b9898bf@news.blueyonder.co.uk...
> Sometime during Wed, 23 Apr 2003 13:58:41 -0500, Brian Bagnall knelt at
> the big white telephone and heaved this into comp.sys.sinclair
>
> > In a news conference today a spokesman for Commodore International
announced
> > Commodore is back up and running! And we thought it would never rise
again.
> > Check out the actual announcement:
> >
> > http://www.theinformationminister.com/press.php?ID=612201614
>
> Just gives blank page.
>
> --
> Paul

You must have support for Java applets.

# 2469. Re: Commodore International is Alive Again!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 01:01:54 UTC
From: wildstar128 <wildstar128@hotmail.com>
Message-ID: <vaeds1oosg3q07@corp.supernews.com>
Source record: 22032
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.msx

"paul s" <nospam@nospam.invalid> wrote in message
news:MPG.1911353a8b05d48b9898bf@news.blueyonder.co.uk...
> Sometime during Wed, 23 Apr 2003 13:58:41 -0500, Brian Bagnall knelt at
> the big white telephone and heaved this into comp.sys.sinclair
>
> > In a news conference today a spokesman for Commodore International
announced
> > Commodore is back up and running! And we thought it would never rise
again.
> > Check out the actual announcement:
> >
> > http://www.theinformationminister.com/press.php?ID=612201614
>
> Just gives blank page.
>
> --
> Paul

Oops, I mean Shockwave plugin support.

# 2470. Re: Commodore International is Alive Again!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 01:11:15 UTC
From: paul s <nospam@nospam.invalid>
Message-ID: <1RGpa.1826$Q%6.906@news-binary.blueyonder.co.uk>
Source record: 22033
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.msx

wildstar128 wrote:

>
> "paul s" <nospam@nospam.invalid> wrote in message
> news:MPG.1911353a8b05d48b9898bf@news.blueyonder.co.uk...
>> Sometime during Wed, 23 Apr 2003 13:58:41 -0500, Brian Bagnall knelt at
>> the big white telephone and heaved this into comp.sys.sinclair
>>
>> > In a news conference today a spokesman for Commodore International
> announced
>> > Commodore is back up and running! And we thought it would never rise
> again.
>> > Check out the actual announcement:
>> >
>> > http://www.theinformationminister.com/press.php?ID=612201614
>>
>> Just gives blank page.
>>
>> --
>> Paul
>
> Oops, I mean Shockwave plugin support.

Yup got Shockwave and Flash and Java. It must be one of those sites that
insists that you use Internet Explorer, which is not an option here.

--
paul

# 2471. Re: Commodore International is Alive Again!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 03:02:10 UTC
From: dangreenlee@yahoo.com
Message-ID: <bbcbeccd.0304231821.23d9804e@posting.google.com>
Source record: 22034
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.msx

> How about a snailmail address?

OMG, I can't believe you SERIOUSLY asked that question.

-=D

# 2472. Re: Commodore International is Alive Again!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 03:02:16 UTC
From: dangreenlee@yahoo.com
Message-ID: <bbcbeccd.0304231821.260484f7@posting.google.com>
Source record: 22035
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.msx

> How about a snailmail address?

OMG, I can't believe you SERIOUSLY asked that question.

-=D

# 2473. Re: [OT] Transferring files from Atari Porfolio to PC?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 03:32:26 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3EA75ACA.1FE3AEEE@cswebmail.com>
Source record: 22036

Ziggy's Tar Dust wrote:

> Hi there,
>
> I want to put some files on my Atari Portfolio from my PC using the parallel
> interface. I wondered if anyone could tell me how I do this?
>
> All the programs I have looked at so far seem to require the Atari to have
> the program running too, but that's a bit of a chicken / egg situation?!
>

.....

The SETUP menu has a little transfer program built it. You can use it to transfer a better program over using the parallel interface. I use hyperterm on the PC side.

There are other options...the pofo card reader that connects to a really early pc with DOS. Not windows!

Using a driver that lets you connect a 100meg zip drive for huge storage. I hook mine to my pc, transfer the files over, then hook it to the pofo. Actually, they are cheap enough I have two. Its fairly simple to do. I am creating a zip disk/cd/memcard combo with about 40 megs of pofo sotware. The driver is obtained elsewhere.

Rick D.

# 2474. Re: atari chat ? sunday ? when ? where ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 03:37:57 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3EA75C15.43D5A05B@cswebmail.com>
Source record: 22037

rtdos wrote:

> does anyone have the website address for the Atari chat that is held
> every other Sunday at 10AM (i think) ? thanks.

Actually, the chat is three days a week, actualy topics vary:

8P C(but I think the host wanted to start at 7P C), Wednesday is C64,
attendance is low.
8P C, Thursday is Atari, attendance varies.

10A C, Sunday is Atari, attendance varies. Started for our European
friends.

People come and go at different times, mostly 30 mins or so after start,
some only stay a minute or two.

Rick D.

# 2475. Re: real strange video problem with both my 130XE's

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 03:48:39 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3EA75E97.A4E73853@cswebmail.com>
Source record: 22038

Christopher Lang wrote:

> Folks,
>
> I have a real strange video Problem with both my 130XE's (PAL). Have a look
> at this picture:
>
> http://chl-informatik.de/images/image-20030422-024043-000.jpg
>
> Whenever I use an YC (or SVGA) cable I get this distorted picture. Using a
> composite Video cable is fine. I started measuring with an oszilloscope and
> found that this distortion seems to be on the color signal on pin 21 of
> GTIA.
>
> Usually the video quality should be best with an SVGA cable not worse than
> with a composite cable.
>
> Did anybody else see this video problem on an 130XE and does somebody know
> how to fix it? I tried to, but didn't succeed...
>
> thanks!
>
> Chris
>

First thought, you are plugging the YC cable into the luminance/chroma inputs,
try swaping the phono(?) connectors around.? Display is for PAL? Not all 5
pin din cables are wired the same.

How about a toroid such as those used on RF cables?

Since its both, I guess I rule out the power supplies.

Rick D.

# 2476. Re: SC1224 monitor to XE/XL?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 03:50:37 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3EA75F0D.4B1467D4@cswebmail.com>
Source record: 22039

Tim wrote:

> I know that this is almost impossible, but was wondering if anyone has done
> this. I have a couple here and it would be great to be able to use them
> with my 130XE and XF551! ;)
>
> Tim

I don't know yet how hard a mod is, I have an adapter that works 95% with an ST color monitor. I think that there are some composite to RGB adapters.

Rick D.

# 2477. Re: XEP80 and "Scan Rate Doublers"

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 04:01:54 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3EA761B2.5613F027@cswebmail.com>
Source record: 22040

LarryWhite wrote:

> Has anyone successfully used an XEP80 and one of the "Scan Doublers" that allow
> using the A8 with a VGA monitor (JAM!!, Instant TV, All-In_Wonder, etc.)?
>
> I have not been able to get either of my XEP80's to work with these things.
> The "doublers" do a very good job with the software 80-column drivers, but so
> far, no luck with the XEP80. In some cases, I get just a few horizontal lines,
> and in the best of circumstances, I get maybe a half-screen (the bottom half of
> the screen) of actual picture. The fact that it is the bottom half probably
> means something related to the sync. (?)
>
> I have not found any mods for these things, and there are no hardware
> adjustments in the XEP. Does anyone have an idea what's going on here?
>
> Thanks,
> Larry

My first guess is the (regular monochrome monitor version)XEP80 is confusing the doubler by generating 640 clocks per line for 80 column text . More than a standard TV. The software 80 col uses the standard or less TV clocks per line, about 282 I think, so its fine.

If you have the XEP modified for a standard VGA output, then I have no idea. Would have to use an oscilloscope to look at the XEP output.

Rick D.

# 2478. Re: Commodore International is Alive Again!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 05:18:13 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.LNX.4.44.0304232217380.13489-100000@lab.oregonvos.net>
Source record: 22041
Cross-posted to: comp.ai.philosophy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.msx

```
On 23 Apr 2003, Dan Greenlee wrote:
|> How about a snailmail address?
|
|OMG, I can't believe you SERIOUSLY asked that question.
|
|-=D

How serious of a person do you think I am?
```

# 2479. Re: Commodore International is Alive Again!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 05:19:13 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.LNX.4.44.0304232218230.13489-100000@lab.oregonvos.net>
Source record: 22042
Cross-posted to: comp.ai.philosophy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.msx

```
On 23 Apr 2003, Dan Greenlee wrote:
|> How about a snailmail address?
|
|OMG, I can't believe you SERIOUSLY asked that question.
|
|-=D
|

What kind of a question would I have to ask to make you
think I am serious?
```

# 2480. Re: Commodore International is Alive Again!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 05:24:40 UTC
From: wildstar128 <wildstar128@hotmail.com>
Message-ID: <vaet8s38v8ag15@corp.supernews.com>
Source record: 22043
Cross-posted to: comp.ai.philosophy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.msx

"Matthew Montchalin" <mmontcha@OregonVOS.net> wrote in message
news:Pine.LNX.4.44.0304232217380.13489-100000@lab.oregonvos.net...
> On 23 Apr 2003, Dan Greenlee wrote:
> |> How about a snailmail address?
> |
> |OMG, I can't believe you SERIOUSLY asked that question.
> |
> |-=D
>
> How serious of a person do you think I am?
>

Not a serious individual or a very strange dude.

# 2481. Re: Commodore International is Alive Again!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 05:25:22 UTC
From: wildstar128 <wildstar128@hotmail.com>
Message-ID: <vaeta4prdkjl36@corp.supernews.com>
Source record: 22044
Cross-posted to: comp.ai.philosophy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.msx

"Matthew Montchalin" <mmontcha@OregonVOS.net> wrote in message
news:Pine.LNX.4.44.0304232218230.13489-100000@lab.oregonvos.net...

> What kind of a question would I have to ask to make you
> think I am serious?
>

Hmmm.... You seem constantly strange.

# 2482. Re: Commodore International is Alive Again!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 06:14:42 UTC
From: wildstar128 <wildstar128@hotmail.com>
Message-ID: <vaf06h5k2t3u82@corp.supernews.com>
Source record: 22045
Cross-posted to: comp.ai.philosophy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.msx

"Matthew Montchalin" <mmontcha@OregonVOS.net> wrote in message
news:Pine.LNX.4.44.0304232217380.13489-100000@lab.oregonvos.net...

> How serious of a person do you think I am?
>

Why do you cross post this to comp.ai.philosophy ???? I understand that you need to make a brilliant approach to bringing this into the theme of artificial intellegence. :-)

# 2483. Re: Commodore International is Alive Again!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 06:36:11 UTC
From: Brian Bagnall <bbagnall@escape.ca>
Message-ID: <0DLpa.4104$pd6.17091@news1.mts.net>
Source record: 22046
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.msx

> That's a good one Brian. Would it be possible for a ressurrection of
> Commodore International ?????

I guess we'll find out when the C=1 is released.

Brian Bagnall
---
My homepage http://www.mts.net/~bbagnall

## 2484. XF551 for trade:

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 08:57:16 UTC
From: misterbumpy73@wmconnect.com
Message-ID: <20030424045716.18865.00000505@mb-m03.wmconnect.com>
Source record: 21847

I have an XF551 (a little discoloured but works fine) that I'd like to trade for an older drive like a 1050 or 810.

Before you all think I'm crazy, it's for compatability purposes (like Bank Street Writer and a few others). There are a few apps I like that boot up just fine with other drives, so I'd like to make a swap if possible.

Anyone out there interested? I'm in the U.S. for shipping.

# 2485. Re: Softside Magazine?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 10:38:28 UTC
From: Hockey Puck <SSS@sordid.bk.net>
Message-ID: <8effavktfkp75n5103698sv4nqvd584i1k@4ax.com>
Source record: 21848

On Wed, 23 Apr 2003 23:54:01 +0000 (UTC), Jaguar
<rfvacpNOSPAM@mountaincable.net> wrote:

>Hockey Puck <SSS@sordid.bk.net> wrote in
>news:s565avcbc8fbt2hn6gj271i8flkn6mk5q3@4ax.com:
>
>> Here's a real longshot for the group: does anybody have an old
>> type-in BASIC game program from Softside Magazine called "Titan"???
>> Or is there an online archive somewhere of the old Softside issues?
>> I've Googled and come up empty. TIA!
>>
>
>If your interested , I have The best of SoftSide book.

Thank you so much for the offer, but it was "Titan" I was really
searching for. I must've spent two weeks typing it in when I was a
teen! Softside didn't have the typo-checker like ANALOG and some
others did, so it took forever to figure out where I had goofed!
Thanks again!

# 2486. Re: Atari Tax Rebate!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 10:53:15 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0304240339220.8628-100000@shell1.aracnet.com>
Source record: 21849
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Hello James, I'm sorry to see the Anonymous Terrorist is picking on you.
I've been ignoring him. The best thing to do is ignore it. If everybody
ignores the Troll, it will go away. It feeds on controversy and replies.
Read the following and think of them as suggestions or rules.

1) If you must reply to the Troll, don't include a copy of it's post.

2) Don't continue it's cross posts. It just wants attention.

3) The best thing to do is just ignore it and it will fade away.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 2487. Re: XEP80 and "Scan Rate Doublers"

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 11:46:42 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030424074642.28141.00000002@mb-m14.aol.com>
Source record: 21850

Hi Rick-

> If you have the XEP modified for a standard VGA output, ... <

Thanks for the reply. "modified for standard VGA output..." -- I've not heard of that before. Do you have any info, or are you perhaps referring to the Bob Woolley mod for TTL digital output? (I don't think that would work with VGA.)
Larry

# 2488. FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 11:47:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0304240436440.8628-100000@shell1.aracnet.com>
Source record: 21851
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I still have a lot of FREE Atari stuff left. Looking for someone to come pick it up here in Portland, Oregon USA! E-Mail and call (503)256-9974. I'm not interested in shipping this stuff, so come pick it up.
---------- Forwarded message ----------
This FREE Atari list has been and will continue to be updated. I've added and given away items already.This is aimed mainly at Atarians in Portland, Oregon USA. Gone are Hard Drives including both Atari MegaFiles as well as the Indus GT and both Atari 1050 Drives.The Atari 810 Drives still remain.

I want someone to come and pick this all up! So Call first for appoinment! Then drive to Portland, Oregon USA and you too can stuff your Van, Truck or Volkswagon Beetle with my old Atari stuff. It needs to go and move into your home! I'm spring cleaning and making room for more Inventory. If you cant come get it, someone else will! DONT ASK me to ship any of this to you, I DONT HAVE time and it's too much work! You would have to Bribe me with SeriouS CA$H! And please, no trade offers! I'm trying to get rid of stuff! Most of All, I'm not going to Ship any of this to other Countries, like outside the U.S.A. So please, DONT ASK! I'm not trying to be rude, it's just that dealing with Shipping stuff I'm giving away for free is too much work for not enough money! So, are you Interested? E-Mail Atari@aracnet.com and call Ben at (503)256-9974.

==Text Below has been updated last on 04/11/2003 5:00 A.M. PST==

I've got some stuff to get rid of. Time for Spring Cleaning. Commodore 1084S Monitor made by Phillips---Parts/Project only. Atari 810 Disk Drives and Atari 600xls' Computers, Parts Only! Surplus Atari 800 Computers.Atari 410 Program Recorder---Parts machine. Miscellaneous Brands 8 Bit Atari Compatible Disk Drives, as-is. Atari & Non-Atari Joysticks for parts! 1030 MoDeM in the Box.

I have Atari 520ST, 1040STF Computers mainly for parts. Nameless VGA Monitor. Nameless Multi-Sync Monitor, as-is. Various Cases and KeyBoards for 520ST, 520STFM and 1040STF. Various ST Mice Parts. Various Electronic odds and ends as well as some Tools and accessories for Electronic Repair! Please don't expect details or description on electronics and/or tools as I'm not a Technician trained. Canon IX-12F FlatBed Scanner, Project/Parts, made to work with Navarone Cartridge interface as Scanner for MiGraph's OCR and Touch Up Software. As well as Straight FAX Software. Atari ST Monitors, several rare Atari PC 14" Monitors used on the Atari PC, TT030 as a Color Monitor, also used for Atari Falcon 030 Computers as well as a standard VGA Monitor on a PC. As-Is. Due to the rarity of these monitors, I will sell and Ship them within the United States! For Collectors like Atari Museums and Private Collectors!Only Serious Buyers need make offer!

Various old/surplus MoDeMs and Printers. Atari SF354 & SF314 Disk Drives,
as-is as well as parts/incomplete SF354/SF314 Disk Drives.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 2489. ADV: Atari Tax Rebate!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 11:53:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0304240449060.8628-100000@shell1.aracnet.com>
Source record: 21852
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

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# 2490. Re: Commodore International is Alive Again!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 12:58:33 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <ennfav0ptkm1il890motbj5ck5ubde3od5@4ax.com>
Source record: 21853
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.msx

On Wed, 23 Apr 2003 13:58:41 -0500, "Brian Bagnall"
<bbagnall@escape.ca> wrote:

>In a news conference today a spokesman for Commodore International announced
>Commodore is back up and running! And we thought it would never rise again.
>Check out the actual announcement:
>
And this has what meaning to all but one group YOU CROSS POSTED TO..
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 2491. Re: Name this game, please.

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 14:06:02 UTC
From: lbaeza@usa.net
Message-ID: <c860ca33.0304240606.92c6530@posting.google.com>
Source record: 21854

Jindroush <jindroush@nospam.seznam.nospam.cz> wrote in message
news:<3EA70694.D0DD0287@nospam.seznam.nospam.cz>...
> Pirated version of 5200's Countermeasure.

Thank you Jindroush!
That IS the game!
I always thought that being killed
in Countermeasure was cooler than
winning the game (because of the graphics).

Regards

# 2492. Re: Commodore International is Alive Again!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 14:42:10 UTC
From: ddmw@hunterlink.net.au
Message-ID: <3ea7f1af.670984@news.hunterlink.net.au>
Source record: 21855
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.msx

On Wed, 23 Apr 2003 13:58:41 -0500, "Brian Bagnall"
<bbagnall@escape.ca> wrote:

>In a news conference today a spokesman for Commodore International announced
>Commodore is back up and running! And we thought it would never rise again.
>Check out the actual announcement:
>
>http://www.theinformationminister.com/press.php?ID=612201614
>
>Brian Bagnall

All I see is a request to install Flash V6. Obviously by someone who
can't construct a website using HTML. And if I do bother to install F6
I bet the creator has forgotten that most of us are not broadband
users and really can't waste time downloading a few MB of... whatever
it is we're being asked to check out in good faith.

Would someone who has seen whatever it is please post a few lines of
text describing it (perhaps it's a flash animation?). Feel free to use
CAPS for the loud parts and exclamation marks for the climax. :-)

BTW, ANY Flash animation is put in the shade by George Lucas' "Star
Wars - Episode 4" recreated as an ASCII animation in a Java Applet::
http://www.asciimation.co.nz/

But even that's topped by this:
http://www.cnnnn.com/cnnnn/news/s697721.htm

Marc Walters

# 2493. Re: Commodore International is Alive Again!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 15:29:52 UTC
From: paul s <nospam@nospam.invalid>
Message-ID: <_pTpa.6662$sy2.5571@news-binary.blueyonder.co.uk>
Source record: 21856
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.msx

Marc Walters wrote:

> On Wed, 23 Apr 2003 13:58:41 -0500, "Brian Bagnall"
> <bbagnall@escape.ca> wrote:
>
>>In a news conference today a spokesman for Commodore International
>>announced Commodore is back up and running! And we thought it would never
>>rise again. Check out the actual announcement:
>>
>>http://www.theinformationminister.com/press.php?ID=612201614
>>
>>Brian Bagnall
>
> All I see is a request to install Flash V6. Obviously by someone who
> can't construct a website using HTML. And if I do bother to install F6
> I bet the creator has forgotten that most of us are not broadband
> users and really can't waste time downloading a few MB of... whatever
> it is we're being asked to check out in good faith.

At least you got that, all I got was a white page. Hmmm websites that
require *proprietary* plugins, before you can view them. :-(

--
paul

# 2494. Re: SC1224 monitor to XE/XL?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 17:33:19 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vag7uu1gmki661@corp.supernews.com>
Source record: 21857

"Rick D." <webrickd@cswebmail.com> wrote in message
news:3EA75F0D.4B1467D4@cswebmail.com...
> Tim wrote:
>
> > I know that this is almost impossible, but was wondering if anyone has
done
> > this. I have a couple here and it would be great to be able to use them
> > with my 130XE and XF551! ;)
> >
> > Tim
>
> I don't know yet how hard a mod is, I have an adapter that works 95% with
an ST
> color monitor. I think that there are some composite to RGB adapters.
>
> Rick D.
>
You have one and it works with 8 bits to RGB monitor?

Tim

# 2495. Re: Action! documentation, tutorials, sample source code

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 18:33:20 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3EA82DF0.D6DD94CF@students.uni-mainz.de>
Source record: 21858

Er well,
I have some Action tutorials in my collection, but alas they are all in
german language... But I also have lots of Action source codes...
E-Mail me, if you are interested... -andreas.

Bill Cousert schrieb:
>
> Does anyone know if there is any documentation online, perhaps in PDF format
> for Action!? Also looking for tutorials and sample source code.
>
> Were there ever any third party books?
>
> --
>
> -Bill Cousert
> wrcousert@yahoo.com
>
> moderator of http://groups.yahoo.com/group/c-sharp-programming

# 2496. Re: Softside Magazine?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 18:39:30 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3EA82F62.1B139259@students.uni-mainz.de>
Source record: 21859

Well,
I have two versions of this game: one has a length of 98 single sectors and is named Titan (without any docs), the other version has 144 single sectors and therefore I named it Titan 2 (it comes with english docs). both games are written in Atari Basic. Besides, some redundant information: there was also a type-in listing in the german Atari magazin, that was named Titan. It was a ML program (clone of Caverns of Mars, but extremely hard)... E-Mail me, if you are interested. Last not least, I have collected as many of the old Softside programs, that I have found so far (one or two disksides). -Andreas.

Hockey Puck schrieb:
>
> Here's a real longshot for the group: does anybody have an old
> type-in BASIC game program from Softside Magazine called "Titan"???
> Or is there an online archive somewhere of the old Softside issues?
> I've Googled and come up empty. TIA!

# 2497. Re: Montezuma...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 18:57:43 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3EA833A7.63F68C6D@students.uni-mainz.de>
Source record: 21860

Well,
this is not only the ending of the cart version of Monty (which is
besides an un-official version!). It is the ending of the official 16k
version released by Datasoft (Disk), Databyte (Tape) and a few other
firms. Otherwise said: there are two version of Monty - a) the longer
one which features a man with a sombrero and many strange bugs
(filelength approx. 32-37kbytes), as well as a nice intro screen and
intro-music but no possible ending (one cannot deafeat the indian
montezuma). and b) the shorter one which features Panama Joe (wearing a
smaller cowboy hat), no intro screen, no intro-music, (almost) no bugs
and a filelength of approx. 16kbytes. This short version has an ending,
where you can collect many treasures (diamonds). Because of its filesize
it was an easy task to put this shorter version on a cartridge (but
official versions were only available on disk and tape)...
-Andreas.

Thomas Richter schrieb:
>
> Hi Paul,
>
> >>Year's later, a Cart version of Montezuma appeared that had something
> >>like an ending, though without the god. In the first (beta) release
> >>of Montezuma, no ending exists, and some rooms are even buggy, esp. on
> >>the right bottom side of the pyramid. (I remember a ladder you cannot
> >>climb up again, trapping you in this area).
>
> > I'm trying to remember the ending I saw, was a definite ending as you
> > got to a room with LOADS of treasure after falling down for a while.
>
> Yup, that's the ending of the cart version. It doesn't have a montezuma,
> but a three-story room with each of the floors locked by a grey door.
> You could open these (provided you found the key), and then perform a
> diagonal jump, leading you to bottomless rooms with treasures. You could
> collect them and would then be advanced to the next level.
>
> Greetings,
> Thomas

# 2498. Re: Commodore International is Alive Again!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 19:06:05 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3EA8359D.9A3FDDD1@students.uni-mainz.de>
Source record: 21861
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.msx

Well,
here in Germany you can still buy "Commodore" items in various
super-markets. These items are mostly for the PC (and other things) but
do have the original Commodore logo/label. for example big supermarkets
like real,- , metro, and others sell CD-Rs, CD-RWs, Diskettes,
Telephones, Scanners, etc., etc. with the Commodore logo. Think they
have bought the rights to use this logo in the 90s, so I am wondering,
that Commodore should be back again...?!? -Andreas.

wildstar128 schrieb:
>
> "paul s" <nospam@nospam.invalid> wrote in message
> news:MPG.1911353a8b05d48b9898bf@news.blueyonder.co.uk...
> > Sometime during Wed, 23 Apr 2003 13:58:41 -0500, Brian Bagnall knelt at
> > the big white telephone and heaved this into comp.sys.sinclair
> >
> > > In a news conference today a spokesman for Commodore International
> announced
> > > Commodore is back up and running! And we thought it would never rise
> again.
> > > Check out the actual announcement:
> > >
> > > http://www.theinformationminister.com/press.php?ID=612201614
> >
> > Just gives blank page.
> >
> > --
> > Paul
>
> You must have support for Java applets.

# 2499. Re: SC1224 monitor to XE/XL?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 19:10:51 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3ea83734$0$49104$e4fe514c@news.xs4all.nl>
Source record: 21862

I heard these monitors could be changed so you could add a SCART connector
to it...

Maybe you can use it then or just need to have a VCR between it to make it
work :-)

TXG/MNX
"Tim" <tjlazer@mail.com> wrote in message
news:v9rq4cga3vpb80@corp.supernews.com...
> I know that this is almost impossible, but was wondering if anyone has
done
> this. I have a couple here and it would be great to be able to use them
> with my 130XE and XF551! ;)
>
> Tim
>
>

## 2500. looking for bbs doors or gateways written in action

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 19:52:29 UTC
From: rtdos@hotmail.com
Message-ID: <d2f74a9d.0304241152.3e0e694c@posting.google.com>
Source record: 21863

remember all the bbs add-ons for bbs express pro and other bbs programs and tools (some written in action w/source) that floated around the bbs world? does anyone still have those collections? are they posted anywhere?

## 2501. Re: Commodore International is Alive Again!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 20:29:43 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.LNX.4.44.0304241329150.1168-100000@lab.oregonvos.net>
Source record: 21864
Cross-posted to: comp.ai.philosophy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.msx

```
On Wed, 23 Apr 2003, wildstar128 wrote:
|"Matthew Montchalin" <mmontcha@OregonVOS.net> wrote in message
|news:Pine.LNX.4.44.0304232217380.13489-100000@lab.oregonvos.net...
|
|> How serious of a person do you think I am?
|>
|
|Why do you cross post this to comp.ai.philosophy ???? I understand
|that you need to make a brilliant approach to bringing this into the
|theme of artificial intellegence. :-)

Have I passed the Turing Test yet?
```

# 2502. Re: Commodore International is Alive Again!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 20:54:09 UTC
From: Kieran <kieran@dunelm.org.uk>
Message-ID: <b89iti$7sata$1@ID-76268.news.dfncis.de>
Source record: 21865
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.msx

Marc Walters wrote:
> On Wed, 23 Apr 2003 13:58:41 -0500, "Brian Bagnall"
> <bbagnall@escape.ca> wrote:
>
>
>>In a news conference today a spokesman for Commodore International announced
>>Commodore is back up and running! And we thought it would never rise again.
>>Check out the actual announcement:
>>
>>http://www.theinformationminister.com/press.php?ID=612201614
>>
>>Brian Bagnall
>
>
> All I see is a request to install Flash V6. Obviously by someone who
> can't construct a website using HTML. And if I do bother to install F6
> I bet the creator has forgotten that most of us are not broadband
> users and really can't waste time downloading a few MB of... whatever
> it is we're being asked to check out in good faith.
>
> Would someone who has seen whatever it is please post a few lines of
> text describing it (perhaps it's a flash animation?). Feel free to use
> CAPS for the loud parts and exclamation marks for the climax. :-)
>

It's a spoof Al-Jazeera style news item, with the Iraqi information
minister acting as Commodore spokesman. Excerpts from the subtitles:

... rumours of commodore going bankrupt are examples of lies by the
infidels ... c64 is the mother of all computers ... etc.

At the risk of sounding like some kind of Flash apologist, I cannot
think of any other inexpensive way of combining a video background with
dynamically generated text and dynamically inserted images - the site
allows you to create your own page by supplying your own subtitles and
images.

Without using Flash, you'd have to generate the video files server-side
(either on the fly or once only) which would be rather expensive either way.

Regards,
Kieran

PS: Flash is proprietary, but the specification is available - see
<http://www.macromedia.com/software/flash/open/licensing/fileformat/>

# 2503. OT Arcadia game consol

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 21:34:30 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <GLYpa.38927$ey1.3544324@newsread1.prod.itd.earthlink.net>
Source record: 21866

Figured I would ask here since there are people as old as me.<grin>

Just saw an Arcadia game machine. Not to be confused with the game of the same name which swamped all my searches when I was trying to find out what this thing is.

It appears to be a projection skeet shooting game with 2 lenses and a cart port on the front. Does anyone have info on this like controller types or if there is a built in game?

--
"The basic tool for the manipulation of reality is the
manipulation of words. If you can control the meaning of words,
you can control the people who must use the words."
(Philip K.Dick)

# 2504. Re: looking for bbs doors or gateways written in action

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 21:58:41 UTC
From: NoOne@FakeEmail.invalid
Message-ID: <9367BBF7DPrivacyLabs@209.143.0.11>
Source record: 21867

rtdos@hotmail.com (rtdos) wrote in
<d2f74a9d.0304241152.3e0e694c@posting.google.com>:

>remember all the bbs add-ons for bbs express pro and other bbs
>programs and tools (some written in action w/source) that floated
>around the bbs world? does anyone still have those collections? are
>they posted anywhere?
>
--
Unfortunetly not many of the Action! module authors made their
source code available. Are you interested in developing a new online
game module? If so, I'd be happy to collaborate and help.

# 2505. Re: Commodore International is Alive Again!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-24 22:34:44 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4BE86175B8%news@youmustbejoking.demon.cu.invalid>
Source record: 21868
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.msx

I demand that Marc Walters may or may not have written...

> On Wed, 23 Apr 2003 13:58:41 -0500, "Brian Bagnall"
> <bbagnall@escape.ca> wrote:
>> In a news conference today a spokesman for Commodore International
>> announced Commodore is back up and running! And we thought it would never
>> rise again. Check out the actual announcement:
>> http://www.theinformationminister.com/press.php?ID=612201614

> All I see is a request to install Flash V6. Obviously by someone who can't
> construct a website using HTML.

As I've said in another posting:
<URL:http://www.theinformationminister.com/main.php?ID=612201614>

This bypasses their Javascript form submission code and their Flash 6
detection.

> And if I do bother to install F6 I bet the creator has forgotten that most
> of us are not broadband users and really can't waste time downloading a few
> MB of... whatever it is we're being asked to check out in good faith.

Not megabytes at all; the Flash applets are quite small. It doesn't take too
long to fetch them even on dial-up.

> Would someone who has seen whatever it is please post a few lines of text
> describing it (perhaps it's a flash animation?). Feel free to use CAPS for
> the loud parts and exclamation marks for the climax. :-)

On a background of a C64 advertisement: "It's not how much it costs, it's how
little you get" (or something), we see Mohammed Saeed al-Sahaf saying
something and waving his arms a little. It is subtitled as follows:

"Today I am the new spokesman for Commodore International. Praise Allah!

"Rumours of Commodore going bankrupt are lies by infidels! I show you in one
hour.

"C64 is mother of all computers, better than 20GHz. This is incredibly true!"

I'll leave those of you who've installed Flash to view ID=612216464 for
yourselves...

--
| Darren Salt | d youmustbejoking,demon,co,uk | nr. Ashington,
| RISC OS, | s zap,tartarus,org | Northumberland
| Linux | @ | Toon Army

| I don't ask for much, just untold riches...

Life is that brief interlude between nothingness and eternity.

# 2506. Re: Montezuma...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-25 00:26:02 UTC
From: Jindroush <jindroush@nospam.seznam.nospam.cz>
Message-ID: <3EA8809A.EF4A988D@nospam.seznam.nospam.cz>
Source record: 21869

Andreas Magenheimer wrote:
> this is not only the ending of the cart version of Monty (which is
> besides an un-official version!). It is the ending of the official 16k
> version released by Datasoft (Disk), Databyte (Tape) and a few other
> firms. Otherwise said: there are two version of Monty - a) the longer
> one which features a man with a sombrero and many strange bugs
> (filelength approx. 32-37kbytes), as well as a nice intro screen and
> intro-music but no possible ending (one cannot deafeat the indian
> montezuma). and b) the shorter one which features Panama Joe (wearing a
> smaller cowboy hat), no intro screen, no intro-music, (almost) no bugs
> and a filelength of approx. 16kbytes. This short version has an ending,
> where you can collect many treasures (diamonds). Because of its filesize
> it was an easy task to put this shorter version on a cartridge (but
> official versions were only available on disk and tape)...

So you are saying there are actually three versions?

1) Utopia's long version
2) Preliminary Monty 16k cartridge version (pirate)
3) Montezuma - 16k official release

If so, can you send me version 3)?

thanks,
--
Jindroush <jindroush@nospam.seznam.nospam.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project
Remove both 'nospam's from the address to reply.

# 2507. Re: Montezuma...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-25 00:59:55 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <l32havsaatfh0lq3jgc7tkaft47o4f9p4j@4ax.com>
Source record: 21870

On Fri, 25 Apr 2003 02:26:02 +0200, Jindroush
<jindroush@nospam.seznam.nospam.cz> wrote:

>If so, can you send me version 3)?
>
>thanks,

And can you pass that along the lines ;-)
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's removed already.

# 2508. Re: Softside Magazine?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-25 01:53:24 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <oy0qa.40680$4P1.3714107@newsread2.prod.itd.earthlink.net>
Source record: 21871

Some of the later issues had a STOMP table similar to Antic's TYPO to assist
with error correction.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian

> On Wed, 23 Apr 2003 23:54:01 +0000 (UTC), Jaguar
> <rfvacpNOSPAM@mountaincable.net> wrote:
>
> Thank you so much for the offer, but it was "Titan" I was really
> searching for. I must've spent two weeks typing it in when I was a
> teen! Softside didn't have the typo-checker like ANALOG and some
> others did, so it took forever to figure out where I had goofed!
> Thanks again!
>

# 2509. RE: XF551 for trade:

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-25 03:22:04 UTC
From: Vincen Fast <grampta@yahoo.com>
Message-ID: <b8ae4n$845j7$1@ID-191899.news.dfncis.de>
Source record: 21873

```
Is there a big difference between them...??
```

Mister Bumpy73 <misterbumpy73@wmconnect.com> escribi&#65533; en el mensaje de
noticias 20030424045716.18865.00000505@mb-m03.wmconnect.com...
> I have an XF551 (a little discoloured but works fine) that I'd like to
trade
> for an older drive like a 1050 or 810.
>
> Before you all think I'm crazy, it's for compatability purposes (like Bank
> Street Writer and a few others). There are a few apps I like that boot up
just
> fine with other drives, so I'd like to make a swap if possible.
>
> Anyone out there interested? I'm in the U.S. for shipping.

# 2510. Re: OT Arcadia game consol

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-25 03:45:52 UTC
From: Russ Perry Jr <slapdash@rcn.com>
Message-ID: <slapdash-8F461D.22455224042003@news.rcn.com>
Source record: 21872

"richard cortese" <ricortes@earthlink.net> wrote:
> Just saw an Arcadia game machine. Not to be confused with the game of the
> same name which swamped all my searches when I was trying to find out
> what this thing is.

You should add "Toymax" to your search...

> It appears to be a projection skeet shooting game with 2 lenses and a
> cart port on the front. Does anyone have info on this like controller
> types

I think there are only two -- the pistol, and a rifle.

> or if there is a built in game?

Not that I know of, but I haven't actually tried mine out yet.

There's also an Arcadia II now, and I get the impression that they're
not compatible...

Anyone ever see carts for these systems cheap? I know I'm still
missing a couple.
--
//*================================================================++
|| Russ Perry Jr 2175 S Tonne Dr #114 Arlington Hts IL 60005 ||
|| 847-952-9729 slapdash@rcn.com [NEW!] VIDEOGAME COLLECTOR! ||
++================================================================*//

# 2511. RE: A rare opportunity(?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-25 03:47:41 UTC
From: Vincen Fast <grampta@yahoo.com>
Message-ID: <b8ae4p$845j7$2@ID-191899.news.dfncis.de>
Source record: 21874

I would like a 1050, and 800XL, and a 400, and a 410 (just to know it) and a few magazine.... How much does it cost...? But I need them to be functional... and here is the trouble....I'm in southamerica... ... and have no much money... (it's no joke) I really would like to have that Atari stuff. I'm an atari fan... but my old 65XE got burned (I tried to connect it with my PC.... no success) Well you have the last word...

A 520ST would be nice.... ( $ ?)

VF

Phillip Saunders <PSAUNDERS3@triad.rr.com> escribi&#65533; en el mensaje de noticias uf1oa.12042$pr.1793658@twister.southeast.rr.com...
> I realize interest in Atari computers is waning, but from scanning through
> the posts here, there are apparently a few die-hards, or perhaps collectors,
> who may be interested in a variety of 8-bits and peripherals I have that are
> currently just gathering dust. This includes a 400, an 800 or so, 4 or 5
> 800XL's, several 810's and 1050's, 410 tape recorders, 850 interface boxes,
> etc., some cartridges, lots of disks, and some Atari oriented magazines.
> Some units may not be fully functional, but the majority are in good shape.
> There is also a 520ST, anXEGS, a 5200, a couple of 2600's, and several game
> system cartridges. I've just run out of time and space to do anything more
> with them. I don't want to fool with E-Bay, etc., but like anyone else, if
> I get even a little bit of money out of them, I'd be tickled, so of course,
> the best offer wins. (Sorry, package deal only at this time!) Otherwise,
> anyone that is willing to pay shipping (from central North Carolina) before
> I have to (shudder) dispose of them is welcome to them. This is a very
> limited time offer (Spring cleaning, you know). My apologies, for such a
> long post, but thought everyone would be interested in at least a little
> about what's available!
>
>

# 2512. RE: Free Magazines - some questions answered

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-25 04:11:16 UTC
From: Vincen Fast <grampta@yahoo.com>
Message-ID: <b8akq8$88dkj$1@ID-191899.news.dfncis.de>
Source record: 21876

Hi

I'm new. Can I get those magazines?. I'm in Southamerica....

VF

Dean Garraghty <dgs@clara.net> escribi&#65533; en el mensaje de noticias
1041761298.34533.0@despina.uk.clara.net...
> Hello All,
>
> There appears to be quite some confusion over the free magazines I'm
giving
> away. It appears people have no clue what they are, or who I am. Having
> spent literally thousands of pounds on advertising, promotion and
> exhibitions/shows over the years, this makes me wonder why I spent so
much!!
> Here's some questions answered:
>
> 1. Yes, they are free. The $3 JUST covers the shipping cost.
>
> 2. No, they have nothing to do with Atari themselves.
>
> 3. DGS is Dean Garraghty Software, which is the company name I have used
> since 1988 to sell Atari products. It is not the actual name of the
> magazine.
>
> 4. The magazine is called the Atari 8-bit News-Paper.
>
> 5. Yes you can see them, click here to see a picture:
> http://www.dgs.clara.net/4MAGS.jpg
>
> 6. The other issues (including the disk-based issues) can all be found on
> our CD-ROM, which also includes all the PPP software too. Go to
> http://www.dgs.clara.net and click to see the CD-ROM info.
>
> 7. No, you can't pay the $3 in cash. PayPal only please.
>
> Hope this clears things up. If you want a set, please e-mail me first:
> dgs@clara.net
>
> Dean Garraghty
>
>
>

# 2513. Re: CAN SOMEONE HELP??? I need to find "Galaxy" for PC---old Avalon Hill Basic...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-25 05:13:47 UTC
From: oes <oesii@deja.com>
Message-ID: <fu3qa.3948$U17.77167@twister.tampabay.rr.com>
Source record: 21875

"jzajchowski" <jzajchowski@yahoo.com> wrote in message
news:e7affa1e.0304221647.198a3946@posting.google.com...
> Old avalon hill basic game----"galaxy" slow tedious game, but
> certainly has much memories associated. If anyone potentially knows
> where I can get it/download it/etc., please email me at
> jzajchowski@yahoo.com.
>
> I'd like to get the game for my PC if possible.
>
> Thanks for reading!
>

There's a version here:

http://www.the-underdogs.org/game.php?gameid=3257

# 2514. Re: Commodore International is Alive Again!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-25 09:53:25 UTC
From: countach <5000QV@hotmail.com>
Message-ID: <b8b0id$86llu$1@ID-123493.news.dfncis.de>
Source record: 21877
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.msx

I love Commodore 64 and Amigas, its sprite feature fascinated me, but unfortunately I did not had any of them. I had Spectrums, MSX and MSX2, then Macintosh Classics and finally nasty PC's to work on...

Commodore... great

"Brian Bagnall" <bbagnall@escape.ca> escribi&#65533; en el mensaje news:3pBpa.3767$pd6.15534@news1.mts.net...
> In a news conference today a spokesman for Commodore International announced
> Commodore is back up and running! And we thought it would never rise again.
> Check out the actual announcement:
>
> http://www.theinformationminister.com/press.php?ID=612201614
>
> Brian Bagnall
> ---
> My homepage http://www.mts.net/~bbagnall
>
>

## 2515. Atari Classics Magazine

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-25 13:49:28 UTC
From: Comet Service 302 <302.workshop@tiscali.co.uk>
Message-ID: <3ea93d43_2@mk-nntp-2.news.uk.tiscali.com>
Source record: 21878

Does anyone know if the Atari Classics magazines are available for download on the web?

Chris D.

# 2516. Re: OT Arcadia game consol

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-25 14:33:17 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <NGbqa.39985$ey1.3652796@newsread1.prod.itd.earthlink.net>
Source record: 21879

"Russ Perry Jr" <slapdash@rcn.com> wrote in message
news:slapdash-8F461D.22455224042003@news.rcn.com...
> "richard cortese" <ricortes@earthlink.net> wrote:
> > Just saw an Arcadia game machine. Not to be confused with the game of
the
> > same name which swamped all my searches when I was trying to find out
> > what this thing is.
>
> You should add "Toymax" to your search...
>
> > It appears to be a projection skeet shooting game with 2 lenses and a
> > cart port on the front. Does anyone have info on this like controller
> > types
>
> I think there are only two -- the pistol, and a rifle.
>
> > or if there is a built in game?
>
> Not that I know of, but I haven't actually tried mine out yet.
>
> There's also an Arcadia II now, and I get the impression that they're
> not compatible...
>
> Anyone ever see carts for these systems cheap? I know I'm still
> missing a couple.

Thanks for the ref. I thought it was going to be something from the 80s but
it looks like it is only ~5 years old.

Most of the references to it were about the recall and lawsuits. Looks like
the company went south after the recall or at least changed hands.

# 2517. Re: Commodore International is Alive Again!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-25 15:26:05 UTC
From: wildstar128 <wildstar128@hotmail.com>
Message-ID: <vaiksc2rnjq3a4@corp.supernews.com>
Source record: 21880
Cross-posted to: comp.ai.philosophy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.msx

"Matthew Montchalin" <mmontcha@OregonVOS.net> wrote in message
news:Pine.LNX.4.44.0304241329150.1168-100000@lab.oregonvos.net...

> Have I passed the Turing Test yet?
>

Hmmmm........ It is not a big quiz here. It is as simple as whether
something relates or not relate.

## 2518. Re: Montezuma...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-25 16:04:30 UTC
From: rtdos@hotmail.com
Message-ID: <d2f74a9d.0304250804.6c321c50@posting.google.com>
Source record: 21881

if possible, would you send me all 3 versions ?

Paul Irvine <mclane.dellosYOURFINGER@btinternet.com> wrote in message
news:<l32havsaatfh0lq3jgc7tkaft47o4f9p4j@4ax.com>...
> On Fri, 25 Apr 2003 02:26:02 +0200, Jindroush
> <jindroush@nospam.seznam.nospam.cz> wrote:
>
> >If so, can you send me version 3)?
> >
> >thanks,
>
> And can you pass that along the lines ;-)

# 2519. Re: Action! documentation, tutorials, sample source code

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-25 16:10:20 UTC
From: rtdos@hotmail.com
Message-ID: <d2f74a9d.0304250810.5d2aa72a@posting.google.com>
Source record: 21882

what's your email address ?

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in message
news:<3EA82DF0.D6DD94CF@students.uni-mainz.de>...
> Er well,
> I have some Action tutorials in my collection, but alas they are all in
> german language... But I also have lots of Action source codes...
> E-Mail me, if you are interested... -andreas.
>
>
>
> Bill Cousert schrieb:
> >
> > Does anyone know if there is any documentation online, perhaps in PDF format
> > for Action!? Also looking for tutorials and sample source code.
> >
> > Were there ever any third party books?
> >
> > --
> >
> > -Bill Cousert
> > wrcousert@yahoo.com
> >
> > moderator of http://groups.yahoo.com/group/c-sharp-programming

# 2520. Re: looking for bbs doors or gateways written in action

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-25 16:12:35 UTC
From: rtdos@hotmail.com
Message-ID: <d2f74a9d.0304250812.69e864ee@posting.google.com>
Source record: 21883

i was looking for ones with source code to study as the ones for the
PC are not written in a robust language like Action. (or for that
matter any other PC as most are written in BASIC and / or ML)

NoOne@FakeEmail.invalid (Tom Hunt) wrote in message
news:<9367BBF7DPrivacyLabs@209.143.0.11>...
> rtdos@hotmail.com (rtdos) wrote in
> <d2f74a9d.0304241152.3e0e694c@posting.google.com>:
>
> >remember all the bbs add-ons for bbs express pro and other bbs
> >programs and tools (some written in action w/source) that floated
> >around the bbs world? does anyone still have those collections? are
> >they posted anywhere?
> >

## 2521. Protracker info

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-25 18:11:46 UTC
From: mathu@indigo.ie
Message-ID: <ffaf2fa5.0304251011.3470b358@posting.google.com>
Source record: 21884

Hi All,
Can somebody send me info on Protracker!!?
I see on a lot of demo's it is used to make the music.

Also does anybody know where I would get a monitor(computer) to
scart(tv) cable for the XL/XE.

# 2522. SWP ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-25 18:59:44 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <3NecnXdmx9xdGDSjXTWcoA@comcast.com>
Source record: 21885

I looking for system disks (or any disks that came with the SWP ATR8000).
The ones I got are all bad. I'll pay for shipping,supply the disks or trade
stuff. Mike.

--
Michael Duffy
mqduffy@comcast.net

# 2523. Re: looking for bbs doors or gateways written in action

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-25 20:23:03 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <HOgqa.40406$ey1.3685219@newsread1.prod.itd.earthlink.net>
Source record: 21886

"rtdos" <rtdos@hotmail.com> wrote in message
news:d2f74a9d.0304250812.69e864ee@posting.google.com...
> i was looking for ones with source code to study as the ones for the
> PC are not written in a robust language like Action. (or for that
> matter any other PC as most are written in BASIC and / or ML)

I don't have an Atari set up right now but I think I remember quite a bit about Action!

I know it hard to formulate a question if you don't have some source code or manual. If you can still think of some questions you might want to ask under those limitations I can probably answer a few.

It is a little more like Pascal then C. Experience in either of those two languages transfers well.

I didn't care for the procedures being put ahead of the control loop. Really it didn't matter. Other then that it was a perfect format for my programming style. I always work from an outline, so it was easy to do right in the program editor. It was also pretty easy to flesh out the procedures called for in main() since the editor works great in insert mode.

# 2524. Re: I'm looking for a monitor....

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-25 23:09:18 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ea96bba814de0@attbi.com>
Source record: 21887

```
>
>"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
>news:3ea1464a10b8b90@attbi.com...
>> >Hello, I'm looking for an RGB monitor that I can hook up my 130XE too,
>> >in addition to an NES. Any suggestions?
>> >
>> >Thanks!
>> >John
>>
>> I would do what I have done. Just buy a video converter and a
>> Commodore monitor cable. Then you could hook up any SVGA monitor
>> to your 130XE. Works great at my end.
>
>Do you know if there is such a thing as an SVIDEO to SVGA converter? I want
>to hook up a spare monitor to my DVD player.

The video converter that I use has a "S-Video In" port, so that
kind of conversion is possible.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
```

# 2525. RE: Atari-Fuji-Logo for WTC...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-26 00:23:43 UTC
From: Vincen Fast <grampta@yahoo.com>
Message-ID: <b8d5hg$8ke3u$2@ID-191899.news.dfncis.de>
Source record: 21896

I think an "Atari" WTC will be more resistant...

Anders Skelander <ansk@hotmail.com> escribi&#65533; en el mensaje de noticias 3E2A6E46.3020306@hotmail.com...
>
>
> Andreas Magenheimer wrote:
> > ...
> > My idea: Let`s design a new WTC building in the form of the
> > well known Atari-Fuji-logo. How about that ?!?
> > ...
>
> I am a Swedish citizen and I would be more than happy if we
> could have a building looking like Fuji logo in Stockholm.
>
> I am not sure about New York though. Did the Fuji logo exist
> before Atari Inc and does it represent something
> historically?
>
> Anders
>

# 2526. NTSC or PAL

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-26 01:18:28 UTC
From: Vincen Fast <grampta@yahoo.com>
Message-ID: <b8d5hj$8ke3u$3@ID-191899.news.dfncis.de>
Source record: 21897

Hi there

I guess the Atari games are independent from those systens NTSC or PAL which implies (to me) that games are not written to NTSC or PAL... Am I wrong? I used to think that NTSC or PAL is an external feature of the Atari system... again... Am I wrong? I'm not sure now... thanks for your answers..

VF

# 2527. Re: SWP ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-26 01:40:37 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <pslqa.42192$4P1.3854780@newsread2.prod.itd.earthlink.net>
Source record: 21888

Hi Mike;

I have a couple I got used with no docs; they booted to something like a Dos prompt last time I tried and I never had any commands accepted and recognized. Can they be duped with a simple sector copier? Seems like I was unsuccessful when I tried...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Michael Duffy" <mqduffy@comcast.net> wrote in message
> I looking for system disks (or any disks that came with the SWP ATR8000).
> The ones I got are all bad. I'll pay for shipping,supply the disks or
trade
> stuff. Mike.
> --
> Michael Duffy
> mqduffy@comcast.net
>

# 2528. RE: XF551 uses IBM 360K

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-26 01:53:27 UTC
From: Vincen Fast <grampta@yahoo.com>
Message-ID: <b8d5hk$8ke3u$4@ID-191899.news.dfncis.de>
Source record: 21898

I have one of them.... I was wondering if I may replace the chinon drive by a Mitsumi 3.1/2 disk drive from my old 486.... Will this work? Is it safe? I just want to use 31/2 diskettes with the Atari... I still use an 65Xe with a word processor.... and I want to share files with the PC...

Thanks for your comments....

VF

Andreas Magenheimer <magea000@students.uni-mainz.de> escribi&#65533; en el mensaje
de noticias 3E96ED7E.C65601C8@students.uni-mainz.de...
> Well,
> here in Germany Atari also sold the XF551 with Chinon drives (that were
> otherwise used as 5,25" drives for the Commodore Amiga)...
> -Andreas.
>
>
>
> richard cortese schrieb:
> >
> > "Hon Tseng" <pcuser45@yahoo.com> wrote in message
> > news:Wh7la.143160$0g4.4169236@news2.east.cox.net...
> > > I have a bare teac 360K mechanical for PC. I want to replace tandon
> > > mechanical with teac. Can I do that?
> >
> > It isn't safe. I don't remember the XF551 using a Tandon drive for sure
but
> > the one it used was low powered compared to most Teac early drives I
have
> > seen. The Teacs were really hard on the +12 V supply.
> >
> > Unless you know it is a late model Teac or out of a laptop it probably
isn't
> > a good idea.

# 2529. Re: SWP ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-26 02:08:19 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <9LqcnZV9t4y4dzSjXTWcoA@comcast.com>
Source record: 21889

I have the manual and will go though it and see if I can figure out what disks I need. I have some PC 5.25 floppy drives and would like to try and hook them up. I mean that was one of the things it was built for. At this point I don't know disks I need. Mike

"Ron Hamilton" <oldatarian@atariland.com> wrote in message news:pslqa.42192$4P1.3854780@newsread2.prod.itd.earthlink.net...
> Hi Mike;
>
> I have a couple I got used with no docs; they booted to something like a Dos
> prompt last time I tried and I never had any commands accepted and
> recognized. Can they be duped with a simple sector copier? Seems like I was
> unsuccessful when I tried...
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "Michael Duffy" <mqduffy@comcast.net> wrote in message
> > I looking for system disks (or any disks that came with the SWP ATR8000).
> > The ones I got are all bad. I'll pay for shipping,supply the disks or
> trade
> > stuff. Mike.
> > --
> > Michael Duffy
> > mqduffy@comcast.net
> >
>
>

# 2530. Re: OT Arcadia game consol

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-26 02:36:33 UTC
From: Russ Perry Jr <slapdash@rcn.com>
Message-ID: <slapdash-6B6528.21363325042003@news.rcn.com>
Source record: 21890

"richard cortese" <ricortes@earthlink.net> wrote:
> Thanks for the ref.

No problem.

> I thought it was going to be something from the 80s but
> it looks like it is only ~5 years old.

Yup, that's about right. There WAS a similar thing in the 80s,
the Ideal Skeet Shoot, only it didn't take cartridges as far as I
know.

> Most of the references to it were about the recall and lawsuits.
> Looks like the company went south after the recall or at least
> changed hands.

Didn't know they were having all that much trouble... That might
explain why I can't find the carts I still need.
--
//*=============================================================++
|| Russ Perry Jr 2175 S Tonne Dr #114 Arlington Hts IL 60005 ||
|| 847-952-9729 slapdash@rcn.com [NEW!] VIDEOGAME COLLECTOR! ||
++=============================================================*//

# 2531. RE: interfacing standard atari joysticks to pc game port ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-26 03:40:05 UTC
From: Vincen Fast <grampta@yahoo.com>
Message-ID: <b8d5hm$8ke3u$5@ID-191899.news.dfncis.de>
Source record: 21899

I've heard about a little app that let you plug the atari joy into the serial-9pin on PC.... JOYPC or something like that.... It was supposed to work with emulators but also with PC games... although I couldn't download it from the link... maybe somebody know about it....

Thomas Richter <thor@cleopatra.math.tu-berlin.de> escribi&#65533; en el mensaje de noticias b613f8$t7k$1@mamenchi.zrz.TU-Berlin.DE...
> Hi,
>
> > is it possible (and how do i do it) to interface a standard atari
> > joystick through the pc game port for use with atari emulator ?
>
> Yes, and Atari++ supports this. (And I'm using it). For the kind of
> "interface" Atari++ supports it requires :
>
> 1) A 9 pin sub-D "male" connector for the joystick.
> 2) A 12 pin sub-D "male" connector for the PC (huh, I hope this is right,
> please check)
> 3) 6 22K resistors and wire
> 4) soldering iron
>
> No active components are required, and the above parts are worth only a few
> cents. Connect the joystick output lines to the four trigger lines of
> the PC joystick, connect the "up down" and "left right" potentiometer inputs
> by two 22K resistors in series (forming a 44K resistor, basically) with +5V.
> Solder two 22K resistors in series to the trigger output of the joystick,
> and connect the end of these two resistors with the middle point between
> the other two 22K connecting "left right" pot with +5V. Connect ground to
> ground. Then adjust the movements in Atari++ with your wiring and off you go.
>
> Ok, I guess I should include schematics for this in the next release of
> Atari++ which will be ready next week anyhow.
>
> Greetings,
> Thomas

## 2532. Atari 800 Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-26 04:08:53 UTC
From: Scott <scottlit@cableone.net>
Message-ID: <vak1im5p7b5nc4@corp.supernews.com>
Source record: 21891

Does anybody know the power supply requirements for the original Atari 800? I have one (Atari 800, not the power supply) at my Dad's house, but can't find the power adapter for it, and I need to know what the voltage / current / polarity output of the power adapter is so I can provide a suitable replacement. Any help would be greatly appreciated.

Thanks,
Scott

# 2533. Re: Commodore International is Alive Again!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-26 04:30:38 UTC
From: ddmw@hunterlink.net.au
Message-ID: <3eaa098a.6137765@news.hunterlink.net.au>
Source record: 21892
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.msx

On Thu, 24 Apr 2003 14:42:10 GMT, ddmw@hunterlink.net.au (Marc Walters) wrote:

>On Wed, 23 Apr 2003 13:58:41 -0500, "Brian Bagnall" ><bbagnall@escape.ca> wrote:
[snip]
>>http://www.theinformationminister.com/press.php?ID=612201614

>All I see is a request to install Flash V6. Obviously by someone who
[snip]

Okay, I later installed F6 to see what all the fuss was about. The sequence was amusing.

For the benefit of those without Flash who wish to have an idea of what it is, I've placed an image of the animation on my webspace in both jpg and gif. The various message translations are mentioned elsewhere in this thread.

http://users.hunterlink.net.au/~ddmw/iim/iim3sm.gif
http://users.hunterlink.net.au/~ddmw/iim/iim3sm.jpg

Perhaps he and Mehdi Ali were from the same village?

And while we're on the subject, don't forget to check out www.welovetheiraqiinformationminister.com. I wager that within a year he'll have a regular one-minute guest spot on the Tonight Show with Dave Letterman.

Marc Walters

# 2534. Re: SWP ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-26 04:35:56 UTC
From: Mo <momo@atariland.com>
Message-ID: <M0oqa.17684$DX.957119@twister.austin.rr.com>
Source record: 21893

I thought that unit added CPM expandablility, not PC (msdos). I would try
booting with a CPM bootdisk probably ver. 2 or so and see what happens.
Mo

"Michael Duffy" <mqduffy@comcast.net> wrote in message
news:9LqcnZV9t4y4dzSjXTWcoA@comcast.com...
> I have the manual and will go though it and see if I can figure out what
> disks I need. I have some PC 5.25 floppy drives and would like to try and
> hook them up. I mean that was one of the things it was built for. At this
> point I don't know disks I need. Mike
>
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> news:pslqa.42192$4P1.3854780@newsread2.prod.itd.earthlink.net...
> > Hi Mike;
> >
> > I have a couple I got used with no docs; they booted to something like a
> Dos
> > prompt last time I tried and I never had any commands accepted and
> > recognized. Can they be duped with a simple sector copier? Seems like I
> was
> > unsuccessful when I tried...
> >
> > --
> > Ron
> >
> > http://www.atariland.com/members/oldatarian
> > and mirror
> > http://www.powow.com/oldatarian
> > "Michael Duffy" <mqduffy@comcast.net> wrote in message
> > > I looking for system disks (or any disks that came with the SWP
> ATR8000).
> > > The ones I got are all bad. I'll pay for shipping,supply the disks or
> > trade
> > > stuff. Mike.
> > > --
> > > Michael Duffy
> > > mqduffy@comcast.net
> > >
> >
> >
>
>

# 2535. Re: Atari 800 Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-26 04:36:58 UTC
From: Mo <momo@atariland.com>
Message-ID: <K1oqa.17685$DX.957481@twister.austin.rr.com>
Source record: 21894

9volt AC, look at the FAQ for this group, you may have to google search it-
I don't have the link.
Mo

"Scott" <scottlit@cableone.net> wrote in message
news:vak1im5p7b5nc4@corp.supernews.com...
> Does anybody know the power supply requirements for the original Atari
> 800? I have one (Atari 800, not the power supply) at my Dad's house,
> but can't find the power adapter for it, and I need to know what the
> voltage / current / polarity output of the power adapter is so I can
> provide a suitable replacement. Any help would be greatly appreciated.
>
> Thanks,
> Scott
>

# 2536. Re: Commodore International is Alive Again!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-26 05:07:50 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <Guoqa.1910$Uz2.566@nwrddc03.gnilink.net>
Source record: 21895
Cross-posted to: comp.ai.philosophy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.msx

Matthew Montchalin wrote ...

>On Wed, 23 Apr 2003, wildstar128 wrote:
>|Why do you cross post this to comp.ai.philosophy ???? I understand
>|that you need to make a brilliant approach to bringing this into the
>|theme of artificial intellegence. :-)
>
>Have I passed the Turing Test yet?

No, but you have passed the Dilbert test. ;-) You are qualified to become a supervisor. Keep in mind that you will *never* be qualified to become an engineer.

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
Last 8-bit BBS in the Dallas area. Commodore lives!

# 2537. RE: New uploads...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-26 06:07:30 UTC
From: Vincen Fast <grampta@yahoo.com>
Message-ID: <b8dahg$88q83$2@ID-191899.news.dfncis.de>
Source record: 21900

```
Where, please?
```

TXG <txg01@xs4all.nl> escribi&#65533; en el mensaje de noticias
3e25c658$0$49101$e4fe514c@news.xs4all.nl...
> Hi,
>
> Just got some new uploads, keep uploading people....
>
> Directory:
>
> [Field Service] Manual
>
> 800XL_highres.pdf SAMS manual
> 5200_2-port_switchbox_guide.pdf
> 5200_owners_manual.pdf
> atr8000.pdf SWAP
> ATR8000 manual
> rambo_manual.pdf ICD Rambo
> 256Kb
>
> TXG/MNX
>
>

# 2538. RE: midi

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-26 06:08:03 UTC
From: Vincen Fast <grampta@yahoo.com>
Message-ID: <b8daig$8sb6h$1@ID-191899.news.dfncis.de>
Source record: 21901

I got an Eliza version for Atari Basic... I think it's common... (Is that what you are looking for?)

best regards

VF
Mike Stepansky <design3d@2-scale.com> escribi&#65533; en el mensaje de noticias 3E2F1607.5488AEED@2-scale.com...
Hi Atarians,
I need an FTP or Web sites to answer the following questions:
Does anybody know the TITLES of the 8-bit games software (commercially released in USA and over the Europe)?
Also, about how many commercial game titles (both in cartridges and disk-based software) were released for the Atari 8-bit computers? I am not talking about ANALOG binaries or BASIC codes.
I heard about Nadral and BioDefense, a rare game. I have both of them. Nadral is a rare game from Germany with built-in voice synthesis for the XL. (not sure what Nadral stands for?) BioDefense talks to you after you scan and enter the point of virus dispersion in the human body (ie. like Fantastic Voyage theme)
Also, does anybody know about a disk-based interactive called "Verbal Abused" (?) which you type something and it will talk (not voice) back to you on screen until you beat your psychiatrist's mind. (like Eliza, an AI simulator for Mac).
An Atari Veterans,
Mike

--
2Scale - 3D Design Lab/SGI
1049 S. McCord Road
Holland, Ohio 43528
419-865-4006

# 2539. Re: Galactic Empires

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-26 09:33:38 UTC
From: andrewh@panix.com
Message-ID: <b8djpi$kvm$1@panix1.panix.com>
Source record: 21902

In article <3e8862ea$1_2@newsfeed>,
Coach Gary <gary@tornadossoftball.com> wrote:
>Anyone remember a bbs game for the atari called Galactic Empires ?
>Anyone know if this game is still playable online anywhere or where i can
>get a copy of it ?
>
>Thanks
>
>Gary
>
>

I don't know of any BBS's that still have this, but wasn't it an Atari ST
BBS game? I seem to remember raiding other players for planets, then using
the planets to build fighters and cruisers. Since it typically updated at
midnight, one trick was to make a move just before midnight, then dial in
again just after midnight and move again, before the other players react.

--
"That star - well, planet, really. Venus. Reminds me of you."
"Oh. Hot, poisonous, and deadly? *chuckle* You're sweet."

# 2540. Re: Montezuma...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-26 09:33:50 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <9ikkav4tiq925muvaj8o0h1b1s6bohkho6@4ax.com>
Source record: 21903

On 25 Apr 2003 09:04:30 -0700, rtdos@hotmail.com (rtdos) wrote:

>> <jindroush@nospam.seznam.nospam.cz> wrote:
>>
>> >If so, can you send me version 3)?
>> >
>> >thanks,

Me
>>
>> And can you pass that along the lines ;-)

>if possible, would you send me all 3 versions ?

Bah, I get to do all the hard work ;-)
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's removed already.

# 2541. Re: Commodore International is Alive Again!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-26 11:42:05 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.LNX.4.44.0304260440540.31046-100000@lab.oregonvos.net>
Source record: 21904
Cross-posted to: comp.ai.philosophy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.msx

```
On Sat, 26 Apr 2003, Sam Gillett wrote:
|>On Wed, 23 Apr 2003, wildstar128 wrote:
|>|Why do you cross post this to comp.ai.philosophy ???? I understand
|>|that you need to make a brilliant approach to bringing this into the
|>|theme of artificial intellegence. :-)
|>
|>Have I passed the Turing Test yet?
|
|No, but you have passed the Dilbert test. ;-) You are qualified to
|become a supervisor. Keep in mind that you will *never* be qualified to
|become an engineer.

Which reminds me, how many software programmers DOES it take to change
a lightbulb?
```

# 2542. Re: interfacing standard atari joysticks to pc game port ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-26 15:20:50 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b8e84i$e4g$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 21905

Hi,

> I've heard about a little app that let you plug the atari joy into the
> serial-9pin on PC.... JOYPC or something like that.... It was supposed to
> work with emulators but also with PC games... although I couldn't download
> it from the link... maybe somebody know about it....

Don't. The serial port carries +12V and it is likely that you grill the chips
in the PC if you shorten two wires at the serial port by connecting it
with the joystick. The pinout is really quite a lot different, and not
suitable to connect it to digital joysticks.

So long,
Thomas

## 2543. Re: A rare opportunity(?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-26 15:28:04 UTC
From: Phillip Saunders <PSAUNDERS3@triad.rr.com>
Message-ID: <8Axqa.36529$RE3.3235659@twister.southeast.rr.com>
Source record: 21906

I have an interested party who is willing to come after everything At this point, even though he hasn't offered cash, and one other did offer $150, and a couple offered to pay shipping, his is the most attractive because of no more handling, etc. If it falls through, I'll repost the offer.

# 2544. Atari 8bit Symbol ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-26 16:17:34 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <b8eber$90jmv$1@ID-112582.news.dfncis.de>
Source record: 21907

Howdy *.*!

The Falcon/ST series are often associated with a bee, because of the
waiting mouse cursor of TOS/GEM.

I've thought about an icon which is typical for the 8-bit, but I think
there is no symbol short and concise just like the bee. Isn't it?

--
\thomsen
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

# 2545. Re: interfacing standard atari joysticks to pc game port ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-26 16:53:16 UTC
From: Greg Menke <gregm-news@toadmail.com>
Message-ID: <m34r4ltd37.fsf@europa.pienet>
Source record: 21908

Thomas Richter <thor@cleopatra.math.tu-berlin.de> writes:

> Hi,
>
> > I've heard about a little app that let you plug the atari joy into the
> > serial-9pin on PC.... JOYPC or something like that.... It was supposed to
> > work with emulators but also with PC games... although I couldn't download
> > it from the link... maybe somebody know about it....
>
> Don't. The serial port carries +12V and it is likely that you grill the chips
> in the PC if you shorten two wires at the serial port by connecting it
> with the joystick. The pinout is really quite a lot different, and not
> suitable to connect it to digital joysticks.
>

While its true the pinouts are very different and a one to one
connection won't achieve much, there is little danger of a short
damaging anything because the +/- 12v (which can legitimately range
from 5 to 15 volts or so) is current limited to a few 10s of
milliamps.

Unless I'm missing something, there isn't a simple interconnect that
will suffice for the interface. I imagine the various control lines
being driven to either polarity can be detected on the PC's uart, but
the interface circuit will probably involve a few parts.

Gregm

# 2546. Re: NTSC or PAL

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-26 17:03:11 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3eaaba25.8066337@news>
Source record: 21909

"Vincen Fast" <grampta@yahoo.com>:
>Hi there
>
>I guess the Atari games are independent from those systens NTSC or PAL which
>implies (to me) that games are not written to NTSC or PAL... Am I wrong? I
>used to think that NTSC or PAL is an external feature of the Atari system...
>again... Am I wrong? I'm not sure now... thanks for your answers..

The problem can be that a PAL system has (IIRC), slightly longer VBI. So a
game that uses these extra cycles will work on a PAL machine but will cause
vertical rolling on a NTSC 8-bit. Also, the PAL system can display a few
more lines on the screen without causing rolling.

---
Shawn Jefferson
(fix reply to for email)

# 2547. eBay Atari auctions - new/reminder

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-26 19:20:53 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1051384183.6021.0@despina.uk.clara.net>
Source record: 21910

Hello All,

Just a reminder that I have auctions running with less than 24 hours to go on a copy of the book: 'Advanced Programming Techniques for your Atari Including Graphics & voice programs', by Linda M. Schreiber. Published in 1983 by Tab Books, Inc. 207 pages. ISBN: 0-8306-1545-8, and also a very rare copy of issue 1 (from 1984) of 'User Guide to Microcomputer Software - Software Index'. This was a general 80's UK magazine, which was actually a monthly software listings and review magazine, which covered all the popular micros of the day, including the Atari 8-bit. Well worth a look.

I also have some Atari disk-based software on there with starting bids of just GBP0.99 with no reserve!

The link is below (this will split on to two lines, so please copy both lines into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangarraghty

Dean Garraghty

# 2548. Re: Commodore International is Alive Again!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-26 20:27:34 UTC
From: erayo@bilkent.edu.tr
Message-ID: <fa69ae35.0304261227.126dcf01@posting.google.com>
Source record: 21911
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.msx

Matthew Montchalin <mmontcha@OregonVOS.net> wrote in message
news:<Pine.LNX.4.44.0304260440540.31046-100000@lab.oregonvos.net>...
> |
> |No, but you have passed the Dilbert test. ;-) You are qualified to
> |become a supervisor. Keep in mind that you will *never* be qualified to
> |become an engineer.
>
> Which reminds me, how many software programmers DOES it take to change
> a lightbulb?

If they are using a PDL such as UML, it will take about 20.

# 2549. Re: Atari 800 Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-26 22:35:57 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3EAB255F.B3AEE347@ev1.net>
Source record: 21912

```
> "Scott" <scottlit@cableone.net> wrote in message
> news:vak1im5p7b5nc4@corp.supernews.com...
> > Does anybody know the power supply requirements for the original Atari
> > 800? I have one (Atari 800, not the power supply) at my Dad's house,
> > but can't find the power adapter for it, and I need to know what the
> > voltage / current / polarity output of the power adapter is so I can
> > provide a suitable replacement. Any help would be greatly appreciated.
> >
> Mo wrote:
>
> 9volt AC, look at the FAQ for this group, you may have to google search it-
> I don't have the link.
>
Another good thing about the FAQ...it lists *all* the power supplies
rom Atari that can be used with the Atari 800. Some supplies that
are used for other things and put out more amperage than the 800 needs...
can also be used with the 800.

You can find the FAQ at:

<http://www.faqs.org/faqs/atari-8-bit/faq/>

--
+---------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+---------------------------------------------------------------+
```

# 2550. Re: Commodore International is Alive Again!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-26 22:36:51 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3EAB2595.FCB9673B@ev1.net>
Source record: 21913
Cross-posted to: comp.ai.philosophy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.msx

```
Matthew Montchalin wrote:
>
> On Sat, 26 Apr 2003, Sam Gillett wrote:
> |>On Wed, 23 Apr 2003, wildstar128 wrote:
> |>|Why do you cross post this to comp.ai.philosophy ???? I understand
> |>|that you need to make a brilliant approach to bringing this into the
> |>|theme of artificial intellegence. :-)
> |>
> |>Have I passed the Turing Test yet?
> |
> |No, but you have passed the Dilbert test. ;-) You are qualified to
> |become a supervisor. Keep in mind that you will *never* be qualified to
> |become an engineer.
>
> Which reminds me, how many software programmers DOES it take to change
> a lightbulb?
>
None, of course...that's a hardware problem.

--
+-----------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+-----------------------------------------------------------------+
```

# 2551. Re: SWP ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-26 23:38:31 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <ffScnWid4ozjhTajXTWcpQ@comcast.com>
Source record: 21914

It was the other reason for it's existence but you could also add what
they called a Co-Processor 86 and add MsDos capablebity to it also. If I had
some CP/M disks I would certainly try them but alas I don't. After
re-reading the manual it seems you only need the disks that came with it to
access the CP/M functions. It seems the ability to add PC drives (for use as
Atari8 disk drives ) is built into it and there are jumper settings to
configure these. I want the disks because that what came with these units
(heck--I want that Co-Processor 86 thingy too !! ).
Anyone out there who is familiar with these units and can tell me if I got
this right is gonna get in my Atari8 gratitude Hall of Fame. Mike.

"Mo" <momo@atariland.com> wrote in message
news:M0oqa.17684$DX.957119@twister.austin.rr.com...
> I thought that unit added CPM expandablility, not PC (msdos). I would try
> booting with a CPM bootdisk probably ver. 2 or so and see what happens.
> Mo
>
> "Michael Duffy" <mqduffy@comcast.net> wrote in message
> news:9LqcnZV9t4y4dzSjXTWcoA@comcast.com...
> > I have the manual and will go though it and see if I can figure out what
> > disks I need. I have some PC 5.25 floppy drives and would like to try
and
> > hook them up. I mean that was one of the things it was built for. At
this
> > point I don't know disks I need. Mike
> >
> >
> > "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> > news:pslqa.42192$4P1.3854780@newsread2.prod.itd.earthlink.net...
> > > Hi Mike;
> > >
> > > I have a couple I got used with no docs; they booted to something like
a
> > Dos
> > > prompt last time I tried and I never had any commands accepted and
> > > recognized. Can they be duped with a simple sector copier? Seems like
I
> > was
> > > unsuccessful when I tried...
> > >
> > > --
> > > Ron
> > >
> > > http://www.atariland.com/members/oldatarian

> > > and mirror
> > > http://www.powow.com/oldatarian
> > > "Michael Duffy" <mqduffy@comcast.net> wrote in message
> > > > I looking for system disks (or any disks that came with the SWP
> > ATR8000).
> > > > The ones I got are all bad. I'll pay for shipping,supply the disks
or
> > > trade
> > > > stuff. Mike.
> > > > --
> > > > Michael Duffy
> > > > mqduffy@comcast.net
> > > >
> > >
> > >
> >
> >
>
>

# 2552. Re: New uploads...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-26 23:42:13 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <hTednXY4FePBhDajXTWcoA@comcast.com>
Source record: 21915

I'll second that motion. Where are they? Mike.

"Vincen Fast" <grampta@yahoo.com> wrote in message
news:b8dahg$88q83$2@ID-191899.news.dfncis.de...
> Where, please?
>
>
> TXG <txg01@xs4all.nl> escribi&#65533; en el mensaje de noticias
> 3e25c658$0$49101$e4fe514c@news.xs4all.nl...
> > Hi,
> >
> > Just got some new uploads, keep uploading people....
> >
> > Directory:
> >
> > [Field Service] Manual
> >
> > 800XL_highres.pdf SAMS
manual
> > 5200_2-port_switchbox_guide.pdf
> > 5200_owners_manual.pdf
> > atr8000.pdf SWAP
> > ATR8000 manual
> > rambo_manual.pdf ICD Rambo
> > 256Kb
> >
> > TXG/MNX
> >
> >
>
>
>
>

# 2553. Re: SWP ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-26 23:46:00 UTC
From: Pairman <pairman@nojunk.hotmail.com>
Message-ID: <YSEqa.109740$dh1.2707295@news0.telusplanet.net>
Source record: 21916

The ATR has a build in Z80 processor to run CP/M. But if you wanted MSDOS to run you would have to order (back then) a intel 8080 CPU that plugged in with the Z80. You could run most MSDOS stuff. But when it came to graphics like CGA forget it. It was a completely text mode version of msdos you would run. The cool then too what you can do with the ATR is hook up a dumb terminal to it and put your bootable CP/M disc in. there were some jumpers inside you would have to change for that to work and you had to have PC floppies installed and not use the 1050 disc drive as the boot.

"Mo" <momo@atariland.com> wrote in message
news:M0oqa.17684$DX.957119@twister.austin.rr.com...
> I thought that unit added CPM expandablility, not PC (msdos). I would try
> booting with a CPM bootdisk probably ver. 2 or so and see what happens.
> Mo
>
> "Michael Duffy" <mqduffy@comcast.net> wrote in message
> news:9LqcnZV9t4y4dzSjXTWcoA@comcast.com...
> > I have the manual and will go though it and see if I can figure out what
> > disks I need. I have some PC 5.25 floppy drives and would like to try
and
> > hook them up. I mean that was one of the things it was built for. At
this
> > point I don't know disks I need. Mike
> >
> >
> > "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> > news:pslqa.42192$4P1.3854780@newsread2.prod.itd.earthlink.net...
> > > Hi Mike;
> > >
> > > I have a couple I got used with no docs; they booted to something like
a
> > Dos
> > > prompt last time I tried and I never had any commands accepted and
> > > recognized. Can they be duped with a simple sector copier? Seems like
I
> > was
> > > unsuccessful when I tried...
> > >
> > > --
> > > Ron
> > >
> > > http://www.atariland.com/members/oldatarian
> > > and mirror
> > > http://www.powow.com/oldatarian

> > > "Michael Duffy" <mqduffy@comcast.net> wrote in message
> > > > I looking for system disks (or any disks that came with the SWP
> > ATR8000).
> > > > The ones I got are all bad. I'll pay for shipping,supply the disks
or
> > > trade
> > > > stuff. Mike.
> > > > --
> > > > Michael Duffy
> > > > mqduffy@comcast.net
> > > >
> > >
> > >
> >
> >
>
>

# 2554. Re: Commodore International is Alive Again!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-27 01:01:48 UTC
From: big-go@dplanet.ch
Message-ID: <1fu2090.yhnrpccwfgf2N%big-go@dplanet.ch>
Source record: 21917
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.msx

Marc Walters <ddmw@hunterlink.net.au> wrote:

> BTW, ANY Flash animation is put in the shade by George Lucas' "Star
> Wars - Episode 4" recreated as an ASCII animation in a Java Applet::
> http://www.asciimation.co.nz/

Still better, telnet towel.blinkenlights.nl - pure ASCII, no Java trash
required.

--
||_ (o) __ __ __ | Biggo. <mailto:big-go@dplanet.ch>
|'o\| |/o \/o \/o \ | On The aaria: http://OnTheaaria.webhop.org
|._/|_|__/__/__/ | * An out of control ego will sometimes get in the
/_/ /_/ | way of your success. (Todd H.)

# 2555. Re: Commodore International is Alive Again!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-27 02:49:50 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.LNX.4.44.0304261949100.30761-100000@lab.oregonvos.net>
Source record: 21918
Cross-posted to: comp.ai.philosophy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.msx

```
Charles Richmond wrote:
|Matthew Montchalin wrote:
|>
|> On Sat, 26 Apr 2003, Sam Gillett wrote:
|> |>On Wed, 23 Apr 2003, wildstar128 wrote:
|> |>|Why do you cross post this to comp.ai.philosophy ???? I understand
|> |>|that you need to make a brilliant approach to bringing this into the
|> |>|theme of artificial intellegence. :-)
|> |>
|> |>Have I passed the Turing Test yet?
|> |
|> |No, but you have passed the Dilbert test. ;-) You are qualified to
|> |become a supervisor. Keep in mind that you will *never* be qualified to
|> |become an engineer.
|>
|> Which reminds me, how many software programmers DOES it take to change
|> a lightbulb?
|
|None, of course...that's a hardware problem.

Then I am in the better position to reflect upon its impossibility.
```

# 2556. RE: Racing Cars for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-27 04:15:05 UTC
From: Vincen Fast <grampta@yahoo.com>
Message-ID: <b8h064$9sq64$1@ID-191899.news.dfncis.de>
Source record: 21925

```
Isn't "The Great American Cross Country Road Race" pretty much the same
concept as the Activision's "ENDURO" game on the 2600...? that was the best
car game I've ever play (even in PC)...
```

Mopar Man <nospam@nowhere.com> escribi&#65533; en el mensaje de noticias
k5n75vgnb5ugmiqqahg61svcdbs4i9ks5e@4ax.com...
> On Wed, 19 Feb 2003 18:15:20 GMT, Mike Stepansky
> <design3d@2-scale.com> wrote:
>
> >Let's review some of the racing car games for the Atari 8-bit computers.
> >
> >Pole Position
> >Pole Position II (with Designer to design roads)
> >Speedway Blast (ala Rally-X in arcade; top view)
> >Speedway Rally (nice top view, multi-directional scrolling graphics)
> >Pitstop II (split screens, from EPYX)
> >Stealth/Landscape (? 3D futuristic carplane to collect the electrical
hums on road,
> >shoot down the dark tower at the end)
> >Ion Roadway (from APX software)
> >Getaway! (you are thief to collect money, to avoid police chase; top
view
> >scrolling)
> >ElectraGlide (from U.K.)
> >
> >Any other ones that is not listed above?
> >
> >mike
>
> The Great American Cross Country Road Race. Pretty awesome game for
> the time. Would change from night to day, you could blow up your
> engine.

# 2557. RE: Racing Cars for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-27 04:20:55 UTC
From: Vincen Fast <grampta@yahoo.com>
Message-ID: <b8h066$9sq64$2@ID-191899.news.dfncis.de>
Source record: 21926

```
Yes, Rally speedway.... a lot of fun... when you crash and the little man
get on fire (Do you remember?)
```

eric <eric@replyhere.net> escribi&#65533; en el mensaje de noticias
3e640c6f.1240053@207.106.92.52...
> On 26 Feb 2003 10:49:30 -0800, nir@minicom.com (Nir) wrote:
>
> Someone mentioned a Super Sprint style game. Its called On-Track and
> it was by Gamestar. There was also a games called Auto Duel by Origin
> Systems but that was an RPG.
>
> I beleive the game you list as Speedway Rally was actually called
> Rally Speedway. Can anyone verify this?
>
> >Here is my list of racing games / car games on atari...
> >
> >Pole Position
> >Pole Position II (with Designer to design roads)
> >Speedway Blast (ala Rally-X in arcade; top view)
> >Speedway Rally (nice top view, multi-directional scrolling graphics)
> >PitStop (Epyx)
> >Pitstop II (split screens, from EPYX)
> >Ion Roadway (from APX software)
> >Getaway! (you are thief to collect money, to avoid police chase; top
> >view scrolling)
> >ElectraGlide (English Software)
> >Great American Cross race
> >Racing Destruction Set
> >Death Race
> >Speed King -
> >Speed Ace - Zeppelin Game (MotorBike Racing)
> >Talladega
> >The Last V8 (mastertronic)
> >SpeedRun (Red Rat)
> >James Bond 007
> >hazard run
> >milk race (bike racing simulation)
> >Kick Start (motorbyke racing game)
> >Motor Cross
> >Spy Hunter (Sega)
> >FireChief (English Software) Drive Car to put down fire
> >Action Biker (Mastertronic) drive bike to collect items and complete
> >tasks

> >On Track
> >BMX Bike simulation (CodeMasters) Race your BMX bikes around tracks
> >GrandPrix Simulator (CodeMasters) lap car racing
> >California Run
> >Dearh Racer (toney coacher 1987)
>

# 2558. RE: Games we need on the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-27 04:24:38 UTC
From: Vincen Fast <grampta@yahoo.com>
Message-ID: <b8h068$9sq64$3@ID-191899.news.dfncis.de>
Source record: 21927

I have this "Hacker II" game... I got it with my Atari 800 and never could play... I didn't understand that game.... BTW... I'm curious now, someone can explain me how to play (ok, that's not fair... please let me know where I can find some infor about this game) thanks in advance...

machf <no_me_j.machf@terra.com.pe> escribi&#65533; en el mensaje de noticias 7v2h4vcaquon9s9vk7el1se1mk8lg3hsj6@4ax.com...
> On Mon, 10 Feb 2003 18:27:38 GMT, bill@newbreedsoftware.com (William Kendrick)
> wrote:
>
> >Richard Heldmann <sales@vulcantool.com> wrote:
> >> There was a game for the Commodore 64 that I believe was not released for
> >> the Atari 8 bit, it involved elevators, and I think it was called
> >> 'Impossible Mission'. I loved that game.
> >
> >*** "Deeeestroooy him, my ro-buts!" ***
> >
> >:^)
> >
> >My brother had that. It was a neat game. I doubt I'd enjoy it much
> >these days (I have a very low attention span; you should see me playing
> >2600 games; constantly popping carts in and out).
> >
> >
> >Impossible Mission /was/ made for the Atari 7800. (Did it speak?
> >I'm sure it did. It wouldn't be the same without it! :^) )
> >
> >Google found this nice photo:
> >
> > http://www.brooklynboysgames.com/7800/Impossible_Mission.jpg
> >
> >
> >It doesn't look like it was made for the Atari 8-bit [*], though. :^(
>
> Hmmm, now this reminds me of another game: "Hacker II: The Doomsday Papers".
> Or how about Michael Crichton's (yes, *that* Michael Crichton!) "Amazon"?
> And let's not forget Dan Bunten's "Heart of Africa"...
>
> --
> _____ ____---____ Marco Antonio Checa Funcke
> _____D /-/---_----' Santiago de Surco, Lima, Peru

> _H__/_/ http://machf.tripod.com
>
|(
>
> remove the "no_me_j." and "sons.of." parts before replying

# 2559. Re: Atari Tax Rebate!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-27 05:18:55 UTC
From: bangbond@comcast.netHORMEL
Message-ID: <e92cnfe9G6Ci9TajXTWcqg@comcast.com>
Source record: 21919
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

In article <Pine.LNX.4.44.0304240339220.8628-100000@shell1.aracnet.com>,
Bravo Sierra Computers <atari@aracnet.com> wrote:
>Hello James, I'm sorry to see the Anonymous Terrorist is picking on you.
>I've been ignoring him. The best thing to do is ignore it. If everybody
>ignores the Troll, it will go away. It feeds on controversy and replies.
>Read the following and think of them as suggestions or rules.

Funny. I try to ignore the spammer, and it does not go away.

>3) The best thing to do is just ignore it and it will fade away.

Yet you still post....drats. So much for the vaunted Number 3 Solution.

--
0----------------------------------------------------------------------0
| http://www.unrealtournament2003.com | Have You Played Atari Today? |
0----------------------------------------------------------------------0

# 2560. Re: Galactic Empires

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-27 09:57:38 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <6a46c3d6de23387b3d58ce8d17056c67@TeraNews>
Source record: 21921

hehehehe... I remember that one.

I had this one guy that decided to call himself 'Mosquito' because every time he attacked me, he would take a little bit from me each time. Then I made a Total Defense Pact with the most powerful player and he pulled the 'midnight' stunt (if I remember right, you got something like four or five moves a day) which to his utter surprise ended in complete failure on his part.

Another stunt was food. If you could afford it, you would buy ALL the food on the market, driving the price up. Then sell it at the higher price, going back and forth throughout all your turns doing this. Most people became VERY rich and powerful this way.

I didn't know this was an ST thing though, all I knew is that I was calling a BBS which I honestly thought was an Apple. It just sort of had that feel... can't explain it.

"Andrew Huie" <andrewh@panix.com> wrote in message
news:b8djpi$kvm$1@panix1.panix.com...
> In article <3e8862ea$1_2@newsfeed>,
> Coach Gary <gary@tornadossoftball.com> wrote:
> >Anyone remember a bbs game for the atari called Galactic Empires ?
> >Anyone know if this game is still playable online anywhere or where i can
> >get a copy of it ?
> >
> >Thanks
> >
> >Gary
> >
> >
>
> I don't know of any BBS's that still have this, but wasn't it an Atari ST
> BBS game? I seem to remember raiding other players for planets, then
using
> the planets to build fighters and cruisers. Since it typically updated at
> midnight, one trick was to make a move just before midnight, then dial in
> again just after midnight and move again, before the other players react.
>
> --
> "That star - well, planet, really. Venus. Reminds me of you."
> "Oh. Hot, poisonous, and deadly? *chuckle* You're sweet."

# 2561. FA: FORT APOKALYPSE +++

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-27 09:58:06 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3EABA9AE.7080701@t-online.de>
Source record: 21920

Hello,

for those who might be interested in extremely rare games, please note

FA: FORT APOKALYPSE (Atari 400/800):

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3528&item=3019946254

FA: JAWBREAKER (Atari 400/800)

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3528&item=3019942700

FA: WORM WAR I (Atari 400/800):

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3528&item=3019941931

FA: CASTLE HASSLE (Atari 400/800)

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3528&item=3019944100

These auctions end today!

Thanks for your attention,

Andre

# 2562. S.N.A.C.C. - Southern Nevada Atari Computer Club

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-27 09:59:08 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <11578cc01930691f684adfbd39e21c00@TeraNews>
Source record: 21922

Are there any former members of the Southern Nevada Atari Computer Club
here?

## 2563. Announcement: cc65 v2.9.1 released

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-27 10:24:23 UTC
From: uz@remove-to-reply.musoftware.de
Message-ID: <n4bg8b.5d7.ln@news.musoftware.de>
Source record: 21923
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

I'm proud to announce version 2.9.1 of CC65, a C crosscompiler /
crossassembler combo for 6502 systems.

CC65 has C and runtime library support for many of the old 6502 machines,
including

- The Commodore VIC20 (contributed by Steve Schmidtke
<steve_schmidtke@hotmail.com>).

- The Commodore C64 and C128.

- The Commodore C16, C116 and Plus/4.

- The CBM 510 (aka P500), a quite rare Commodore machine (programs
run in bank 0).

- The CBM 600/700 family (programs run in bank 1).

- Newer PET machines (not 2001)

- The Apple ][ (library support by Kevin Ruland <kevin@rodin.wustl.edu>)

- The Atari 8 bit machines (thanks to the Atari team: Christian Groessler
<cpg@aladdin.de>, Mark Keates <markk@dendrite.co.uk>, Freddy Offenga
<taf_offenga@yahoo.com> and David Lloyd, <dmlloyd@atari-central.com>).

- GEOS for the C64 and C128 (GEOSLib by Maciej Witkowiak <ytm@elysium.pl>)

- The Oric Atmos (this one is BETA!).

The libraries are fairly portable, so creating a version for other 6502s
shouldn't be too much work.

This release contains bug fixes (see http://www.cc65.org/bugs.php for a list
of bugs that are fixed in this release), plus the following small additions:

* As a contribution to the Contiki project, the _heapmemavail and
_heapmaxavail functions have been added from the head branch.

* The BETA library for the Oric Atmos has been added from the head branch,
so I can get some more feedback.

There is still no support for the following features:

* Floats and bit fields.

* stdio file routines on some systems.

* The 80 column mode on the C128 is not supported by the conio library (this will come with the next major release, thanks to the initial work of MagerValp <MagerValp@cling.gu.se>).

Available packages:

As usual I will provide the complete sources and several binary packages, including RPMs for RedHat Linux. Linux is the primary development platform, so the sources do compile out of the box on Linux machines.

Please note that there are separate RPMs for the compiler proper and the target specific libraries. To develop for one of the predefined target systems you need the compiler RPM package *and* one of the target machine packages.

Binaries for DOS and and Windows will follow or may already be available at the time you read this. OS/2 packages will again be available, but since there are almost no downloads for OS/2, so the host platform may get dropped in the near future (again). As with the RPM packages, you need the package for the development system (Windows, etc.) *and* one or more of the target machine packages.

Download:

For more information and a download link, please visit the cc65 web page at

http://www.cc65.org/

Mailing list:

There is a mailing list for discussing cc65 related issues (programming, suggestions, bugs, ...). See

http://www.cc65.org/#List

for information on how to subscribe to this list.

---

Thanks to all who sent feedback and suggestions, and of course to anyone who helped developing cc65!

--
Ullrich von Bassewitz uz@remove-to-reply.musoftware.de
12:22pm up 80 days, 19:14, 65 users, load average: 0.32, 0.21, 0.28

# 2564. Re: New uploads...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-27 10:58:38 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <vanduubkbbj108@corp.supernews.com>
Source record: 21924

At this FTP site..

ftp://atari.xs4all.nl

Password and username may be needed I use FTP Leech to get there.
RoyE

"Vincen Fast" <grampta@yahoo.com> wrote in message
news:b8dahg$88q83$2@ID-191899.news.dfncis.de...
> Where, please?
>
>
> TXG <txg01@xs4all.nl> escribii¿½ en el mensaje de noticias
> 3e25c658$0$49101$e4fe514c@news.xs4all.nl...
> > Hi,
> >
> > Just got some new uploads, keep uploading people....
> >
> > Directory:
> >
> > [Field Service] Manual
> >
> > 800XL_highres.pdf SAMS
manual
> > 5200_2-port_switchbox_guide.pdf
> > 5200_owners_manual.pdf
> > atr8000.pdf SWAP
> > ATR8000 manual
> > rambo_manual.pdf ICD Rambo
> > 256Kb
> >
> > TXG/MNX
> >
> >
>
>
>
>

# 2565. RE: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-27 17:14:30 UTC
From: Vincen Fast <grampta@yahoo.com>
Message-ID: <b8h9bf$8ooo3$1@ID-191899.news.dfncis.de>
Source record: 21929

I've nevr seen that game. Is the A8 "Star Riders" the same as the 2600???
Where can I find an ATR??

VF

Vidar Olavesen <hawk@nmi.no> escribi&#65533; en el mensaje de noticias
QFa8a.33356$Rc7.469313@news2.e.nsc.no...
> "SteveV4V" <stevev4v1@attbi.com> skrev i melding
> news:Kqa8a.277494$SD6.14427@sccrnsc03...
> > Just curious what your favorite game for the Atari8 is? I think my
> favorite
> > was/is Star Raiders, in fact it's what made me buy an Atari 400 in the
> first
> > place. The first time I saw it I was totally blown away.
>
> Yes, Star Raiders was the game that hooked me on the Atari's too. All
people
> here in Norway bought C64's and I had to get the Atari instead. Also
others
> that I think is worth mentioning is Rescue on Fractalus, Ballblazer,
Bounty
> Bob (and Miner 2049'er), Dropzone, IK and actually it's too many to be
> listed. But, Star Raiders is probably number 1 still.
>
> Take Atarian care
>
>

# 2566. RE: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-27 17:23:14 UTC
From: Vincen Fast <grampta@yahoo.com>
Message-ID: <b8h9bh$8ooo3$2@ID-191899.news.dfncis.de>
Source record: 21930

```
Boulder Dash is my favorite and family's favorite too....
I like also Spelunker and the ACCRR... and Karate Championship (from Epyx I
guess)
```

Matthias Reichl <usenet-20030303@hias.horus.com> escribi&#65533; en el mensaje de
noticias slrnb66mj8.1di.usenet-20030303@camel.hias.horus.com...
> On Sat, 01 Mar 2003 22:24:42 GMT, SteveV4V wrote:
> > Just curious what your favorite game for the Atari8 is?
>
> Boulder Dash, especially the Boulder Dash Construction Kit. Back in
> the late 80s a friend of mine and I spent lots of time playing
> and building levels. Even nowadays we regularly play our old levels!
>
> There are at least some 10 or 15 other games I like very much
> (eg Ballblazer, Master of the Lamps, Schreckenstein, Quest for Tires,
> Miner 2049er, Aztec Challenge), but they all can't beat BDCK :-)
>
> so long,
>
> Hias

# 2567. RE: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-27 17:25:06 UTC
From: Vincen Fast <grampta@yahoo.com>
Message-ID: <b8h9bj$8ooo3$3@ID-191899.news.dfncis.de>
Source record: 21931

I enjoyed Mr. Doo..... when I was a little younger... nice game

Mister Bumpy73 <misterbumpy73@wmconnect.com> escribi&#65533; en el mensaje de noticias 20030312050559.06064.00000146@mb-cd.wmconnect.com...
> Mmm... Star Raiders, Drol, Mr. Do!, M.U.L.E. and of course Rescue on Fractalus!
>
> Anyone know where I can get these (NTSC versions)? My 800XL is getting lonely
> and needs a little excercise!

## 2568. J H Palevich Game 'Shoot'

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-27 18:23:32 UTC
From: rolaid@satx.rr.com
Message-ID: <3eac1f82.8591108@news-server.satx.rr.com>
Source record: 21928

Hi All:

I'm looking for the game code for Shoot. The code was published in Analog or Antic, I'm not sure. The original ver was, I believe for Rom rev A. All the usual searches on google etc with the authors name and game title haven't come up with it so far. I have the exe and can run it on my pc but I would love to see it again on my 800.

Thanks

# 2569. Re: Atari 8bit Symbol ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-27 19:51:18 UTC
From: Fox-1
Message-ID: <b8hcbp$8d3$1@news3.tilbu1.nb.home.nl>
Source record: 21932

> I've thought about an icon which is typical for the 8-bit, but I think
> there is no symbol short and concise just like the bee. Isn't it?

What about a 'fuji' symbol :-))

--

Grtx, Sysop Fox-1 / MNX http://www.fox-1.nl
mnx_at_fox-1_dot_nl
Remember what the Dormouse said...

## 2570. MicroFlyte joystick driver?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-27 22:34:59 UTC
From: jerry_glenwright@hotmail.com
Message-ID: <2be33b6b.0304271434.5463843c@posting.google.com>
Source record: 21933

I've just acquired a Microcube MicroFlyte analog joystick but without the driver software for Flight Simulator II -- does anyone have the driver for this stick?

Thanks, Jerry

# 2571. Re: SWP ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-27 23:15:52 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <IwZqa.43008$ey1.4004402@newsread1.prod.itd.earthlink.net>
Source record: 21934

The ATR8K is a complete hardware device containing a disk controller
interface; no special software is needed to use generic PC floppy drives on
the Atari.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Michael Duffy" <mqduffy@comcast.net> wrote in message
> I have the manual and will go though it and see if I can figure out what
> disks I need. I have some PC 5.25 floppy drives and would like to try and
> hook them up. I mean that was one of the things it was built for. At this
> point I don't know disks I need. Mike
>

# 2572. Re: Games we need on the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-27 23:22:27 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <TCZqa.43019$ey1.4003552@newsread1.prod.itd.earthlink.net>
Source record: 21935

IIRC the Hacker premise was you just connected via modem to a remote system
and you must discern commands and enter passwords, etc. to gain entry and
navigate around. Not sure if you need to crash it.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Vincen Fast" <grampta@yahoo.com> wrote in message
> I have this "Hacker II" game... I got it with my Atari 800 and never could
> play... I didn't understand that game.... BTW... I'm curious now, someone
> can explain me how to play (ok, that's not fair... please let me know
where
> I can find some infor about this game) thanks in advance...
>

# 2573. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-28 00:38:03 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <wQOdnWQwqa1u6jGjXTWcow@comcast.com>
Source record: 21936

```
Mr.Do is still my favorite game and I'm old.
```

"Vincen Fast" <grampta@yahoo.com> wrote in message
news:b8h9bj$8ooo3$3@ID-191899.news.dfncis.de...
> I enjoyed Mr. Doo..... when I was a little younger... nice game
>
>
> Mister Bumpy73 <misterbumpy73@wmconnect.com> escribi&#65533; en el mensaje de
> noticias 20030312050559.06064.00000146@mb-cd.wmconnect.com...
> > Mmm... Star Raiders, Drol, Mr. Do!, M.U.L.E. and of course Rescue on
> Fractalus!
> >
> > Anyone know where I can get these (NTSC versions)? My 800XL is getting
> lonely
> > and needs a little excercise!
>
>

# 2574. Re: SWP ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-28 00:40:07 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <3pWcncdPBPDy5TGjXTWcpA@comcast.com>
Source record: 21937

Thats what I figured out from re-reading the manual but thanks for the confirmation. Mike

"Ron Hamilton" <oldatarian@atariland.com> wrote in message news:IwZqa.43008$ey1.4004402@newsread1.prod.itd.earthlink.net...
> The ATR8K is a complete hardware device containing a disk controller
> interface; no special software is needed to use generic PC floppy drives on
> the Atari.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "Michael Duffy" <mqduffy@comcast.net> wrote in message
> > I have the manual and will go though it and see if I can figure out what
> > disks I need. I have some PC 5.25 floppy drives and would like to try and
> > hook them up. I mean that was one of the things it was built for. At this
> > point I don't know disks I need. Mike
> >
>
>
>

# 2575. Re: New uploads...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-28 00:43:53 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <aoKdnfIwgcHN5DGjXTWcoQ@comcast.com>
Source record: 21938

```
I tried but couldn't get on. \
```

"RoyE" <r-dean@charter.net> wrote in message
news:vanduubkbbj108@corp.supernews.com...
> At this FTP site..
>
> ftp://atari.xs4all.nl
>
> Password and username may be needed I use FTP Leech to get there.
> RoyE
>
>
> "Vincen Fast" <grampta@yahoo.com> wrote in message
> news:b8dahg$88q83$2@ID-191899.news.dfncis.de...
> > Where, please?
> >
> >
> > TXG <txg01@xs4all.nl> escribi&#65533; en el mensaje de noticias
> > 3e25c658$0$49101$e4fe514c@news.xs4all.nl...
> > > Hi,
> > >
> > > Just got some new uploads, keep uploading people....
> > >
> > > Directory:
> > >
> > > [Field Service] Manual
> > >
> > > 800XL_highres.pdf SAMS
> manual
> > > 5200_2-port_switchbox_guide.pdf
> > > 5200_owners_manual.pdf
> > > atr8000.pdf
SWAP
> > > ATR8000 manual
> > > rambo_manual.pdf ICD
Rambo
> > > 256Kb
> > >
> > > TXG/MNX
> > >
> > >
> >
> >

> >
> >
>

## 2576. Re: New uploads...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-28 01:04:16 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <vaovjl4ul3bh0a@corp.supernews.com>
Source record: 21939

ftp://atari.xs4all.nl

username: atari8
password: atari4ever
port: 21
Good luck
RoyE

"Michael Duffy" <mqduffy@comcast.net> wrote in message
news:aoKdnfIwgcHN5DGjXTWcoQ@comcast.com...
> I tried but couldn't get on. \
>
>
> "RoyE" <r-dean@charter.net> wrote in message
> news:vanduubkbbj108@corp.supernews.com...
> > At this FTP site..
> >
> > ftp://atari.xs4all.nl
> >
> > Password and username may be needed I use FTP Leech to get there.
> > RoyE
> >
> >
> > "Vincen Fast" <grampta@yahoo.com> wrote in message
> > news:b8dahg$88q83$2@ID-191899.news.dfncis.de...
> > > Where, please?
> > >
> > >
> > > TXG <txg01@xs4all.nl> escribiï¿½ en el mensaje de noticias
> > > 3e25c658$0$49101$e4fe514c@news.xs4all.nl...
> > > > Hi,
> > > >
> > > > Just got some new uploads, keep uploading people....
> > > >
> > > > Directory:
> > > >
> > > > [Field Service] Manual
> > > >
> > > > 800XL_highres.pdf SAMS
> > manual
> > > > 5200_2-port_switchbox_guide.pdf
> > > > 5200_owners_manual.pdf
> > > > atr8000.pdf
> SWAP
> > > > ATR8000 manual

> > > > rambo_manual.pdf ICD
> Rambo
> > > > 256Kb
> > > >
> > > > TXG/MNX
> > > >
> > > >
> > >
> > >
> > >
> > >
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>
>

# 2577. Re: New uploads...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-28 02:12:55 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <bhicnYeu_4GtEzGjXTWcoQ@comcast.com>
Source record: 21940

```
Great that worked --Great stuff here--Thanks Mike
```

"RoyE" <r-dean@charter.net> wrote in message
news:vaovjl4ul3bh0a@corp.supernews.com...
> ftp://atari.xs4all.nl
>
> username: atari8
> password: atari4ever
> port: 21
> Good luck
> RoyE
>
> "Michael Duffy" <mqduffy@comcast.net> wrote in message
> news:aoKdnflwgcHN5DGjXTWcoQ@comcast.com...
> > I tried but couldn't get on. \
> >
> >
> > "RoyE" <r-dean@charter.net> wrote in message
> > news:vanduubkbbj108@corp.supernews.com...
> > > At this FTP site..
> > >
> > > ftp://atari.xs4all.nl
> > >
> > > Password and username may be needed I use FTP Leech to get there.
> > > RoyE
> > >
> > >
> > > "Vincen Fast" <grampta@yahoo.com> wrote in message
> > > news:b8dahg$88q83$2@ID-191899.news.dfncis.de...
> > > > Where, please?
> > > >
> > > >
> > > > TXG <txg01@xs4all.nl> escribi&#65533; en el mensaje de noticias
> > > > 3e25c658$0$49101$e4fe514c@news.xs4all.nl...
> > > > > Hi,
> > > > >
> > > > > Just got some new uploads, keep uploading people....
> > > > >
> > > > > Directory:
> > > > >
> > > > > [Field Service] Manual
> > > > >
> > > > > 800XL_highres.pdf SAMS

> > > manual
> > > > > 5200_2-port_switchbox_guide.pdf
> > > > > 5200_owners_manual.pdf
> > > > > atr8000.pdf
> > SWAP
> > > > > ATR8000 manual
> > > > > rambo_manual.pdf ICD
> > Rambo
> > > > > 256Kb
> > > > >
> > > > > TXG/MNX
> > > > >
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> > >
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>

# 2578. Re: Galaga for A8?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-28 02:18:23 UTC
From: bill@newbreedsoftware.com
Message-ID: <Pb0ra.9289$JX2.581319@typhoon.sonic.net>
Source record: 21941

Azrael <afn04314@afn.org> wrote:
>
> Why is it that Galaga, one of the most successful arcade games of all time, never had many home versions? I don't believe there was ever an official C-64 version either. What official home versions were there? I know there was a 7800 version and maybe an NES version but that's all I am aware of.

I did some preliminary work on graphics for an Atari 8-bit Galaga
(using my 'Super IRG' flickery mode).

http://www.newbreedsoftware.com/atari-galaga/

Perhaps I'll need to play with CC65 and see if it's a good environment for
me to code in (I'm getting rusty with Action!), and see if I can whip something
out. :^)

In the meantime, I encourage any other coders out here to take on the task.
It'd definitely be an excellent game to clone on the Atari 8-bit!!!

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 2579. Re: Help locating a game Space Shootem up

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-28 02:19:23 UTC
From: bill@newbreedsoftware.com
Message-ID: <Lc0ra.9290$JX2.581349@typhoon.sonic.net>
Source record: 21942

Tim <tjlazer@mail.com> wrote:
> I am also looking for a game for the Atari 800. It is a space shoot'em up
> kinda like Lifeforce. I can't remember much about it but it was a great
> game. You controlled a ship in different levels much like Lifeforce but the
> graphics were 8bit, must of been a cartridge game.

Two come to mind right away. Mirax Force and Zybex.

Mirax Force was a lot more like Uridium for the C=64.
Zybex was a lot more like Life Force, in my opinion.
(It wasn't ships you flew, though... it was little dudes with jetpacks)

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 2580. Re: NTSC or PAL

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-28 02:21:48 UTC
From: bill@newbreedsoftware.com
Message-ID: <0f0ra.9292$JX2.581371@typhoon.sonic.net>
Source record: 21943

Shawn Jefferson <shawnjefferson@shaw.caremovepls> wrote:
>
> The problem can be that a PAL system has (IIRC), slightly longer VBI. So a
> game that uses these extra cycles will work on a PAL machine but will cause
> vertical rolling on a NTSC 8-bit. Also, the PAL system can display a few
> more lines on the screen without causing rolling.

The timing in a lot of games and demos are a little too fast on NTSC
systems, too. (i.e., the music and motion is faster than it was designed
by the folks who were programming it on PAL Ataris)

Also, sometimes an NTSC Atari will crash when running a PAL program.
Again, this is typically due to the shorter VBI length...

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 2581. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-28 02:25:36 UTC
From: bill@newbreedsoftware.com
Message-ID: <Ai0ra.9294$JX2.581443@typhoon.sonic.net>
Source record: 21944

Vincen Fast <grampta@yahoo.com> wrote:
> I've nevr seen that game. Is the A8 "Star Riders" the same as the 2600???
> Where can I find an ATR??

Star Raiders was originally for the Atari 800, so the 2600 version that
came a few years later was a 'port', so to speak.

The graphics on the 8-bit version are WAY better than the 2600.
(Not too surprising :^) )

I honestly haven't touched 2600 Star Raiders since I played it as a kid,
about 20 years ago (holy crap!), so I can't really give a good comparison.

Just that I'm guessing the Atari 800 version is probably better in almost
all respects. ;^)

I'm sure you can find a cartridge of it somewhere for cheap.
I've somehow ended up with about 3 copies, myself.

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 2582. RE: Games we need on the ATARI 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-28 02:51:12 UTC
From: Vincen Fast <grampta@yahoo.com>
Message-ID: <b8i8k5$adped$1@ID-191899.news.dfncis.de>
Source record: 21946

I remember... you have to select a robot... and get a map (world map) something like this... the initial screen seem to be a terminal emulator but it runs without any action (I guess) the robot screen is a kind of test, you have to identify the robot parts... Are we talking about the same game??? I think it was made by activision...

Ron Hamilton <oldatarian@atariland.com> escribi&#65533; en el mensaje de noticias TCZqa.43019$ey1.4003552@newsread1.prod.itd.earthlink.net...
> IIRC the Hacker premise was you just connected via modem to a remote system
> and you must discern commands and enter passwords, etc. to gain entry and
> navigate around. Not sure if you need to crash it.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "Vincen Fast" <grampta@yahoo.com> wrote in message
> > I have this "Hacker II" game... I got it with my Atari 800 and never could
> > play... I didn't understand that game.... BTW... I'm curious now, someone
> > can explain me how to play (ok, that's not fair... please let me know
> where
> > I can find some infor about this game) thanks in advance...
> >
>
>
>

## 2583. Re: MicroFlyte joystick driver?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-28 03:35:55 UTC
From: Mo <momo@atariland.com>
Message-ID: <vk1ra.25525$ac.1426415@twister.austin.rr.com>
Source record: 21945

Uh, I've never seen one of these- but if it is as the name implies 'analog'
then it would stand to reason that it doesn't need a driver. I would think
an analog joystick would just be a pad of switches under the stick
mechanism.
Mo

"Jerry" <jerry_glenwright@hotmail.com> wrote in message
news:2be33b6b.0304271434.5463843c@posting.google.com...
> I've just acquired a Microcube MicroFlyte analog joystick but without
> the driver software for Flight Simulator II -- does anyone have the
> driver for this stick?
>
> Thanks, Jerry

# 2584. WANTED! 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-28 05:12:36 UTC
From: retrowatcher <stede.troisi@verizon.net>
Message-ID: <8L2ra.15800$xw4.6558@nwrdny01.gnilink.net>
Source record: 21797

Does anyone have any they want to sell. In good condition too!

Thanks,
retrowatcher

# 2585. Re: New uploads, Old games...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-28 07:15:49 UTC
From: Cruiser7 <Cruiser7@nospam.com>
Message-ID: <vapla2a23po2a1@corp.supernews.com>
Source record: 21798

Thank you, thank you, thank you! After more than five years of looking around on the net/WWW, I went to this site and FINALLY found an ATR version of a game I bought and played on my Atari 800XL waaay back in the day. The manual is probably packed away in storage somewhere, but it'll all come back to me.

Oh yeah... Thanks again!

Cruiser 7

RoyE wrote:
> ftp://atari.xs4all.nl
>
> username: atari8
> password: atari4ever
> port: 21
> Good luck
> RoyE
>
> "Michael Duffy" <mqduffy@comcast.net> wrote in message
> news:aoKdnfIwgcHN5DGjXTWcoQ@comcast.com...
>
>>I tried but couldn't get on. \
>>
>>
>>"RoyE" <r-dean@charter.net> wrote in message
>>news:vanduubkbbj108@corp.supernews.com...
>>
>>>At this FTP site..
>>>
>>>ftp://atari.xs4all.nl
>>>
>>>Password and username may be needed I use FTP Leech to get there.
>>>RoyE
>>>
>>>
>>>"Vincen Fast" <grampta@yahoo.com> wrote in message
>>>news:b8dahg$88q83$2@ID-191899.news.dfncis.de...
>>>
>>>>Where, please?
>>>>
>>>>
>>>>TXG <txg01@xs4all.nl> escribiï¿½ en el mensaje de noticias
>>>>3e25c658$0$49101$e4fe514c@news.xs4all.nl...
>>>>

>>>>>Hi,
>>>>>
>>>>>Just got some new uploads, keep uploading people....
>>>>>
>>>>>Directory:
>>>>>
>>>>>[Field Service] Manual
>>>>>
>>>>>800XL_highres.pdf SAMS
>>>
>>>manual
>>>
>>>>>5200_2-port_switchbox_guide.pdf
>>>>>5200_owners_manual.pdf
>>>>>atr8000.pdf
>>
>>SWAP
>>
>>>>>ATR8000 manual
>>>>>rambo_manual.pdf ICD
>>
>>Rambo
>>
>>>>>256Kb
>>>>>
>>>>>TXG/MNX
>>>>>
>>>>>
>>>>
>>>>
>>>>
>>>>
>>
>

# 2586. Re: MicroFlyte joystick driver?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-28 09:40:19 UTC
From: jerry_glenwright@hotmail.com
Message-ID: <2be33b6b.0304280140.50c2eeb7@posting.google.com>
Source record: 21799

"Mo" <momo@atariland.com> wrote in message
news:<vk1ra.25525$ac.1426415@twister.austin.rr.com>...
> Uh, I've never seen one of these- but if it is as the name implies 'analog'
> then it would stand to reason that it doesn't need a driver. I would think
> an analog joystick would just be a pad of switches under the stick
> mechanism.
> Mo

That's correct but... in order that Flight Simulator II (which is
expecting input from a digital stick) can support the MicroFlyte a
driver is installed first. I bought my stick on Ebay and there's no
driver.

The US company which built the stick, Microcube, advertised
extensively in Antic and Analog magazines (see
www.atarimagazines.com/v5n5/productreviews.html) and also built a
version for the ST (www.atarimagazines.com/v6n3/stproductnews.html).

Jerry

# 2587. Re: Montezuma...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-28 10:09:16 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3EACFDCC.D4920C4F@students.uni-mainz.de>
Source record: 21800

Well,
I merely have the tape version (and the un-official cart) of Montezuma.
I created a disk version of this tape with Howfen DOS. If you are
interested, send me an E-Mail and I will return the ATR image...
-Andreas.

P.S.: The official disk version(s) of Montezuma are extremely rare -
just ask Andre Sitz how long it took him to find the original disk
version. But the tape version (from Databyte) isn`t that rare...

Jindroush schrieb:
>
> Andreas Magenheimer wrote:
> > this is not only the ending of the cart version of Monty (which is
> > besides an un-official version!). It is the ending of the official 16k
> > version released by Datasoft (Disk), Databyte (Tape) and a few other
> > firms. Otherwise said: there are two version of Monty - a) the longer
> > one which features a man with a sombrero and many strange bugs
> > (filelength approx. 32-37kbytes), as well as a nice intro screen and
> > intro-music but no possible ending (one cannot deafeat the indian
> > montezuma). and b) the shorter one which features Panama Joe (wearing a
> > smaller cowboy hat), no intro screen, no intro-music, (almost) no bugs
> > and a filelength of approx. 16kbytes. This short version has an ending,
> > where you can collect many treasures (diamonds). Because of its filesize
> > it was an easy task to put this shorter version on a cartridge (but
> > official versions were only available on disk and tape)...
>
> So you are saying there are actually three versions?
>
> 1) Utopia's long version
> 2) Preliminary Monty 16k cartridge version (pirate)
> 3) Montezuma - 16k official release
>
> If so, can you send me version 3)?
>
> thanks,
> --
> Jindroush <jindroush@nospam.seznam.nospam.cz>
> http://jindroush.atari.org - Home of Atari Cartridge Dumping Project
> Remove both 'nospam's from the address to reply.

# 2588. Re: Montezuma...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-28 10:15:07 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3EACFF2B.BB9BDE9B@students.uni-mainz.de>
Source record: 21801

Well,
take a look at the Homepage of Homesoft. He has the big (32k-37k) and
the small (16k) file versions on his site. I merely have a backup of the
small 16k tape version on diskette (this is not a file, it is a special
Howfen-DOS bootdisk). I also have the un-official cart, but I don`t have
any tools to make a backup of this cart or to create a file version from
it... -Andreas.

rtdos schrieb:
>
> if possible, would you send me all 3 versions ?
>
> Paul Irvine <mclane.dellosYOURFINGER@btinternet.com> wrote in message
news:<l32havsaatfh0lq3jgc7tkaft47o4f9p4j@4ax.com>...
> > On Fri, 25 Apr 2003 02:26:02 +0200, Jindroush
> > <jindroush@nospam.seznam.nospam.cz> wrote:
> >
> > >If so, can you send me version 3)?
> > >
> > >thanks,
> >
> > And can you pass that along the lines ;-)

# 2589. Re: Action! documentation, tutorials, sample source code

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-28 10:18:35 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3EACFFFB.B0EA7138@students.uni-mainz.de>
Source record: 21802

Well,
my E-mail is included in all my postings,. but you can also read it
here:
magea000@students.uni-mainz.de (I don`t use spam blockers)...
Alternatively you can use: amp@abbuc.de (or was it AMP@ABBUC.DE ?)
-Andreas.

P.S.: magea is followed by three zeros, since we have some 40,000
students here in Mainz/Germany...

rtdos schrieb:
>
> what's your email address ?
>
> Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in message
news:<3EA82DF0.D6DD94CF@students.uni-mainz.de>...
> > Er well,
> > I have some Action tutorials in my collection, but alas they are all in
> > german language... But I also have lots of Action source codes...
> > E-Mail me, if you are interested... -andreas.
> >
> >
> >
> > Bill Cousert schrieb:
> > >
> > > Does anyone know if there is any documentation online, perhaps in PDF format
> > > for Action!? Also looking for tutorials and sample source code.
> > >
> > > Were there ever any third party books?
> > >
> > > --
> > >
> > > -Bill Cousert
> > > wrcousert@yahoo.com
> > >
> > > moderator of http://groups.yahoo.com/group/c-sharp-programming

# 2590. Re: Protracker info

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-28 10:21:23 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3EAD00A3.B25FCAE4@students.uni-mainz.de>
Source record: 21803

Er,
do you mean a) Protracker 1.5 by MadTeam ?? (this is a *.MOD editor and
player for Atari computer with 128k or more RAM); or do you mean b)
Multi-Pro-Tracker by Jaskier/Taquart ??? (a *.MPT sound-editor for 64k
Ataris); -Andreas.

mathu8559 schrieb:
>
> Hi All,
> Can somebody send me info on Protracker!!?
> I see on a lot of demo's it is used to make the music.
>
> Also does anybody know where I would get a monitor(computer) to
> scart(tv) cable for the XL/XE.

## 2591. Re: Galaga for A8?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-28 12:46:45 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <6j8qav8u3ksntprh1nti8pnbhvq7a1enri@4ax.com>
Source record: 21804

On Mon, 28 Apr 2003 02:18:23 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>In the meantime, I encourage any other coders out here to take on the task.
>It'd definitely be an excellent game to clone on the Atari 8-bit!!!
>
>-bill!

I think it's the multi-colour sprite issues which maybe causing the reluctance.

It's already quite a busy character screen..
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's removed already.

# 2592. Retro Review Issue 5

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-28 13:27:50 UTC
From: dirtyfly@amigazone.com
Message-ID: <96a185f7.0304280527.2303c52a@posting.google.com>
Source record: 21805

Hi all Retro Fans

Retro Review Magazine issue 5 is almost ready

check our site

http://www.retroreview.com

for more details, loads of atari this issue

# 2593. Re: New uploads, Old games...

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-28 16:36:21 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3ead590a$0$49103$e4fe514c@news.xs4all.nl>
Source record: 21806

Just remember to upload aswell.....

It's just the place to find the things you need... atleast I try....

TXG/MNX

"Cruiser7" <Cruiser7@nospam.com> wrote in message
news:vapla2a23po2a1@corp.supernews.com...
> Thank you, thank you, thank you! After more than five years of looking
> around on the net/WWW, I went to this site and FINALLY found an ATR
> version of a game I bought and played on my Atari 800XL waaay back in
> the day. The manual is probably packed away in storage somewhere, but
> it'll all come back to me.
>
> Oh yeah... Thanks again!
>
> Cruiser 7
>
> RoyE wrote:
> > ftp://atari.xs4all.nl
> >
> > username: atari8
> > password: atari4ever
> > port: 21
> > Good luck
> > RoyE
> >
> > "Michael Duffy" <mqduffy@comcast.net> wrote in message
> > news:aoKdnfIwgcHN5DGjXTWcoQ@comcast.com...
> >
> >>I tried but couldn't get on. \
> >>
> >>
> >>"RoyE" <r-dean@charter.net> wrote in message
> >>news:vanduubkbbj108@corp.supernews.com...
> >>
> >>>At this FTP site..
> >>>
> >>>ftp://atari.xs4all.nl
> >>>
> >>>Password and username may be needed I use FTP Leech to get there.
> >>>RoyE
> >>>
> >>>

> >>>"Vincen Fast" <grampta@yahoo.com> wrote in message
> >>>news:b8dahg$88q83$2@ID-191899.news.dfncis.de...
> >>>
> >>>>Where, please?
> >>>>
> >>>>
> >>>>TXG <txg01@xs4all.nl> escribi&#65533; en el mensaje de noticias
> >>>>3e25c658$0$49101$e4fe514c@news.xs4all.nl...
> >>>>
> >>>>>Hi,
> >>>>>
> >>>>>Just got some new uploads, keep uploading people....
> >>>>>
> >>>>>Directory:
> >>>>>
> >>>>>[Field Service] Manual
> >>>>>
> >>>>>800XL_highres.pdf SAMS
> >>>
> >>>manual
> >>>
> >>>>>5200_2-port_switchbox_guide.pdf
> >>>>>5200_owners_manual.pdf
> >>>>>atr8000.pdf
> >>
> >>SWAP
> >>
> >>>>>ATR8000 manual
> >>>>>rambo_manual.pdf ICD
> >>
> >>Rambo
> >>
> >>>>>256Kb
> >>>>>
> >>>>>TXG/MNX
> >>>>>
> >>>>>
> >>>>
> >>>>
> >>>>
> >>>>
> >>
> >
>

# 2594. Re: FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-28 18:59:46 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <b8jtn0$dm0$2@titan.btinternet.com>
Source record: 21807
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

> I still have a lot of FREE Atari stuff left. Looking for someone to come
> pick it up here in Portland, Oregon USA! E-Mail and call (503)256-9974.
> I'm not interested in shipping this stuff, so come pick it up.

No one is interested in your crap, fuck off moron!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

---
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.476 / Virus Database: 273 - Release Date: 24/04/2003

# 2595. New eBay Atari auction - 1982 Epyx Games Catalog (MINT)

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-28 19:21:59 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1051557786.97682.0@iapetus.uk.clara.net>
Source record: 21808

Hello All,

I have just started a new eBay auction for:

A mint condition 1982 Epyx Software catalog. This 16 page catalog has half page descriptions of
each of their games of the time, along with photos of the boxes. A one page chart at the back shows which games
were available on which platforms (Atari 400/800, TRS-80, Apple II, VIC20, IBM). This catalog is in 'as new' mint
condition and is a MUST for serious collectors. - Starts at 0.99pounds with no reserve.

I also have some Atari disk-based software on there with starting bids of just 0.99pounds with no reserve!

The link is below (this will split on to two lines, so please copy both lines into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangarraghty

Dean Garraghty

# 2596. Re: FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-28 19:53:33 UTC
From: Don Schmidt <calzone@Ravioli.com>
Message-ID: <var1lrokmllv09@corp.supernews.com>
Source record: 21809
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Plunk

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:b8jtn0$dm0$2@titan.btinternet.com...
>
> > I still have a lot of FREE Atari stuff left. Looking for someone to come
> > pick it up here in Portland, Oregon USA! E-Mail and call (503)256-9974.
> > I'm not interested in shipping this stuff, so come pick it up.
>
> No one is interested in your crap, fuck off moron!.
>
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>
>
>
> ---
> Steve's Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.476 / Virus Database: 273 - Release Date: 24/04/2003
>
>

# 2597. Re: FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-28 20:58:55 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <b8k4mf$akr$1@reader1.panix.com>
Source record: 21813
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I am interested, and if you want to call me a moron, go right ahead. That
will say a lot more about you than it will say about me.

Jim

Don Schmidt <calzone@Ravioli.com> writes:

: Plunk

: "Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
: news:b8jtn0$dm0$2@titan.btinternet.com...
: >
: > > I still have a lot of FREE Atari stuff left. Looking for someone to come
: > > pick it up here in Portland, Oregon USA! E-Mail and call (503)256-9974.
: > > I'm not interested in shipping this stuff, so come pick it up.
: >
: > No one is interested in your crap, fuck off moron!.
: >
: >
: > --
: >
: > Regards, Steve. S.
: >
: > Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
: >
: >
: >
: >
: >
: > ---
: > Steve's Outgoing mail is certified Virus Free.
: > Checked by AVG anti-virus system (http://www.grisoft.com).
: > Version: 6.0.476 / Virus Database: 273 - Release Date: 24/04/2003
: >
: >

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

# 2598. RE: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-28 21:43:21 UTC
From: Vincen Fast <grampta@yahoo.com>
Message-ID: <b8khrh$b36ti$1@ID-191899.news.dfncis.de>
Source record: 21814

I didn't know that. I have a star riders cart with an Atari TouchPad, but my 2600 is not working well.... I played a couple of times.... Where can I get a copy of Star Riders for the A8? Thanks...

VF

William Kendrick <bill@newbreedsoftware.com> escribi&#65533; en el mensaje de noticias Ai0ra.9294$JX2.581443@typhoon.sonic.net...
> Vincen Fast <grampta@yahoo.com> wrote:
> > I've nevr seen that game. Is the A8 "Star Riders" the same as the 2600???
> > Where can I find an ATR??
>
> Star Raiders was originally for the Atari 800, so the 2600 version that
> came a few years later was a 'port', so to speak.
>
> The graphics on the 8-bit version are WAY better than the 2600.
> (Not too surprising :^) )
>
>
> I honestly haven't touched 2600 Star Raiders since I played it as a kid,
> about 20 years ago (holy crap!), so I can't really give a good comparison.
>
> Just that I'm guessing the Atari 800 version is probably better in almost
> all respects. ;^)
>
> I'm sure you can find a cartridge of it somewhere for cheap.
> I've somehow ended up with about 3 copies, myself.
>
>
> -bill!
>
> --
> bill@newbreedsoftware.com Hire me!
> http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 2599. Re: Atari 8bit Symbol ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-28 21:48:09 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <b8k7fl$akas8$1@ID-112582.news.dfncis.de>
Source record: 21810

Fox-1 schrieb:
>>I've thought about an icon which is typical for the 8-bit, but I think
>>there is no symbol short and concise just like the bee. Isn't it?
>
>
> What about a 'fuji' symbol :-))

no. to simple :-) ... Here is my contribution:

"READY"

but it isn't a symbol. It's a text. Perhaps with a blue background and a
big fat non-blinking(*sigh) cursor, it also a symbol :)

--
\thomsen
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

## 2600. Atari Happy Controller

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-28 21:52:36 UTC
From: richard daley <richard.daley3@ntlworld.com>
Message-ID: <%phra.1865$dP5.1637@newsfep1-gui.server.ntli.net>
Source record: 21812

Does anyone know of one of these for sale, I have the 1050 and Happy boeard,
but would like to add the contoller to make a matching pair ?

thanks

Richard

# 2601. Re: FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-28 22:02:41 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <a49ravs6lf4bnip85runtvfo0u7j39g5ud@4ax.com>
Source record: 21811
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

On Mon, 28 Apr 2003 18:59:46 +0000 (UTC), "Steve Sweet"
<steve.sweet@btopenworld.com> wrote:

>
>> I still have a lot of FREE Atari stuff left. Looking for someone to come
>> pick it up here in Portland, Oregon USA! E-Mail and call (503)256-9974.
>> I'm not interested in shipping this stuff, so come pick it up.
>
>No one is interested in your crap, fuck off moron!.

plonk
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 2602. Re: how to protect disks from being ERASED in the MAIL

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-29 01:54:51 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <LXkra.44544$ey1.4162310@newsread1.prod.itd.earthlink.net>
Source record: 21815

Carts are safe; magnetism has no effect on the ROM chips.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Daniel Chartier" <daniel_cad at * no spam * hotmail dot com> wrote in
message
> One more question: Do cartridges need to be protected from magnetism?
>
> I don't think so, but I want to be certain.
>
> Thanks!
>

# 2603. Re: WANTED! 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-29 02:50:41 UTC
From: Jaguar <rfvacp@NOSPAMmountaincable.net>
Message-ID: <Xns936BE867ACE6FJaguar@24.215.0.21>
Source record: 21816

"retrowatcher" <stede.troisi@verizon.net> wrote in news:8L2ra.15800
$xw4.6558@nwrdny01.gnilink.net:

> Does anyone have any they want to sell. In good condition too!
>
> Thanks,
> retrowatcher
>
>
>
I have one where do you live.

Roger

# 2604. M.U.L.E. cartridge preorders being accepted!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-29 08:39:15 UTC
From: Mark DiLuciano <markdil@ix.netcom.com>
Message-ID: <SSqra.621$RR4.422@news.randori.com>
Source record: 21817

Well, after a lot of work, they are finally finished! We will be accepting preorders for the M.U.L.E. Cartridge on Monday [4/28], 10:00 AM Pacific time. Keep in mind, we only made 50 Cartridges. That is it! There will be NO more! Each cartridge is individually numbered.

You can preorder by going to http://www.sunmark.com anytime after 10:00 AM Pacific time. The first order gets cart number #1, second order gets cart #2....etc. If you want a particular number, please specify in the comment section of the order form. If you order more than one, we will send you consecutive numbers.

The carts will be shipped the week of May 12th. Until then, the price will be $34.95 each. After May 12th, they will be $39.95 each.

# 2605. Re: M.U.L.E. cartridge preorders being accepted!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-29 10:47:36 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3eae5919$0$49098$e4fe514c@news.xs4all.nl>
Source record: 21818

Only 50 copy's... that to bad....

"Mark DiLuciano" <markdil@ix.netcom.com> wrote in message
news:SSqra.621$RR4.422@news.randori.com...
> Well, after a lot of work, they are finally finished! We will be accepting
> preorders for the M.U.L.E. Cartridge on Monday [4/28], 10:00 AM Pacific
> time. Keep in mind, we only made 50 Cartridges. That is it! There will
> be NO more! Each cartridge is individually numbered.
>
> You can preorder by going to http://www.sunmark.com anytime after
> 10:00 AM Pacific time. The first order gets cart number #1, second order
> gets cart #2....etc. If you want a particular number, please specify in
the
> comment section of the order form. If you order more than one, we
> will send you consecutive numbers.
>
> The carts will be shipped the week of May 12th. Until then, the price
> will be $34.95 each. After May 12th, they will be $39.95 each.
>
>
>
>

# 2606. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-29 13:05:50 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <OKura.8130$8g5.119426@news2.e.nsc.no>
Source record: 21819

"Vincen Fast" <grampta@yahoo.com> skrev i melding
news:b8h9bh$8ooo3$2@ID-191899.news.dfncis.de...
> Boulder Dash is my favorite and family's favorite too....
> I like also Spelunker and the ACCRR... and Karate Championship (from Epyx
I
> guess)

Well, is it ? World Karate Championship, isn't that the one originally
called International Karate by Archer McLean ?

# 2607. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-29 13:07:19 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <nNura.8131$8g5.119457@news2.e.nsc.no>
Source record: 21820

> Star Raiders was originally for the Atari 800, so the 2600 version that
> came a few years later was a 'port', so to speak.
>
> The graphics on the 8-bit version are WAY better than the 2600.
> (Not too surprising :^) )
>
>
> I honestly haven't touched 2600 Star Raiders since I played it as a kid,
> about 20 years ago (holy crap!), so I can't really give a good comparison.

2600 extra controller was neat though :-/ I really loved that game, on both
formats, but the A8 version using the controller, that would be nice!

# 2608. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-29 13:09:37 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <jOura.8132$8g5.119491@news2.e.nsc.no>
Source record: 21821

"Vincen Fast" <grampta@yahoo.com> skrev i melding
news:b8khrh$b36ti$1@ID-191899.news.dfncis.de...
> I didn't know that. I have a star riders cart with an Atari TouchPad, but
my
> 2600 is not working well.... I played a couple of times.... Where can I
get
> a copy of Star Riders for the A8? Thanks...
>
> VF

I have it for trade : http://games.nmi.no/atari/trad8bit.htm

I trade with stuff I don't have, not needing to be Atari stuff. BTW : I am
located in Norway, so that should be considered.

# 2609. Re: how to protect disks from being ERASED in the MAIL

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-29 17:04:15 UTC
From: "William R. Cousert" <wrcousert@yahoo.com>
Message-ID: <jgyra.21288$Eu1.1025325@twister.socal.rr.com>
Source record: 21822

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:LXkra.44544$ey1.4162310@newsread1.prod.itd.earthlink.net...
> Carts are safe; magnetism has no effect on the ROM chips.
>
How about CD-RW or DVD-RW?

# 2610. Re: how to protect disks from being ERASED in the MAIL

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-29 17:05:00 UTC
From: "William R. Cousert" <wrcousert@yahoo.com>
Message-ID: <0hyra.21292$Eu1.1024973@twister.socal.rr.com>
Source record: 21823

```
"William R. Cousert" <wrcousert@yahoo.com> wrote in message
news:jgyra.21288$Eu1.1025325@twister.socal.rr.com...
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> news:LXkra.44544$ey1.4162310@newsread1.prod.itd.earthlink.net...
> > Carts are safe; magnetism has no effect on the ROM chips.
> >
> How about CD-RW or DVD-RW?
>
Or eeproms? (electrically erasable)
```

# 2611. Re: Help locating a game Space Shootem up

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-29 23:11:42 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vau1lh8glj1d10@corp.supernews.com>
Source record: 21824

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:Lc0ra.9290$JX2.581349@typhoon.sonic.net...
> Tim <tjlazer@mail.com> wrote:
> > I am also looking for a game for the Atari 800. It is a space shoot'em
up
> > kinda like Lifeforce. I can't remember much about it but it was a great
> > game. You controlled a ship in different levels much like Lifeforce but
the
> > graphics were 8bit, must of been a cartridge game.
>
> Two come to mind right away. Mirax Force and Zybex.
>
>
> Mirax Force was a lot more like Uridium for the C=64.
> Zybex was a lot more like Life Force, in my opinion.
> (It wasn't ships you flew, though... it was little dudes with jetpacks)
>
>
> -bill!

Hi,

Well it wasn't Zybex and don't think it was Mirax Force, I vageuly recall
the name starting with an S. Synax or Spynx or something. Damn this is
tough!

Tim

# 2612. *REQUEST* (need animated GIF for webpage)

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-29 23:30:15 UTC
From: rtdos <rtdos@yahoo.com>
Message-ID: <bWDra.672354$L1.190311@sccrnsc02>
Source record: 21825
Cross-posted to: comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

does anyone have access to a program to make animated GIFs ?

i am looking for a GIF image of alternating Apple 2 (original), Commodore, Atari, TRS80, ti, MSX, Timex/Sinclair, etc. logos to put on my webpage (see link in sig).

Can anyone help me ?

--
*** REPLY REQUESTED WHEN CONVENIENT ***

Jeff
http://www.rtdos.com

# 2613. Re: how to protect disks from being ERASED in the MAIL

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-29 23:47:39 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <vaEra.47676$4P1.4448577@newsread2.prod.itd.earthlink.net>
Source record: 21826

I believe CDs and DVDs are written by lasers and should not be affected by
normal intensity light or X-ray radio waves. Exposure to magnetic fields
might exert a force on any metal embedded in the plastic discs, BUT not
sufficient strength to permanently alter the tiny reeflecting bits.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"William R. Cousert" <wrcousert@yahoo.com> wrote in message
news:jgyra.21288$Eu1.1025325@twister.socal.rr.com...
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> > Carts are safe; magnetism has no effect on the ROM chips.
> >
> How about CD-RW or DVD-RW?
>

# 2614. Re: how to protect disks from being ERASED in the MAIL

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-29 23:50:14 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <WcEra.47685$4P1.4447498@newsread2.prod.itd.earthlink.net>
Source record: 21827

I think UV light erases those EPROMS thru the little chip windows and it
requires about 30 or so minutes.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
> "William R. Cousert" <wrcousert@yahoo.com> wrote in message
> >
> > "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> > > Carts are safe; magnetism has no effect on the ROM chips.
> > >
> > How about CD-RW or DVD-RW?
> >
> Or eeproms? (electrically erasable)
>

# 2615. Re: *REQUEST* (need animated GIF for webpage)

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-29 23:54:28 UTC
From: Skipp <spammenot@yahoo.com>
Message-ID: <b8n3bk$lmo$1@woodrow.ucdavis.edu>
Source record: 21828
Cross-posted to: comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

You can download the program at animafactory.com along with some premade
gifs. You can buy their entire cd for a fair price.

cheers
skipp
http://sonic.ucdavis.edu

: In comp.sys.tandy rtdos <rtdos@yahoo.com> wrote:
: does anyone have access to a program to make animated GIFs ?

: i am looking for a GIF image of alternating Apple 2 (original), Commodore,
: Atari, TRS80, ti, MSX, Timex/Sinclair, etc. logos to put on my webpage (see
: link in sig).

: Can anyone help me ?

# 2616. Custom DL problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-30 00:42:53 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vau6vc6ov445cb@corp.supernews.com>
Source record: 21829

I'm writing a program in BASIC that has a custom display
list. The custom display list is for a GR 7 screen with a
text area at the bottom I'm using. I have two ten line
sections of the GR7 area that I point to with LMS
instructions at line 62 and 72. I point to pictures at
certain points in the program, then back to the regular GR7
screen memory (the 10 line sections are in a string).
So, my display list has a 77 (64+13) at line 62, then I can
point to my pictures by putting the adr($) after the LMS.
My problem is that the screen loses one line of the GR0 area
at the bottom of the screen. If I delete one line of the
GR7, one less 13 in the dl, then the GR0 area gets all four
lines, but then the bottom line of my GR7 screen is gone.
That's my problem.
Thanks for reading.
Russg

# 2617. Re: *REQUEST* (need animated GIF for webpage)

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-30 02:34:54 UTC
From: Frankie Zsitvay <franz@rdwarf.com>
Message-ID: <3EAF38BB.F7903F8E@rdwarf.com>
Source record: 21830
Cross-posted to: comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

rtdos wrote:
>
> does anyone have access to a program to make animated GIFs ?
>
> i am looking for a GIF image of alternating Apple 2 (original), Commodore,
> Atari, TRS80, ti, MSX, Timex/Sinclair, etc. logos to put on my webpage (see
> link in sig).
>
> Can anyone help me ?

Alchemy Mindworks makes the GIF construction set which will do
what you want, and it's shareware with generous terms.

http://www.mindworkshop.com/alchemy/alchemy.html

Have fun...

-Frank

# 2618. Re: *REQUEST* (need animated GIF for webpage)

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-30 03:56:22 UTC
From: theother_bob <no@one.home>
Message-ID: <3EAF4966.DB796506@one.home>
Source record: 21831
Cross-posted to: comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy

rtdos wrote:
>
> does anyone have access to a program to make animated GIFs ?
>
> i am looking for a GIF image of alternating Apple 2 (original), Commodore,
> Atari, TRS80, ti, MSX, Timex/Sinclair, etc. logos to put on my webpage (see
> link in sig).
>
> Can anyone help me ?

There is a very old (but free) MS GIF animator, if you can find it. It's
kinda crappy, but it does the job if you've got the GIFs and a few trial
and error runs.

theother_bob

# 2619. KoalaPad Touch Tablet for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-30 05:56:22 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <b8noet$bodb4$1@ID-112582.news.dfncis.de>
Source record: 21832

Howdy *.*!

KoalaPad Touch Tablet:

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&category=3544&item=3020558856&rd=1

can this be used with the 8-bit? Is it perhaps compatible with the atari
artist software ?

Or is it useless at all?

--
\thomsen
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

## 2620. Re: how to protect disks from being ERASED in the MAIL

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-30 06:06:52 UTC
From: "William R. Cousert" <wrcousert@yahoo.com>
Message-ID: <0KJra.16144$Ye6.1365463@twister.socal.rr.com>
Source record: 21833

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:WcEra.47685$4P1.4447498@newsread2.prod.itd.earthlink.net...
> I think UV light erases those EPROMS thru the little chip windows and it
> requires about 30 or so minutes.
>
Yes, but what about eeproms? (two e's)

## 2621. j131 changes email address

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-30 07:10:16 UTC
From: j131@inetia.pl
Message-ID: <b8nsso$srf$1@korweta.task.gda.pl>
Source record: 21834

This is just FYI: I am changing my ISP, instead "inetia.pl" my address is in "op dot pl" domain.

j131

# 2622. Re: Atari 8bit Symbol ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-30 07:10:26 UTC
From: fouldragon@aol.com.ru
Message-ID: <20030430031026.26511.00000246@mb-m22.aol.com>
Source record: 21835

>"READY"
>
>but it isn't a symbol. It's a text. Perhaps with a blue background and a
>big fat non-blinking(*sigh) cursor, it also a symbol :)
>

Problem is without a distinct match of the Atari font, it looks very much like
a C64.

How about the symbol on the XL/XE series inverse-video key? It looks cool and
is distinctly Atari.
--
Marada Coeurfuege Shra'drakaii
On the Internet, all roads lead to either pornography or a GNU/Linux HOWTO.
Which way are you going?
Mail hint: Not in Russia

# 2623. COMING SOON! XL Search 2.0

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-30 07:18:44 UTC
From: bill@newbreedsoftware.com
Message-ID: <oNKra.10036$JX2.614169@typhoon.sonic.net>
Source record: 21836

I'm in the process of converting my "XL Search" site to use MySQL.
I'm also giving it a very goofy Atari 8-bit look-and-feel.
(Think: light blue on dark blue with black borders ;^) )

Just a pre-announcement warning. ;)

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 2624. Re: Atari 8bit Symbol ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-30 07:19:51 UTC
From: bill@newbreedsoftware.com
Message-ID: <rOKra.10037$JX2.614185@typhoon.sonic.net>
Source record: 21837

Marada C. Shradrakaii <fouldragon@aol.com.ru> wrote:
> How about the symbol on the XL/XE series inverse-video key? It looks cool and
> is distinctly Atari.

That's the only one I could think of, too. :)

Except maybe "<<< LEFT CARTRIDGE' ;)

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 2625. Re: Galaga for A8?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-30 07:27:13 UTC
From: bill@newbreedsoftware.com
Message-ID: <IVKra.10038$JX2.614295@typhoon.sonic.net>
Source record: 21838

Paul Irvine <mclane.dellosYOURFINGER@btinternet.com> wrote:
>
> I think it's the multi-colour sprite issues which maybe causing the
> reluctance.

I'm not sure I know what you mean...

In my design, the only real sprites on the screen would probably be the player's ship and the bullets. The bugs would all be SuperIRG characters.

Most of the time, the ship is at the bottom, so it could use at least one extra player or missile (its bullets only appear above it, so use a DLI to reposition them horizontally for use as part of the ship's graphic).

Or, you could do the ship in SuperIRG (or plain vanilla IRG) mode, and have it scroll smoothly using horizontal fine scrolling. ;^)

> It's already quite a busy character screen..

I think, even with the chunkier movement (a coarseness of 4 pixels horiz. and 8 pixels vert.) and artifacting when bugs collide, it'll still be a fun game.

I'm definitely not suggesting using multicolored sprites for all of the bugs. That'd be darned near impossible. Even single-colored ones would end up with a lot of flickering (see: Joust).

I think Galaxian used IRG characters for marching bugs, and then kicked into P/M graphics for diving bugs. (That's more difficult in Galaga, since the bugs don't just dive, but they also loopde-loop and swirl and stuff ;^) )

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 2626. Re: KoalaPad Touch Tablet for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-30 07:31:36 UTC
From: bill@newbreedsoftware.com
Message-ID: <sZKra.10039$JX2.614387@typhoon.sonic.net>
Source record: 21839

Thomas Havemeister <twh1@gmx.de> wrote:
> Howdy *.*!
>
> KoalaPad Touch Tablet:
>
> http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&category=3544&item=3020558856&rd=1
>
> can this be used with the 8-bit?

I don't believe C=64 Koala pads are compatible with Atari 8-bits,
and vice-versa.

Sorry!

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 2627. Re: M.U.L.E. cartridge preorders being accepted!

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-30 07:32:34 UTC
From: bill@newbreedsoftware.com
Message-ID: <m_Kra.10040$JX2.614370@typhoon.sonic.net>
Source record: 21840

Mark DiLuciano <markdil@ix.netcom.com> wrote:
> Well, after a lot of work, they are finally finished! We will be accepting
> preorders for the M.U.L.E. Cartridge on Monday [4/28], 10:00 AM Pacific
> time. Keep in mind, we only made 50 Cartridges. That is it! There will
> be NO more! Each cartridge is individually numbered.

Hehe... then I WON'T Slashdot it. ;^)

<snip>
> The carts will be shipped the week of May 12th. Until then, the price
> will be $34.95 each. After May 12th, they will be $39.95 each.

*sob* I'm still unemployed. :^( (I doubt I'd find any friends who'd
have the patience for MULE anyway...)

Good luck!

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 2628. Re: Custom DL problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-30 08:43:40 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b8o2bs$cre$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 21841

Hi,

> I'm writing a program in BASIC that has a custom display
> list. The custom display list is for a GR 7 screen with a
> text area at the bottom I'm using.

Basically, the type of text window you get with a plain
and simple "Gr. 7"?

> I have two ten line
> sections of the GR7 area that I point to with LMS
> instructions at line 62 and 72.

2x10 = 20 modelines antic D, then? This makes 40 scanlines.

> I point to pictures at
> certain points in the program, then back to the regular GR7
> screen memory (the 10 line sections are in a string).

This is in particular a bad idea for two reasons. Number one
is that BASIC might try to relocate that string depending on
its mood, hence you'd loose the absolute addresses. Point two
is a common antic problem, namely that its program counter is
not able to cross a 1K boundary by itself. This means in
particular that *if* it happens by bad luck that the string is
placed right below a 1K boundary by BASIC, Antic will continue
to execute something entirely different than intended.

> So, my display list has a 77 (64+13) at line 62, then I can
> point to my pictures by putting the adr($) after the LMS.
> My problem is that the screen loses one line of the GR0 area
> at the bottom of the screen. If I delete one line of the
> GR7, one less 13 in the dl, then the GR0 area gets all four
> lines, but then the bottom line of my GR7 screen is gone.
> That's my problem.

I'd recommend the following:

i) Put the display list into a fixed address and ensure that
you never cross a 1K boundary as far as the list is concerned.
ii) Put the graphics in a fixed position (or use the one supplied
by the Os) and ensure that you don't cross a 4K boundary with the
graphics/or use an LMS instruction.

If that doesn't work, I'd suggest just to post the complete
DL (in disassembled form) here so I'd could have a look at. Sorry,
but your description currently still causes a mess in my head, and

I'd need to really see it before I can say more... (-;

Greetings,
Thomas

# 2629. Re: KoalaPad Touch Tablet for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-30 08:46:19 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b8o2gr$cre$2@mamenchi.zrz.TU-Berlin.DE>
Source record: 21842

Hi,

> I don't believe C=64 Koala pads are compatible with Atari 8-bits,
> and vice-versa.

I wouldn't be so pessimistic about that. The pinout of the C64 and Atari joystick ports are identically, and the Koala pad I knew used the potentiometer inputs for the position signal. What can happen, of course, is that the orientation of the input is wrong (left/right swapped, or x/y axis swapped).

Clearly, if this is the case, you'd need to hack up the Atari Artist software a bit; question is whether you feel able to do this. (-;

So long,
Thomas

# 2630. Re: KoalaPad Touch Tablet for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-30 10:52:38 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <b8o9qc$c24ej$1@ID-112582.news.dfncis.de>
Source record: 21843

Thomas Richter schrieb:

> Clearly, if this is the case, you'd need to hack up the Atari Artist software
> a bit; question is whether you feel able to do this. (-;

but there is also a Koala Painter avaible for the 8-bit, which looks
nearly the same to Atari Artist. Would'nt make sense for me, when they
made a different version on the same 6502 programm design.

--
\thomsen
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

## 2631. Re: Help locating a game Space Shootem up

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-30 11:18:21 UTC
From: Jindroush <jindroush@nospam.seznam.nospam.cz>
Message-ID: <3EAFB0FD.778933E0@nospam.seznam.nospam.cz>
Source record: 21846

Tim wrote:
> Well it wasn't Zybex and don't think it was Mirax Force, I vageuly recall
> the name starting with an S. Synax or Spynx or something. Damn this is
> tough!

Thunderfox?

--
Jindroush <jindroush@nospam.seznam.nospam.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project
Remove both 'nospam's from the address to reply.

# 2632. Re: KoalaPad Touch Tablet for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-30 11:59:20 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b8odqo$no6$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 21844

Hi,

> but there is also a Koala Painter avaible for the 8-bit, which looks
> nearly the same to Atari Artist. Would'nt make sense for me, when they
> made a different version on the same 6502 programm design.

Well, AFAIK they did this unfortunately. The EOA "Music Construction Set"
is able to use touch tablets as input devices, but offers two different
settings for it: Atari Artist and Koala Pad, meaning that they were
different. IIRC, something trivial as an axis swap.

Greetings,
Thomas

# 2633. Re: *REQUEST* (need animated GIF for webpage)

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-30 14:09:01 UTC
From: rtdos@hotmail.com
Message-ID: <d2f74a9d.0304300609.9dd6021@posting.google.com>
Source record: 21845
Cross-posted to: comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy

do you remember the name of the prog?

btw, thanks for the tips guys!

theother_bob <no@one.home> wrote in message news:<3EAF4966.DB796506@one.home>...
> rtdos wrote:
> >
> > does anyone have access to a program to make animated GIFs ?
> >
> > i am looking for a GIF image of alternating Apple 2 (original), Commodore,
> > Atari, TRS80, ti, MSX, Timex/Sinclair, etc. logos to put on my webpage (see
> > link in sig).
> >
> > Can anyone help me ?
>
> There is a very old (but free) MS GIF animator, if you can find it. It's
> kinda crappy, but it does the job if you've got the GIFs and a few trial
> and error runs.
>
> theother_bob

# 2634. Re: KoalaPad Touch Tablet for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-30 16:08:09 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <b8os9s$c76a0$2@ID-112582.news.dfncis.de>
Source record: 21747

Thomas Richter schrieb:

> Well, AFAIK they did this unfortunately. The EOA "Music Construction Set"
> is able to use touch tablets as input devices, but offers two different
> settings for it: Atari Artist and Koala Pad, meaning that they were
> different. IIRC, something trivial as an axis swap.

and do you think, that there is a hardware difference between the "c64
koala pad" and the "atari koala pad" ?

--
\thomsen
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

# 2635. Re: KoalaPad Touch Tablet for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-30 16:08:53 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b8osel$4hu$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 21748

Hi,

>> Well, AFAIK they did this unfortunately. The EOA "Music Construction Set"
>> is able to use touch tablets as input devices, but offers two different
>> settings for it: Atari Artist and Koala Pad, meaning that they were
>> different. IIRC, something trivial as an axis swap.

> and do you think, that there is a hardware difference between the "c64
> koala pad" and the "atari koala pad" ?

Hard to say as I've never owned a C64, leave alone its Koala Pad. Thus,
I'm up to guessing. However, it would be astonished if there would be a
difference (would have been higher production costs without any benefits).

Greetings,
Thomas

# 2636. Re: KoalaPad Touch Tablet for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-30 16:13:47 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <b8oske$c76a0$3@ID-112582.news.dfncis.de>
Source record: 21749

Thomas Richter schrieb:

> Hard to say as I've never owned a C64, leave alone its Koala Pad. Thus,
> I'm up to guessing. However, it would be astonished if there would be a
> difference (would have been higher production costs without any benefits).

yep, this is true. So I will check this hardware and write a report :-)

grtx 2 berlin...

--
\thomsen
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

# 2637. Re: Custom DL problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-30 17:18:07 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vb019ars4t98d1@corp.supernews.com>
Source record: 21750

```
(BASIC moves $s and 1k and 4k boundaries can
cause bad problems with a DL.) My memory isn't
so good to remember exactly what you said.
Posting the DL is possible, but here's the code that
sets the DL up. It is a 10 line $ that I insert into the
screen by changing the first LMS to point to one of
the two 10 line strings I use, the a second LMS to
point back to regular screen memory.
j=peek(559)
poke 559,0
poke dl+67,77 (put a lms at mode line 62)
x=scrn+40*62 (scrn and dl are 88,89 and 560,561)
hi=int(x/256):lo=x-(hi*256)
poke dl+68,lo:poke dl+69,hi
for n=1 to 9:poke dl+69+n,13:next n
poke dl+79,77 (now point back to scrn memory)
x=scrn+40*72
hi=int(x/256):lo=x-(hi*256)
poke dl+80,lo:poke dl+81,hi
for n=1 to 7:poke dl+81+n,13:next n
(if I only put n=1 to 6, I get the four lines of GR0)
x=scrn+96*40:hi=int(x/256):lo=x-(256*hi)
poke dl+89,66:poke dl+90,lo:poke dl+91,hi
for n=1 to 3:poke dl+91+n,2:next n
hi=int(dl/256):lo=dl-(256*hi)
poke dl+95,65:poke dl+96,lo:poke dl+97,hi
poke 559,j
return
lemme see that would give a dl, from the top of my head
112*3,77,scrnlo,scrnhi,then 13s down to offset 67 where
thers a 77, then $lo,$hi,9 13s,a second lms 77 at offset
79,scrn+40*72 lo, same hi,7 more 13s,a lms gr0 66,
lo scrn+96*40, same hi, 3 2s, 65, dl lo, dl hi.

My game is working, and I've compiled it. You wanna
take a look?
Russg
```

# 2638. New Vintage Computer Community

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-30 17:27:55 UTC
From: Erik Klein <ekklein@pacbell.net>
Message-ID: <vlTra.489$726.83945598@newssvr14.news.prodigy.com>
Source record: 21751

Hello,

I would like to announce a new message board that I have created in support of the vintage computer community.

During the past couple of years I've been participating as a lurker on this and other newsgroup as well as on several mailing lists. I have made a few observations that I felt needed addressing including:

- the need for a better way to advertise items or help (wanted or offered)

- the ability to support off topic conversations along with on-topic ones without burdening those not interested in one or the other

- the ability to easily search archives for topics of interest

- the ability to keep "threads" of discussion together

- the ability to categorize these threads for easier research

With the above in mind I decided to experiment with a web based bulletin/message board (a long way from my days with RBBS and WWIV). Over the past month or so I have changed my web hosting service for www.vintage-computer.com in order to work with a hosting company that could support the new forum I was considering. Over this past weekend I finished the initial phases of moving my site and configuring the boards. The result is now available for use at www.vintage-computer.com/vcforum. A link is also available from my www.vintage-computer.com front page.

There are two things that I would like to stress about the new forums. First, I don't envision them as a threat to this news group or the community that supports it. I see it as another tool in our toolbox (or toy in our toy chest) to enhance our enjoyment of our hobby.

Second, although I set up these forums I consider them to be "ours" in as broad a sense as that is possible. I am not only willing, but anxious to have others participate in these forums as administrators, moderators and contributors. Volunteers are welcome and operators are standing by!

Hopefully if you are reading this you will see your way clear to popping over for a visit and supporting this effort with whatever you are willing to offer, be that participation, suggestions or criticism. Again, this is our community and I will do my best to make these forums reflect that.

Thank you and best regards,

Erik S. Klein

## 2639. Atari VCS joystick repair?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-30 19:43:53 UTC
From: Witchy <news@sruasonidyranib.co.uk>
Message-ID: <dk90bvo0bbb8gmepipqk001nmulcovheb5@4ax.com>
Source record: 21752

Hi folks,

Has anyone ever repaired the plastic insert in the standard CX40
joystick? I've got 2 here that are toast for the usual reasons
(snapped), and so far efforts with Superglue and bonding plastic glue
have failed.

cheers all

witchy/binarydinosaurs

# 2640. Re: KoalaPad Touch Tablet for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2003-04-30 23:53:47 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2g3cjz8ruc.fsf@legolas.mdh.se>
Source record: 21753

Thomas Havemeister <twh1@gmx.de> writes:

> and do you think, that there is a hardware difference between
> the "c64 koala pad" and the "atari koala pad" ?

It's quite easy to find out what a C64 uses the game port pins for
and compare to what is possible on the Atari. Would this Koala Pad
plug into the first or second game port to begin with?

```
Pin# C64-1 C64-2
_____________ 1 JOY A0 JOY B0
\ 1 2 3 4 5 / 2 JOY A1 JOY B1
\_6_7_8_9_/ 3 JOY A2 JOY B2
4 JOY A3 JOY B3
5 POT AY POT BY
6 BUT A/LIGHT PEN BUT B
7 +5V (max 50 mA) +5V (max 50 mA)
8 GND GND
9 POT AX POT BX
```

Then there are issues like interconnection between game ports and the
CIA controlling the keyboard etc, but I doubt something like a touch
pad does rely on bus conflicts to operate properly.

--
Anders Carlsson

# 2641. Re: Atari VCS joystick repair?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-01 06:52:20 UTC
From: Paul Alhart <paulalhart@hotmail.com>
Message-ID: <Eu3sa.9593$Tb.5127@nwrddc02.gnilink.net>
Source record: 21754

You can buy the parts from Best Electronics.
http://www.best-electronics-ca.com/

"Witchy" <news@sruasonidyranib.co.uk> wrote in message
news:dk90bvo0bbb8gmepipqk001nmulcovheb5@4ax.com...
> Hi folks,
>
> Has anyone ever repaired the plastic insert in the standard CX40
> joystick? I've got 2 here that are toast for the usual reasons
> (snapped), and so far efforts with Superglue and bonding plastic glue
> have failed.
>
> cheers all
>
> witchy/binarydinosaurs

# 2642. Re: Atari VCS joystick repair?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-01 09:55:50 UTC
From: Witchy <news@sruasonidyranib.co.uk>
Message-ID: <nor1bv8ga7n942pgl5rqi22qcpq45unlsq@4ax.com>
Source record: 21755

On Thu, 01 May 2003 06:52:20 GMT, "Paul Alhart"
<paulalhart@hotmail.com> wrote:

>You can buy the parts from Best Electronics.
>http://www.best-electronics-ca.com/
>

thanks Paul!

cheers

witchy/binarydinosaurs

# 2643. FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-01 10:52:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0305010349150.11581-100000@shell1.aracnet.com>
Source record: 21756
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I still have a lot of FREE Atari stuff left. Looking for someone to come pick it up here in Portland, Oregon USA! E-Mail and call (503)256-9974. I'm not interested in shipping this stuff, so come pick it up.
---------- Forwarded message ----------
This FREE Atari list has been and will continue to be updated. I've added and given away items already.This is aimed mainly at Atarians in Portland, Oregon USA. Gone are Hard Drives including both Atari MegaFiles as well as the Indus GT and both Atari 1050 Drives.The Atari 810 Drives still remain.

I want someone to come and pick this all up! So Call first for appoinment! Then drive to Portland, Oregon USA and you too can stuff your Van, Truck or Volkswagon Beetle with my old Atari stuff. It needs to go and move into your home! I'm spring cleaning and making room for more Inventory. If you cant come get it, someone else will! DONT ASK me to ship any of this to you, I DONT HAVE time and it's too much work! You would have to Bribe me with SeriouS CA$H! And please, no trade offers! I'm trying to get rid of stuff! Most of All, I'm not going to Ship any of this to other Countries, like outside the U.S.A. So please, DONT ASK! I'm not trying to be rude, it's just that dealing with Shipping stuff I'm giving away for free is too much work for not enough money! So, are you Interested? E-Mail Atari@aracnet.com and call Ben at (503)256-9974.

==Text Below has been updated last on 04/11/2003 5:00 A.M. PST==

I've got some stuff to get rid of. Time for Spring Cleaning. Commodore 1084S Monitor made by Phillips---Parts/Project only. Atari 810 Disk Drives and Atari 600xls' Computers, Parts Only! Surplus Atari 800 Computers.Atari 410 Program Recorder---Parts machine. Miscellaneous Brands 8 Bit Atari Compatible Disk Drives, as-is. Atari & Non-Atari Joysticks for parts! 1030 MoDeM in the Box.

I have Atari 520ST, 1040STF Computers mainly for parts. Nameless VGA Monitor. Nameless Multi-Sync Monitor, as-is. Various Cases and KeyBoards for 520ST, 520STFM and 1040STF. Various ST Mice Parts. Various Electronic odds and ends as well as some Tools and accessories for Electronic Repair! Please don't expect details or description on electronics and/or tools as I'm not a Technician trained. Canon IX-12F FlatBed Scanner, Project/Parts, made to work with Navarone Cartridge interface as Scanner for MiGraph's OCR and Touch Up Software. As well as Straight FAX Software. Atari ST Monitors, several rare Atari PC 14" Monitors used on the Atari PC, TT030 as a Color Monitor, also used for Atari Falcon 030 Computers as well as a standard VGA Monitor on a PC. As-Is. Due to the rarity of these monitors, I will sell and Ship them within the United States! For Collectors like Atari Museums and Private Collectors!Only Serious Buyers need make offer!

Various old/surplus MoDeMs and Printers. Atari SF354 & SF314 Disk Drives,
as-is as well as parts/incomplete SF354/SF314 Disk Drives.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 2644. ADV: Atari 30% off Discount. Classic 8 Bit & ST!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-01 10:56:24 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0305010352520.11581-100000@shell1.aracnet.com>
Source record: 21757
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently offering A 20% off Discount on Games/SoftWare & References/
Books for Classic Atari 8 Bit and Atari ST Computer Lines! And if your a
Regular/Preferred Customer, add another 10%! Thats a whopping 30% off just
for my Repeat/Preferred Atari Customers! So Whether your spending American
Dollars, spending Euro's from Europe or satisfying your Yen for Atari! We
Ship anywhere the Law allows! And If your in the U.S., take advantage of
the cheaper Postage for Media Mail Rate. Get Catalogs while inventory
Lasts at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Got
Questions? E-Mail Today@ Atari@aracnet.com or call Ben at (503)256-9974!
http://www.aracnet.com/~atari/specials.htm Current Atari Specials!

http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

## 2645. Re: Atari VCS joystick repair?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-01 11:40:51 UTC
From: dunxuk@aol.com
Message-ID: <20030501074051.26888.00000350@mb-m24.aol.com>
Source record: 21758

I might have one or two spare here in my box of bits. If I can find them (and I assume you're in the UK) I'll post them to you.

Dunx

# 2646. Bravo Sierra's Open Letter

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-01 14:33:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0305010636000.14513-100000@shell1.aracnet.com>
Source record: 21759
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

For a long time, I've been under attack in this NewsGroup. The Few, or maybe the one attacking believes he is hurting me. He believes comparing me to pedophiles, gays and what else actually hurts me. He thinks he offends me while driving away my Business. He couldn't be more wrong!!! Besides amusing me with his homophobic humor, he draws more attention to my Atari Business! I couldn't get better/more advertising even if I paid for it. Atari users are smart, not sheep. They see all the posts and check it out on their own. They see the posts and do their own research! They find my WebSite then read and research for themselves, making their own decisions. Ignoring the dribble posted by Him. Those that participate in the NewsGroups are a small percentage of those who actually read it. Many are looking for Atari Sales, Service and Support and find it thanks to all the attention drawn to my Business. If you really want to hurt me, ignore my posts and dont reply. Otherwise, your Dumber than I thought! Dont try to draw me into an argument. It takes Two and I'm Ignoring You!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 2647. Re: Bravo Sierra's Open Letter

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-01 15:13:02 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.05.01.15.13.01.581623@removenoaspam.atari-source.com>
Source record: 21760
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Thu, 01 May 2003 07:33:19 -0700, Bravo Sierra Computers wrote:

> For a long time, I've been under attack in this NewsGroup. The Few, or
> maybe the one attacking believes he is hurting me. He believes comparing
> me to pedophiles, gays and what else actually hurts me. He thinks he
> offends me while driving away my Business. He couldn't be more wrong!!!
> Besides amusing me with his homophobic humor, he draws more attention
> to my Atari Business! I couldn't get better/more advertising even if I
> paid for it. Atari users are smart, not sheep. They see all the posts and
> check it out on their own. They see the posts and do their own research!
> They find my WebSite then read and research for themselves, making their
> own decisions. Ignoring the dribble posted by Him. Those that participate
> in the NewsGroups are a small percentage of those who actually read it.
> Many are looking for Atari Sales, Service and Support and find it thanks
> to all the attention drawn to my Business. If you really want to hurt me,
> ignore my posts and dont reply. Otherwise, your Dumber than I thought!
> Dont try to draw me into an argument. It takes Two and I'm Ignoring You!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
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> http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

/me rolls off his chair falling on the floor laughing.

You guys are all fools to think Ben has some sort of mental disability.

Mark

# 2648. Re: FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-01 15:45:06 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3eb14191$0$49110$e4fe514c@news.xs4all.nl>
Source record: 21761
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I am interested but you need to ship... :-)

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0305010349150.11581-100000@shell1.aracnet.com...
> I still have a lot of FREE Atari stuff left. Looking for someone to come
> pick it up here in Portland, Oregon USA! E-Mail and call (503)256-9974.
> I'm not interested in shipping this stuff, so come pick it up.
> ---------- Forwarded message ----------
> This FREE Atari list has been and will continue to be updated. I've added
> and given away items already.This is aimed mainly at Atarians in Portland,
> Oregon USA. Gone are Hard Drives including both Atari MegaFiles as well as
> the Indus GT and both Atari 1050 Drives.The Atari 810 Drives still remain.
>
> I want someone to come and pick this all up! So Call first for appoinment!
> Then drive to Portland, Oregon USA and you too can stuff your Van, Truck
> or Volkswagon Beetle with my old Atari stuff. It needs to go and move into
> your home! I'm spring cleaning and making room for more Inventory. If you
> cant come get it, someone else will! DONT ASK me to ship any of this to
> you, I DONT HAVE time and it's too much work! You would have to Bribe me
> with SeriouS CA$H! And please, no trade offers! I'm trying to get rid of
> stuff! Most of All, I'm not going to Ship any of this to other Countries,
> like outside the U.S.A. So please, DONT ASK! I'm not trying to be rude,
> it's just that dealing with Shipping stuff I'm giving away for free is too
> much work for not enough money! So, are you Interested? E-Mail
> Atari@aracnet.com and call Ben at (503)256-9974.
>
> ==Text Below has been updated last on 04/11/2003 5:00 A.M. PST==
>
> I've got some stuff to get rid of. Time for Spring Cleaning. Commodore
> 1084S Monitor made by Phillips---Parts/Project only. Atari 810 Disk Drives
> and Atari 600xls' Computers, Parts Only! Surplus Atari 800 Computers.Atari
> 410 Program Recorder---Parts machine. Miscellaneous Brands 8 Bit Atari
> Compatible Disk Drives, as-is. Atari & Non-Atari Joysticks for parts!
> 1030 MoDeM in the Box.
>
> I have Atari 520ST, 1040STF Computers mainly for parts. Nameless VGA
> Monitor. Nameless Multi-Sync Monitor, as-is. Various Cases and KeyBoards
> for 520ST, 520STFM and 1040STF. Various ST Mice Parts. Various Electronic
> odds and ends as well as some Tools and accessories for Electronic Repair!
> Please don't expect details or description on electronics and/or tools as
> I'm not a Technician trained. Canon IX-12F FlatBed Scanner, Project/Parts,
> made to work with Navarone Cartridge interface as Scanner for MiGraph's
> OCR and Touch Up Software. As well as Straight FAX Software. Atari ST

> Monitors, several rare Atari PC 14" Monitors used on the Atari PC, TT030
> as a Color Monitor, also used for Atari Falcon 030 Computers as well as a
> standard VGA Monitor on a PC. As-Is. Due to the rarity of these monitors,
> I will sell and Ship them within the United States! For Collectors like
> Atari Museums and Private Collectors!Only Serious Buyers need make offer!
> Various old/surplus MoDeMs and Printers. Atari SF354 & SF314 Disk Drives,
> as-is as well as parts/incomplete SF354/SF314 Disk Drives.
>
>
> ==Thanx==
> ===Ben===
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
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Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

# 2649. Re: Bravo Sierra's Open Letter

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-01 15:56:01 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0305010845170.14513-100000@shell1.aracnet.com>
Source record: 21762
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Thu, 1 May 2003, Mark D wrote:

> On Thu, 01 May 2003 07:33:19 -0700, Bravo Sierra Computers wrote:
>
> > For a long time, I've been under attack in this NewsGroup. The Few, or
> > maybe the one attacking believes he is hurting me. He believes comparing
> > me to pedophiles, gays and what else actually hurts me. He thinks he
> > offends me while driving away my Business. He couldn't be more wrong!!!
> > Besides amusing me with his homophobic humor, he draws more attention
> > to my Atari Business! I couldn't get better/more advertising even if I
> > paid for it. Atari users are smart, not sheep. They see all the posts and
> > check it out on their own. They see the posts and do their own research!
> > They find my WebSite then read and research for themselves, making their
> > own decisions. Ignoring the dribble posted by Him. Those that participate
> > in the NewsGroups are a small percentage of those who actually read it.
> > Many are looking for Atari Sales, Service and Support and find it thanks
> > to all the attention drawn to my Business. If you really want to hurt me,
> > ignore my posts and dont reply. Otherwise, your Dumber than I thought!
> > Dont try to draw me into an argument. It takes Two and I'm Ignoring You!
>
> /me rolls off his chair falling on the floor laughing.
>
> You guys are all fools to think Ben has some sort of mental disability.
>
> Mark

Ben is LOL!

Actually I'm a Manic Depressive with my Moments of Genius, paid for with
hours of Depression. Old Chinese Proverb: Genius and Madness are like Twin
Brothers! Sometimes you mistake one for the other.

==Thanx==
===Ben===

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Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 2650. Re: FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-01 16:03:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0305010858370.14513-100000@shell1.aracnet.com>
Source record: 21763
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I'm sorry, if I was to bother with Shipping, and even worse, "Customs"! I would have to be selling. Too much work, not enough money. Defeating the purpose of "FREE"!

==Sorry==
==Thanx==
===Ben===

On Thu, 1 May 2003, TXG wrote:

> I am interested but you need to ship... :-)
>
> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0305010349150.11581-100000@shell1.aracnet.com...
> > I still have a lot of FREE Atari stuff left. Looking for someone to come
> > pick it up here in Portland, Oregon USA! E-Mail and call (503)256-9974.
> > I'm not interested in shipping this stuff, so come pick it up.
> > ---------- Forwarded message ----------
> > This FREE Atari list has been and will continue to be updated. I've added
> > and given away items already.This is aimed mainly at Atarians in Portland,
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> >
> > I want someone to come and pick this all up! So Call first for appoinment!
> > Then drive to Portland, Oregon USA and you too can stuff your Van, Truck
> > or Volkswagon Beetle with my old Atari stuff. It needs to go and move into
> > your home! I'm spring cleaning and making room for more Inventory. If you
> > cant come get it, someone else will! DONT ASK me to ship any of this to
> > you, I DONT HAVE time and it's too much work! You would have to Bribe me
> > with SeriouS CA$H! And please, no trade offers! I'm trying to get rid of
> > stuff! Most of All, I'm not going to Ship any of this to other Countries,
> > like outside the U.S.A. So please, DONT ASK! I'm not trying to be rude,
> > it's just that dealing with Shipping stuff I'm giving away for free is too
> > much work for not enough money! So, are you Interested? E-Mail
> > Atari@aracnet.com and call Ben at (503)256-9974.
> >
> > ==Text Below has been updated last on 04/11/2003 5:00 A.M. PST==
> >
> > I've got some stuff to get rid of. Time for Spring Cleaning. Commodore
> > 1084S Monitor made by Phillips---Parts/Project only. Atari 810 Disk Drives
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> > Compatible Disk Drives, as-is. Atari & Non-Atari Joysticks for parts!
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> >
> > I have Atari 520ST, 1040STF Computers mainly for parts. Nameless VGA
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> > Please don't expect details or description on electronics and/or tools as
> > I'm not a Technician trained. Canon IX-12F FlatBed Scanner, Project/Parts,
> > made to work with Navarone Cartridge interface as Scanner for MiGraph's
> > OCR and Touch Up Software. As well as Straight FAX Software. Atari ST
> > Monitors, several rare Atari PC 14" Monitors used on the Atari PC, TT030
> > as a Color Monitor, also used for Atari Falcon 030 Computers as well as a
> > standard VGA Monitor on a PC. As-Is. Due to the rarity of these monitors,
> > I will sell and Ship them within the United States! For Collectors like
> > Atari Museums and Private Collectors!Only Serious Buyers need make offer!
> > Various old/surplus MoDeMs and Printers. Atari SF354 & SF314 Disk Drives,
> > as-is as well as parts/incomplete SF354/SF314 Disk Drives.
> >
> >
> > ==Thanx==
> > ===Ben===

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Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 2651. Re: Help locating a game Space Shootem up

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-01 17:06:07 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vb2l0332k5tq2b@corp.supernews.com>
Source record: 21764

I found it: Vanguard!

That game rocked back in the day!!!

Tim

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:Lc0ra.9290$JX2.581349@typhoon.sonic.net...
> Tim <tjlazer@mail.com> wrote:
> > I am also looking for a game for the Atari 800. It is a space shoot'em
up
> > kinda like Lifeforce. I can't remember much about it but it was a great
> > game. You controlled a ship in different levels much like Lifeforce but
the
> > graphics were 8bit, must of been a cartridge game.
>
> Two come to mind right away. Mirax Force and Zybex.
>
>
> Mirax Force was a lot more like Uridium for the C=64.
> Zybex was a lot more like Life Force, in my opinion.
> (It wasn't ships you flew, though... it was little dudes with jetpacks)
>
>
> -bill!
>
> --
> bill@newbreedsoftware.com Hire
me!
> http://newbreedsoftware.com/bill/
http://newbreedsoftware.com/bill/resume/

# 2652. Re: Bravo Sierra's Open Letter

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-01 17:56:30 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.05.01.17.56.30.754568@removenoaspam.atari-source.com>
Source record: 21765
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Thu, 01 May 2003 08:56:01 -0700, Bravo Sierra Computers wrote:

> On Thu, 1 May 2003, Mark D wrote:
>
>> On Thu, 01 May 2003 07:33:19 -0700, Bravo Sierra Computers wrote:
>>
>> > For a long time, I've been under attack in this NewsGroup. The Few, or
>> > maybe the one attacking believes he is hurting me. He believes comparing
>> > me to pedophiles, gays and what else actually hurts me. He thinks he
>> > offends me while driving away my Business. He couldn't be more wrong!!!
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>> > to my Atari Business! I couldn't get better/more advertising even if I
>> > paid for it. Atari users are smart, not sheep. They see all the posts and
>> > check it out on their own. They see the posts and do their own research!
>> > They find my WebSite then read and research for themselves, making their
>> > own decisions. Ignoring the dribble posted by Him. Those that participate
>> > in the NewsGroups are a small percentage of those who actually read it.
>> > Many are looking for Atari Sales, Service and Support and find it thanks
>> > to all the attention drawn to my Business. If you really want to hurt me,
>> > ignore my posts and dont reply. Otherwise, your Dumber than I thought!
>> > Dont try to draw me into an argument. It takes Two and I'm Ignoring You!
>>
>> /me rolls off his chair falling on the floor laughing.
>>
>> You guys are all fools to think Ben has some sort of mental disability.
>>
>> Mark
>
> Ben is LOL!
>
> Actually I'm a Manic Depressive with my Moments of Genius, paid for with
> hours of Depression. Old Chinese Proverb: Genius and Madness are like Twin
> Brothers! Sometimes you mistake one for the other.
>
>
> ==Thanx==
> ===Ben===

Proving my point all along that you have the mental capacity to know what
is right and wrong and how to address your customers - or perhaps possible
customers. Also you have the ability to do other work to supplement your
atari business so that people don't have to feel sorry for you and make an
exception. That's all. Plus there's good medication for bipolar
disorder. I know people who are on it.

Thanks,
Mark
http://atari-source.com

# 2653. Re: FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-01 17:58:33 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.05.01.17.58.33.840221@removenoaspam.atari-source.com>
Source record: 21766
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

On Thu, 01 May 2003 17:45:06 +0200, TXG wrote:

> I am interested but you need to ship... :-)
>

I gotta agree with Ben on this one, shipping to the netherlands a bunch of
bulky monitors and stuff is insanity ;-)

Mark

# 2654. Re: Help locating a game Space Shootem up

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-01 22:17:10 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <3673bv0qk0tnb5eod89pf5j1pec1pdie7f@4ax.com>
Source record: 21767

On Thu, 1 May 2003 10:06:07 -0700, "Tim" <tjlazer@mail.com> wrote:

>I found it: Vanguard!
>
>That game rocked back in the day!!!
>
"Synax or Spynx or something"

Lol...

We never stood a chance ;-)
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's removed already.

# 2655. Re: Bravo Sierra's Open Letter

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-01 22:32:32 UTC
From: atari4evr@aol.com
Message-ID: <20030501183232.24185.00000656@mb-m27.aol.com>
Source record: 21768

Dear Ben,

You are the greatest! Your attitude is mature and very correct. Thanks for your continued support of the Atari community. Best wishes,

An Atarian Forever.

# 2656. Re: Atari 8bit Symbol ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-01 22:35:45 UTC
From: Fox-1
Message-ID: <b8s7gb$rq2$1@news4.tilbu1.nb.home.nl>
Source record: 21769

> > What about a 'fuji' symbol :-))
>
> no. to simple :-) ... Here is my contribution:
>
> "READY"

That was actually my first guess too, untill I realized it's the same "ready" as on C64, Sharp, Acorn, etc :-))

> but it isn't a symbol. It's a text. Perhaps with a blue background and a
> big fat non-blinking(*sigh) cursor, it also a symbol :)

What about a picture of the XE 'start' button? (or 'select' or 'option'). I know the key is the same as on ST/Falcon, but that's
why there should be 'start' written on it in stead of 'F1' - F10'...

--

Grtx, Sysop Fox-1 / MNX http://www.fox-1.nl
mnx_at_fox-1_dot_nl
Remember what the Dormouse said...

# 2657. Re: Commodore International is Alive Again!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-01 23:19:41 UTC
From: Cat Paparazzi <PatHalogen@hotmail.com>
Message-ID: <b8s9fq$sjq$1@mordred.cc.jyu.fi>
Source record: 21770
Cross-posted to: comp.ai.philosophy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.msx

"wildstar128" <wildstar128@hotmail.com> wrote in message
news:vaiksc2rnjq3a4@corp.supernews.com...
>
> "Matthew Montchalin" <mmontcha@OregonVOS.net> wrote in message
> news:Pine.LNX.4.44.0304241329150.1168-100000@lab.oregonvos.net...
>
> > Have I passed the Turing Test yet?
> >
>
> Hmmmm........ It is not a big quiz here. It is as simple as whether
> something relates or not relate.
>

Have I made a pass at Turing's Testicles yet? Turing was very unhappy and very gay at the same time: an enigma to all of us. His motivation and drive came from his balls, his brain was filled with fury at the world and at himself. He did not think logically if he could avoid it. He hid from himself in his technological well-ordered play-world, where no-one despised him because no-one existed there.

PsykoPat

# 2658. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-02 01:30:34 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1051838973@rtfm.mit.edu>
Source record: 21771
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 26, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

# 2659. Re: Commodore International is Alive Again!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-02 04:55:45 UTC
From: wildstar128 <wildstar128@hotmail.com>
Message-ID: <vb3uiik8taorfb@corp.supernews.com>
Source record: 21772
Cross-posted to: comp.ai.philosophy,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.msx

Please do not cross post your messages to me on comp.sys.cbm. Keep it on comp.ai.philosophy. Thank You.
So watch the newsgroup: field thats displays the newsgroups that it is sent to.

I am going to ask that no more discussion on this thread on comp.ai.philosophy and that means this and every newsgroup this was crossposted to unless it explicitly states comp.sys.cbm.

Matthew Montchalin, please stop cross posting messages. Start new threads in those newsgroups. I do not mean multi-cast posting which is an absolute NG ethics violation.

"Cat Paparazzi" <PatHalogen@hotmail.com> wrote in message news:b8s9fq$sjq$1@mordred.cc.jyu.fi...

> Have I made a pass at Turing's Testicles yet? Turing was very unhappy and very gay at
> the same time: an enigma to all of us. His motivation and drive came from his balls,
> his brain was filled with fury at the world and at himself. He did not think
> logically if he could avoid it. He hid from himself in his technological well-ordered
> play-world, where no-one despised him because no-one existed there.
>
> PsykoPat
>
>

# 2660. Re: Custom DL problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-02 08:15:51 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b8t9fn$qvc$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 21773

Hi Russ,

> (BASIC moves $s and 1k and 4k boundaries can
> cause bad problems with a DL.) My memory isn't
> so good to remember exactly what you said.

Well, what I'm saying is that you need to be careful
with 4K and 1K boundaries when setting up a DList.
However, it seems that you take an Os generated list
and modify it as required. How do you create this DList?
By means of a "GRAPHICS 7+16" I suppose?

> Posting the DL is possible, but here's the code that
> sets the DL up. It is a 10 line $ that I insert into the
> screen by changing the first LMS to point to one of
> the two 10 line strings I use, the a second LMS to
> point back to regular screen memory.
> j=peek(559)
> poke 559,0
> poke dl+67,77 (put a lms at mode line 62)

ANTIC D, LMS. Ok.

> x=scrn+40*62 (scrn and dl are 88,89 and 560,561)
> hi=int(x/256):lo=x-(hi*256)
> poke dl+68,lo:poke dl+69,hi

Ok, you'd therefore overwrite the DL'instructions
at offsets 68,69 for the target address. GR.7 has
96 rows and only a single LMS at the beginning,
so you should be relatively save here.

> for n=1 to 9:poke dl+69+n,13:next n

Wouldn't be needed as I guess since that's setup to
ANTIC D anyhow by the Os.

> poke dl+79,77 (now point back to scrn memory)
> x=scrn+40*72
> hi=int(x/256):lo=x-(hi*256)
> poke dl+80,lo:poke dl+81,hi

Ok.

> for n=1 to 7:poke dl+81+n,13:next n

See below.

> (if I only put n=1 to 6, I get the four lines of GR0)

Ok. I suppose that you opened the screen with "GRAPHICS 7" to
get a text window. Then, the screen layout would be as follows:

3 x 0x70 24 blank lines total
0x4d LO HI LMS start
79 x 0x0d 79 lines ANTIC D
0x42 LO HI LMS start text window
3 x 0x02 ANTIC 2 text window
0x41 LO HI jump back to the ANTIC start

The 0x42 LMS text window start is therefore at offset 3+3+79 = 85, hence
in the middle of the addresses you're poking to. The reason why you get one
text line less is because you overwrite it with the above loop.

The problem you're facing here is than an LMS takes two additional bytes
in the display list, though there isn't room for additional bytes there
without overwriting already setup display lines.

```
> x=scrn+96*40:hi=int(x/256):lo=x-(256*hi)
> poke dl+89,66:poke dl+90,lo:poke dl+91,hi
> for n=1 to 3:poke dl+91+n,2:next n
> hi=int(dl/256):lo=dl-(256*hi)
> poke dl+95,65:poke dl+96,lo:poke dl+97,hi
> poke 559,j
> return
```

```
> lemme see that would give a dl, from the top of my head
> 112*3,77,scrnlo,scrnhi,then 13s down to offset 67 where
> thers a 77, then $lo,$hi,9 13s,a second lms 77 at offset
> 79,scrn+40*72 lo, same hi,7 more 13s,a lms gr0 66,
> lo scrn+96*40, same hi, 3 2s, 65, dl lo, dl hi.
```

```
> My game is working, and I've compiled it. You wanna
> take a look?
```

I guess I'd already know what's going on here. (-;

I think you're best off with setting up a new DL completely since
yours requires more memory anyhow.

So long,
Thomas

## 2661. Re: Atari VCS joystick repair?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-02 11:44:14 UTC
From: Witchy <news@sruasonidyranib.co.uk>
Message-ID: <8dm4bvo7j729qbibl5agfndtgu1702qpna@4ax.com>
Source record: 21774

On 01 May 2003 11:40:51 GMT, dunxuk@aol.com (DunxUK) wrote:

>I might have one or two spare here in my box of bits. If I can find them (and I
>assume you're in the UK) I'll post them to you.
>
>Dunx

Hi,

Yep, I'm in the UK. If you can dig 'em out that'd be excellent. I'll
cover the postage costs of course.

cheers

witchy/binarydinosaurs

## 2662. Re: how to protect disks from being ERASED in the MAIL

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-02 12:52:06 UTC
From: dunxuk@aol.com
Message-ID: <20030502085206.08180.00000505@mb-m03.aol.com>
Source record: 21775

Best way of stopping disks being erased in the mail is to erase them first and then re-write them at the other end...

;^)

## 2663. Double Pokey Stereo games and demos?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-02 13:09:42 UTC
From: Dub <dubaloo@yahoo.com>
Message-ID: <j7usa.1585$E87.79487@newsfep2-gui.server.ntli.net>
Source record: 21776

Does anyone know any links for games or demos for the Atari8 that use stereo sound and only 64K?, preferably in .atr so I can send them through my ape interface, Ive just done my first double pokey upgrade and nothing to test it with!

Regards
dub

## 2664. Programmers Info: How to read ATARI DD Disks on a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-02 13:17:52 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b8tr60$dfs45$1@ID-174234.news.dfncis.de>
Source record: 21777

I have put Sourcecode, References and some MS-DOS PGMs online on "How to read ATARI DD Disks on a PC". It's about reprogramming the PC Floppy Drive Controller. Maybe this is useful for someone (How about a Linux Kernel/FS Driver to mount ATARI DOS 2.5 DD Disks?)

http://www.strotmann.de/twiki/bin/view/APG/AtariPCDisk

Carsten Strotmann

# 2665. First USB Device Driver Development Kit Disk online

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-02 14:36:09 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b8tvop$daf00$1@ID-174234.news.dfncis.de>
Source record: 21778

The first Version of the USB Device Driver Development Kit Disk is
available.

This disk will contain Information, Tools and Sourcecode fï¿½r USB Device
Driver Development and will be updated regulary.

Please find the disk at
http://www.strotmann.de/twiki/bin/view/APG/UsbDDkD

Information on the USB hardware
http://www.strotmann.de/twiki/bin/view/APG/ProjUSBCart

Carsten Strotmann

# 2666. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-02 17:45:37 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3EB2AEC1.47596100@students.uni-mainz.de>
Source record: 21779

Yes,
they are one and the same. in europe it was called International Karate
(and also Karate, whereas in America it was called World Karate
championships. The US version was distributed by Epyx and featured a
nice title picture. But the game itself is Int. karate... -Andreas.

Vidar Olavesen schrieb:
>
> "Vincen Fast" <grampta@yahoo.com> skrev i melding
> news:b8h9bh$8ooo3$2@ID-191899.news.dfncis.de...
> > Boulder Dash is my favorite and family's favorite too....
> > I like also Spelunker and the ACCRR... and Karate Championship (from Epyx
> I
> > guess)
>
> Well, is it ? World Karate Championship, isn't that the one originally
> called International Karate by Archer McLean ?

# 2667. Re: KoalaPad Touch Tablet for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-02 17:48:45 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3EB2AF7D.7CCBB351@students.uni-mainz.de>
Source record: 21780

Well,
the KoalaPad can be used - but you have to search for the Atari software
then...
-andreas.

Thomas Havemeister schrieb:
>
> Howdy *.*!
>
> KoalaPad Touch Tablet:
>
> http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&category=3544&item=3020558856&rd=1
>
> can this be used with the 8-bit? Is it perhaps compatible with the atari
> artist software ?
>
> Or is it useless at all?
>
> --
> \thomsen
> Sturz des Zaren & Take those Atarian care!
> Thomas Havemeister, Student of Commercial Information Technology
> Technical University of Ilmenau

# 2668. Re: KoalaPad Touch Tablet for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-02 17:54:25 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3EB2B0D1.10E3BA0F@students.uni-mainz.de>
Source record: 21781

Nope,
the hardware is (afaik) the same. only the software differs... Once upon
a long ago, AMC-verlag sold some port-switchers, they turned an ST-mouse
into an Amiga mouse (or vice-versa), a koala-pad into a touch-tablet (or
vice versa), etc. etc. There were 8 different port-switchers available.
Alas, no more... -Andreas.

Thomas Havemeister schrieb:
>
> Thomas Richter schrieb:
>
> > Well, AFAIK they did this unfortunately. The EOA "Music Construction Set"
> > is able to use touch tablets as input devices, but offers two different
> > settings for it: Atari Artist and Koala Pad, meaning that they were
> > different. IIRC, something trivial as an axis swap.
>
> and do you think, that there is a hardware difference between the "c64
> koala pad" and the "atari koala pad" ?
>
> --
> \thomsen
> Sturz des Zaren & Take those Atarian care!
> Thomas Havemeister, Student of Commercial Information Technology
> Technical University of Ilmenau

# 2669. Re: Double Pokey Stereo games and demos?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-02 17:58:25 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3EB2B1C1.F8348F25@students.uni-mainz.de>
Source record: 21782

Er well,
I don`t have any links, but I have a list with 20-30 programs that
support stereo-music via second Pokey/Gumby. E-Mail me, if you are
interested...
-Andreas.

Dub schrieb:
>
> Does anyone know any links for games or demos for the Atari8 that use stereo
> sound and only 64K?, preferably in .atr so I can send them through my ape
> interface, Ive just done my first double pokey upgrade and nothing to test
> it with!
>
> Regards
> dub

# 2670. wanted cartridge for atari 400/800/xl/xe

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-02 18:33:54 UTC
From: arnaud33 <lanseau.arnaud@wanadoo.fr>
Message-ID: <b8udme$kuh$1@news-reader12.wanadoo.fr>
Source record: 21783

Hello,

I search the cartridges for computer atari 400/800/xl/xe.

Please look my list

thanks
Arnaud

---
cartridge wanted :
---

Alpha Systems Impersonator Back-Up
ACE DT-80 84 80-Column Dumb Terminal Emulator
Atari 1200XL SuperSALT Diag.
Atari 400/800 SALT Diagnostic cartridge
Atari 400/800/XL SuperSALT Diagnostic
Atari 600/800XL SuperSALT Diag.
Atari 810/815 Burn-In Disk Test
Atari atari LOGO Computing Language
Atari The Learning Phone (PLATO)
Atari XE Demo Cartridge [4 games]
Atari Mexico MicroCalc XE version 2.2
Atari Mexico Multi Ficha
Austin Franklin Austin 80 SWP ATR 8000 Console Term.
Austin Franklin Austin 80 Console Software
Beaumont PUP (Primary Utility Pack)
Big Five Bounty Bob Strikes Back!
Br0derbund Seafox
CBS Software Big Bird's Special Delivery
CBS Software Ducks Ahoy!
CBS Software Ernie's Magic Shapes
CBS Software Sea Horse Hide'n Seek
CBS Software Webster: The Word Game
Chalkboard Inc. BearJam
Chalkboard Inc. Leo's 'Lectric Paintbrush
Chalkboard Inc. Leo's Links
Chalkboard Inc. LogicMaster
Chalkboard Inc. MicroMaestro
Chalkboard Inc. Micro Illustrator
Computer SW Super Pill, The
Concepts for Darren Math Works: Addition
Concepts for Darren Math Works: Basic Subtraction
Convologic WAM
Citibank Direct Access (home banking)

Dana Alien Ambush
Eastern House KISS
Eastern House 81 Monkey Wrench, The
Elcomp Atext-1 (word processor)
Elcomp Atmas (macro assembler)
Elcomp Atmona-1 (machine language monitor)
First Star Flip and Flop
Frontrunner Super Cart
Geminisoft/Sar-An MD12V10 Magic Dump
Geminisoft Magic Dump II
HES C518 Attack of the Mutant Camels
HES C730 Mr. TNT
ICD SpartaDOS X (OS)
IDSI AC1021 Speedway Blast
IDSI ID2103 Survival of the Fittest
Island Software GhostCART II
Kantronics Hamsoft/Amtor
LindaSoft Conquest of the Crown
LJK Data Perfect [80 column]
LJK Edit 6502
LJK Letter Perfect [40 column]
LJK Letter Perfect [80 column]
MPP Microfiler (database)
MSI Microprinter System 400
MSI Microprinter System 800
Orion Micro Sys. Express!
O.S.S. Action!
O.S.S. Basic XE
O.S.S. Mac/65
O.S.S. Writer's Tool, The
Pronto The Home Information System
Rantom Trust
Reevesoft Diamond GOS
Reston Movie Maker
Roklan Da'Fuzz
Roklan Star Maze, Scott Foresman's
Romox Attack at EP-CYG-4 (by Bram)
Romox Sea Chase
Romox Spark Bugs
Romox Starion
Romox Typo (by TJS Industries)
Romox whiz Kid
Sector One/IC Easy Scan II
Sega 012-03 Super Zaxxon
Sega 009-03 Up 'n Down
Sierra On-Line Jawbreaker II[label reads Jawbreaker]
Sierra On-Line Learning with Leeper
Sirius Final Orbit
Sirius Worm War I
Softmark Mindlock BBS

Spinnaker Cosmic Life
Spinnaker Up for Grabs
Stimultech Expando-Vision
Synapse Fort Apocalypse
Synapse Synassembler
Tech-Sketch Paint-N-Sketch Level I
Tech-Sketch Paint-N-Sketch Level II
Thompson Elec. Proburner
TigerVision Espial
TigerVision MatterHorn
Walling Co. AProm
Walling Co. AProm XL
Walling Co. Six Pack I
Walling Co. Six Pack II
??? Boot Ease

Cordially,
Arnaud

# 2671. Re: Custom DL problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-02 20:00:20 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vb5jhc78g96e55@corp.supernews.com>
Source record: 21784

Tom Says:
"The 0x42 LMS text window start is therefore at offset 3+3+79 = 85, hence
in the middle of the addresses you're poking to. The reason why you get one
text line less is because you overwrite it with the above loop.

The problem you're facing here is than an LMS takes two additional bytes
in the display list, though there isn't room for additional bytes there
without overwriting already setup display lines.
"
I appreciate the help. Don't quite understand.
Right, my two extra LMS require 4 more bytes
in the DL. I am using a GR. 7 to create the screen,
so it has a text area, with a stock DL starting
at $8FA2, extending to $9000. Screen memory
starts at $9060 for the GR7 and $9F60 for the
GR 0. There is room for my DL which is 4 bytes
longer than the OS generated one. The stock DL
is 94 bytes long, mine is 98 bytes long.
The stock DL goes 94 bytes $8FA2 to $9000.
Mine goes $8FA2 to $9004. The area from $9004
to $9060 isn't used. There's also an unused area
from the GR7 screen bottom ($9060+d80*d40)=
$9CE0, to the begining of the GR0 area at $9060
+d96*d40=$9F60. From $9CE1 to $9F5F isn't used.
From $9005 to $905F isn't used.

There's room for my 4 bytes longer DL between
the end of my DL ($9004) and the start of screen
memory ($9060).

My DL has the same number of GR7 lines (d80) and
the same number of GR0 lines (4). The OS won't
display the 4th GR0 line however, or Antic won't.
XLIT does display the 4 GR0 lines, as I expected.
Only when I ran it on a real Atari and then also with
atari800win do I miss the 4th GR0 line.

# 2672. Re: KoalaPad Touch Tablet for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-03 04:06:33 UTC
From: bill@newbreedsoftware.com
Message-ID: <dfHsa.10889$JX2.655893@typhoon.sonic.net>
Source record: 21785

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote:
> Well,
> the KoalaPad can be used - but you have to search for the Atari software
> then...

Odd. I specifically remember having problems trying to use my brother's
C=64 Koala pad with the example program I found. But an Atari 8-bit one
worked.

This WAS years ago, though, so I could be totally confused or dumb. *shrug*

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 2673. RE: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-03 04:12:36 UTC
From: Vincen Fast <grampta@yahoo.com>
Message-ID: <b91nt8$ek2q3$3@ID-191899.news.dfncis.de>
Source record: 21793

Yes, nice title picture... ... this game is just great. I always wonder if there was more background disks...

VF

Andreas Magenheimer <magea000@students.uni-mainz.de> escribi&#65533; en el mensaje de noticias 3EB2AEC1.47596100@students.uni-mainz.de...
> Yes,
> they are one and the same. in europe it was called International Karate
> (and also Karate, whereas in America it was called World Karate
> championships. The US version was distributed by Epyx and featured a
> nice title picture. But the game itself is Int. karate... -Andreas.
>
>
>
> Vidar Olavesen schrieb:
> >
> > "Vincen Fast" <grampta@yahoo.com> skrev i melding
> > news:b8h9bh$8ooo3$2@ID-191899.news.dfncis.de...
> > > Boulder Dash is my favorite and family's favorite too....
> > > I like also Spelunker and the ACCRR... and Karate Championship (from Epyx
> > I
> > > guess)
> >
> > Well, is it ? World Karate Championship, isn't that the one originally
> > called International Karate by Archer McLean ?

# 2674. Re: Fagboy Benny Smith the big pedophile!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-03 08:55:16 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3eb38489$0$49108$e4fe514c@news.xs4all.nl>
Source record: 21786
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Grow up.... act normal... people are not waiting for these useless posts....

"Nomen Nescio" <nobody@dizum.com> wrote in message
news:805055209597cf19fd5172fa619eca19@dizum.com...
> looks like it's time for a fun new game... it's called let fuck with
fagboy
> shit eating pedophile benny every fucking day of his life till he stops!
Keep
> comin back fagot, we won't be going anywhere anytime soon and will be
spending
> all of our time fucking with ya. This includes Don "I eat just as much
shit
> as Benny" Schmidt and Paul "fuck me I'm a big british gaylord" Irvine.
>
> Email address for all the spambots: (mailbomb and spam these HEAVILY)
> atari@aracnet.com
> dschmidt@pacifier.com
> mclane.dellos@btinternet.com
>
> you will notice that we have conveniently removed the munging from fagboy
Paul's
> email addy.
>
>
>
>

# 2675. 8-bit Musix in Chicago (old)

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-03 11:27:24 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <b9092b$ealvr$1@ID-112582.news.dfncis.de>
Source record: 21787

Howdy *.*!

Just found this old article. It's from the year 2000. Funny, german crew
making 8-bit musix in heart of america *gg

http://www.beigerecords.com/media/images/dannys/show.html

--
\thomsen
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

# 2676. Re: Custom DL problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-03 19:02:20 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <3EB4123C.3000404@math.tu-berlin.de>
Source record: 21788

Hi Russ,

> I appreciate the help. Don't quite understand.
> Right, my two extra LMS require 4 more bytes
> in the DL. I am using a GR. 7 to create the screen,
> so it has a text area, with a stock DL starting
> at $8FA2, extending to $9000. Screen memory
> starts at $9060 for the GR7 and $9F60 for the
> GR 0. There is room for my DL which is 4 bytes
> longer than the OS generated one.

Yes, as far as raw memory is concerned, yes. However,
*if* you want to display the same number of Graphics 7
modelines - do I assume this correctly? - you'd need
to write more bytes in front of the Gr.0 modeline
instructions. Hence, what happens here as I suppose is
that the Gr.7 modelines (Antic D) overwrite the modelines
of the text window, and this is really because you need
to fill in more bytes for the same number of modelines
than before.

> The stock DL
> is 94 bytes long, mine is 98 bytes long.
> The stock DL goes 94 bytes $8FA2 to $9000.
> Mine goes $8FA2 to $9004. The area from $9004
> to $9060 isn't used.

Right so. However, the area from $8ff7 = $9000 - 9
is used for displaying the text window, and you'd
partially overwriting this area with the LMS/Mode D
instructions. What you would need to do is to re-write
the text window instructions as well. *However*, there's
another caveat here. $9000 is a 1K boundary, and ANTIC
won't be able to cross it. You'd either need to insert
a jump instruction ($01 Lo Hi) and accept a single blank
line, or you'd need to start the DList four bytes earlier.

> There's room for my 4 bytes longer DL between
> the end of my DL ($9004) and the start of screen
> memory ($9060).

Yes, but that's not the problem. The point is that
a) as far as I remember, your program doesn't rewrite
the text window instructions (correct me if I'm wrong!)
and
b) doesn't take into account that the Antic program

counter doesn't wrap from 0x8fff to 0x9000 by itself.

> My DL has the same number of GR7 lines (d80) and
> the same number of GR0 lines (4). The OS won't
> display the 4th GR0 line however, or Antic won't.
> XLIT does display the 4 GR0 lines, as I expected.

Antic won't. XLIT is, as I suspect, broken and doesn't emulate the
limited antic program counter correctly (FYI, Atari++ does, of
course... (((-;)

> Only when I ran it on a real Atari and then also with
> atari800win do I miss the 4th GR0 line.

Yes, see above.

Greetings,
Thomas

# 2677. Re: Bravo Sierra's Open Letter

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-03 20:33:50 UTC
From: "Z.Beeblebrox" <qwerty813@hotmail.com>
Message-ID: <keecna0R3rYwuymjXTWcoQ@comcast.com>
Source record: 21789
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Ben -

Just wanted to thank you for being one of the FEW places where you can get
Atari stuff.
I bought hardware from you quite a ways back & all worked out really well.

-later,

-z-

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0305010636000.14513-100000@shell1.aracnet.com...
> For a long time, I've been under attack in this NewsGroup. The Few, or
> maybe the one attacking believes he is hurting me. He believes comparing
> me to pedophiles, gays and what else actually hurts me. He thinks he
> offends me while driving away my Business. He couldn't be more wrong!!!
> Besides amusing me with his homophobic humor, he draws more attention
> to my Atari Business! I couldn't get better/more advertising even if I
> paid for it. Atari users are smart, not sheep. They see all the posts and
> check it out on their own. They see the posts and do their own research!
> They find my WebSite then read and research for themselves, making their
> own decisions. Ignoring the dribble posted by Him. Those that participate
> in the NewsGroups are a small percentage of those who actually read it.
> Many are looking for Atari Sales, Service and Support and find it thanks
> to all the attention drawn to my Business. If you really want to hurt me,
> ignore my posts and dont reply. Otherwise, your Dumber than I thought!
> Dont try to draw me into an argument. It takes Two and I'm Ignoring You!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

# 2678. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-03 21:51:31 UTC
From: Adam <nobody@important.com>
Message-ID: <Xns9370B5B8A77C4nobodyimportantcom@167.206.3.2>
Source record: 21790

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in
news:3EB2AEC1.47596100@students.uni-mainz.de:

> Yes,
> they are one and the same. in europe it was called International
> Karate (and also Karate, whereas in America it was called World Karate
> championships. The US version was distributed by Epyx and featured a
> nice title picture. But the game itself is Int. karate...
> -Andreas.
>
>
>
> Vidar Olavesen schrieb:
>>
>> "Vincen Fast" <grampta@yahoo.com> skrev i melding
>> news:b8h9bh$8ooo3$2@ID-191899.news.dfncis.de...
>> > Boulder Dash is my favorite and family's favorite too....
>> > I like also Spelunker and the ACCRR... and Karate Championship
>> > (from Epyx
>> I
>> > guess)
>>
>> Well, is it ? World Karate Championship, isn't that the one
>> originally called International Karate by Archer McLean ?
>

MULE was the best Atari 8bit game! And now you can play it on the PC.
Check it out at www.gilligames.com

# 2679. Re: Bravo Sierra's Open Letter

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-03 22:39:10 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <upOdnTYJeICB2CmjXTWcog@comcast.com>
Source record: 21791

I agree!!!

"Atari4evr" <atari4evr@aol.com> wrote in message
news:20030501183232.24185.00000656@mb-m27.aol.com...
> Dear Ben,
>
> You are the greatest! Your attitude is mature and very correct. Thanks
for
> your continued support of the Atari community. Best wishes,
>
> An Atarian Forever.

# 2680. New eBay auction - Atari XL/XE PAL TV cable & others...

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-03 22:51:34 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1052001606.13892.0@despina.uk.clara.net>
Source record: 21792

Hello All,

I have just started a new eBay auction for a nearly-new Atari XL/XE PAL TV cable. The auction for a mint condition 1982 Epyx Software catalog is still running with only a couple of days left (still at 0.99pounds). I also have some items of software on there too.

The link is below (this will split on to two lines, so please copy both lines into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangar
raghty

Dean Garraghty

## 2681. Slotcar construction set

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-04 01:00:33 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3EB4661F.6C757A70@rogers.com>
Source record: 21794

Hi everyone,
Back round '85 or so when my C64 was still working I had an activision (I think) game called "Slotcar constroctuion set", not to be confused with racing destruction set (not by activision). Since I still have a working 130XE and 800 I was wondering if this game ever made it to the atari 8bits? Another game I would like to locate is River Raid. Anyone know of any dealers I can get originals of these from?

thanks
James

# 2682. Re: Custom DL problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-04 03:35:37 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vb92nri3e51rcc@corp.supernews.com>
Source record: 21795

Thomas said, in a previous message, which really
didn't register for me:
"i) Put the display list into a fixed address and ensure that
you never cross a 1K boundary as far as the list is concerned.
ii) Put the graphics in a fixed position (or use the one supplied
by the Os) and ensure that you don't cross a 4K boundary with the
graphics/or use an LMS instruction.
"
I think I understand now.
And in the present message described my problem,
crossing $9000 with my DL.
Thank you.
(Yes I do have the same lms (66) lo, hi, 2, 2, 2 for the
GR0 area as the stock DL. Followed by the 65 ($41)
dl lo dl hi.)
Russg

## 2683. MFM or GCR...

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-04 05:52:19 UTC
From: Hon Tseng <pcuser45@yahoo.com>
Message-ID: <nU1ta.44212$3h5.823633@news2.east.cox.net>
Source record: 21597
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc.hardware.systems

Apple 8bit and Commodore 1541 use GCR. Atari 8bit and IBM use MFM. Which is better and realible? Why?

# 2684. Re: MFM or GCR...

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-04 06:24:10 UTC
From: Todd Elliott <eyeth@vcsweb.com>
Message-ID: <b92bma$qrf$1@vcsweb.com>
Source record: 21598
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In comp.sys.cbm Hon Tseng <pcuser45@yahoo.com> wrote:
> Apple 8bit and Commodore 1541 use GCR. Atari 8bit and IBM use MFM. Which is
> better and realible? Why?
>
Hello.

AFAIK, Atari 8-bit disk drives used the GCR format as well. As for the
merits on GCR vs MFM, I really don't know.

Enjoy.
--
Todd Elliott

# 2685. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-04 07:53:02 UTC
From: Mad_Kat <maloney@HotPOP.com>
Message-ID: <elh9bvomgfo5no414mg7ca41hj0om9kp61@4ax.com>
Source record: 21599

Star Raiders, what else? :)

MK

## 2686. anyone know how to use 6502 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-04 08:05:42 UTC
From: mr_Green <manticore@whitespider.dyn.nu>
Message-ID: <Dc1ta.12166$Jy3.1133454@news20.bellglobal.com>
Source record: 21796
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit

anyone know how to use 6502 ? If you do plz post
--
It is impossible to make anything fool-proof because fools are so ingenious

# 2687. Re: Fagboy Benny Smith the big pedophile!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-04 09:15:06 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3eb4dab1$0$49104$e4fe514c@news.xs4all.nl>
Source record: 21600
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Here we go again...!

Another personal thread: OOPS I need security otherwise they gonna.....

Want us to fuck with you too, fagot? Keep your fuckin mouth shut or we'll be
fucking with you everyday of your life as well.

Go fuck your big fagot friend benny you dumb shit for brains mother fucker.
You're next if you open your mouth again.

---

Grow up.... act normal... people are not waiting for these useless posts....

"TXG" <txg01@xs4all.nl> wrote in message
news:3eb38489$0$49108$e4fe514c@news.xs4all.nl...
> Grow up.... act normal... people are not waiting for these useless
posts....
>
> "Nomen Nescio" <nobody@dizum.com> wrote in message
> news:805055209597cf19fd5172fa619eca19@dizum.com...
> > looks like it's time for a fun new game... it's called let fuck with
> fagboy
> > shit eating pedophile benny every fucking day of his life till he stops!
> Keep
> > comin back fagot, we won't be going anywhere anytime soon and will be
> spending
> > all of our time fucking with ya. This includes Don "I eat just as much
> shit
> > as Benny" Schmidt and Paul "fuck me I'm a big british gaylord" Irvine.
> >
> > Email address for all the spambots: (mailbomb and spam these HEAVILY)
> > atari@aracnet.com
> > dschmidt@pacifier.com
> > mclane.dellos@btinternet.com
> >
> > you will notice that we have conveniently removed the munging from
fagboy
> Paul's
> > email addy.
> >
> >
> >
> >
>

>

# 2688. Re: MFM or GCR...

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-04 10:26:54 UTC
From: Linards Ticmanis <ticmanis@coli.uni-sb.de>
Message-ID: <b92ptf$4j8s$1@hades.rz.uni-saarland.de>
Source record: 21601
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc.hardware.systems

Hon Tseng wrote:
> Apple 8bit and Commodore 1541 use GCR. Atari 8bit and IBM use MFM. Which is
> better and realible? Why?

Both systems have 2 purposes:

1.) Limit the number of consecutive 0 bits since those can't be synced on. They're stored as "nothing happens" basically while 1 bits are stored as "something happens." You can determine the exact moment something does happen but you cannot determine the exact moment when nothing does happen. And so the circuit wouldn't be able to compensate for small variations in rotation speed which always occur in mechanical drives if you had many 0 bits following directly after each other.

2.) and provide a way to discern between data and metadata. E.g. the "this is the start of this track" mark musn't be confusable with some piece of normal data. So if you need to store a bit of data that just happens to be identical to the mark, it has to be changed in some unambigous way.

GCR is easier to implement in Software. It takes bit patterns and replaces them with other (longer) bit patterns that don't contain many consecutive 0s. On reading it converts them back.

Apple stored 3 bits for 2 in the beginning (13 sector disks) and later 4 bits for 3 (16 sector disks). Commodore stored 5 bits for 4.

MFM is easier to implement in Hardware. Basically it inserts extra "halfway" bits into areas with consecutive 0s. Since they're halfway in between the normal bit positions they can be discerned and thrown out on reading back the data.

Apple used the computer's main processor to decode, Commodore put a general-purpose CPU into the drive, IBM and most CP/M computers put a custom chip into the drive. Atati I don't know.

Both method are pretty reliable if not pushed to the max, which no system really does since users are know to value data security over disk size. (What's the point of storing an extra 80KB on the disk if I can't retrieve the data?)

I've successfully read disks almost 20 years old of both the GCR and MFM variety.

fup2 c.s.apple2 to reduce crossposting.

--

Linards Ticmanis

The Master said, "The business of laying on the colors follows the preparation of the plain ground."

# 2689. Re: Fagboy Benny Smith the big pedophile!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-04 11:25:20 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <kot9bv0cgi3ceavhq3rv5sufbjon9lnh7l@4ax.com>
Source record: 21602
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sat, 3 May 2003 00:10:04 +0200 (CEST), Nomen Nescio
<nobody@dizum.com> wrote:

>looks like it's time for a fun new game... it's called let fuck with fagboy
>shit eating pedophile benny every fucking day of his life till he stops! Keep
>comin back fagot, we won't be going anywhere anytime soon and will be spending
>all of our time fucking with ya. This includes Don "I eat just as much shit
>as Benny" Schmidt and Paul "fuck me I'm a big british gaylord" Irvine.

>you will notice that we have conveniently removed the munging from fagboy Paul's
>email addy.

Send all you like, I get plenty already..

Now stop being a child and go back to your *moose*
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 2690. Re: anyone know how to use 6502 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-04 11:30:03 UTC
From: atari-man <arudzki@yahoo.com>
Message-ID: <%Q6ta.463905$OV.451281@rwcrnsc54>
Source record: 21603
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit

Try www.6502.org

FULL of information, datasheets, and links.

Tony

"mr_Green" <manticore@whitespider.dyn.nu> wrote in message
news:Dc1ta.12166$Jy3.1133454@news20.bellglobal.com...
> anyone know how to use 6502 ? If you do plz post
> --
> It is impossible to make anything fool-proof because fools are so
ingenious
>
>
>
>

# 2691. Re: Fagboy Benny Smith the big pedophile!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-04 13:00:39 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3eb50f90$0$49104$e4fe514c@news.xs4all.nl>
Source record: 21604
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Paul Irvine" > Send all you like, I get plenty already..
>
> Now stop being a child and go back to your *moose*
> --
>
> Paul...

Hi Paul,

I see you read the mail from this silly person also...

I think this is the only person on the internet with an IQ value of -1
haha :-)

# 2692. Re: Fagboy Benny Smith the big pedophile!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-04 15:32:25 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <8cbabv8c8blrg0qldrca8534rm20u5stu0@4ax.com>
Source record: 21605
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sun, 4 May 2003 15:00:39 +0200, "TXG" <txg01@xs4all.nl> wrote:

>"Paul Irvine" > Send all you like, I get plenty already..
>>
>> Now stop being a child and go back to your *moose*

>Hi Paul,

Hi there
>
>I see you read the mail from this silly person also...
>
>I think this is the only person on the internet with an IQ value of -1
>haha :-)

I use 2 very good filters and a virus checker already, it's just a
piss in the wind if you ask me.

But, sadly it's just making the group more pointless and unreadable.

I've read this group for many many years, actively helped many and
think of myself as a regular and good group person yet this person who
knows me and I know him feels the need to ruin the fun by making the
group stagnate just to prove that him and his mates have some little
hint of power.

What power?

The power to post via Dizum...Whoopie....very manly.

The power to mailbomb..very old school

Nope, it's just the power to ruin a group with childish stuff making
readers clear off in droves.

Nice one S.....You might just win and fuck the whole group up, you
must be proud.

<sigh>
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

## 2693. Montezuma's Revenge

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-04 16:47:19 UTC
From: NEWS <rucio2002@terra.cl>
Message-ID: <rubta.17230$%Y6.54681@maule>
Source record: 21606

Something know How can I Terminate the Game ?

Regards

# 2694. Atari 800 emulator on Mac OS 9 without a joystick

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-04 17:37:55 UTC
From: Mark Watson <newsAfoftDfsnetD@co.uk>
Message-ID: <Sdcta.12746$up3.2283@post-02.news.easynews.com>
Source record: 21607

Hi,

I have just been playing with the Mac OS 9 port of Atari 800 done by Derek Ledbetter. Looks very good, but I have a problem I was wondering if anyone can help with...

Seems this version does not support keyboard emulation of a joystick. The laptop I'm running it on does not have a joystick, so I can't play any of the games. I can see two solutions to this:

i) Get a program for the Mac that allows the keyboard to function as a joystick input device.
-> Can't find such a program -> anyone know of one?

ii) Modify the source to support keyboard input.
-> Sure it wouldn't be hard to add. However I know little about Mac programming (I'm a Windows and Unix programmer...). I also don't have a copy of Codewarrior 7. Please please can someone do this?

Any other suggestions? Would be great to play all the old games on this Mac laptop (upgraded Powerbook 1400).

Hope someone can help.

Thanks,

Mark

--
-----
(s/X/Y/g -> replace all X with Y in e-mail addr)
s/@//g; s/D/./g; s/A/@/g;

# 2695. Re: 8-bit Musix in Chicago (old)

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-04 21:46:38 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <3EB58A3E.6EF94BB5@mediakingx.com>
Source record: 21608

Very wild! Those guys were going all out! I would love to hear an MP3 or soundclip of it. If you are going to do something, you might as well go all the way, and it looks like they did!

Thomas Havemeister wrote:
> 
> Howdy *.*!
> 
> Just found this old article. It's from the year 2000. Funny, german crew
> making 8-bit musix in heart of america *gg
> 
> http://www.beigerecords.com/media/images/dannys/show.html
> 
> --
> \thomsen
> Sturz des Zaren & Take those Atarian care!
> Thomas Havemeister, Student of Commercial Information Technology
> Technical University of Ilmenau

## 2696. Re: MFM or GCR...

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-04 22:44:32 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030504184432.21498.00000564@mb-m17.aol.com>
Source record: 21609

> Apple 8bit and Commodore 1541 use GCR. Atari 8bit and IBM use MFM. Which is better and realible? Why? <

Both. :-) But for an excellent explanation of some of the theory, check out "Beneath Apple Dos" by Don Worth and Pieter Lechner. (c) 1981 by Quality Software.

Larry White

# 2697. Re: Slotcar construction set

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-04 22:48:20 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <UMgta.54268$ey1.4989900@newsread1.prod.itd.earthlink.net>
Source record: 21610

Hi, James;

River Raid made it to the Atari8 platform; check Lance at Video61 or B&C Computervision...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"James Alexander" <james-m-alexander@rogers.com> wrote in message
> Hi everyone,
> Back round '85 or so when my C64 was still working I had an activision
> (I think) game called "Slotcar constroctuion set", not to be confused
> with racing destruction set (not by activision). Since I still have a
> working 130XE and 800 I was wondering if this game ever made it to the
> atari 8bits? Another game I would like to locate is River Raid. Anyone
> know of any dealers I can get originals of these from?
>
> thanks
> James

# 2698. Re: MFM or GCR...

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-04 23:29:42 UTC
From: Hon Tseng <pcuser45@yahoo.com>
Message-ID: <Gnhta.47987$3h5.1123335@news2.east.cox.net>
Source record: 21611
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Todd,

No! Atari 8bit disk drive always uses FM/MFM. PC uses MFM that can read
Atari 180K disks but PC cannot read GCR disks which Commodore 1541 or Apple
II formats. Commodore 1581 uses MFM that can be read by PC.

Hon

Todd Elliott <eyeth@vcsweb.com> wrote in message
news:b92bma$qrf$1@vcsweb.com...
> In comp.sys.cbm Hon Tseng <pcuser45@yahoo.com> wrote:
> > Apple 8bit and Commodore 1541 use GCR. Atari 8bit and IBM use MFM. Which
is
> > better and realible? Why?
> >
> Hello.
>
> AFAIK, Atari 8-bit disk drives used the GCR format as well. As for the
> merits on GCR vs MFM, I really don't know.
>
> Enjoy.
> --
> Todd Elliott

# 2699. Re: Fagboy Benny Smith the big pedophile!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-05 02:54:56 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <4okta.115652$A41.21336687@news4.srv.hcvlny.cv.net>
Source record: 21612
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hmmm. Suppose somebody joined this group for the first time and the first message they saw was the one quoted below. What would they think of you? The group? Why stoop to that other guy's level?

How about not responding to him at all?

Just an idea.

Take care.

Alan

"TXG <txg01@xs4all.nl>" <squirrel@echelon.alias.net> wrote in message news:8ea98716955073736b1e248fc98dd5c0@anonymous.poster...
> Pauly the big gayloard Irvine and I are a couple of Benny's superfags! We
> can eat shit in a single serving, jump over short gays in a single bound, and
> we're faster (and fatter!) than diahrea! We r da shit bombs! Splattering
> newsgroups everyday with our spew of shit all cuz of fagboy Benny! We just
> love Benny so much! We know that fagboy benny is a HUGE 400 pound short fagot!
> We're gonna be here forever cuz fagboy benny is our lame hero and zero! Paul,
> Benny, and I have IQ's of -100 and we also LOVE to fuck a moose! Don't we
> Paul? Yep, we do!
>
> when ya call Benny's special for fags online red hot gay hotline, be sure to
> ask for us! We're bendin' over just for U!!!
>
> Just like Benny we keep on posting!
>
>
>
>
>
>

# 2700. Re: anyone know how to use 6502 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-05 05:11:06 UTC
From: mr_Green <manticore@whitespider.dyn.nu>
Message-ID: <Kixta.2790$VJ.196553@news20.bellglobal.com>
Source record: 21617
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit

"atari-man" <arudzki@yahoo.com> wrote in message
news:%Q6ta.463905$OV.451281@rwcrnsc54...
> Try www.6502.org
>
> FULL of information, datasheets, and links.
>
>
> Tony
>
> "mr_Green" <manticore@whitespider.dyn.nu> wrote in message
> news:Dc1ta.12166$Jy3.1133454@news20.bellglobal.com...
> > anyone know how to use 6502 ? If you do plz post
> > --
> > It is impossible to make anything fool-proof because fools are so
> ingenious

I Been on it before thank though.
--
It is impossible to make anything fool-proof because fools are so ingenious

# 2701. Re: anyone know how to use 6502 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-05 07:42:56 UTC
From: bill@newbreedsoftware.com
Message-ID: <4Cota.11346$JX2.696823@typhoon.sonic.net>
Source record: 21613
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit

mr_Green <manticore@whitespider.dyn.nu> wrote:
> anyone know how to use 6502 ? If you do plz post

Hehe... Yeah. I turn the switch on the back of my Atari 800XL or
Nintendo NES. ;^)

Sorry... I just had to. It's not like your question was very clear. ;^)

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 2702. Re: Montezuma's Revenge

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-05 08:19:43 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b956qv$t7b$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 21614

Hi,

> Something know How can I Terminate the Game ?

Well, I'm not a "thing" (-;, but then: You can't. The first/initial version of the game doesn't have an ending.

So long,
Thomas

# 2703. Re: Fagboy Benny Smith the big pedophile!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-05 08:59:54 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3eb636081097820@tripnet.se>
Source record: 21615
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In comp.sys.atari.st <4okta.115652$A41.21336687@news4.srv.hcvlny.cv.net>
Alan Sharkis wrote on Mon 05-05-2003 02:54 (GMT):

>How about not responding to him at all?

An even better approach is to let them filter out themselves. Usually
those who can't standup for there thoughts tries to hide there acts by
using the header line "X-No-Archive: yes" to avoid being archived by
search engines.

Simply add this line to your kill filter and they will not bother you
again!

A typical Newswatch kill filter might look like this:

Newsgroups: *swnet.diverse*
Newsgroups: *alt.nuke.thomas-nord*
From: *sinclap*
X-No-Archive: yes

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

# 2704. BBXFER 1.9 might have a bug

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-05 13:06:00 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b95njq$25s$1@nets3.rz.RWTH-Aachen.DE>
Source record: 21616

Howdy folks

It happened again last week. I copied a file from my Atari via BBXFER 1.9 to a PC and after the file was stored on disk (when I check, the filename is in the directory, IIRC with the correct length) the first FAT on the PC disk got mangled. This same scenario has happend to my before so it must be a bug in BBXFER. Who can help? (I'm not an assembler programmer) Can somebody fix BBXFER so this will no longer happen? Can somebody please tell me how to retrieve the files off that disk. I have the HMTL code for my internet site on that disk.

CU Mathy van Nisselroy

# 2705. Re: anyone know how to use 6502 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-05 18:27:10 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <22yta.57038$4P1.5255727@newsread2.prod.itd.earthlink.net>
Source record: 21619
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit

"mr_Green" <manticore@whitespider.dyn.nu> wrote in message
news:Alxta.2792$VJ.196578@news20.bellglobal.com...
> "William Kendrick" <bill@newbreedsoftware.com> wrote in message
> news:4Cota.11346$JX2.696823@typhoon.sonic.net...
> > mr_Green <manticore@whitespider.dyn.nu> wrote:
> > > anyone know how to use 6502 ? If you do plz post
> >
> > Hehe... Yeah. I turn the switch on the back of my Atari 800XL or
> > Nintendo NES. ;^)
> >
> > Sorry... I just had to. It's not like your question was very clear.
;^)
> >
> > -bill!
> >
> > --
> > bill@newbreedsoftware.com
Hire
> me!
> > http://newbreedsoftware.com/bill/
> http://newbreedsoftware.com/bill/resume/
>
> Does anyone Know how to use 6502 asm, or know how the graphics or
registies
> work on a Atari ?..... Or Nes that would help me more.

Sure.

Assembly on a 6502 is a lot like BASIC with only 3 variables but 64,000
memory locations. On an Atari a lot of the routines to do useful stuff are
just calls to the OS which make it easy to do things like change graphic
modes or input files from a disk drive. You just make the jump from PEEK to
LDA $<some memory location>, POKE to STA, GOTO to JMP, and GOSUB to JSR, and
you do fine.

http://home.earthlink.net/~atari8bit/a8links.html
Is a good place to start a search for specific information.

# 2706. Account Problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-05 19:12:22 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <d108423cd895b3000065b7ededc7a15f@TeraNews>
Source record: 21620

Hello,
For the last week or two, a LOT of my messages had not been posting for some reason. I even tried one message three times all together and it never posted, yet other messages often posted.

I tried posting at different times, sometimes at 3am, sometimes at noon, etc.

Now, I cannot seem to log on to the server at all. Says something about how I need to log in, is something wrong with my password?

The User Name is RandyJabsco.

Also, there is a change to my email address. Where it used to be RandyJabsco@yahoo.com it is now j70141@hotmail.com

Thanks for your assistance

# 2707. Re: anyone know how to use 6502 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-05 20:35:14 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <vbdio1o1n3ige9@corp.supernews.com>
Source record: 21621
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit

```
"richard cortese" <ricortes@earthlink.net> wrote in message
news:22yta.57038$4P1.5255727@newsread2.prod.itd.earthlink.net...
> "mr_Green" <manticore@whitespider.dyn.nu> wrote in message
> news:Alxta.2792$VJ.196578@news20.bellglobal.com...
> > "William Kendrick" <bill@newbreedsoftware.com> wrote in message
> > news:4Cota.11346$JX2.696823@typhoon.sonic.net...
> > > mr_Green <manticore@whitespider.dyn.nu> wrote:
> > > > anyone know how to use 6502 ? If you do plz post
> > >
> > > Hehe... Yeah. I turn the switch on the back of my Atari 800XL or
> > > Nintendo NES. ;^)
> > >
> > > Sorry... I just had to. It's not like your question was very clear.
> ;^)
> > >
> > > -bill!
> > >
> > > --
> > > bill@newbreedsoftware.com
> Hire
> > me!
> > > http://newbreedsoftware.com/bill/
> > http://newbreedsoftware.com/bill/resume/
> >
> > Does anyone Know how to use 6502 asm, or know how the graphics or
> registies
> > work on a Atari ?..... Or Nes that would help me more.
>
> Sure.
>
> Assembly on a 6502 is a lot like BASIC with only 3 variables but 64,000
> memory locations. On an Atari a lot of the routines to do useful stuff are
> just calls to the OS which make it easy to do things like change graphic
> modes or input files from a disk drive. You just make the jump from PEEK
to
> LDA $<some memory location>, POKE to STA, GOTO to JMP, and GOSUB to JSR,
and
> you do fine.
>
> http://home.earthlink.net/~atari8bit/a8links.html
> Is a good place to start a search for specific information.
>
More 6502
```

Another good program for looking at 6502 source code is here:
This site is in French and English Home page.
http://pvb.free.fr/Atari/Atari_Index.htm

http://pvb.free.fr/Atari/Download/
Several very good programs for viewing 6502 opcodes within Atari disk or file. All Atari fans ought to be getting this stuff.

Good luck

# 2708. Re: anyone know how to use 6502 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-05 20:39:30 UTC
From: mr_Green <manticore@whitespider.dyn.nu>
Message-ID: <AIxta.2792$VJ.196578@news20.bellglobal.com>
Source record: 21618
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:4Cota.11346$JX2.696823@typhoon.sonic.net...
> mr_Green <manticore@whitespider.dyn.nu> wrote:
> > anyone know how to use 6502 ? If you do plz post
>
> Hehe... Yeah. I turn the switch on the back of my Atari 800XL or
> Nintendo NES. ;^)
>
> Sorry... I just had to. It's not like your question was very clear. ;^)
>
> -bill!
>
> --
> bill@newbreedsoftware.com Hire
me!
> http://newbreedsoftware.com/bill/
http://newbreedsoftware.com/bill/resume/

Does anyone Know how to use 6502 asm, or know how the graphics or registies
work on a Atari ?..... Or Nes that would help me more.

Better now :)
--
It is impossible to make anything fool-proof because fools are so ingenious

## 2709. "Game Menu" by Jim Pragit

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-05 21:55:48 UTC
From: rtdos@hotmail.com
Message-ID: <d2f74a9d.0305051355.6fc2029e@posting.google.com>
Source record: 21622

does anyone know where I can find it ?

# 2710. Re: anyone know how to use 6502 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-06 01:32:11 UTC
From: mr_Green <manticore@whitespider.dyn.nu>
Message-ID: <w6Cta.675$J%5.190596@news20.bellglobal.com>
Source record: 21623
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit

```
Good thanks. I am looking for nes details but Atari is very close.
I'll be checking those some thanks.
--
It is impossible to make anything fool-proof because fools are so ingenious
---------------------------------------------------------------------------
"RoyE" <r-dean@charter.net> wrote in message
news:vbdio1o1n3ige9@corp.supernews.com...
>
> "richard cortese" <ricortes@earthlink.net> wrote in message
> news:22yta.57038$4P1.5255727@newsread2.prod.itd.earthlink.net...
> > "mr_Green" <manticore@whitespider.dyn.nu> wrote in message
> > news:Alxta.2792$VJ.196578@news20.bellglobal.com...
> > > "William Kendrick" <bill@newbreedsoftware.com> wrote in message
> > > news:4Cota.11346$JX2.696823@typhoon.sonic.net...
> > > > mr_Green <manticore@whitespider.dyn.nu> wrote:
> > > > > anyone know how to use 6502 ? If you do plz post
> > > >
> > > > Hehe... Yeah. I turn the switch on the back of my Atari 800XL or
> > > > Nintendo NES. ;^)
> > > >
> > > > Sorry... I just had to. It's not like your question was very
clear.
> > ;^)
> > > >
> > > > -bill!
> > > >
> > > > --
> > > > bill@newbreedsoftware.com
> > Hire
> > > me!
> > > > http://newbreedsoftware.com/bill/
> > > http://newbreedsoftware.com/bill/resume/
> > >
> > > Does anyone Know how to use 6502 asm, or know how the graphics or
> > registies
> > > work on a Atari ?..... Or Nes that would help me more.
> >
> > Sure.
> >
> > Assembly on a 6502 is a lot like BASIC with only 3 variables but 64,000
> > memory locations. On an Atari a lot of the routines to do useful stuff
are
> > just calls to the OS which make it easy to do things like change graphic
```

> > modes or input files from a disk drive. You just make the jump from PEEK
> to
> > LDA $<some memory location>, POKE to STA, GOTO to JMP, and GOSUB to JSR,
> and
> > you do fine.
> >
> > http://home.earthlink.net/~atari8bit/a8links.html
> > Is a good place to start a search for specific information.
> >
> More 6502
> Another good program for looking at 6502 source code is here:
> This site is in French and English Home page.
> http://pvb.free.fr/Atari/Atari_Index.htm
>
> http://pvb.free.fr/Atari/Download/
> Several very good programs for viewing 6502 opcodes within Atari disk or
> file. All Atari fans ought to be getting this stuff.
>
> Good luck
>

# 2711. Re: BBXFER 1.9 might have a bug

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-06 02:36:25 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <JcFta.55988$ey1.5159527@newsread1.prod.itd.earthlink.net>
Source record: 21624

Wish I could; I assume BBXFER is a 6502 executable which manipulates the
floppy board disk controller to write MSDos format data to a PC type disk..

Sounds like you need someone with the expertise that Carsten posted about
recently.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message
> Howdy folks
>
> It happened again last week. I copied a file from my Atari via BBXFER 1.9
> to a PC and after the file was stored on disk (when I check, the filename
is
> in the directory, IIRC with the correct length) the first FAT on the PC
disk
> got mangled. This same scenario has happend to my before so it must be a
> bug in BBXFER. Who can help? (I'm not an assembler programmer) Can
> somebody fix BBXFER so this will no longer happen? Can somebody please
tell
> me how to retrieve the files off that disk. I have the HMTL code for my
> internet site on that disk.
>
> CU Mathy van Nisselroy
>

# 2712. Re: Fagboy Benny Smith the big pedophile!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-06 03:00:15 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <HrA8lb1$Uyt+EwKR@my-ste.demon.co.uk>
Source record: 21625
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Mon, 5 May 2003, Kenneth Medin wrote:-

>An even better approach is to let them filter out themselves. Usually
>those who can't standup for there thoughts tries to hide there acts by
>using the header line "X-No-Archive: yes" to avoid being archived by
>search engines.
>
>Simply add this line to your kill filter and they will not bother you
>again!
>
>A typical Newswatch kill filter might look like this:
>
>Newsgroups: *swnet.diverse*
>Newsgroups: *alt.nuke.thomas-nord*
>From: *sinclap*
>X-No-Archive: yes

Since the OP(lonker) was posting through an anonymous re-mailer, and I
find that most that post through them are either trolls or idiots, just
filter out the re-mailer. In this case just add:

Path: *news.dizum.com*

Follow-ups set to a suitable location.

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the OGR Team Acorn
AMD 1800+ 512Mb WinXP |checking nodes at 53Mnodes/sec
AMD Duron/1100 256Mb SuSE 8.1 |
AMD Duron/1200 160Mb SuSE 7.3 |http://www.distributed.net/

# 2713. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-06 03:34:24 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3EB72D32.C604B882@rogers.com>
Source record: 21626

Hiya

SteveV4V wrote:

> Just curious what your favorite game for the Atari8 is? I think my favorite
> was/is Star Raiders, in fact it's what made me buy an Atari 400 in the first
> place. The first time I saw it I was totally blown away.

Heres a few of my favourites that I still play on my 130xe and 800 regularly,
not in any perticular order though!

Beach head
Beach head 2
Raid over moscow
Roklan invaders
Pole position
Pac man
Star raiders
Joust
Strike Eagle
Ultima 3
Ultima 4
Battlezone

and a bunch of others I cant remember at the moment.

# 2714. Re: Slotcar construction set

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-06 03:39:43 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3EB72E71.6E23EFA3@rogers.com>
Source record: 21627

Ron Hamilton wrote:

> Hi, James;
>
> River Raid made it to the Atari8 platform; check Lance at Video61 or B&C
> Computervision...
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian

Hi Ron,

I thought River raid would have made it, the slot car construction set is the one I'm not really sure about. I'm still looking for that one. I'd rather play it on my atari 8bit instead of grabbing aonther C64 system again.

## 2715. trying to identify a game from memory

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-06 04:23:03 UTC
From: lemonjimm@yahoo.com
Message-ID: <de0bdca5.0305052023.190c0c71@posting.google.com>
Source record: 21628

This goes back to 1983 or so. My friends had an Atari 800.

I loved the text games. Abuse was lots of fun, especially after we edited it with the names of people we knew and other nonsense. They also had Zork I and II and another game they had labeled as "Soft" and later known as Leisure Suit Larry (left a word out so as not to alarm the parents!).

Looking back, we all cannot remember one or two particular text games. Actually, they weren't strictly text because you could hit the spacebar or something and a 'still' graphic would appear/disappear.

Here are the vague details and realize that I may be confusing the two games because I think they were from the same vendor.

- a line about "wolfing down the potion"
- brown letters on a light brown background
- cactus
- areas of the gamespace were 'borders' - ie you'd reach the mountains or the ocean and not be able to go that direction any more
- I think the screen re-drew itself after every 'RETURN'
- things would be removed from the still graphic after you picked them up
- I am fairly certain that it balked at more than two words per line, actually I think that it was fairly unforgiving and didn't react to any 'funny' words like Zork did.

Thanks, hopefully some of this will sound familiar to someone out there!

# 2716. Re: What is your favorite 8-bit Atari game of all time?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-06 04:52:20 UTC
From: "Alexis Oppliger C." <aroc@vtr.net>
Message-ID: <K8Hta.18636$%Y6.58518@maule>
Source record: 21629

castle wolfestein, a classic.
"James Alexander" <james-m-alexander@rogers.com> escribi&#65533; en el mensaje
news:3EB72D32.C604B882@rogers.com...
> Hiya
>
> SteveV4V wrote:
>
> > Just curious what your favorite game for the Atari8 is? I think my
favorite
> > was/is Star Raiders, in fact it's what made me buy an Atari 400 in the
first
> > place. The first time I saw it I was totally blown away.
>
> Heres a few of my favourites that I still play on my 130xe and 800
regularly,
> not in any perticular order though!
>
> Beach head
> Beach head 2
> Raid over moscow
> Roklan invaders
> Pole position
> Pac man
> Star raiders
> Joust
> Strike Eagle
> Ultima 3
> Ultima 4
> Battlezone
>
> and a bunch of others I cant remember at the moment.
>

# 2717. Re: anyone know how to use 6502 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-06 05:17:55 UTC
From: kvan@madbbs.com
Message-ID: <4508e45e.0305052117.307c38f2@posting.google.com>
Source record: 21630
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit

You might want to check out this web site:
<http://www.atariarchives.org/mapping/> or better yet, get the book if
you can. Mapping the Atari (revised edition) by Ian Chadwick &
Published by Compute: It has all of the Atari 8 bit memory locations
and their uses plus other helpful information.

Regards,
Kvan

# 2718. Re: Double Pokey Stereo games and demos?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-06 09:33:10 UTC
From: Dub <dubaloo@yahoo.com>
Message-ID: <skLta.172$sZ4.38990@newsfep1-win.server.ntli.net>
Source record: 21631

Whilst sifting through some old demos I already had, some of them played in stereo! which verified that the upgrade worked :o), Overmind demo is one of them and it sounded great! Now its time to add more ram. Has anyone tried the 256k upgrade by Claus Buchholz? It looks difficult to me with just text instructions and no actual diagrams and I'm not sure if I can follow it..

Regards

Andreas Magenheimer wrote in message
<3EB2B1C1.F8348F25@students.uni-mainz.de>...
>Er well,
>I don`t have any links, but I have a list with 20-30 programs that
>support stereo-music via second Pokey/Gumby. E-Mail me, if you are
>interested...
>-Andreas.
>
>
>
>Dub schrieb:
>>
>> Does anyone know any links for games or demos for the Atari8 that use
stereo
>> sound and only 64K?, preferably in .atr so I can send them through my ape
>> interface, Ive just done my first double pokey upgrade and nothing to
test
>> it with!
>>
>> Regards
>> dub

# 2719. ANNOUNCE: Atari 8bit filesystem driver for Linux 0.1 released

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-06 09:44:37 UTC
From: Michael Beck <beck@ipd.info.uni-karlsruhe.de>
Message-ID: <b98068$r6m$1@news.rz.uni-karlsruhe.de>
Source record: 21632

Hi,

On the website

http://www.rho-sigma.de/atari8bit/fs.html

you can find the first public release of the Atari 8bit filesystem
driver for Linux.

About:

ATR8FS is a ATARI 8bit filesystem for Linux released under the GPL. It
originated from the 8bit ATARI machines. It allows to read disk images from
a more than twenty years old computer :-)

Features of Version 0.1

- Can mount ATR images (currently the only possibiliy to access
a ATARI 8bit disk :-)
- Can read DOS2 compatible filesystems, like DOS 2.0S, DOS 2.0D,
DOS 2.5, BiboDOS, MyDOS ...
- Can read DOS3 filesystems
- Can read DOS4 (Antic DOS) filesystems
- Can read SpartaDOS 2+ compatible filesystems
- Currently NO write support
- Currently no direct disk access
- Alpha implementation, not heavily tested yet

Have fun,

PS: Sorry if this may be posted a second time, I crossposted it to c.o.l.a
which was not allowed ...

--
Michael Beck beck@ipd.info.uni-karlsruhe.de

# 2720. Re: BBXFER 1.9 might have a bug

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-06 12:55:38 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <b98bcb$o64$1@nets3.rz.RWTH-Aachen.DE>
Source record: 21633

Howdy Ron, folks

> Wish I could; I assume BBXFER is a 6502 executable which manipulates the
> floppy board disk controller to write MSDos format data to a PC type
disk..

It is, it does.

> Sounds like you need someone with the expertise that Carsten posted about
> recently.

Must have missed that.

CU Mathy van Nisselroy

PS on the email list, somebody suggested that the FloppyBoard is a bit
flakey with 1.44" disks. Does anybody know more about this?

# 2721. Re: trying to identify a game from memory

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-06 13:42:16 UTC
From: Jindroush <jindroush@nospam.seznam.nospam.cz>
Message-ID: <3EB7BBB8.A8E19DEF@nospam.seznam.nospam.cz>
Source record: 21634

"Jim L." wrote:
> Here are the vague details and realize that I may be confusing the two
> games because I think they were from the same vendor.

Maybe The Quest and Transylvania from Penguin?

--
Jindroush <jindroush@nospam.seznam.nospam.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project
Remove both 'nospam's from the address to reply.

# 2722. Re: Custom DL problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-06 16:40:46 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vbfpaueecbnb8f@corp.supernews.com>
Source record: 21635

(replies to self)
I always like to hear how stories end, or continue.
There is about 500 bytes between the end of GR7
lines and the beginning of GR0 lines in a standard
GR7 screen.
I put my DL there (modifying the OS DL with
4 more bytes caused the DL to cross a 1k boundary).
I have two 400 byte strings that display a picture
in the GR7 area. Now one of them got a corrupted
display, because the string address crossed a 4k
boundary. So I moved that data to the same area
I put the DL. That leaves one more 400 byte string
that still is displaying properly, even tho it is bad
form to use a string address to point a LMS in the
DL to.
Russg

# 2723. Re: anyone know how to use 6502 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-06 17:48:17 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <BzSta.57255$ey1.5242809@newsread1.prod.itd.earthlink.net>
Source record: 21636
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit

"mr_Green" <manticore@whitespider.dyn.nu> wrote in message
news:w6Cta.675$J%5.190596@news20.bellglobal.com...
> Good thanks. I am looking for nes details but Atari is very close.
> I'll be checking those some thanks.

NES, if I have it right, used a derivitive of the TI graphic chip made by Yamaha. Foggy memory but I think it was the TI9930. The TI9930 was used in a couple of systems TI/99 and Coleco Vision IIRC. There was also a hack written up in Byte Magazine Circuit Cellar where it was put in an Apple II board.

It was and is an interesting chip. Has its own graphic memory and will refresh ~16k of DRAM. It has sprites and all the features you'd expect in a 2nd generation video chip.

# 2724. Re: trying to identify a game from memory

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-06 18:06:38 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <EOSta.10079$8g5.153526@news2.e.nsc.no>
Source record: 21637

> Maybe The Quest and Transylvania from Penguin?

I was thinking Gruds in Space and now I can't for the life of it remember the other one. And wasn't SAGA series also like that ? Pressing RETURN to remove the graphics screen ?

# 2725. Re: Help locating a game Space Shootem up

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-06 18:32:36 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vbfvu6lg5du395@corp.supernews.com>
Source record: 21638

"Paul Irvine" <mclane.dellosYOURFINGER@btinternet.com> wrote in message
news:3673bv0qk0tnb5eod89pf5j1pec1pdie7f@4ax.com...
> On Thu, 1 May 2003 10:06:07 -0700, "Tim" <tjlazer@mail.com> wrote:
>
> >I found it: Vanguard!
> >
> >That game rocked back in the day!!!
> >
> "Synax or Spynx or something"
>
> Lol...
>
> We never stood a chance ;-)
> --
>
> Paul...

Yeah I know! The way I found it was I found a site that had pics of all the games and I stumbled upon it! ;)

Tim

# 2726. Re: ANNOUNCE: Atari 8bit filesystem driver for Linux 0.1 released

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-06 19:46:13 UTC
From: Mark Watson <newsAfoftDfsnetD@co.uk>
Message-ID: <3iUta.154052$2c2.1693805@news.easynews.com>
Source record: 21639

Michael Beck wrote:
> ATR8FS is a ATARI 8bit filesystem for Linux released under the GPL. It
> originated from the 8bit ATARI machines. It allows to read disk images
> from a more than twenty years old computer :-)

Very cool. Would be even better if it worked with atarisio.

Mark

--
-----
(s/X/Y/g -> replace all X with Y in e-mail addr)
s/@//g; s/D/./g; s/A/@/g;

# 2727. Re: Bravo Sierra's Open Letter

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-06 19:50:27 UTC
From: rtdos@hotmail.com
Message-ID: <d2f74a9d.0305061150.50cfb84d@posting.google.com>
Source record: 21640
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

HOW MANY TIMES DOES HE HAVE TO POST THIS ? damn....

for a second there i thought this was a link to a porn site. haven't
seen a fresh one in DAZE.

Bravo Sierra Computers <atari@aracnet.com> wrote in message
news:<Pine.LNX.4.44.0305010636000.14513-100000@shell1.aracnet.com>...
> For a long time, I've been under attack in this NewsGroup. The Few, or
> maybe the one attacking believes he is hurting me. He believes comparing
> me to pedophiles, gays and what else actually hurts me. He thinks he
> offends me while driving away my Business. He couldn't be more wrong!!!
> Besides amusing me with his homophobic humor, he draws more attention
> to my Atari Business! I couldn't get better/more advertising even if I
> paid for it. Atari users are smart, not sheep. They see all the posts and
> check it out on their own. They see the posts and do their own research!
> They find my WebSite then read and research for themselves, making their
> own decisions. Ignoring the dribble posted by Him. Those that participate
> in the NewsGroups are a small percentage of those who actually read it.
> Many are looking for Atari Sales, Service and Support and find it thanks
> to all the attention drawn to my Business. If you really want to hurt me,
> ignore my posts and dont reply. Otherwise, your Dumber than I thought!
> Dont try to draw me into an argument. It takes Two and I'm Ignoring You!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

## 2728. Re: BBXFER 1.9 might have a bug

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-06 20:17:01 UTC
From: williaj@sympatico.ca
Message-ID: <7773a4d3.0305061217.3e751856@posting.google.com>
Source record: 21641

Sorry to hear that you got burned. Bugs with the BBXFER can probably be laid at my feet, since I wrote the original for Bob. I know he's had to fix a few other problems with it since I gave it to him.

An old style sector editor like Norton DD ought to be able to get your files back.

# 2729. Re: Bravo Sierra's Open Letter

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-06 20:17:33 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3eb8245c83aac71@tripnet.se>
Source record: 21642
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In comp.sys.atari.st <d2f74a9d.0305061150.50cfb84d@posting.google.com>
rtdos wrote on Tue 06-05-2003 12:50 (-0700):

>HOW MANY TIMES DOES HE HAVE TO POST THIS ? damn....

Hm, I've only seen it posted twice, first by him and now by you.

So, this is really puzzling. Maybe after a good night's sleep I will get
your point :-)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

# 2730. Re: ANNOUNCE: Atari 8bit filesystem driver for Linux 0.1 released

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-06 20:21:20 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <b995br$gn4hj$1@ID-112582.news.dfncis.de>
Source record: 21643

Mark Watson schrieb:

>
> Very cool. Would be even better if it worked with atarisio.

does it mean, that it could directly interoperate with a real 1050 or
xf551 ?! THIS would be very cool. So the bridge is ultimately closed
between atari and pc :-)

--
\thomsen
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

## 2731. Micro-SPL is the parent of Action!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-06 20:40:51 UTC
From: williaj@sympatico.ca
Message-ID: <7773a4d3.0305061240.7589bc06@posting.google.com>
Source record: 21644

Pretty nifty that you found that page on micro-spl Tom. I downloaded the paper from the acm, but it didn't have too much more info on it.

My guess is that M-SPL was written in itself, and that Action! is the Mac/65 translation of that code. The comments in the source led me to believe that perhaps Parker was translating from Action! itself, but after seeing that page, it seems obvious that he was translating from Micro-SPL into Mac/65, almost verbatim. It's too bad the source for the original M-SPL compiler isn't available.

>Tom Hunt wrote:
>I've downloaded everything I could find on Micro-SPL. I believe there is
>enough information available to forward engineer the Micro-SPL compiler in
>to something that is Action! compatable. Granted, part of the magic of
>Action! is it's integrated editor/monitor/compiler. But I've often wanted
>an Action! compiler that is command line driven and would also have a
>cross-compiler counterpart on the PC.

>Hmmm, I wonder if the Action! editor was written in Action!? The Action!
>compiler leaves a characteristic JMP fingerprint immediatly before local
>procedure variables so it wouldn't be hard to find out. If I had the time.

You're probably right about the editor. While it is not Action! generated code in the cartridge itself, the source shows that much of it is a translation from something. I bet they wrote an editor for that system and CP just translated it for the Atari. I wondered why it was so goofy in parts.

# 2732. Re: trying to identify a game from memory

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-06 23:32:44 UTC
From: mr_i_davis@hotmail.com
Message-ID: <d735c5ea.0305061532.30315637@posting.google.com>
Source record: 21645

lemonjimm@yahoo.com (Jim L.) wrote in message
news:<de0bdca5.0305052023.190c0c71@posting.google.com>...
> This goes back to 1983 or so. My friends had an Atari 800.
> <snip>
> Here are the vague details and realize that I may be confusing the two
> games because I think they were from the same vendor.
>
> - a line about "wolfing down the potion"
> - brown letters on a light brown background
> - cactus
> - areas of the gamespace were 'borders' - ie you'd reach the mountains
> or the ocean and not be able to go that direction any more
> - I think the screen re-drew itself after every 'RETURN'
> - things would be removed from the still graphic after you picked them
> up
> - I am fairly certain that it balked at more than two words per line,
> actually I think that it was fairly unforgiving and didn't react to
> any 'funny' words like Zork did.
>
> Thanks, hopefully some of this will sound familiar to someone out
> there!

How about Sands of Egypt.
Isaac

# 2733. Re: FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-07 05:18:24 UTC
From: wallacethinmintr@eircom.net
Message-ID: <3eb896d6.237748875@news.eircom.net>
Source record: 21646
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

On Thu, 1 May 2003 17:45:06 +0200, "TXG" <txg01@xs4all.nl> wrote:

>I am interested but you need to ship... :-)

You seriously expect the man to pay for the privilege of giving you
stuff for free?

--
"Sore wa himitsu desu."
To reply by email, remove
the small snack from address.
http://www.esatclear.ie/~rwallace

# 2734. Re: Micro-SPL is the parent of Action!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-07 10:58:29 UTC
From: NoOne@FakeEmail.invalid
Message-ID: <937441E8EPrivacyLabs@209.143.0.11>
Source record: 21697

williaj@sympatico.ca (Jeff Williams) wrote in <7773a4d3.0305061240.7589bc06
@posting.google.com>:

>Pretty nifty that you found that page on micro-spl Tom. I downloaded
>the paper from the acm, but it didn't have too much more info on it.
>

Thanks, Jeff. I've put together everything I have on Micro-SPL and BCPL
and posted it at- http://cth.dtdns.net/SPL/ . In the BCPL ZIP archive is a
demo directory which contains a bunch of source code that looks amazingly
like the Action! demo source code (primes, etc.). In the dragon curve demo
is source to output postscript that is just waiting to be ported to
Action!.

## 2735. ATARI is back!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-07 12:37:59 UTC
From: frombrhs1962@aol.com
Message-ID: <20030507083759.27063.00000657@mb-m26.aol.com>
Source record: 21698

Infogrames, the current owner of the ATARI properties is planning on re-using the ATARI brand name. Log into Yahoo! *Financial* and search on the ticker symbol IFGM, and you will find the news story of the name change as well as other recent IFGM news stories. Incidently, the new ticker symbol will be ATAR, and their new game "Enter the Matrix" looks to be a blockbuster.
BR

# 2736. Re: ANNOUNCE: Atari 8bit filesystem driver for Linux 0.1 released

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-07 12:55:21 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <b9avqm$h2e0c$1@ID-174234.news.dfncis.de>
Source record: 21699

Hello Michael,

great work!

I've thought about this Idea when I collected my information on how to
access ATARI DD Disks on a PC last week. Its at
http://strotmann.de/twiki/bin/view/APG/AtariPCDisk

Maybe someone find some time to include this knowledge in the driver, so we
are able to mount ATARI DD Disks. I'm currently bound to the ATARI USB
Project...

Carsten Strotmann

Michael Beck wrote:

> Hi,
>
> On the website
>
> http://www.rho-sigma.de/atari8bit/fs.html
>
> you can find the first public release of the Atari 8bit filesystem
> driver for Linux.
>
>

# 2737. Re: trying to identify a game from memory

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-07 14:42:10 UTC
From: lemonjimm@yahoo.com
Message-ID: <de0bdca5.0305070642.4868747b@posting.google.com>
Source record: 21700

mr_i_davis@hotmail.com (Isaac Davis) wrote in message
news:<d735c5ea.0305061532.30315637@posting.google.com>...
> lemonjimm@yahoo.com (Jim L.) wrote in message
news:<de0bdca5.0305052023.190c0c71@posting.google.com>...
> > This goes back to 1983 or so. My friends had an Atari 800.
> > <snip>
> > Here are the vague details and realize that I may be confusing the two
> > games because I think they were from the same vendor.
> >
> > - a line about "wolfing down the potion"
> > - brown letters on a light brown background
> > - cactus
> > - areas of the gamespace were 'borders' - ie you'd reach the mountains
> > or the ocean and not be able to go that direction any more
> > - I think the screen re-drew itself after every 'RETURN'
> > - things would be removed from the still graphic after you picked them
> > up
> > - I am fairly certain that it balked at more than two words per line,
> > actually I think that it was fairly unforgiving and didn't react to
> > any 'funny' words like Zork did.
> >
> > Thanks, hopefully some of this will sound familiar to someone out
> > there!
>
> How about Sands of Egypt.
> Isaac

Sands Of Egypt! Took a Google search with those words and found this
- http://nitros9.stg.net/sandsofegypt.html. Screenshots look awfully
familiar. This led to this -
http://www.lysator.liu.se/adventure/Datasoft,_Inc.html.

Still not 100% sure I am remembering one of two games but a glance at
Datasoft's other things shows nothing familiar.

Thanks!

# 2738. Re: ATARI is back!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-07 15:09:00 UTC
From: rmurray@net-link.net
Message-ID: <3eb92060.6327782@nntp.net-link.net>
Source record: 21701

This morning (Wednesday) CNBC interviewed the CEO of Infogrames who
said the company will actually be changing there name from Infogrames
to Atari and also that they will have a few surprises in store for the
old baby boomer Atari fans (like myself). Cool!

On 07 May 2003 12:37:59 GMT, frombrhs1962@aol.com (Frombrhs1962)
wrote:

>Infogrames, the current owner of the ATARI properties is planning on re-using
>the ATARI brand name. Log into Yahoo! *Financial* and search on the ticker
>symbol IFGM, and you will find the news story of the name change as well as
>other recent IFGM news stories. Incidently, the new ticker symbol will be
>ATAR, and their new game "Enter the Matrix" looks to be a blockbuster.
>BR

# 2739. Re: ANNOUNCE: Atari 8bit filesystem driver for Linux 0.1 released

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-07 17:22:42 UTC
From: Matthias Reichl <usenet-20030507@hias.horus.com>
Message-ID: <slrnbbig72.1aq.usenet-20030507@camel.hias.horus.com>
Source record: 21702

On Tue, 06 May 2003 11:44:37 +0200, Michael Beck wrote:
> On the website
>
> http://www.rho-sigma.de/atari8bit/fs.html
>
> you can find the first public release of the Atari 8bit filesystem
> driver for Linux.

That's really cool work! Thanks a lot!

BTW: I read in the docs that reading (real) disks doesn't work yet.
Reading/writing/formatting disks in Atari format is quite simple in
Linux: just insert the disk and use

setfdprm /dev/fd1 SS DD sect=18 ssize=256 gap=0x0a fmt_gap=0x14

to configure the floppy driver. Then you can read/write the disk
using eg dd if=/dev/fd1 bs=256 of=... and format it with fdformat.

The only slight problems are that the data is stored in inverted
form on the atari disk (so you have to do a XOR 0xff) and that
fdformat uses a sector interleave of one (which results in slow
loading on the atari). I solved the first issue with a small program
that turned a raw dump into an ATR image some time ago, and never
cared about the second issue :-)

If you need some help with your driver feel free to contact me!

so long,

Hias

## 2740. Re: Atari 8bit Symbol ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-07 17:29:09 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3EB94265.AE3E8B54@cswebmail.com>
Source record: 21703

Thomas Havemeister wrote:

> Howdy *.*!
>
> The Falcon/ST series are often associated with a bee, because of the
> waiting mouse cursor of TOS/GEM.
>
> I've thought about an icon which is typical for the 8-bit, but I think
> there is no symbol short and concise just like the bee. Isn't it?
>

I never associated the bee with the ST/Falcon series...I just thought is
meant the machine was beeeeezy!.

Rick D.

# 2741. Re: Atari Happy Controller

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-07 17:36:17 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3EB94411.AEAAA74B@cswebmail.com>
Source record: 21704

richard daley wrote:

> Does anyone know of one of these for sale, I have the 1050 and Happy boeard,
> but would like to add the contoller to make a matching pair ?
>
> thanks
>
> Richard

The Happy controller and Happy board are the same. Basically, the board will
just has a bigger software rom and more ram.

Rick D.

# 2742. Re: HOW to package (many) disks?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-07 17:56:22 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3EB948C5.E92C26A4@cswebmail.com>
Source record: 21705

I have never had any problem with sending one or many dozens of software disks through the mail. Xrays don't affect them. I do note "Floppy disks-Do not expose to magnetic fields", and insure them.

CDs are affected by heat, not normal Xrays or magnetic fields.

EPROMS use ultrviolet, EEPROMS use 12+ volts(though a wider variation now exists), and should normally be O.K. considering the vast numbers of electronics passing through the systems.

Postal Worker story..that was almost assuredly the fault of the sender. Regulations require the send and receive on the same side, in specific places. Other wise, use large print for the TO address(and write TO big) and the from address a lot smaller(with From printed next to it), preferably on the side connected to the top of the package. Make sure the TO side has room for the postage.

Rick D.

RoyE wrote:

> What is wrong with x-raying diskettes? Mine don't seem to be injured in any
> way that I can tell. The disks still boot ... The game still plays...
> Maybe the fungus and mildew rot is dead but the disks are still alive..
>
> Roy
>
> "Daniel Chartier" <daniel_cad at * no spam * hotmail dot com> wrote in
> message news:3e9f4ab4_4@aeinews....
> > Hello, everyone!
> >
> > I was told that the customs officials pass everything through an xray
> > machine. If they do that to disks, however, then you can forget about al
> > lthat great atari software. Sure, you could you use the special envelopes
> > for one disks or two, but what if you have MANY disks? Or if you the
> buyer
> > does not want to pay for the extra packaging? What do you do?
> >
> > Wrap everything in aluminium foil?
> >
> > Write on the box for them NOT to x-ray it? .. and hope that they actually
> > read it?
> >
> > (lol - At least for Canadian postal workers, I've heard a few horror
> stories
> > from people working in the post office that make me doubt their literacy,

> > competence and motivation. For example, a parcel was rolling down the
> > conveyor one day. The postal worker looked at the top surface, saw the
> > return address but not the destination... and returned it to the sender.
> > The destination address WAS written on the opposite side of the box. All
> he
> > had to do was flip the box over.... so, if these guys are so brilliant,
> what
> > are the chances that they will NOT x-ray my disks if I ask them not to?)
> >
> >

# 2743. Re: SC1224 monitor to XE/XL?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-07 18:02:32 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3EB94A38.67ED18DD@cswebmail.com>
Source record: 21706

Tim wrote:

> "Rick D." <webrickd@cswebmail.com> wrote in message
> news:3EA75F0D.4B1467D4@cswebmail.com...
> > Tim wrote:
> >
> > > I know that this is almost impossible, but was wondering if anyone has
> done
> > > this. I have a couple here and it would be great to be able to use them
> > > with my 130XE and XF551! ;)
> > >
> > > Tim
> >
> > I don't know yet how hard a mod is, I have an adapter that works 95% with
> an ST
> > color monitor. I think that there are some composite to RGB adapters.
> >
> > Rick D.
> >
> You have one and it works with 8 bits to RGB monitor?
>
> Tim

There is a wire-in schematic to tap RGB and H & V syncs, and audio.
The ST monitor still rolls a bit. I may need to change the transistor for the
Vsync line. I just haven't had time to look at it in a long while.

Rick D.

# 2744. Re: SWP ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-07 18:07:18 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3EB94B56.BF62184B@cswebmail.com>
Source record: 21707

Michael Duffy wrote:

> Thats what I figured out from re-reading the manual but thanks for the
> confirmation. Mike
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> news:IwZqa.43008$ey1.4004402@newsread1.prod.itd.earthlink.net...
> > The ATR8K is a complete hardware device containing a disk controller
> > interface; no special software is needed to use generic PC floppy drives
> on
> > the Atari.
> >
> > --
> > Ron
> >
> > http://www.atariland.com/members/oldatarian
> > and mirror
> > http://www.powow.com/oldatarian
> > "Michael Duffy" <mqduffy@comcast.net> wrote in message
> > > I have the manual and will go though it and see if I can figure out what
> > > disks I need. I have some PC 5.25 floppy drives and would like to try
> and
> > > hook them up. I mean that was one of the things it was built for. At
> this
> > > point I don't know disks I need. Mike
> > >
> >
> >
> >

Right, almost any standard disk size, printer, or modem. The 64K version defaults to a 48K printer buffer. You only need a driver to use the serial port for a modem. It could be used for a printer.

You need an ATRMON boot disk(ATARI) or ATRMON in rom. Then you boot to CPM using a CPM disk. If you can, then you boot to msdos using a DOS disk. If it crashed, you started over!

Rick.

# 2745. Re: XEP80 and "Scan Rate Doublers"

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-07 18:12:39 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3EB94C97.46D38A91@cswebmail.com>
Source record: 21708

LarryWhite wrote:

> Hi Rick-
>
> > If you have the XEP modified for a standard VGA output, ... <
>
> Thanks for the reply. "modified for standard VGA output..." -- I've not heard
> of that before. Do you have any info, or are you perhaps referring to the Bob
> Woolley mod for TTL digital output? (I don't think that would work with VGA.)
> Larry

MGA is probably more accurate, TTL luminance video output. VGA is a stretch as it has color, but may not be all that different signal wise from mono. Bob W. is the one I am familiar with, there may be others, don't know.

Rick D.

# 2746. Re: XF551 uses IBM 360K

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-07 18:15:39 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3EB94D4B.E2E14175@cswebmail.com>
Source record: 21709

Vincen Fast wrote:

> I have one of them.... I was wondering if I may replace the chinon drive by
> a Mitsumi 3.1/2 disk drive from my old 486.... Will this work? Is it safe? I
> just want to use 31/2 diskettes with the Atari... I still use an 65Xe with a
> word processor.... and I want to share files with the PC...
>
> Thanks for your comments....
>
> VF
>
> Andreas Magenheimer <magea000@students.uni-mainz.de> escribiï¿½ en el mensaje
> de noticias 3E96ED7E.C65601C8@students.uni-mainz.de...
> > Well,
> > here in Germany Atari also sold the XF551 with Chinon drives (that were
> > otherwise used as 5,25" drives for the Commodore Amiga)...
> > -Andreas.
> >
> >
> >
> > richard cortese schrieb:
> > >
> > > "Hon Tseng" <pcuser45@yahoo.com> wrote in message
> > > news:Wh7la.143160$0g4.4169236@news2.east.cox.net...
> > > > I have a bare teac 360K mechanical for PC. I want to replace tandon
> > > > mechanical with teac. Can I do that?
> > >
> > > It isn't safe. I don't remember the XF551 using a Tandon drive for sure
> but
> > > the one it used was low powered compared to most Teac early drives I
> have
> > > seen. The Teacs were really hard on the +12 V supply.
> > >
> > > Unless you know it is a late model Teac or out of a laptop it probably
> isn't
> > > a good idea.

Without updating the rom, you will have some problems using the 3.5 inch. The capacity and step rates differ. Commercial progams won't like it much.

Just replacing the drive will not make the disk readable on the PC without software.

A lot better sticking with 5.25" or use a floppy emulator.

Rick D.

# 2747. Re: Micro-SPL is the parent of Action!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-07 21:21:15 UTC
From: lp <gfa@basic.net>
Message-ID: <BADEE2FA.F850%gfa@basic.net>
Source record: 21710

in article 937441E8EPrivacyLabs@209.143.0.11, Tom Hunt at
NoOne@FakeEmail.invalid wrote on 5/7/03 5:58 AM:

> williaj@sympatico.ca (Jeff Williams) wrote in <7773a4d3.0305061240.7589bc06
> @posting.google.com>:
>
>> Pretty nifty that you found that page on micro-spl Tom. I downloaded
>> the paper from the acm, but it didn't have too much more info on it.
>>
>
> Thanks, Jeff. I've put together everything I have on Micro-SPL and BCPL
> and posted it at- http://cth.dtdns.net/SPL/ . In the BCPL ZIP archive is a
> demo directory which contains a bunch of source code that looks amazingly
> like the Action! demo source code (primes, etc.). In the dragon curve demo
> is source to output postscript that is just waiting to be ported to
> Action!.

That's facinating stuff. I really enjoyed ACTION! and it would be cool
if someone could find Mr. Parker and do an interview.
Thanks for posting that stuff on the web.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

# 2748. Re: trying to identify a game from memory

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-07 21:36:38 UTC
From: mr_i_davis@hotmail.com
Message-ID: <d735c5ea.0305071336.794e3a84@posting.google.com>
Source record: 21711

lemonjimm@yahoo.com (Jim L.) wrote in message
news:<de0bdca5.0305070642.4868747b@posting.google.com>...
> mr_i_davis@hotmail.com (Isaac Davis) wrote in message
news:<d735c5ea.0305061532.30315637@posting.google.com>...
> > lemonjimm@yahoo.com (Jim L.) wrote in message
news:<de0bdca5.0305052023.190c0c71@posting.google.com>...
> > > This goes back to 1983 or so. My friends had an Atari 800.
> > > <snip>
> > > Here are the vague details and realize that I may be confusing the two
> > > games because I think they were from the same vendor.
> > >
> > > - a line about "wolfing down the potion"
> > > - brown letters on a light brown background
> > > - cactus
> > > - areas of the gamespace were 'borders' - ie you'd reach the mountains
> > > or the ocean and not be able to go that direction any more
> > > - I think the screen re-drew itself after every 'RETURN'
> > > - things would be removed from the still graphic after you picked them
> > > up
> > > - I am fairly certain that it balked at more than two words per line,
> > > actually I think that it was fairly unforgiving and didn't react to
> > > any 'funny' words like Zork did.
> > >
> > > Thanks, hopefully some of this will sound familiar to someone out
> > > there!
> >
> > How about Sands of Egypt.
> > Isaac
>
> Sands Of Egypt! Took a Google search with those words and found this
> - http://nitros9.stg.net/sandsofegypt.html. Screenshots look awfully
> familiar. This led to this -
> http://www.lysator.liu.se/adventure/Datasoft,_Inc.html.
>
> Still not 100% sure I am remembering one of two games but a glance at
> Datasoft's other things shows nothing familiar.
>
> Thanks!

I am pretty sure I have an atr image of it somewhere, as well as the
original disk. It's the only one I remember that had pretty much all
of your criteria. I remember our whole family (4 of us) sitting around
the 800 trying to figure the game out. We finally finished it too. Ahh
the memories.

Isaac

## 2749. Re: ATARI is back!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-07 23:25:22 UTC
From: Bill Cousert <wrcousert@yahoo.com>
Message-ID: <CBgua.73263$Ye6.3371193@twister.socal.rr.com>
Source record: 21712

"Frombrhs1962" <frombrhs1962@aol.com> wrote in message
news:20030507083759.27063.00000657@mb-m26.aol.com...
> Infogrames, the current owner of the ATARI properties is planning on
re-using
> the ATARI brand name. Log into Yahoo! *Financial* and search on the
ticker
> symbol IFGM, and you will find the news story of the name change as well
as
> other recent IFGM news stories. Incidently, the new ticker symbol will be
> ATAR, and their new game "Enter the Matrix" looks to be a blockbuster.
> BR

Any chance we'll ever see new Atari branded computers or video game systems?

# 2750. FS: Brain Games - Atari 2600

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-07 23:42:41 UTC
From: pete <peter.saunderson@blueyonder.co.uk>
Message-ID: <LRgua.517$ND3.15@news-binary.blueyonder.co.uk>
Source record: 21713

New and unused condition. This is the PAL version

# 2751. Re: Atari Happy Controller

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-08 01:15:35 UTC
From: atari-man <arudzki@yahoo.com>
Message-ID: <Xciua.805437$S_4.821360@rwcrnsc53>
Source record: 21714

Isn't the controller a separate switch board?

tony

"Rick D." <webrickd@cswebmail.com> wrote in message
news:3EB94411.AEAAA74B@cswebmail.com...
> richard daley wrote:
>
> > Does anyone know of one of these for sale, I have the 1050 and Happy
boeard,
> > but would like to add the contoller to make a matching pair ?
> >
> > thanks
> >
> > Richard
>
> The Happy controller and Happy board are the same. Basically, the board
will
> just has a bigger software rom and more ram.
>
>
> Rick D.
>
>
>

# 2752. Re: Atari 1200XL Keyboard not working

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-08 01:38:12 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3EB9B4F8.7BF3AD07@rogers.com>
Source record: 21715

Hi Tim

Tim wrote:

> I have a 1200XL that I brought back from a long sleep. It works but a lot
> of the keys don't work. I noticed that after pressing some several times
> real hard they started to work. But not all are working. Any way to get
> this fixed?
>
> Thx
> Tim

Hi Tim,

If you, or anyone else is in the Toronto, Ontario area check out the Ative Surplus store on Queen street. they've still got a few 8bit items including 1200xl keyboards. I think they still have a few programs and sio cables too last time I was there.

## 2753. FA: one last ebay 8-bit hooray

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-08 03:43:43 UTC
From: JP <myemail@home.com>
Message-ID: <3eb9c45f@nntp0.pdx.net>
Source record: 21716

Here's the last of the loose carts for 400,800,XL,.....still have a bunch
of boxed that will be sold eventually too.

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=jpandbd

# 2754. Re: Atari Happy Controller

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-08 03:56:05 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030507235605.15938.00000861@mb-m25.aol.com>
Source record: 21717

> Isn't the controller a separate switch board? <

Yes, in this case the Controller (capital "C") was a small PCB with 2 toggle switches and an amber LED. The top toggle switch controlled Fast/Slow mode and the bottom was a write protect "controller". IIRC, some of the features could be reset or overridden with the Happy Software. A very useful addition to the Happy. Innovative Concepts out of Dearborn, MI also sold an "Imitation Controller" which did most/all the same things.
Larry

## 2755. Version "C" 8K Basic Cart

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-08 03:59:11 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030507235911.15938.00000863@mb-m25.aol.com>
Source record: 21718

Was the cart version a silver-label cart, and did it have a different product number?
Larry

## 2756. Question about selling BlackBox

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-08 06:03:30 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3EB9F332.7010508@one.net>
Source record: 21719

I have a 130XE with a BlackBox and hard drives. Everything works. The BlackBox has the 1.34 ROM in it.

Unfortunately, I've come to realize I must sell it. My question is: do I sell the BlackBox and drives separate from the 130XE? Or do I sell it as a package?

There's a bunch of stuff on the drives, I haven't gone through the directories to see exactly what on them though. The person I bought it from said he used to run a BBS with it.

Is anyone interested? If so, make me an offer. I could possibly connect it up and take some pics if necessary.

-Bob

# 2757. Re: Question about selling BlackBox

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-08 07:04:51 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <einua.10538$8g5.162331@news2.e.nsc.no>
Source record: 21720

I would be interested! I don't have he BlackBox at all! I do have a couple
of MIO's, but can't get the HD's to work anymore.

How much are we talking about here ?

Thanks and take Atarian care

"Bob Ryan" <ryanr@one.net> skrev i melding news:3EB9F332.7010508@one.net...
> I have a 130XE with a BlackBox and hard drives. Everything works. The
> BlackBox has the 1.34 ROM in it.
>
> Unfortunately, I've come to realize I must sell it. My question is: do I
> sell the BlackBox and drives separate from the 130XE? Or do I sell it as
> a package?
>
> There's a bunch of stuff on the drives, I haven't gone through the
> directories to see exactly what on them though. The person I bought it
> from said he used to run a BBS with it.
>
> Is anyone interested? If so, make me an offer. I could possibly connect
> it up and take some pics if necessary.
>
> -Bob
>

# 2758. Re: ATARI is back!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-08 10:59:17 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <i0ekbvcj9qcqdj69hqrfqmq895obmbli9k@4ax.com>
Source record: 21721

On Wed, 07 May 2003 23:25:22 GMT, "Bill Cousert" <wrcousert@yahoo.com>
wrote:

>
>"Frombrhs1962" <frombrhs1962@aol.com> wrote in message
>news:20030507083759.27063.00000657@mb-m26.aol.com...
>> Infogrames, the current owner of the ATARI properties is planning on
>re-using
>> the ATARI brand name. Log into Yahoo! *Financial* and search on the
>ticker
>> symbol IFGM, and you will find the news story of the name change as well
>as
>> other recent IFGM news stories. Incidently, the new ticker symbol will be
>> ATAR, and their new game "Enter the Matrix" looks to be a blockbuster.
>> BR
>
>Any chance we'll ever see new Atari branded computers or video game systems?
>
I doubt it, to be honest the Infrogrames thing is more a publicity
stunt to tie in with their release of Enter the Matrix. There have
been other Atari branded releases already with no announcement so I
presume its just hype.
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 2759. Re: Version "C" 8K Basic Cart

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-08 11:52:23 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Xxrua.62431$4P1.5631588@newsread2.prod.itd.earthlink.net>
Source record: 21722

My "C" is a silver label and I think the number is the same "4002" as I do
not the "A" handy...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"LarryWhite" <llppwhite@aol.comnsp> wrote in message
> Was the cart version a silver-label cart, and did it have a different
product
> number?
> Larry
>

## 2760. Re: ATARI is back!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-08 13:02:26 UTC
From: utah_lanman@yahoo.com
Message-ID: <e89cb68d.0305080502.5645fb46@posting.google.com>
Source record: 21723

It's for real. I bought some shares of the newly release ATAR stock (Atari!), and it already went up $1.60/share that day!

Granted, its just hype to publisize their games - with the legendary Atari name, but if it works, great.

Wonder if my 100,000 shares of the original (Tramiel) stock is now worth something again! <grin>

# 2761. Re: Question about selling BlackBox

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-08 13:07:06 UTC
From: utah_lanman@yahoo.com
Message-ID: <e89cb68d.0305080507.5c14baf9@posting.google.com>
Source record: 21724

Bob Ryan <ryanr@one.net> wrote in message news:<3EB9F332.7010508@one.net>...
> I have a 130XE with a BlackBox and hard drives. Everything works. The
> BlackBox has the 1.34 ROM in it.
>
> Unfortunately, I've come to realize I must sell it. My question is: do I
> sell the BlackBox and drives separate from the 130XE? Or do I sell it as
> a package?

You'll probably sell it quicker seperately, but it will have more
value is bundled.

> Is anyone interested? If so, make me an offer. I could possibly connect

I may be interested in the entire collection - for inclusion into my
Max-A-Flex system. Give some thought to $ and get back to me.

## 2762. Re: ATARI is back!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-08 13:25:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030508142528.57145D@ilaskey.cix.co.uk>
Source record: 21725

In article <CBgua.73263$Ye6.3371193@twister.socal.rr.com>,
wrcousert@yahoo.com (Bill Cousert) wrote:
> Any chance we'll ever see new Atari branded computers or video game
> systems?
What would be the point? It would be a totally different set of engineers
etc and would effectievly be something like an X-Box or Playstation 2 with
the words rubbed out and 'Atari' written over the top.

# 2763. Re: ATARI is back!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-08 14:17:48 UTC
From: OCN <hentaiman38@yahoo.com>
Message-ID: <b9dovf$lic$1@nn-tk103.ocn.ad.jp>
Source record: 21726

Hi James,

Willy Moeller here......long time no chat. You bought 100,000 shares of
Tramiel Atari stock?!!! OMG, how much did that cost you?

"James E. King" <utah_lanman@yahoo.com> wrote in message
news:e89cb68d.0305080502.5645fb46@posting.google.com...
> It's for real. I bought some shares of the newly release ATAR stock
> (Atari!), and it already went up $1.60/share that day!
>
> Granted, its just hype to publisize their games - with the legendary
> Atari name, but if it works, great.
>
> Wonder if my 100,000 shares of the original (Tramiel) stock is now
> worth something again! <grin>

# 2764. Re: ATARI is back!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-08 14:43:31 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <b3rkbv824dubfh9s1h2rve7uf2rh63l10a@4ax.com>
Source record: 21727

On 8 May 2003 06:02:26 -0700, utah_lanman@yahoo.com (James E. King)
wrote:

>It's for real. I bought some shares of the newly release ATAR stock
>(Atari!), and it already went up $1.60/share that day!
>
>Granted, its just hype to publisize their games - with the legendary
>Atari name, but if it works, great.
>
What I wonder is what they (Infro/Atari) mean re giving old Atarians
something, I do hope they don't mean more awful things like the Hasbro
conversions?

As nice as it is to see Atari back it's a bit of a non starter for me.

>Wonder if my 100,000 shares of the original (Tramiel) stock is now
>worth something again! <grin>

Er...a bag of rice ;-)
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 2765. Re: trying to identify a game from memory

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-08 15:53:17 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vbkva3aee7bc55@corp.supernews.com>
Source record: 21728

'Sands of Egypt'?
I wandered around in the desert looking at the back
of that camel's head for a long time. I never seemed
to get anywhere. I gave up on the game.
Hmm. Wonder if the solution is at 'atari docs, hints
and solutions' ~richard somebody. Just did a Google
and all sites I found are defunct. Who was that?
Is the site available somewhere?
Russg

# 2766. Re: Question about selling BlackBox

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-08 17:21:04 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3eba92a5$0$49105$e4fe514c@news.xs4all.nl>
Source record: 21729

Yep name your price I maybe interested too... in the Black-box...

TXG/MNX
"Bob Ryan" <ryanr@one.net> wrote in message news:3EB9F332.7010508@one.net...
> I have a 130XE with a BlackBox and hard drives. Everything works. The
> BlackBox has the 1.34 ROM in it.
>
> Unfortunately, I've come to realize I must sell it. My question is: do I
> sell the BlackBox and drives separate from the 130XE? Or do I sell it as
> a package?
>
> There's a bunch of stuff on the drives, I haven't gone through the
> directories to see exactly what on them though. The person I bought it
> from said he used to run a BBS with it.
>
> Is anyone interested? If so, make me an offer. I could possibly connect
> it up and take some pics if necessary.
>
> -Bob
>

# 2767. Re: ATARI is back!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-08 17:32:41 UTC
From: Roy G Biv <8-bitter@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.53.0305081323410.25658@shell1>
Source record: 21730

On Thu, 8 May 2003 at 23:17:48 +0900, "OCN" scribbled:
->Hi James, ... You bought 100,000 shares of Tramiel Atari
->stock?!!! OMG, how much did that cost you?

Don't worry; he got a good deal on it. The Brooklyn Bridge was
included for free. <grin>
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* "Not New York!" Roy went on. *

(Headers munged to foil spammers; real info in taglines)

## 2768. The new Atari

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-08 18:15:08 UTC
From: pr <pr@#NOSPAM#.com>
Message-ID: <mcxua.16746$9C6.820537@wards.force9.net>
Source record: 21731

Hi

What does everyone think about Infogrames rebranding itself as Atari?
(see http://news.bbc.co.uk/1/hi/technology/3010719.stm for details)

pr

## 2769. Re: The new Atari

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-08 19:05:17 UTC
From: pr <pr@#NOSPAM#.com>
Message-ID: <AXxua.16867$9C6.821951@wards.force9.net>
Source record: 21732

whoops, just seen related related thread below

# 2770. FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-08 20:27:51 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0305081318550.26157-100000@shell1.aracnet.com>
Source record: 21733
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I still have a lot of FREE Atari stuff left. Looking for someone to come pick it up here in Portland, Oregon USA! E-Mail and call (503)256-9974. I'm not interested in shipping this stuff, so come pick it up.

I want someone to come and pick this all up! So Call first for appoinment! Then drive to Portland, Oregon USA and you too can stuff your Van, Truck or Volkswagon Beetle with my old Atari stuff. It needs to go and move into your home! I'm spring cleaning and making room for more Inventory. If you cant come get it, someone else will! DONT ASK me to ship any of this to you, I DONT HAVE time and it's too much work! You would have to Bribe me with SeriouS CA$H! And please, no trade offers! I'm trying to get rid of stuff! Most of All, I'm not going to Ship any of this to other Countries, like outside the U.S.A. So please, DONT ASK! I'm not trying to be rude, it's just that dealing with Shipping stuff I'm giving away for free is too much work for not enough money! So, are you Interested? E-Mail Atari@aracnet.com and call Ben at (503)256-9974.

I've got some stuff to get rid of. Time for Spring Cleaning. Commodore 1084S Monitor made by Phillips---Parts/Project only. Atari 810 Disk Drives and Atari 600xls' Computers, Parts Only! Surplus Atari 800 Computers.Atari 410 Program Recorder---Parts machine. Miscellaneous Brands 8 Bit Atari Compatible Disk Drives, as-is. Atari & Non-Atari Joysticks for parts! 1030 MoDeM in the Box.

I have Nameless Multi-Sync Monitor, as-is. Various Cases and KeyBoards for 520ST, 520STFM and 1040STF. Various ST Mice Parts. Various Electronic odds and ends as well as some Tools and accessories for Electronic Repair! Please don't expect details or description on electronics and/or tools as I'm not a Technician trained. Canon IX-12F FlatBed Scanner, Project/Parts, made to work with Navarone Cartridge interface as Scanner for MiGraph's OCR and Touch Up Software. As well as Straight FAX Software. Atari ST Monitors, several rare Atari PC 14" Monitors used on the Atari PC, TT030 as a Color Monitor, also used for Atari Falcon 030 Computers as well as a standard VGA Monitor on a PC. As-Is. Due to the rarity of these monitors, I will sell and Ship them within the United States! For Collectors like Atari Museums and Private Collectors!Only Serious Buyers need make offer! Various old/surplus MoDeMs and Printers. Atari SF354 & SF314 Disk Drives, as-is as well as parts/incomplete SF354/SF314 Disk Drives.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received

Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 2771. ADV: Atari 30% off Discount. Classic 8 Bit & ST!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-08 20:30:45 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0305081328160.26157-100000@shell1.aracnet.com>
Source record: 21734
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently offering A 20% off Discount on Games/SoftWare & References/
Books for Classic Atari 8 Bit and Atari ST Computer Lines! And if your a
Regular/Preferred Customer, add another 10%! Thats a whopping 30% off just
for my Repeat/Preferred Atari Customers! So Whether your spending American
Dollars, spending Euro's from Europe or satisfying your Yen for Atari! We
Ship anywhere the Law allows! And If your in the U.S., take advantage of
the cheaper Postage for Media Mail Rate. Get Catalogs while inventory
Lasts at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Got
Questions? E-Mail Today@ Atari@aracnet.com or call Ben at (503)256-9974!
http://www.aracnet.com/~atari/specials.htm Current Atari Specials!

http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 2772. Re: SWP ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-08 21:45:38 UTC
From: Michael Duffy <mqduffy@comcast.net>
Message-ID: <X4mcneJTDcy8TSejXTWcog@comcast.com>
Source record: 21735

Where do I get that ATRMON boot disk? Thanks Mike.

"Rick D." <webrickd@cswebmail.com> wrote in message
news:3EB94B56.BF62184B@cswebmail.com...
> Michael Duffy wrote:
>
> > Thats what I figured out from re-reading the manual but thanks for the
> > confirmation. Mike
> >
> > "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> > news:IwZqa.43008$ey1.4004402@newsread1.prod.itd.earthlink.net...
> > > The ATR8K is a complete hardware device containing a disk controller
> > > interface; no special software is needed to use generic PC floppy
drives
> > on
> > > the Atari.
> > >
> > > --
> > > Ron
> > >
> > > http://www.atariland.com/members/oldatarian
> > > and mirror
> > > http://www.powow.com/oldatarian
> > > "Michael Duffy" <mqduffy@comcast.net> wrote in message
> > > > I have the manual and will go though it and see if I can figure out
what
> > > > disks I need. I have some PC 5.25 floppy drives and would like to
try
> > and
> > > > hook them up. I mean that was one of the things it was built for. At
> > this
> > > > point I don't know disks I need. Mike
> > > >
> > >
> > >
> > >
> > >
>
> Right, almost any standard disk size, printer, or modem. The 64K version
> defaults to a 48K printer buffer. You only need a driver to use the
serial port
> for a modem. It could be used for a printer.
>
> You need an ATRMON boot disk(ATARI) or ATRMON in rom. Then you boot to
CPM

> using a CPM disk. If you can, then you boot to msdos using a DOS disk.
If it
> crashed, you started over!
>
>
> Rick.
>
>
>
>

# 2773. Re: Question about selling BlackBox

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-08 22:29:03 UTC
From: mathu@indigo.ie
Message-ID: <ffaf2fa5.0305081429.114b332b@posting.google.com>
Source record: 21736

Bob Ryan <ryanr@one.net> wrote in message news:<3EB9F332.7010508@one.net>...
> I have a 130XE with a BlackBox and hard drives. Everything works. The
> BlackBox has the 1.34 ROM in it.
>
> Unfortunately, I've come to realize I must sell it. My question is: do I
> sell the BlackBox and drives separate from the 130XE? Or do I sell it as
> a package?
>
> There's a bunch of stuff on the drives, I haven't gone through the
> directories to see exactly what on them though. The person I bought it
> from said he used to run a BBS with it.
>
> Is anyone interested? If so, make me an offer. I could possibly connect
> it up and take some pics if necessary.
>
> -Bob
Hi,
Put a price on the whole package! And yes some pictures would be nice.
Is the 130xe PAL or NSTC??

Regards.....

# 2774. Re: The new Atari

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-08 22:33:38 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <6XAua.24505$AG6.5399217@news4.srv.hcvlny.cv.net>
Source record: 21737

If they've done the research and are convinced that the Atari name will sell some games for them, that's as far as I think they'll go. Forget hardware of any type.

Just my 2¢.

Alan

"pr" <pr@#NOSPAM#.com> wrote in message news:mcxua.16746$9C6.820537@wards.force9.net...
> Hi
>
> What does everyone think about Infogrames rebranding itself as Atari?
> (see http://news.bbc.co.uk/1/hi/technology/3010719.stm for details)
>
> pr
>
>
>
>
>

# 2775. Re: ATARI is back!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-08 23:31:17 UTC
From: eric@replyhere.net
Message-ID: <3ebae851.76649406@207.106.92.52>
Source record: 21738

I don't want to sound too negative but Atari is not and never will be
back. The name may be reused, but the Atari that has caused us to
keep visiting this news group will never be back.
:-(

On 07 May 2003 12:37:59 GMT, frombrhs1962@aol.com (Frombrhs1962)
wrote:

>Infogrames, the current owner of the ATARI properties is planning on re-using
>the ATARI brand name. Log into Yahoo! *Financial* and search on the ticker
>symbol IFGM, and you will find the news story of the name change as well as
>other recent IFGM news stories. Incidently, the new ticker symbol will be
>ATAR, and their new game "Enter the Matrix" looks to be a blockbuster.
>BR

# 2776. Re: Atari Happy Controller

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-09 00:38:08 UTC
From: Glenn <glenn.bruner@verizon.net>
Message-ID: <QLCua.1098$0K4.652@nwrddc03.gnilink.net>
Source record: 21739

Does anyone know of one of these for sale, I have the 1050 and Happy boeard,
but would like to add the contoller to make a matching pair ?

thanks

Richard

B&C Computervisions should still have some. I repaired about 50 of the
Happy
boards for him back in 1995.

Glenn

# 2777. Re: ATARI is back!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-09 01:52:45 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030508215245.11574.00000046@mb-m01.aol.com>
Source record: 21740

> I don't want to sound too negative but Atari is not and never will be back.
The name may be reused, but the Atari that has caused us to keep visiting this
news group will never be back. <

Of course, you are correct, but I like seeing, reading about, and hearing about
Atari, so even if it is just a shadow of the days-gone-by, I'll take it!
Larry

# 2778. Re: The new Atari

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-09 02:27:31 UTC
From: possiblespam@fyyff.com
Message-ID: <nmEua.14600$io.332659@iad-read.news.verio.net>
Source record: 21741

pr <pr@#nospam#.com> wrote:
:>Hi
:>
:>What does everyone think about Infogrames rebranding itself as Atari?
:> (see http://news.bbc.co.uk/1/hi/technology/3010719.stm for details)

It just won't be the same without all the layoffs....

-l

# 2779. Re: Question about selling BlackBox

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-09 03:36:39 UTC
From: Mo <momo@atariland.com>
Message-ID: <bnFua.56109$8e7.2495223@twister.austin.rr.com>
Source record: 21742

Since so many have interest and the price is undecided, why don't you have a silent auction here on the group? Just have everyone submit their bid to you directly (not the group) and let the high bid at a predetermined time win it.
Just a thought,
Mo

"mathu8559" <mathu@indigo.ie> wrote in message
news:ffaf2fa5.0305081429.114b332b@posting.google.com...
> Bob Ryan <ryanr@one.net> wrote in message
news:<3EB9F332.7010508@one.net>...
> > I have a 130XE with a BlackBox and hard drives. Everything works. The
> > BlackBox has the 1.34 ROM in it.
> >
> > Unfortunately, I've come to realize I must sell it. My question is: do I
> > sell the BlackBox and drives separate from the 130XE? Or do I sell it as
> > a package?
> >
> > There's a bunch of stuff on the drives, I haven't gone through the
> > directories to see exactly what on them though. The person I bought it
> > from said he used to run a BBS with it.
> >
> > Is anyone interested? If so, make me an offer. I could possibly connect
> > it up and take some pics if necessary.
> >
> > -Bob
> Hi,
> Put a price on the whole package! And yes some pictures would be nice.
> Is the 130xe PAL or NSTC??
>
> Regards...........

## 2780. Re: ATARI is back!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-09 03:51:03 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vbm9bljmal5049@corp.supernews.com>
Source record: 21744

Atari hardware has some patents that might still
be usable, probably not much.
The main thing that the Infogrames Atari wants is
the reputation as a pioneer gaming symbol.
The Fuji is a nice logo, they're using that. I doubt
'Power without the price.' will be used, but stuff
like 'Frogger', 'Centipede', and probably 'Space
Invaders' have/will be re-issued (I know 'Frogger'
was re-done.)
So the name recognition and reputation, and the
names and concepts of classic Atari only games,
like pac-man have the value.
Some games Atari didn't own, but were pretty much
Atari only, like maybe 'Mule' or 'Alternate Reality',
might also get re-done.

# 2781. Re: Question about selling BlackBox

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-09 04:28:43 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3EBB2E7B.6040507@one.net>
Source record: 21743

O.k., if you force me.

I'd like to get at least $240 (US) for the BlackBox and drives. Sold as
a set. I won't separate them.

I haven't powered it up in a while, but I won't sell it if it doesn't work.

-Bob

Vidar Olavesen wrote:
> I would be interested! I don't have he BlackBox at all! I do have a couple
> of MIO's, but can't get the HD's to work anymore.
>
> How much are we talking about here ?
>
> Thanks and take Atarian care
>
>
> "Bob Ryan" <ryanr@one.net> skrev i melding news:3EB9F332.7010508@one.net...
>
>>I have a 130XE with a BlackBox and hard drives. Everything works. The
>>BlackBox has the 1.34 ROM in it.
>>
>>Unfortunately, I've come to realize I must sell it. My question is: do I
>>sell the BlackBox and drives separate from the 130XE? Or do I sell it as
>>a package?
>>
>>There's a bunch of stuff on the drives, I haven't gone through the
>>directories to see exactly what on them though. The person I bought it
>>from said he used to run a BBS with it.
>>
>>Is anyone interested? If so, make me an offer. I could possibly connect
>>it up and take some pics if necessary.
>>
>>-Bob
>>
>
>
>

# 2782. Re: Question about selling BlackBox

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-09 04:33:14 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3EBB2F8A.1060300@one.net>
Source record: 21745

O.k., how's this:

Blackbox and drives $240.00
NSTC (US) 130XE, Blackbox and drives, cables $275

plus shipping either way.

I'll have to check to see what the drives are as far as size and
make/model. And I'll take a look at what software is on the drives.

-Bob

mathu8559 wrote:
> Bob Ryan <ryanr@one.net> wrote in message news:<3EB9F332.7010508@one.net>...
>
>>I have a 130XE with a BlackBox and hard drives. Everything works. The
>>BlackBox has the 1.34 ROM in it.
>>
>>Unfortunately, I've come to realize I must sell it. My question is: do I
>>sell the BlackBox and drives separate from the 130XE? Or do I sell it as
>>a package?
>>
>>There's a bunch of stuff on the drives, I haven't gone through the
>>directories to see exactly what on them though. The person I bought it
>>from said he used to run a BBS with it.
>>
>>Is anyone interested? If so, make me an offer. I could possibly connect
>>it up and take some pics if necessary.
>>
>>-Bob
>
> Hi,
> Put a price on the whole package! And yes some pictures would be nice.
> Is the 130xe PAL or NSTC??
>
> Regards.....

# 2783. Re: Question about selling BlackBox

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-09 04:34:43 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3EBB2FE3.5040609@one.net>
Source record: 21746

I wish I would have read this _before_ I just sent the last message. :-(

It's a really good idea, but I've put prices on the stuff already.

-Bob

Mo wrote:
> Since so many have interest and the price is undecided, why don't you have a
> silent auction here on the group? Just have everyone submit their bid to you
> directly (not the group) and let the high bid at a predetermined time win
> it.
> Just a thought,
> Mo
>
> "mathu8559" <mathu@indigo.ie> wrote in message
> news:ffaf2fa5.0305081429.114b332b@posting.google.com...
>
>>Bob Ryan <ryanr@one.net> wrote in message
>
> news:<3EB9F332.7010508@one.net>...
>
>>>I have a 130XE with a BlackBox and hard drives. Everything works. The
>>>BlackBox has the 1.34 ROM in it.
>>>
>>>Unfortunately, I've come to realize I must sell it. My question is: do I
>>>sell the BlackBox and drives separate from the 130XE? Or do I sell it as
>>>a package?
>>>
>>>There's a bunch of stuff on the drives, I haven't gone through the
>>>directories to see exactly what on them though. The person I bought it
>>>from said he used to run a BBS with it.
>>>
>>>Is anyone interested? If so, make me an offer. I could possibly connect
>>>it up and take some pics if necessary.
>>>
>>>-Bob
>>
>>Hi,
>>Put a price on the whole package! And yes some pictures would be nice.
>>Is the 130xe PAL or NSTC??
>>
>>Regards.....
>
>
>

# 2784. Re: Version "C" 8K Basic Cart

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-09 04:36:30 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3EBB304E.3000803@one.net>
Source record: 21497

My brown label "A" cart is CXL4002.

-Bob

Ron Hamilton wrote:
> My "C" is a silver label and I think the number is the same "4002" as I do
> not the "A" handy...
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "LarryWhite" <llppwhite@aol.comnsp> wrote in message
>
>>Was the cart version a silver-label cart, and did it have a different
>
> product
>
>>number?
>>Larry
>>
>
>
>

# 2785. Re: Question about selling BlackBox

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-09 04:58:14 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <vbmdbf2vnj8c83@corp.supernews.com>
Source record: 21498

Bob,

You could still have the silent auction, as long as the NG knows that this
will be your minimum reserve price. If no one bids over this price you
could sell to the highest or keep it for EBAY auction or not sell at all.
This sounds like a good deal to me.. Price is possibly too high at 275.00
for all to bid on. But you could still get several bids, and then decide.
Mothers Day is this weekend so I will be out of town until the 12th of May..
Regards and good luck
RoyE.

"Bob Ryan" <ryanr@one.net> wrote in message news:3EBB2FE3.5040609@one.net...
> I wish I would have read this _before_ I just sent the last message. :-(
>
> It's a really good idea, but I've put prices on the stuff already.
>
> -Bob
>
> Mo wrote:
> > Since so many have interest and the price is undecided, why don't you
have a
> > silent auction here on the group? Just have everyone submit their bid to
you
> > directly (not the group) and let the high bid at a predetermined time
win
> > it.
> > Just a thought,
> > Mo
> >
> > "mathu8559" <mathu@indigo.ie> wrote in message
> > news:ffaf2fa5.0305081429.114b332b@posting.google.com...
> >
> >>Bob Ryan <ryanr@one.net> wrote in message
> >
> > news:<3EB9F332.7010508@one.net>...
> >
> >>>I have a 130XE with a BlackBox and hard drives. Everything works. The
> >>>BlackBox has the 1.34 ROM in it.
> >>>
> >>>Unfortunately, I've come to realize I must sell it. My question is: do
I
> >>>sell the BlackBox and drives separate from the 130XE? Or do I sell it
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> >>>a package?
> >>>

> >>>There's a bunch of stuff on the drives, I haven't gone through the
> >>>directories to see exactly what on them though. The person I bought it
> >>>from said he used to run a BBS with it.
> >>>
> >>>Is anyone interested? If so, make me an offer. I could possibly connect
> >>>it up and take some pics if necessary.
> >>>
> >>>-Bob
> >>
> >>Hi,
> >>Put a price on the whole package! And yes some pictures would be nice.
> >>Is the 130xe PAL or NSTC??
> >>
> >>Regards.....
> >>
> >
> >
> >

# 2786. Re: trying to identify a game from memory

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-09 06:31:19 UTC
From: lemonjimm@yahoo.com
Message-ID: <de0bdca5.0305082231.19b6866b@posting.google.com>
Source record: 21499

"Russ Gilbert" <russg@en.com> wrote in message news:<vbkva3aee7bc55@corp.supernews.com>...
> 'Sands of Egypt'?
> I wandered around in the desert looking at the back
> of that camel's head for a long time. I never seemed
> to get anywhere. I gave up on the game.
> Hmm. Wonder if the solution is at 'atari docs, hints
> and solutions' ~richard somebody. Just did a Google
> and all sites I found are defunct. Who was that?
> Is the site available somewhere?
> Russg

http://www.textfiles.com/apple/WALKTHROUGHS/

# 2787. Re: trying to identify a game from memory

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-09 06:36:57 UTC
From: lemonjimm@yahoo.com
Message-ID: <de0bdca5.0305082236.2cf123b1@posting.google.com>
Source record: 21500

mr_i_davis@hotmail.com (Isaac Davis) wrote in message
news:<d735c5ea.0305071336.794e3a84@posting.google.com>...
> lemonjimm@yahoo.com (Jim L.) wrote in message
news:<de0bdca5.0305070642.4868747b@posting.google.com>...
> > mr_i_davis@hotmail.com (Isaac Davis) wrote in message
news:<d735c5ea.0305061532.30315637@posting.google.com>...
> > > lemonjimm@yahoo.com (Jim L.) wrote in message
news:<de0bdca5.0305052023.190c0c71@posting.google.com>...
> > > > This goes back to 1983 or so. My friends had an Atari 800.
> > > > <snip>
> > > > Here are the vague details and realize that I may be confusing the two
> > > > games because I think they were from the same vendor.
> > > >
> > > > - a line about "wolfing down the potion"
> > > > - brown letters on a light brown background
> > > > - cactus
> > > > - areas of the gamespace were 'borders' - ie you'd reach the mountains
> > > > or the ocean and not be able to go that direction any more
> > > > - I think the screen re-drew itself after every 'RETURN'
> > > > - things would be removed from the still graphic after you picked them
> > > > up
> > > > - I am fairly certain that it balked at more than two words per line,
> > > > actually I think that it was fairly unforgiving and didn't react to
> > > > any 'funny' words like Zork did.
> > > >
> > > > Thanks, hopefully some of this will sound familiar to someone out
> > > > there!
> > >
> > > How about Sands of Egypt.
> > > Isaac
> >
> > Sands Of Egypt! Took a Google search with those words and found this
> > - http://nitros9.stg.net/sandsofegypt.html. Screenshots look awfully
> > familiar. This led to this -
> > http://www.lysator.liu.se/adventure/Datasoft,_Inc.html.
> >
> > Still not 100% sure I am remembering one of two games but a glance at
> > Datasoft's other things shows nothing familiar.
> >
> > Thanks!
>
>
> I am pretty sure I have an atr image of it somewhere, as well as the
> original disk. It's the only one I remember that had pretty much all

> of your criteria. I remember our whole family (4 of us) sitting around
> the 800 trying to figure the game out. We finally finished it too. Ahh
> the memories.
> Isaac

8-bit ATR's are fairly easy to find. I played to game and yes that is
it.

There was another game - now it is coming back to me, it was not made
by the same vendor - much cheesier graphics and you needed to get to
the moon before the earth blew up. That one we finished.

## 2788. Re: The new Atari

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-09 12:32:28 UTC
From: dunxuk@aol.com
Message-ID: <20030509083228.11803.00000090@mb-m12.aol.com>
Source record: 21501

It's probably the worst sort of insult for any Francophobe Americans! Heh

## 2789. Re: ATARI is back!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-09 14:24:02 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <0idg9b-q01.ln@speaker.rodsbooks.com>
Source record: 21502

In article <vbm9bljmal5049@corp.supernews.com>,
"Russ Gilbert" <russg@en.com> writes:

> The main thing that the Infogrames Atari wants is
> the reputation as a pioneer gaming symbol.
> The Fuji is a nice logo, they're using that. I doubt
> 'Power without the price.' will be used, but stuff
> like 'Frogger', 'Centipede', and probably 'Space
> Invaders' have/will be re-issued (I know 'Frogger'
> was re-done.)

Frogger wasn't an Atari title, although it was certainly released for Atari hardware. My 8-bit Frogger cartridge carries both the Sega and Parker Brother names; I'm not sure what the story is there. Space Invaders was created by Taito, IIRC, and Atari merely licensed it for release on game consoles and computers in the US. I don't know the story behind Centipede, offhand. OTOH, I don't know what's happened to the copyrights on any of these titles since their release. It's conceivable that Atari has snapped them up or (in the case of Space Invaders and others like it) still owns limited rights to them.

Nonetheless, your basic point still has value; I suspect that Infogrames changing its name to "Atari" is being done to boost its visibility and reputation for marketing and PR purposes.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

## 2790. Re: ATARI is back!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-09 14:48:03 UTC
From: utah_lanman@yahoo.com
Message-ID: <e89cb68d.0305090648.35aed1f2@posting.google.com>
Source record: 21503

"OCN" <hentaiman38@yahoo.com> wrote in message news:<b9dovf$lic$1@nn-tk103.ocn.ad.jp>...
> Hi James,
>
> Willy Moeller here......long time no chat. You bought 100,000 shares of
> Tramiel Atari stock?!!! OMG, how much did that cost you?

Got the certificate on e*Bay for around $300.00 a few months ago.
Just bought it as a momento and for my Atari collection. It was
originally issued to Sam, but its unsigned, unused, etc..

## 2791. Re: The new Atari

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-09 15:27:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030509162749.56073A@ilaskey.cix.co.uk>
Source record: 21504

In article <nmEua.14600$io.332659@iad-read.news.verio.net>,
possiblespam@fyyff.com () wrote:
> It just won't be the same without all the layoffs....
They'll come good time ;-)

## 2792. Re: ATARI is back!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-10 01:16:31 UTC
From: atari-man <arudzki@yahoo.com>
Message-ID: <PpYua.795409$F1.100076@sccrnsc04>
Source record: 21505

>. I don't know the story
> behind Centipede,

Centipede was an Atari title. Programmed by a female if I remember
correctly.

Tony

# 2793. Re: The new Atari

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-10 01:19:42 UTC
From: atari-man <arudzki@yahoo.com>
Message-ID: <OsYua.550817$Zo.118543@sccrnsc03>
Source record: 21506

But they have to come out with leading edge products!!

and of course, not advertise them....

Tony

<possiblespam@fyyff.com> wrote in message
news:nmEua.14600$io.332659@iad-read.news.verio.net...
> pr <pr@#nospam#.com> wrote:
> :>Hi
> :>
> :>What does everyone think about Infogrames rebranding itself as Atari?
> :> (see http://news.bbc.co.uk/1/hi/technology/3010719.stm for details)
>
> It just won't be the same without all the layoffs....
>
>
> -l

# 2794. Re: The new Atari

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-10 07:13:04 UTC
From: Bill Cousert <wrcousert@yahoo.com>
Message-ID: <4E1va.83124$Ye6.3990901@twister.socal.rr.com>
Source record: 21507

"atari-man" <arudzki@yahoo.com> wrote in message
news:OsYua.550817$Zo.118543@sccrnsc03...
> But they have to come out with leading edge products!!
>
$300 80 column screen, 1200 baud modem and a $200 CD-ROM!

Real soon now!

# 2795. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-10 08:25:57 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1052555163@rtfm.mit.edu>
Source record: 21508
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 26, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

# 2796. Re: The new Atari

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-10 10:23:18 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3ebcd3c0$0$49101$e4fe514c@news.xs4all.nl>
Source record: 21509

COOL! He Mike this is a unbelievable.... :-))

"Bill Cousert" <wrcousert@yahoo.com> wrote in message
news:4E1va.83124$Ye6.3990901@twister.socal.rr.com...
>
> "atari-man" <arudzki@yahoo.com> wrote in message
> news:OsYua.550817$Zo.118543@sccrnsc03...
> > But they have to come out with leading edge products!!
> >
> $300 80 column screen, 1200 baud modem and a $200 CD-ROM!
>
> Real soon now!
>
>
>
>

## 2797. Atari software for sale

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-10 10:26:22 UTC
From: John Thackeray <john@tradeinpost.com>
Message-ID: <b9ik4d$lba$1@titan.btinternet.com>
Source record: 21510

Visit my web site
Regards
John

Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
Tel: 44+00+(0)1952 462135
www.tradeinpost.com
john@tradeinpost.com

# 2798. Re: The new Atari

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-10 11:01:27 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <3EBCDC07.D4016C78@mediakingx.com>
Source record: 21511

pr wrote:

> What does everyone think about Infogrames rebranding itself as Atari?
> (see http://news.bbc.co.uk/1/hi/technology/3010719.stm for details)

It works for me. They should do an 8bit version of Enter the Matrix. ;)

# 2799. Pokey upgrade did not work

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-10 12:02:22 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <b9ipnd$jglej$1@ID-112582.news.dfncis.de>
Source record: 21512

Howdy !

This weekend I installed the Stereo Deluxe upgrade by Freddy Offenga
into my XE. Of course, I had to desolder the hardwired Pokey with a
solder sucking tool. The same to another Pokey which I found in an old XE.

After the installation and wiring with CPU pin13 and LM358 pin6 I
tried to boot up my xe and as a result, the normal funtionality was
NOT given. The error description: The normal blue screen appears with
a white cursor on the upper left. At this point the disk drive should
start booting, but isn't.

I also have installed a QMEG OS expansion, and so I could open it's
menu with RESET+SELECT. In this screen I noticed, that also the
keyboard characters aren't working. This tells me, that the normal
funcion of Pokey (with our without stereo enabled by the switch) is
not working in its normal way.

:-( .. this is hard. It was a very well upgraded system (with 1MB
Simm, QMEG) and now the Stereo will not work :-( ...

Do you have perhaps an idea? How and in which order I could check the
device?

--
\thomsen
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

# 2800. High Density Disk works with XF551

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-10 17:02:40 UTC
From: Hon Tseng <pcuser45@yahoo.com>
Message-ID: <Qgava.72620$3h5.3536774@news2.east.cox.net>
Source record: 21513

XF551 tried to format high density disks. It works. I know XF551 cannot use 80 tracks per side. BIOS in XF551 has limited sectors such as max 18 sectors and 26 sectors per track.. Can I customize more than 18 or 26 sectors? How? Like IBM, I can customize 360K disk to 400K or 720K to 800K by using 800.com in DOS.

Hon

# 2801. Looking for Atari HW in Western Canada

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-11 04:28:16 UTC
From: Anthony Iannone <aiannone@nis.net>
Message-ID: <Ajkva.12386$NC4.50712@news1.mts.net>
Source record: 21514

Hi - I own and opperate a used and refurbish computer equipment store in Winnipeg, MB (http://www.cr-winnipeg.ca) - though I sell mostly IBM Compatible equipment and the occasional MAC, I'd love to have an Atari or two around just for nolstalgia, or to play a few games on when it's quite ;) - Does anyone have some working and astetically good Atari 8bit or 16bit Hardware for sale in Western Canada?

Regards,
aiannone@nis.net

## 2802. looking for certain MESS BIOS ROMs

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-11 05:35:21 UTC
From: rtdos <rtdos@yahoo.com>
Message-ID: <tilva.546849$OV.518162@rwcrnsc54>
Source record: 21515

NEEDED MESS BIOS ROMs:

APF Imagination Machine
APF M-1000
Atari 2600
Atari 800XL
C65 {ALL}
Commodore +4 (NTSC) / 1551
Commodore 16/116/232/264 (PAL) / 1551
Commodore B128 {ALL}
Amstrad PC1512
Amstrad PC1640/PC6400
Amstrad PC20
PC/XT (VGA, MF2 Keyboard)
PC200 Professional Series
Intellivision {ALL}
KC 85/3
KC 85/4
Lisa2
Lisa2/10
Lynx {ALL}
MSX 2
MSX 2 (BASIC 2.1)
MSX 2 (Japan)
Odyssey 2
Oric Telestrat
PC Engine/Turbografx 16
PC/AT (CGA, MF2 Keyboard)
Commodore SP9000/MMF9000 (50Hz)
Pocket Computer 1251
Pocket Computer 1350
Pocket Computer 1401
Pocket Computer 1402
Pocket Computer 1403
Pocket Computer 1403H
Sorcerer
SNES (NTSC)
SNES (PAL)
TI Avigo 100 PDA
TI 99 & 4A {ALL}
TRS80 Model 1 (LNW-80)
Z88
ZX Spectrum {ALL}

--
*** REPLY REQUESTED WHEN CONVENIENT ***

Jeff
http://www.rtdos.com
AOL / AIM: os65k
ICQ # 20368688
MSN MSNGR: rtdos@hotmail.com
Yahoo: os65k

## 2803. Developing a Game to Help.

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-11 08:06:40 UTC
From: Charles Doty <cdoty@earthlink.net>
Message-ID: <kwnva.66940$4P1.6040828@newsread2.prod.itd.earthlink.net>
Source record: 21516
Cross-posted to: comp.sys.atari.8bit,comp.sys.msx,comp.sys.atari.8bit,comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.apple2.programmer,comp.sys.acorn.games,comp.sys.tandy,comp.sys.ti,comp.sys.cbm

After seeing the following ad, http://www.lofi-gaming.org.uk/speccy/pics/adverts/softaid_full.jpg , I wonder if something like the could be done today and distributed electronically.

Anyone interested in attempting something like this? Check out http://www.emuvibes.com/Emuvibes/index.html for information about me. To email me, send it to c d o t y at e a r t h l i n k dot n e t (Sorry, trying to avoid spam).

Sorry about the massive cross post, but it is applicable to all the above systems.

# 2804. Re: Pokey upgrade did not work

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-11 10:52:46 UTC
From: Dub <dubaloo@yahoo.com>
Message-ID: <LZpva.785$eZ6.492@newsfep3-gui.server.ntli.net>
Source record: 21517

Hi Thomas

Ive just done the upgrade by C. Steinman and I'm presuming they are similar?, I would need to look at your instructions, but on C. Steinman's, pin 13 of the cpu goes to an inverter not the LM358 which I think is the audio amp for the monitor jack?,
Email for more help, I could send you pics that may help of my upgrade and files to test the output with.

Regards

# 2805. New eBay Atari auction - DGS Digi-Studio Musical Keyboard V.RARE

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-11 15:00:41 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1052665318.87196.0@dyke.uk.clara.net>
Source record: 21518

Hello All,

I have just started a new eBay auction for the prototype DGS Digi-Studio Musical Keyboard (Atari XL/XE). This is the only one ever made and comes with the original prototype software to drive it. This is a very rare bit of kit, and I know many people have asked to buy it in the past. It's well worth a look.

I also have some items of software for auction.

The link is below (this will split on to two lines, so please copy both lines into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangar
raghty

Dean Garraghty

# 2806. For Sale: Atari 1027 Printer

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-11 17:24:47 UTC
From: Leo <commodore128@hotmailspamcentral.com>
Message-ID: <zHvva.152460$ya.4617524@news1.calgary.shaw.ca>
Source record: 21519

Hi all,
Is anyone in need of an Atari 1027 printer? I have one that im not
going to bother listing on ebay but would rather take offers from anyone
here if someone needs one. I have no idea if it works and it doesnt come
with a p.s or cable to hook it up but it is in really good condition.I also
have some cartridge games in my tradelist that I will accept offers on so
email offers if you are interested.Thanks.

Leo
--
Im looking for Commodore Cartridges! Got any?
Check out my tradelist at http://www.commodore64.allhell.com
And my want lists too!

# 2807. Re: High Density Disk works with XF551

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-11 19:43:58 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <uol2p-kqu.ln1@don.localnet>
Source record: 21520

On Sat, 10 May 2003 17:02:40 GMT, Hon Tseng
<pcuser45@yahoo.com> wrote:
> XF551 tried to format high density disks. It works. I know XF551 cannot use
> 80 tracks per side. BIOS in XF551 has limited sectors such as max 18 sectors
> and 26 sectors per track.. Can I customize more than 18 or 26 sectors? How?
> Like IBM, I can customize 360K disk to 400K or 720K to 800K by using 800.com
> in DOS.
>
You can replace the ROM in the XF551 with one that can use 80 tracks.
If you do a Google search for "XF35" you can probably find the code somewhere
on the web.

> Hon
>
--
It's important that people know what you stand for.
It's more important that they know what you won't stand for.

# 2808. Re: 8-bit Musix in Chicago (old)

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-12 00:17:04 UTC
From: Ivo <ivop@free.fr>
Message-ID: <pan.2003.05.12.00.17.04.19081@free.fr>
Source record: 21521

On Sun, 04 May 2003 17:46:38 +0000, Daniel Miller wrote:

> Very wild! Those guys were going all out! I would love to hear an MP3 or
> soundclip of it. If you are going to do something, you might as well go
> all the way, and it looks like they did!

MP3's are on their site:

http://www.beigerecords.com/media/audio/mp3.html

--Ivo

# 2809. Re: High Density Disk works NOT with XF551

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-12 10:33:56 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3EBF7894.191DD30A@students.uni-mainz.de>
Source record: 21522

Well,
the XF-floppy controller (the same as in most ST floppies) merely allows
80 tracks, DSDD or 720kbytes. Thus, High Density (1440kbytes) is not
possible with the XF floppy (no matter if you use a 5,25" or 3,5"
drive). But you can easily patch the XF-Os to allow 80 tracks and 3,5"
drives/disks. Then you can use Sparta or MyDOS and read/write/format
720kbytes. If you install a HD 3,5" drive, simply use a write-protect
notch on the HD-hole of HD-diskettes. Now the drive will think it is
only a DD-disk and will format it correctly with 720kbytes...
-Andreas.

P.S.: There is a description by Bob Wooley on how to upgrade your XF551
with a 3,5" drive (and how to update the XF-OS). To enable high Density
you would need another controller (~16Mhz, like the Ajax controller),
which is a difficult and expensive task, since the XF uses 8.33 and not
8Mhz (for HD it might need 16.66Mhz)...

Hon Tseng schrieb:
>
> XF551 tried to format high density disks. It works. I know XF551 cannot use
> 80 tracks per side. BIOS in XF551 has limited sectors such as max 18 sectors
> and 26 sectors per track.. Can I customize more than 18 or 26 sectors? How?
> Like IBM, I can customize 360K disk to 400K or 720K to 800K by using 800.com
> in DOS.
>
> Hon

# 2810. Re: High Density Disk works NOT with XF551

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-12 12:08:46 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <b9o2se$54g$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 21523

Hi,

> If you install a HD 3,5" drive, simply use a write-protect
> notch on the HD-hole of HD-diskettes. Now the drive will think it is
> only a DD-disk and will format it correctly with 720kbytes...

Just let me add a comment on that: If you use HD disks, ensure that you
really have a newer HD drive for it. Older DD drives cannot write reliable(!)
on HD disks. The reason is that the HD disks require a higher magnetic field
strenght to get permantently magnetized that cannot be delivered by a DD
drive. The result are disks that "may look fine", but typically only stay
intact for about a week or so before they loose their magnetization, and
hence their contents.

Greetings,
Thomas

# 2811. Re: High Density Disk works NOT with XF551

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-12 14:47:18 UTC
From: Fox-1
Message-ID: <b9oc5u$hdp$1@news4.tilbu1.nb.home.nl>
Source record: 21524

"Thomas Richter" wrote

> > If you install a HD 3,5" drive, simply use a write-protect
> > notch

> Just let me add a comment on that: If you use HD disks, ensure that you
> really have a newer HD drive for it. Older DD drives cannot write reliable(!)
> on HD disks.

In theory this is true. However, my XF 551 has a 720 Kb drive in it, ripped from an Atari 520STFM and I only use HD disks (most
are TDK) without any problems for years now. I think the 5.25" disks suffer more from the DD vs HD issue then the 3.5" do.

--

Grtx, Sysop Fox-1 / MNX http://www.fox-1.nl
mnx_at_fox-1_dot_nl
Remember what the Dormouse said...

## 2812. Lots of new stuff listed

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-12 16:12:48 UTC
From: Sintech <sintech@online.de>
Message-ID: <b9oh8o$2l0$1@online.de>
Source record: 21525

```
Find many new offers in our Online-Shop at:
www.sintech-shop.de

See you there.

Regards

Thomas

--
www.sintech-shop.de
Your computer shop for
Retro- and modern day computers and consoles
```

# 2813. Re: 8-bit Musix in Chicago (old)

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-13 01:45:55 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <3EC04E53.953F756B@mediakingx.com>
Source record: 21526

Ivo wrote:

> MP3's are on their site:
>
> http://www.beigerecords.com/media/audio/mp3.html

I'm listening to Dollars right now. Jammin' tune. I dunno what they do to get all that bass in there. It definitely has the 8bit spirit there, but I can't tell how much is actually from Ataris or C-64s. I will have to get the CD. I really like this stuff!

# 2814. Re: Looking for Atari HW in Western Canada

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-13 04:24:17 UTC
From: Jaguar <rfvacp@NOSPAMmountaincable.net>
Message-ID: <Xns937A425CD3AAJaguar@24.215.0.21>
Source record: 21527

Anthony Iannone <aiannone@nis.net> wrote in news:Ajkva.12386$NC4.50712
@news1.mts.net:

> http://www.cr-winnipeg.ca

I Have an Atari 400, 800 , 130XE ,520ST with monitor , and lots of
software. I live in Ontario if your interested.

# 2815. Re: For Sale: Atari 1027 Printer

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-13 10:50:43 UTC
From: dunxuk@aol.com
Message-ID: <20030513065043.13740.00000303@mb-m28.aol.com>
Source record: 21528

What country are you in?

## 2816. inkjet printers

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-13 12:42:25 UTC
From: Chris Davis <302chris@tiscali.co.uk>
Message-ID: <3ec0e857$1_2@mk-nntp-2.news.uk.tiscali.com>
Source record: 21529

Can anyone recommend a suitable parallel inkjet printer for the 8-bit's.

Thanks in advance,

302chris

# 2817. Re: inkjet printers

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-13 15:59:01 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vc25gc7i8v7i21@corp.supernews.com>
Source record: 21530

Any of the older ones should work.
Ones that require Windows to work, obviously
won't do any good.
Older printers, and some new ones, have built in
fonts. Windows printers require the fonts from
windows.
For example, a HP 682 or 692 have their own
fonts. Probably new cheap printers, the $49 ones,
probably are Windows only printers.
Russg

# 2818. Re: how much for defective 1050 / TRAK drives ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-13 18:53:17 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vc2fouqpsh0035@corp.supernews.com>
Source record: 21531

A few years ago I sold a 1050 that looked Mint but was dead for about $15
for parts on eBay...

Tim

"Daniel Chartier" <daniel_cad at * no spam * hotmail dot com> wrote in
message news:3ebfac39_4@aeinews....
> How much is a defective Atari 1050 and Trak drive worth? The 1050 looks
> almost new and the Trak's front panel still works.
>
> They power up, but do not boot. (Assume no power supply or only one for
> both drives; no sio cable).
>
> Thanks!
>
>

# 2819. Re: Atari 1200XL Keyboard not working

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-13 18:54:54 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vc2fs2tdmft362@corp.supernews.com>
Source record: 21532

I got my keyboard working ok by removing the Mylar sheet and reapplying it.
Seems to work ok for the moment. I guess the 1200XL keyboards are bad for
not working? I have a 800XL and 130XE and they all work perfectly...

Tim

"James Alexander" <james-m-alexander@rogers.com> wrote in message
news:3EB9B4F8.7BF3AD07@rogers.com...
> Hi Tim
>
> Tim wrote:
>
> > I have a 1200XL that I brought back from a long sleep. It works but a
lot
> > of the keys don't work. I noticed that after pressing some several
times
> > real hard they started to work. But not all are working. Any way to
get
> > this fixed?
> >
> > Thx
> > Tim
>
> Hi Tim,
>
> If you, or anyone else is in the Toronto, Ontario area check out the Ative
> Surplus store on Queen street. they've still got a few 8bit items
including
> 1200xl keyboards. I think they still have a few programs and sio cables
too
> last time I was there.
>

# 2820. ATARI 400 and 1200

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-13 20:47:09 UTC
From: Dale Gloer <dale.gloer@sympatico.ca>
Message-ID: <3EC159CD.1020300@sympatico.ca>
Source record: 21533

I live in Markham Ontario and am moving house shortly. I have an Atari 400 and an Atari 1200 with 3 disc drives of various lineage, an interface module, a printer, a modem, about 30 game cartridges, several joysticks, programming books and what have you.

I am willing to give them to someone who can provide a good home. You have to pick them up though soon.

I also have a Commodore monitor but I want to sell it.

Please contact me by email if you're interested.

Dale Gloer

PS. I apologize if this group doesn't allow advertising - I picked it from the dozens of Atari lists and don't have time to read them all to find the "right" one.

# 2821. Re: inkjet printers

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-13 21:09:17 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <1adwa.68890$ey1.6246287@newsread1.prod.itd.earthlink.net>
Source record: 21534

"Russ Gilbert" <russg@en.com> wrote in message
news:vc25gc7i8v7i21@corp.supernews.com...
> Any of the older ones should work.
> Ones that require Windows to work, obviously
> won't do any good.
> Older printers, and some new ones, have built in
> fonts. Windows printers require the fonts from
> windows.
> For example, a HP 682 or 692 have their own
> fonts. Probably new cheap printers, the $49 ones,
> probably are Windows only printers.
> Russg

OT but kind of a laugh. A lot of those $49 printers have both parallel and USB interfaces which means they have some brains on board.

Somebody dumped a new Epson Photo Stylus 810 on the ground by my mailbox. I think new they sell new for ~$99. I tried it out naturally and it was missing the cartridges and wouldn't even attempt to print until I bought some. I figure the person that dumped it probably got a replacement that used the same cartridges so they pocketted them.

$50 later, it would have only been $35 but when you buy one of the wrong cartridges for $15 that is what happens, I am back to testing it out again.

Paper feed was major SNAFU, used up mucho ink and otherwise blank paper trying to get it to feed, so I tear into it. Darn things are snapped together with only 3 screws in the whole box to keep it from unsnapping. Found a loose microscopic spring and guessimated its proper position. Printer works like a charm now.

Anywho, I will stick it on a regular printer port and see whut happens. Seems like we should run down a modern ~$50 printer that will work with an Atari. The prices on them are so low that we don't have to come up with a lot that work.

## 2822. any atari 1200XL production numbers?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-13 21:27:27 UTC
From: theguyinohio@hotmail.com
Message-ID: <b622a5f5.0305131327.39e46069@posting.google.com>
Source record: 21535

I have heard that my atari 1200xl is rare. How rare?
what is it worth? Mine works well.

Mike

# 2823. Re: inkjet printers

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-14 01:34:41 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vc377mg0tmpn86@corp.supernews.com>
Source record: 21536

I got a $325 HP 682C one year.
It got funky, one of the little foam wheels came undone
and jammed it. I took it apart and removed the
wheel (it was down in the paper path and couldn't
see it without taking the printer apart.) It worked
ok after that (the adjustment lever had to be half
way or it would 'ratchet' across the paper. It finally
got bad with the 'ratcheting' and I got a used 692C
for $7 at MicroCenter.
Inkjet makers would give away the printers, because
the carts is where they make their money. It costs
$60 to put two new carts in, they last me about a
year as I don't print much. It comes to about 10 cents
a page just for the ink. I don't fool with trying to
re-fill the carts, the carts aren't designed to be re-filled
reliably in my opinion.
(Rick says the Epson carts, 2 I presume, are only $35.)
Sorta like the X-box and PS-2, the X-box sells for
$199 and is less than cost, M$ wants market share
and software sales. I don't do much game consol,
but the software is where they make money, and
all current console makers pretty much force 'exclusive'
on game developers.
(Uh, oh, I'm rambling again.)
On topic. My first disk drive, a Rana 1000, today
and yesterday I bought 3 on-off switches before I
got the size right. The on-off switch on it is just held
in place by the two pins to the circuit board and the
original switch one pin just broke. My new switch
has screws holding it. I also had to replace the dip
switches on the drive, I replaced with just a right angle
header and use jumper tabs to make settings.
(Just a little more.)
My 'Skunk' game is coming along, works pretty good
now, I made a ML routine to use in BASIC to print
any string to a GRAPHICS 7 screen. Use ABC
to compile it with. Got the custom DL and display
ok now. Oh, Ron Hamilton, uhm. The address
of a BASIC usr call does go to $D4 $D5 when
you are using BASIC. But if you compile it with
ABC, $D4 and $D5 are used by ABC, ie. my
program I had to just pass the adr(ml$) and do my
400 byte jump on page 6.
Rambling Russg

# 2824. Re: inkjet printers

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-14 02:44:25 UTC
From: Bob Woolley <ataribobdelete@directvinternet.com>
Message-ID: <3ec1adf8$0$12384@fountain.mindlink.net>
Source record: 21537

Unless you want color, a LaserJet would be a better choice. I use a 4P on my Atari - you can set the font from the front panel or from the printer driver - the cartridge lasts *forever* and never "dries out" - the "ink" does not run - it has a straight through paper path - it is reasonably fast - it is designed to print thousands of copies..... and, it takes very little space.
You can also find lots of bigger old LaserJets that will work. All of them use PCL commands so they are compatible with each other. An old 4Si will even print duplex (both sides of the paper) right from your Atari. This is great for those long disassembly tasks.

Bob

"Chris Davis" <302chris@tiscali.co.uk> wrote in message
news:3ec0e857$1_2@mk-nntp-2.news.uk.tiscali.com...
> Can anyone recommend a suitable parallel inkjet printer for the 8-bit's.
>
> Thanks in advance,
>
> 302chris
>
>

## 2825. Re: inkjet printers

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-14 05:02:05 UTC
From: Mark Watson <newsAfoftDfsnetD@co.uk>
Message-ID: <h5kwa.658557$wa2.94448@news.easynews.com>
Source record: 21539

Bob Woolley wrote:
> You can also find lots of bigger old LaserJets that will work. All of them
> use PCL commands so they are compatible with each other. An old 4Si will
> even print duplex (both sides of the paper) right from your Atari. This is
> great for those long disassembly tasks.

Most of the PCL command list can be downloaded from HP if you sign up as a
developer. So if you want to do graphics or anything fancy...

Mark

--
-----
(s/X/Y/g -> replace all X with Y in e-mail addr)
s/@//g; s/D/./g; s/A/@/g;

## 2826. Blackbox revisited

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-14 05:06:03 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3EC1CEBB.8050704@one.net>
Source record: 21538

I connected up the 130XE and Blackbox tonight. Everything works fine. No pics yet. Lot's of ARC files on the drives. Actually, there's two drives in the case, but I think I'm only reading one.

I would like to sell the whole setup complete

$250.00

Alternatively, send me an offer and if no one meets my asking price, I'll consider it.

Thanks,

-Bob
PS - I will be offering more of my stuff soon. Here's a partial list:

Happy 1050
Rambo 256k 800XL
Indus disk drives
Newell 800XL w/ omnimon, omniview, etc.. (may want to keep this one)
800 w/The Pill
Basic XE cart
Basic XL cart
Mac/65 cart
Action cart
3 in 1 cart w/Action, Mac65 and Basic XL
and more....

# 2827. Re: any atari 1200XL production numbers?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-14 09:14:19 UTC
From: Jon-Paul <pockets@nospam.cix.co.uk>
Message-ID: <b9t1dn$8oh$1@thorium.cix.co.uk>
Source record: 21540

I understand it was a US only interim model that had a production run of less than a year. It was intended to be a business end machine to the 800, but the XL range with the 800XL seems to have suplanted it quite quickly so apart from the 1400/1450XL (which i belive were only in a limited run anyway) it had the shortest production run of any Atari . Like most companies i dont think Atari ever produced offical production figures.

Over here in the UK, they are as common as rocking horse poo

"Mike" <theguyinohio@hotmail.com> wrote in message
news:b622a5f5.0305131327.39e46069@posting.google.com...
> I have heard that my atari 1200xl is rare. How rare?
> what is it worth? Mine works well.
>
> Mike

# 2828. Re: inkjet printers

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-14 10:47:42 UTC
From: Christopher Friend <chfriendd@charter.net>
Message-ID: <vc47m92ecajdc4@corp.supernews.com>
Source record: 21541

Chris Davis wrote:
> Can anyone recommend a suitable parallel inkjet printer for the 8-bit's.
>
> Thanks in advance,
>
> 302chris
>
>

I've used my Epson C80 on my XEGS before - It appears to be able to use
the Epson FX driver in most programs (including Print Shop).

# 2829. Re: any atari 1200XL production numbers?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-14 13:29:33 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <Aurwa.12254$8g5.191465@news2.e.nsc.no>
Source record: 21542

"Jon-Paul" <pockets@nospam.cix.co.uk> skrev i melding
news:b9t1dn$8oh$1@thorium.cix.co.uk...
> Over here in the UK, they are as common as rocking horse poo

Was that a joke ? Am I totally misinformed here ? I thought the 1200XL was only NTSC. Do you mean a PAL 1200XL or that many of the US 1200XL's ended up in UK ?

Get me one, will you ?

Thanks

## 2830. Re: any atari 1200XL production numbers?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-14 14:05:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030514150500.14467A@ilaskey.cix.co.uk>
Source record: 21543

In article <Aurwa.12254$8g5.191465@news2.e.nsc.no>, hawk@nmi.no (Vidar Olavesen) wrote:

> "Jon-Paul" <pockets@nospam.cix.co.uk> skrev i melding
> news:b9t1dn$8oh$1@thorium.cix.co.uk...
> > Over here in the UK, they are as common as rocking horse poo
> Was that a joke ?
How common is rocking horse poo (shit)? Not very! i.e. you never see it at all.

# 2831. Re: any atari 1200XL production numbers?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-14 14:15:59 UTC
From: theguyinohio@hotmail.com
Message-ID: <b622a5f5.0305140615.4a2f1fbe@posting.google.com>
Source record: 21544

Ok. Thanks for the reply! I was just hoping to find out.

Mike

"Jon-Paul" <pockets@nospam.cix.co.uk> wrote in message
news:<b9t1dn$8oh$1@thorium.cix.co.uk>...
> I understand it was a US only interim model that had a production run of
> less than a year. It was intended to be a business end machine to the 800,
> but the XL range with the 800XL seems to have suplanted it quite quickly so
> apart from the 1400/1450XL (which i belive were only in a limited run
> anyway) it had the shortest production run of any Atari . Like most
> companies i dont think Atari ever produced offical production figures.
>
> Over here in the UK, they are as common as rocking horse poo
>
> "Mike" <theguyinohio@hotmail.com> wrote in message
> news:b622a5f5.0305131327.39e46069@posting.google.com...
> > I have heard that my atari 1200xl is rare. How rare?
> > what is it worth? Mine works well.
> >
> > Mike

# 2832. Re: ATARI 400 and 1200

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-14 15:09:38 UTC
From: Mo <momo@atariland.com>
Message-ID: <S_swa.17682$7x.1706950@twister.austin.rr.com>
Source record: 21545

Where are you located?
Mo

"Dale Gloer" <dale.gloer@sympatico.ca> wrote in message
news:3EC159CD.1020300@sympatico.ca...
> I live in Markham Ontario and am moving house shortly. I have an Atari
> 400 and an Atari 1200 with 3 disc drives of various lineage, an
> interface module, a printer, a modem, about 30 game cartridges, several
> joysticks, programming books and what have you.
>
> I am willing to give them to someone who can provide a good home. You
> have to pick them up though soon.
>
> I also have a Commodore monitor but I want to sell it.
>
> Please contact me by email if you're interested.
>
> Dale Gloer
>
> PS. I apologize if this group doesn't allow advertising - I picked it
> from the dozens of Atari lists and don't have time to read them all to
> find the "right" one.
>

# 2833. Re: ATARI 400 and 1200

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-14 15:44:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030514164457.14467B@ilaskey.cix.co.uk>
Source record: 21546

In article <S_swa.17682$7x.1706950@twister.austin.rr.com>,
momo@atariland.com (Mo) wrote:

> Where are you located?
> Mo
Wild guess, Markham Ontario?

> "Dale Gloer" <dale.gloer@sympatico.ca> wrote in message
> news:3EC159CD.1020300@sympatico.ca...
> > I live in Markham Ontario and am moving house shortly. I have an

# 2834. Re: any atari 1200XL production numbers?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-14 15:54:16 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vc4pj9tc6mtdc4@corp.supernews.com>
Source record: 21647

Bob Wooley preferes them, they are pretty robust,
and they have more room in the case for the stuff
Wooley puts in them (I know I can't spell Wooley right.)
They may command a slightly higher price than
the 800xl, probably less than the 130XE. I'd
guess a good working example of the following on
e-bay:
600xl-stock $15
800xl-stock $30
1200xl-stock $35
130xe-stock $40
800-stock $35
Add the following
256k upgrade $20
Omnimon $15
Bob Puff or Steve Tucker OS $25
A Bob Wooley 1200xl with a PBI, 200 meg ide hard
drive internal, 1 meg memory, Bob Puff OS, Wooley
video upgrade, Black Box, 2 hard drives (or maybe
a MIO), R-Time 8 cartridge, SpartaDOS X 4.22
package, maybe $500?:)
These are US NTSC prices, your mileage may vary.
Russg

# 2835. 1200XL PAL

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-14 16:02:14 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3ec26941$0$49117$e4fe514c@news.xs4all.nl>
Source record: 21648

Hi,

Did Atari make also PAL 1200XL computers. Maybe prototypes? When yes is
there someone who has such a system?

TXG/MNX

## 2836. Atari Systems and peripherals for sale

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-14 16:08:04 UTC
From: borg7of5@yahoo.com
Message-ID: <6d7ec33c.0305140808.5c111c9a@posting.google.com>
Source record: 21649

Had to clean out the closet again... Selling some Atari Stuff on eBay,
check the following URL:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2729819086&category=1247

This will link to an 800XL with 256K RAM. Click on Other Auctions by
this seller to see the rest.

I have also put up an INDUS GT Disk Drive, Stock 1050 drive, ATR8000
(SWP), 850 Interface, Trak-Ball, and CX85 Keypad.

Auction goes through May 20th. Low starting prices... take a look.

# 2837. Re: inkjet printers

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-14 19:23:46 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <6Jwwa.70437$ey1.6391231@newsread1.prod.itd.earthlink.net>
Source record: 21650

Sorry, Russ;
Thought we were in Basic, did not realize you'ld compile it...
Have you verified that the adr(ml$) function is accurate in a compiled
situation? Probably OK; set to a fixed address since the interpreter is not
there to reallocate memory and shift string space memory.
Good to know what you learned for reference.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Russ Gilbert" <russg@en.com> wrote in message
> Oh, Ron Hamilton, uhm. The address
> of a BASIC usr call does go to $D4 $D5 when
> you are using BASIC. But if you compile it with
> ABC, $D4 and $D5 are used by ABC, ie. my
> program I had to just pass the adr(ml$) and do my
> 400 byte jump on page 6.
> Rambling Russg
>

## 2838. thoughts: infogrames into atari ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-14 22:29:09 UTC
From: rtdos@hotmail.com
Message-ID: <d2f74a9d.0305141429.a0db19e@posting.google.com>
Source record: 21651

wonder if it has to do anything with the boycott france movement ?
what does this really mean to us eight bitters ?

# 2839. Re: thoughts: infogrames into atari ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-15 01:06:09 UTC
From: Bishop <dwebster@attbi.com>
Message-ID: <dpp5cvc2cipucregt4qsmp1a69go6caddi@4ax.com>
Source record: 21652

On 14 May 2003 15:29:09 -0700, rtdos@hotmail.com (rtdos) wrote:

>wonder if it has to do anything with the boycott france movement ?
>what does this really mean to us eight bitters ?

For 8 bitters, not much I would imagine. Although (this also has nothing to do with 8 bit), THE most exciting gaming news I've heard in a long long time is that it looks real positive that Atari and Firaxis (Sid Meier) are teaming up to do Pirates 2, one of my all time favorite games (played it on the ST and Amiga).

# 2840. Re: ADV: Atari 30% off Discount. Classic 8 Bit & ST!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-15 02:26:07 UTC
From: Pitfall Harry <Pitfall_Harry65@hotmail.com>
Message-ID: <3EC2FABE.29E6E1B2@hotmail.com>
Source record: 21653
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Has anyone bought things from Ben (below), and can they tell me if they had good,
or Bad service and quality from the merchandise.

Thanks for any recommendations or warnings.
I'm sure that if customers have been happy, Ben will enjoy posts here.

Alan

Bravo Sierra Computers wrote:

> Get Catalogs while inventory
> Lasts at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Got
> Questions? E-Mail Today@ Atari@aracnet.com or call Ben at (503)256-9974!

Alan, "Pitfall Harry" Hewston
Please reply to me at
pitfall_harry65@hotmail.com

Thanks

# 2841. Re: 1200XL PAL

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-15 03:15:36 UTC
From: Bob Woolley <ataribobdelete@directvinternet.com>
Message-ID: <3ec306c9$0$9656@fountain.mindlink.net>
Source record: 21655

The 1200XLs do not seem to have the extra circuits for PAL that you see on
the other systems.

Sorry...

now, about $500.00 for a 1200XL???

:>) Bob

"TXG" <txg01@xs4all.nl> wrote in message
news:3ec26941$0$49117$e4fe514c@news.xs4all.nl...
> Hi,
>
> Did Atari make also PAL 1200XL computers. Maybe prototypes? When yes is
> there someone who has such a system?
>
> TXG/MNX
>
>
>

# 2842. Re: Blackbox revisited

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-15 03:25:28 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3EC308A8.8010108@one.net>
Source record: 21654

Here are some pictures:

http://cerebro.cs.xu.edu/~ryanr/atari/blackbox/pic1.jpg
http://cerebro.cs.xu.edu/~ryanr/atari/blackbox/pic2.jpg
http://cerebro.cs.xu.edu/~ryanr/atari/blackbox/pic3.jpg
http://cerebro.cs.xu.edu/~ryanr/atari/blackbox/pic4.jpg
http://cerebro.cs.xu.edu/~ryanr/atari/blackbox/pic5.jpg
http://cerebro.cs.xu.edu/~ryanr/atari/blackbox/pic6.jpg
http://cerebro.cs.xu.edu/~ryanr/atari/blackbox/pic7.jpg

The controller is a "Konan" (pic 7). I didn't disassemble it far enough to get the make and size of the drives. The drive housing is from Xerox (pic 3), and has its own power suppoly (pic 6). The BB ROM is 1.34 (pic 1, pic 2). The drives are running MyDOS 4.50 (pic 4), and have lot's of stuff on them (pic 5)

-Bob

Bob Ryan wrote:
> I connected up the 130XE and Blackbox tonight. Everything works fine. No
> pics yet. Lot's of ARC files on the drives. Actually, there's two drives
> in the case, but I think I'm only reading one.
>
> I would like to sell the whole setup complete
>
> $250.00
>
> Alternatively, send me an offer and if no one meets my asking price,
> I'll consider it.
>
> Thanks,
>
> -Bob

# 2843. Re: ADV: Atari 30% off Discount. Classic 8 Bit & ST!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-15 03:50:35 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <1405200323512023 63%macsvolume@yahoo.com>
Source record: 21656
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

In article <3EC2FABE.29E6E1B2@hotmail.com>, Pitfall Harry
<Pitfall_Harry65@hotmail.com> wrote:

> Has anyone bought things from Ben (below), and can they tell me if they had
> good,
> or Bad service and quality from the merchandise.

Is that Ben Valdes? I thought HE used to call himself Pitfall Harry???

# 2844. Re: ATARI 400 and 1200

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-15 04:15:10 UTC
From: Mo <momo@atariland.com>
Message-ID: <ivEwa.295$vk3.64515@twister.austin.rr.com>
Source record: 21657

8-)

"Iain Laskey" <ilaskeyNOT@cix.co.uk> wrote in message
news:memo.20030514164457.14467B@ilaskey.cix.co.uk...
> In article <S_swa.17682$7x.1706950@twister.austin.rr.com>,
> momo@atariland.com (Mo) wrote:
>
> > Where are you located?
> > Mo
> Wild guess, Markham Ontario?
>
> > "Dale Gloer" <dale.gloer@sympatico.ca> wrote in message
> > news:3EC159CD.1020300@sympatico.ca...
> > > I live in Markham Ontario and am moving house shortly. I have an
>

# 2845. Re: ADV: Atari 30% off Discount. Classic 8 Bit & ST!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-15 07:23:29 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ec34e0a5cb040@tripnet.se>
Source record: 21658
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

In comp.sys.atari.st <3EC2FABE.29E6E1B2@hotmail.com>
Pitfall Harry wrote on Wed 14-05-2003 22:26 (-0400):

>Has anyone bought things from Ben (below), and can they tell me if they had
>good,
>or Bad service and quality from the merchandise.

100% reliable afaik. Never heard of any bad service from him and my own
experience does not speak against that.

>Bravo Sierra Computers wrote:
>
>> Get Catalogs while inventory
>> Lasts at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Got
>> Questions? E-Mail Today@ Atari@aracnet.com or call Ben at (503)256-9974!

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

# 2846. FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-15 08:07:05 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0305150104020.15273-100000@shell1.aracnet.com>
Source record: 21659
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I still have a lot of FREE Atari stuff left. Looking for someone to come pick it up here in Portland, Oregon USA! E-Mail and call (503)256-9974. I'm not interested in shipping this stuff, so come pick it up.

I want someone to come and pick this all up! So Call first for appoinment! Then drive to Portland, Oregon USA and you too can stuff your Van, Truck or Volkswagon Beetle with my old Atari stuff. It needs to go and move into your home! I'm spring cleaning and making room for more Inventory. If you cant come get it, someone else will! DONT ASK me to ship any of this to you, I DONT HAVE time and it's too much work! You would have to Bribe me with SeriouS CA$H! And please, no trade offers! I'm trying to get rid of stuff! Most of All, I'm not going to Ship any of this to other Countries, like outside the U.S.A. So please, DONT ASK! I'm not trying to be rude, it's just that dealing with Shipping stuff I'm giving away for free is too much work for not enough money! So, are you Interested? E-Mail Atari@aracnet.com and call Ben at (503)256-9974.

I've got some stuff to get rid of. Time for Spring Cleaning. Commodore 1084S Monitor made by Phillips---Parts/Project only. Atari 810 Disk Drives and Atari 600xls' Computers, Parts Only! Surplus Atari 800 Computers.Atari 410 Program Recorder---Parts machine. Miscellaneous Brands 8 Bit Atari Compatible Disk Drives, as-is. Atari & Non-Atari Joysticks for parts! 1030 MoDeM in the Box.

I have Atari 520ST, 1040STF Computers mainly for parts. Nameless VGA Monitor. Nameless Multi-Sync Monitor, as-is. Various Cases and KeyBoards for 520ST, 520STFM and 1040STF. Various ST Mice Parts. Various Electronic odds and ends as well as some Tools and accessories for Electronic Repair! Please don't expect details or description on electronics and/or tools as I'm not a Technician trained. Canon IX-12F FlatBed Scanner, Project/Parts, made to work with Navarone Cartridge interface as Scanner for MiGraph's OCR and Touch Up Software. As well as Straight FAX Software. Atari ST Monitors, several rare Atari PC 14" Monitors used on the Atari PC, TT030 as a Color Monitor, also used for Atari Falcon 030 Computers as well as a standard VGA Monitor on a PC. As-Is. Due to the rarity of these monitors, I will sell and Ship them within the United States! For Collectors like Atari Museums and Private Collectors!Only Serious Buyers need make offer! Various old/surplus MoDeMs and Printers. Atari SF354 & SF314 Disk Drives, as-is as well as parts/incomplete SF354/SF314 Disk Drives.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at

http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 2847. ADV: Atari 30% off Discount. Classic 8 Bit & ST!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-15 08:10:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0305150107190.15273-100000@shell1.aracnet.com>
Source record: 21660
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently offering A 20% off Discount on Games/SoftWare & References/
Books for Classic Atari 8 Bit and Atari ST Computer Lines! And if your a
Regular/Preferred Customer, add another 10%! Thats a whopping 30% off just
for my Repeat/Preferred Atari Customers! So Whether your spending American
Dollars, spending Euro's from Europe or satisfying your Yen for Atari! We
Ship anywhere the Law allows! And If your in the U.S., take advantage of
the cheaper Postage for Media Mail Rate. Get Catalogs while inventory
Lasts at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Got
Questions? E-Mail Today@ Atari@aracnet.com or call Ben at (503)256-9974!
http://www.aracnet.com/~atari/specials.htm Current Atari Specials!

http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

## 2848. Re: thoughts: infogrames into atari ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-15 10:10:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030515111042.57291A@ilaskey.cix.co.uk>
Source record: 21661

In article <d2f74a9d.0305141429.a0db19e@posting.google.com>,
rtdos@hotmail.com (rtdos) wrote:

> wonder if it has to do anything with the boycott france movement ?
Well, hopefully the latter will go away when people grow up a bit.

# 2849. Re: Galaga for A8?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-15 10:40:41 UTC
From: Alex - LNRC <alex@lnrc.fsnet.co.uk>
Message-ID: <b9vqr8$3cl$1@newsg4.svr.pol.co.uk>
Source record: 21662

Also Galaga was released for the Acorn BBC / Acorn Electron Computers
aswell! It was converted over by AArdvark Software

Hope this helps

Alex

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:lVKra.10038$JX2.614295@typhoon.sonic.net...
> Paul Irvine <mclane.dellosYOURFINGER@btinternet.com> wrote:
> >
> > I think it's the multi-colour sprite issues which maybe causing the
> > reluctance.
>
> I'm not sure I know what you mean...
>
> In my design, the only real sprites on the screen would probably be the
> player's ship and the bullets. The bugs would all be SuperIRG characters.
>
> Most of the time, the ship is at the bottom, so it could use at least one
> extra player or missile (its bullets only appear above it, so use a DLI to
> reposition them horizontally for use as part of the ship's graphic).
>
> Or, you could do the ship in SuperIRG (or plain vanilla IRG) mode, and
have
> it scroll smoothly using horizontal fine scrolling. ;^)
>
>
> > It's already quite a busy character screen..
>
> I think, even with the chunkier movement (a coarseness of 4 pixels horiz.
> and 8 pixels vert.) and artifacting when bugs collide, it'll still be a
fun
> game.
>
>
> I'm definitely not suggesting using multicolored sprites for all of the
> bugs. That'd be darned near impossible. Even single-colored ones would
> end up with a lot of flickering (see: Joust).
>
> I think Galaxian used IRG characters for marching bugs, and then kicked
> into P/M graphics for diving bugs. (That's more difficult in Galaga,
> since the bugs don't just dive, but they also loopde-loop and swirl and
> stuff ;^) )
>

>
> -bill!
>
> --
> bill@newbreedsoftware.com Hire
me!
> http://newbreedsoftware.com/bill/
http://newbreedsoftware.com/bill/resume/

# 2850. Re: any atari 1200XL production numbers?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-15 14:42:41 UTC
From: Jon-Paul <pockets@nospam.cix.co.uk>
Message-ID: <ba091b$2qe$1@thorium.cix.co.uk>
Source record: 21663

"Iain Laskey" <ilaskeyNOT@cix.co.uk> wrote in message
news:memo.20030514150500.14467A@ilaskey.cix.co.uk...
> In article <Aurwa.12254$8g5.191465@news2.e.nsc.no>, hawk@nmi.no (Vidar
> Olavesen) wrote:
>
> > "Jon-Paul" <pockets@nospam.cix.co.uk> skrev i melding
> > news:b9t1dn$8oh$1@thorium.cix.co.uk...
> > > Over here in the UK, they are as common as rocking horse poo
> > Was that a joke ?
> How common is rocking horse poo (shit)? Not very! i.e. you never see it at
> all.

Sorry for the conusion

common UK saying did not survive translation across the pond.

Yes, i have heard of ONE being over here and thats it :(

# 2851. Re: inkjet printers

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-15 16:54:27 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vc7hg4kpj10t14@corp.supernews.com>
Source record: 21664

Hi, Ron.
It was a good suggestion (use $D4/$D5 for a
JMP instead of a BEQ/BNE for code longer than
128 bytes branch). It worked fine in BASIC.
I just added the offset to where I wanted in
my program (#$73 or so). I originally didn't
pass the adr(ml$), just used $D4. I could tell
from the program exectution that it was missing
the jmp ($D4), it would print one letter and hang
with the compiled code, my loop was for printing
the next character. So I just passed adr(ml$) in
the usr call, stored in about $610, added my offset,
and did the indirect $6C jmp to $610.
It was one of my more challenging ml projects and
I'm pleased it works, prints to G7 screen like it
was a OS routine.
So, no, I couldn't verify that the compiled code was
using $D4, I just assume the compiler needs that
for something.
Russ

# 2852. Re: any atari 1200XL production numbers?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-15 22:59:49 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3EC41BE5.6000400@one.net>
Source record: 21665

Considering rocking horses are made of wood and don't go "poo", it
wasn't that difficult to figure out. ;-)

By the way, I'm in the process of sending a 1200XL with a working
keyboard no less to the U.K..

So now maybe there will be two.

-Bob

Jon-Paul wrote:
> "Iain Laskey" <ilaskeyNOT@cix.co.uk> wrote in message
> news:memo.20030514150500.14467A@ilaskey.cix.co.uk...
>
>>In article <Aurwa.12254$8g5.191465@news2.e.nsc.no>, hawk@nmi.no (Vidar
>>Olavesen) wrote:
>>
>>
>>>"Jon-Paul" <pockets@nospam.cix.co.uk> skrev i melding
>>>news:b9t1dn$8oh$1@thorium.cix.co.uk...
>>>
>>>>Over here in the UK, they are as common as rocking horse poo
>>>
>>>Was that a joke ?
>>
>>How common is rocking horse poo (shit)? Not very! i.e. you never see it at
>>all.
>
>
> Sorry for the conusion
>
> common UK saying did not survive translation across the pond.
>
> Yes, i have heard of ONE being over here and thats it :(
>
>

# 2853. Re: ATARI 400 and 1200

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-16 00:56:51 UTC
From: williaj@sympatico.ca
Message-ID: <7773a4d3.0305151656.1786b885@posting.google.com>
Source record: 21666

Too slow anyway, I picked all the stuff up as well as the monitor. :)

## 2854. Re: inkjet printers

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-16 01:00:33 UTC
From: Dan Vernon <newsgroups@retrobits.net>
Message-ID: <ba1d6m$2em$1@news.chatlink.com>
Source record: 21667

hey Bob, your email address (with the delete removed) keeps bouncing back to me! So whats wrong? Please send me your new address if you've got one, thanks....
-Dan (retrobits)

"Bob Woolley" <ataribobdelete@directvinternet.com> wrote in message news:3ec1adf8$0$12384@fountain.mindlink.net...
> Unless you want color, a LaserJet would be a better choice. I use a 4P on my
> Atari......

# 2855. Re: ATARI 400 and 1200

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-16 02:55:13 UTC
From: Mo <momo@atariland.com>
Message-ID: <lqYwa.3426$vk3.428878@twister.austin.rr.com>
Source record: 21668

I would have to be superman to make it from Texas to Canada that quickly!
Mo

"Jeff Williams" <williaj@sympatico.ca> wrote in message
news:7773a4d3.0305151656.1786b885@posting.google.com...
> Too slow anyway, I picked all the stuff up as well as the monitor. :)

# 2856. FS : Atari Portfolio, new in box

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-16 05:44:03 UTC
From: John <junk@junk.com>
Message-ID: <ba1tr4$2f1$1@perki.connect.com.au>
Source record: 21669

Hi,

I have a couple of portfolios for sale, all as new in box with all documentation. I also have various peripherals available. Looking to sell. Make me an offer. Items will be posted from Melbourne, Australia.

jfairhall@DELETETHISBIT.hotmail.com

# 2857. Re: any atari 1200XL production numbers?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-16 13:24:07 UTC
From: theguyinohio@hotmail.com
Message-ID: <b622a5f5.0305160524.2d5df3b3@posting.google.com>
Source record: 21670

Amazing... yet I see standard 1200XLs going for $100+ on ebay quite
consistantly. I was just looking for production numbers...

Mike

"Russ Gilbert" <russg@en.com> wrote in message news:<vc4pj9tc6mtdc4@corp.supernews.com>...
> Bob Wooley preferes them, they are pretty robust,
> and they have more room in the case for the stuff
> Wooley puts in them (I know I can't spell Wooley right.)
> They may command a slightly higher price than
> the 800xl, probably less than the 130XE. I'd
> guess a good working example of the following on
> e-bay:
> 600xl-stock $15
> 800xl-stock $30
> 1200xl-stock $35
> 130xe-stock $40
> 800-stock $35
> Add the following
> 256k upgrade $20
> Omnimon $15
> Bob Puff or Steve Tucker OS $25
> A Bob Wooley 1200xl with a PBI, 200 meg ide hard
> drive internal, 1 meg memory, Bob Puff OS, Wooley
> video upgrade, Black Box, 2 hard drives (or maybe
> a MIO), R-Time 8 cartridge, SpartaDOS X 4.22
> package, maybe $500?:)
> These are US NTSC prices, your mileage may vary.
> Russg

## 2858. IRC

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-16 15:20:15 UTC
From: williaj@sympatico.ca
Message-ID: <7773a4d3.0305160720.560e26ad@posting.google.com>
Source record: 21671

I've created a channel #atari8 on the darkfire irc network
(irc.darkfire.net) for yakking about XL's, programming, whatever. So
if you're bored at work like i am, feel free to pop in for a chat.

# 2859. Re: Atari 30% off Discount

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-16 17:06:06 UTC
From: Atari User <atariuser@mail.com>
Message-ID: <vca6jvcuo255f4@corp.supernews.com>
Source record: 21672
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Dude you really need to get a life... It's really pathetic if you ask me.

"Anonymous Sender" <anonymous@remailer.metacolo.com> wrote in message
news:7b7fd04928bb1607edb887457ce63acb@remailer.metacolo.com...
> My name is Fagboy Benny and I'm a huge massive big notorious fagot and
pedophile.
> That's right, I'm here with my bum buddies to post spam all the time. I
love
> little boys and they love sucking my little cock.
>
> Currently I'm offering 30% off all of my well used gay sex toys. If you
bend
> over for me, I'll even shove it deep in your asshole and give ya a helping
> hand cuz I'm a big 400lb fagot and I just love other gays.
>
> I know all the tricks in the book to ship my gay sex toys to you. They
come
> complete with the odor from the original asshole that they were shoved
into.
> This stuff is puke-a-licious boys! All from Benny the fag! Come see me
and
> I'll give ya a great deal on stained strapons, which I have personally
tested
> over and over and over and over....
>
> Ben's red hot gay sex hotline is (503)256-9974! Call me and let the sweat
> from your balls drip all over!
>
> For spammers and spambots, spam me at atari@aracnet.com as I just love
spam
> and I'm a big braindead retard. I've got more shit in my head than an
outhouse!
>
>
> ==Fagboy Benny==
>
>
>
>

# 2860. Re: 1200XL PAL

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-16 17:36:23 UTC
From: Yuval Rabinovich <yuval@lab.co.il>
Message-ID: <ba37jp$fqk$1@news2.netvision.net.il>
Source record: 21673

Definitely yes.

I live in Israel, and we only had PAL systems here. When I bought my 800XL
about 20 years ago, the 1200XL was also available. However, I do not know
anyone who owns it (or any other Ataris nowadays, for that matter).

"TXG" <txg01@xs4all.nl> wrote in message
news:3ec26941$0$49117$e4fe514c@news.xs4all.nl...
> Hi,
>
> Did Atari make also PAL 1200XL computers. Maybe prototypes? When yes is
> there someone who has such a system?
>
> TXG/MNX
>
>
>

## 2861. An Invitation

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-16 17:49:22 UTC
From: Erik Klein <ekklein@pacbell.net>
Message-ID: <Cw9xa.1685$hw4.1307@newssvr17.news.prodigy.com>
Source record: 21674

Hello fellow vintage computer fans,

A few weeks ago I announced the creation of the Vintage Computer Forum (http://www.vintage-computer.com/vcforum) and since then the response has been excellent! In just a few weeks we've had thousands of visits and hundreds of messages posted by dozens of new members with many more people coming by to have a look around.

I promise that I won't be posting my invitation repeatedly (I don't want to spam the group), but I would once again like to encourage anyone interested in vintage computing topics to swing by the VC Forum to see what it's all about and, hopefully, to sign up and participate in our discussions.

Topical areas have been created for a wide variety of interests including Apple, Atari, Commodore, DEC, CP/M, S-100, Vintage Programming and many more; including some off-topic areas for those so inclined. Additional topics will be added as they are requested by the VC Forum community.

Best regards,

Erik Klein

www.vintage-computer.com/vcforum

## 2862. Re: any atari 1200XL production numbers?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-16 18:20:28 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vcaata6h2fd876@corp.supernews.com>
Source record: 21675

(1200xl goes for ~$100 ebay.)
I din't know that. Production numbers. All I can
do is tell you my two 1200xl are like 25206 203
and 26843 209, something like that.

# 2863. Re: ADV: Atari 30% off Discount. Classic 8 Bit & ST!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-16 18:27:15 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.05.16.18.27.09.601668@removenoaspam.atari-source.com>
Source record: 21676
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

On Wed, 14 May 2003 22:26:07 -0400, Pitfall Harry wrote:

> Has anyone bought things from Ben (below), and can they tell me if they had good,
> or Bad service and quality from the merchandise.
>
> Thanks for any recommendations or warnings.
> I'm sure that if customers have been happy, Ben will enjoy posts here.
>
> Alan
>
> Bravo Sierra Computers wrote:
>
>> Get Catalogs while inventory
>> Lasts at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Got
>> Questions? E-Mail Today@ Atari@aracnet.com or call Ben at (503)256-9974!
>
> Alan, "Pitfall Harry" Hewston
> Please reply to me at
> pitfall_harry65@hotmail.com
>
> Thanks

Incessant newsgroup advertisements that don't change in content and really
irritate a lot of people. If you'd like to support that, then sure buy
from Ben. Otherwise I know of other Atari dealers who might be more
deserving of the business.

Mark
http://atari-source.com

# 2864. Re: any atari 1200XL production numbers?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-16 19:24:34 UTC
From: Bob Woolley <ataribobdelete@alamedanet.net>
Message-ID: <3ec53b5e$0$26893@fountain.mindlink.net>
Source record: 21677

I think he is looking for how many 1200XLs were produced... I have only seen two "models" of 1200XL other than some real early machines, as opposed to many versions of both the 800XL and 130XE. When the 1200XL came out and people ran out to buy them, they found out that many, many programs would not run on them. The machine was not only very expensive, but large numbers came back as "defective" because of the OS changes. All of them seem to have replacement RF modulators also... I think these factors precipitated the introduction of the 800XLs and killed the 1200XL market. Anyway, many, many (I would guess 100,000 or more)1200XLs were produced, they just never got to market for long.

Bob

"Russ Gilbert" <russg@en.com> wrote in message
news:vcaata6h2fd876@corp.supernews.com...
> (1200xl goes for ~$100 ebay.)
> I din't know that. Production numbers. All I can
> do is tell you my two 1200xl are like 25206 203
> and 26843 209, something like that.
>
>

# 2865. eBay Atari Auction Reminder - RARE Digi-Studio Music Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-16 21:48:50 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1053121812.83555.0@doris.uk.clara.net>
Source record: 21678

Hello All,

Just a reminder that the auction for the prototype DGS Digi-Studio Musical Keyboard (Atari XL/XE) hasn't got long left to run. This is the only one ever made and comes with the original prototype software to drive it. This is a very rare bit of kit, and I know many people have asked to buy it in the past. It's well worth a look.

I also have some items of software for auction, again with not long to run. Includes Alien Blast game for light gun, Quick programming language package, and lots more.

The link is below (this will split on to two lines, so please copy both lines into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangar raghty

Dean Garraghty

# 2866. Re: An Invitation

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-17 01:49:23 UTC
From: Netguy <johnhinospam@comcast.net>
Message-ID: <MPG.192f5f2db76039349896b2@News.CIS.DFN.DE>
Source record: 21679

In article <Cw9xa.1685$hw4.1307@newssvr17.news.prodigy.com>,
ekklein@pacbell.net says...
> Hello fellow vintage computer fans,
>
>
>
> A few weeks ago I announced the creation of the Vintage Computer Forum
> (http://www.vintage-computer.com/vcforum) and since then the response has
> been excellent! In just a few weeks we've had thousands of visits and
> hundreds of messages posted by dozens of new members with many more people
> coming by to have a look around.
>
>
>
> I promise that I won't be posting my invitation repeatedly (I don't want to
> spam the group), but I would once again like to encourage anyone interested
> in vintage computing topics to swing by the VC Forum to see what it's all
> about and, hopefully, to sign up and participate in our discussions.
>
>
>
> Topical areas have been created for a wide variety of interests including
> Apple, Atari, Commodore, DEC, CP/M, S-100, Vintage Programming and many
> more; including some off-topic areas for those so inclined. Additional
> topics will be added as they are requested by the VC Forum community.
>
> Best regards,
>
>
>
> Erik Klein
>
> www.vintage-computer.com/vcforum
>
>
>
>
>
I have a better idea, post that stuff here

# 2867. Re: Atari 30% off Discount

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-17 03:57:12 UTC
From: Kenneth Heffington <kheffington@hotmail.com>
Message-ID: <sqixa.91822$ly4.11251@news.easynews.com>
Source record: 21681
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

You garbage is far more disruptive than any ads posted here.

If you really cared anything for this newsgroup, you would stop posting your vile.

"Anonymous Sender" <anonymous@remailer.metacolo.com> wrote in message news:7b7fd04928bb1607edb887457ce63acb@remailer.metacolo.com...

## 2868. ATR 8000 Diagnosis

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-17 03:58:16 UTC
From: lfooch@bellsouth.net
Message-ID: <3ec5b2ee.12828736@newsgroups.bellsouth.net>
Source record: 21680

I'm trying to figure out if the ATR8000 I have will work at all. The power light comes on. When I attach a non-Atari floppy 5 1/4 drive using a std floppy cable, I get no response from the drive when I turn on the ATR. I would expect that the drive would spin up. Right ?

Tks

ron

# 2869. Re: An Invitation

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-17 05:31:57 UTC
From: "Erik S. Klein" <ekklein@pacbell.net>
Message-ID: <hPjxa.2005$km5.1977@newssvr17.news.prodigy.com>
Source record: 21682

"Netguy" <johnhinospam@comcast.net> wrote in message
news:<MPG.192f5f2db76039349896b2@News.CIS.DFN.DE>...

> I have a better idea, post that stuff here

Honestly I've tended to be more of a lurker on newsgroups, but I have posted from time to time.

I just like the feel of the message boards better, myself. I think they are more user-friendly and tend to keep things somewhat better organized, for me at least.

There is definitely room for news groups, message boards, mail lists and more. I think a lot of our hobby is about information exchange in general and the more ways we have to do that the better.

Best regards,

Erik

www.vintage-computer.com/vcforum

# 2870. Re: ATR 8000 Diagnosis

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-17 05:33:33 UTC
From: Mo <momo@atariland.com>
Message-ID: <NQjxa.15502$9X1.540760@twister.austin.rr.com>
Source record: 21683

Was it a double-density drive? Maybe the pin shunts have to be adjusted to make it drive 0. Also might check for a setting on the drive for head select or motor select. This may require a little trial and error. Do a google search on the drive number to find the shunt settings.
Mo

<lfooch@bellsouth.net> wrote in message
news:3ec5b2ee.12828736@newsgroups.bellsouth.net...
> I'm trying to figure out if the ATR8000 I have will work at all. The
> power light comes on. When I attach a non-Atari floppy 5 1/4 drive
> using a std floppy cable, I get no response from the drive when I turn
> on the ATR. I would expect that the drive would spin up. Right ?
>
> Tks
>
> ron
>

# 2871. Re: ATR 8000 Diagnosis

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-17 12:47:18 UTC
From: lfooch@bellsouth.net
Message-ID: <3ec62ef4.330014@newsgroups.bellsouth.net>
Source record: 21684

Thanks for the reply Mo. The ATR doc does mention how to set the
drive jumpers which I set accordingly (DS0). I also tried a drive
from a working Percom with the drive connected per instructions. Same
result.

ron

On Sat, 17 May 2003 05:33:33 GMT, "Mo" <momo@atariland.com> wrote:

>Was it a double-density drive? Maybe the pin shunts have to be adjusted to
>make it drive 0. Also might check for a setting on the drive for head select
>or motor select. This may require a little trial and error. Do a google
>search on the drive number to find the shunt settings.
>Mo
>
><lfooch@bellsouth.net> wrote in message
>news:3ec5b2ee.12828736@newsgroups.bellsouth.net...
>> I'm trying to figure out if the ATR8000 I have will work at all. The
>> power light comes on. When I attach a non-Atari floppy 5 1/4 drive
>> using a std floppy cable, I get no response from the drive when I turn
>> on the ATR. I would expect that the drive would spin up. Right ?
>>
>> Tks
>>
>> ron
>>
>
>

# 2872. Re: ATR 8000 Diagnosis

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-17 13:59:29 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <5frxa.2135$lo.197130@newsread2.prod.itd.earthlink.net>
Source record: 21685

Make sure the units are all connected and then powered in the correct
sequence. It is similar to the 800; power the drive first and then the
ATR8K - the drives should spin briefly as the ATR is powered or reset. There
is also mention in the docs about "mass termination" (some form of resistor)
on the drive cable; I do not know how critical that is..?

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
<lfooch@bellsouth.net> wrote in message
> I'm trying to figure out if the ATR8000 I have will work at all. The
> power light comes on. When I attach a non-Atari floppy 5 1/4 drive
> using a std floppy cable, I get no response from the drive when I turn
> on the ATR. I would expect that the drive would spin up. Right ?
>
> Tks
> ron
>

# 2873. Re: ATR 8000 Diagnosis

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-17 15:22:34 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <_ssxa.2235$lo.206403@newsread2.prod.itd.earthlink.net>
Source record: 21686

<lfooch@bellsouth.net> wrote in message
news:3ec5b2ee.12828736@newsgroups.bellsouth.net...
> using a std floppy cable

By std floppy cable, you don't mean the twisted one like is found on IBM
types do you?

# 2874. Re: ATR 8000 Diagnosis

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-17 16:57:11 UTC
From: lfooch@bellsouth.net
Message-ID: <3ec669b6.15372524@newsgroups.bellsouth.net>
Source record: 21687

Thanks for the suggestion Ron. No luck. Tried every which way but
loose. Can't see how there is much to go wrong here. Must be
something I'm doing.

ron

On Sat, 17 May 2003 13:59:29 GMT, "Ron Hamilton"
<oldatarian@atariland.com> wrote:

>Make sure the units are all connected and then powered in the correct
>sequence. It is similar to the 800; power the drive first and then the
>ATR8K - the drives should spin briefly as the ATR is powered or reset. There
>is also mention in the docs about "mass termination" (some form of resistor)
>on the drive cable; I do not know how critical that is..?
>
>--
>Ron
>
>http://www.atariland.com/members/oldatarian
>and mirror
>http://www.powow.com/oldatarian
><lfooch@bellsouth.net> wrote in message
>> I'm trying to figure out if the ATR8000 I have will work at all. The
>> power light comes on. When I attach a non-Atari floppy 5 1/4 drive
>> using a std floppy cable, I get no response from the drive when I turn
>> on the ATR. I would expect that the drive would spin up. Right ?
>>
>> Tks
>> ron
>>
>
>

# 2875. Re: ATR 8000 Diagnosis

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-17 16:59:05 UTC
From: lfooch@bellsouth.net
Message-ID: <3ec669ed.15427163@newsgroups.bellsouth.net>
Source record: 21688

yes Rick. Is that a bad thing ? Got this cable from an old IBM XT -
got a twist in a center portion of the flat cable, other wise it's a
cable with two card edge connectors and then one other IDE-like
connector at the end.

ron

On Sat, 17 May 2003 15:22:34 GMT, "richard cortese"
<ricortes@earthlink.net> wrote:

><lfooch@bellsouth.net> wrote in message
>news:3ec5b2ee.12828736@newsgroups.bellsouth.net...
>> using a std floppy cable
>
>By std floppy cable, you don't mean the twisted one like is found on IBM
>types do you?
>
>

## 2876. Action! reference manual in PDF or HTML?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-17 17:28:02 UTC
From: "William R. Cousert" <wrcousert@yahoo.com>
Message-ID: <Ciuxa.27901$oQ3.1331295@twister.socal.rr.com>
Source record: 21689

Does anyone know where I might be able to download a copy of the Action!
reference manual?

--

-Bill Cousert
wrcousert@yahoo.com

moderator of http://groups.yahoo.com/group/c-sharp-programming

## 2877. C compilers and cross compilers for Atari

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-17 17:34:45 UTC
From: "William R. Cousert" <wrcousert@yahoo.com>
Message-ID: <Vouxa.27959$oQ3.1333010@twister.socal.rr.com>
Source record: 21690

Did anyone ever release a full C compiler for the 8-bit Atari? I have only
been able to find Tiny C. I really need floating point.

Also, is CC65 the best cross compiler available? Does anyone have any source
code for it that uses Atari hardware?

--

-Bill Cousert
wrcousert@yahoo.com

moderator of http://groups.yahoo.com/group/c-sharp-programming

# 2878. Re: ATR 8000 Diagnosis

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-17 17:56:39 UTC
From: Mo <momo@atariland.com>
Message-ID: <rJuxa.15994$9X1.646807@twister.austin.rr.com>
Source record: 21691

Thats it I'd bet, try using a straight through cable with no twist. The fact that the manual mentions a DS0 setting tells you that it does drive selection at the drive not in the cable (twist). Also, if you are using only one drive make sure that it has a resistor pack installed near the cable connector on the circuit board. I actually don't have one of these yet, but I have worked with mini disk drives.
Mo

<lfooch@bellsouth.net> wrote in message
news:3ec669ed.15427163@newsgroups.bellsouth.net...
> yes Rick. Is that a bad thing ? Got this cable from an old IBM XT -
> got a twist in a center portion of the flat cable, other wise it's a
> cable with two card edge connectors and then one other IDE-like
> connector at the end.
>
> ron
>
> On Sat, 17 May 2003 15:22:34 GMT, "richard cortese"
> <ricortes@earthlink.net> wrote:
>
> ><lfooch@bellsouth.net> wrote in message
> >news:3ec5b2ee.12828736@newsgroups.bellsouth.net...
> >> using a std floppy cable
> >>
> >By std floppy cable, you don't mean the twisted one like is found on IBM
> >types do you?
> >>
> >>
>
>

# 2879. Re: ATR 8000 Diagnosis

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-17 19:15:49 UTC
From: lfooch@bellsouth.net
Message-ID: <3ec68583.22488757@newsgroups.bellsouth.net>
Source record: 21692

I used the cable inside the double drive Percom which is not a twisted
cable and which also has the terminating resistor in place. Same
result. Tks

ron

On Sat, 17 May 2003 17:56:39 GMT, "Mo" <momo@atariland.com> wrote:

>Thats it I'd bet, try using a straight through cable with no twist. The fact
>that the manual mentions a DS0 setting tells you that it does drive
>selection at the drive not in the cable (twist). Also, if you are using only
>one drive make sure that it has a resistor pack installed near the cable
>connector on the circuit board. I actually don't have one of these yet, but
>I have worked with mini disk drives.
>Mo
>
><lfooch@bellsouth.net> wrote in message
>news:3ec669ed.15427163@newsgroups.bellsouth.net...
>> yes Rick. Is that a bad thing ? Got this cable from an old IBM XT -
>> got a twist in a center portion of the flat cable, other wise it's a
>> cable with two card edge connectors and then one other IDE-like
>> connector at the end.
>>
>> ron
>>
>> On Sat, 17 May 2003 15:22:34 GMT, "richard cortese"
>> <ricortes@earthlink.net> wrote:
>>
>> ><lfooch@bellsouth.net> wrote in message
>> >news:3ec5b2ee.12828736@newsgroups.bellsouth.net...
>> >> using a std floppy cable
>> >
>> >By std floppy cable, you don't mean the twisted one like is found on IBM
>> >types do you?
>> >
>> >
>>
>>
>
>

# 2880. Re: ADV: Atari 30% off Discount. Classic 8 Bit & ST!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-17 21:23:39 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <ba698p$8ig$3@sparta.btinternet.com>
Source record: 21695
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Hi "Pitfall Harry"

> Has anyone bought things from Ben (below), and can they tell me if they
had good,
> or Bad service and quality from the merchandise.
>
> Thanks for any recommendations or warnings.
> I'm sure that if customers have been happy, Ben will enjoy posts here.

If his attitude to customers is the same as it is to newsgroups then its
confirmed he's a total arsehole. He constantly spams this group with his
"%100 of selected used gay sex toys" sales, but they are all personally
tested by himself.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

---
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.481 / Virus Database: 277 - Release Date: 13/05/2003

# 2881. Re: Bravo Sierra's Open Letter

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-17 21:23:41 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <ba698r$8ig$4@sparta.btinternet.com>
Source record: 21693
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Mark D

> /me rolls off his chair falling on the floor laughing.
>
> You guys are all fools to think Ben has some sort of mental disability.

There's no think about it, he's a rubber hat wearing certified mong.

It took him 4 months to type what you quoted usig a stick nailed to his
forehead, he looked like a fuckin woodpecker!!.

| Mark

I'm sure it'll wash off!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

---
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.481 / Virus Database: 277 - Release Date: 13/05/2003

# 2882. Re: Bravo Sierra's Open Letter

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-17 21:23:42 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <ba698t$8ig$5@sparta.btinternet.com>
Source record: 21694
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi "rtdos"

> HOW MANY TIMES DOES HE HAVE TO POST THIS ? damn....
>
> for a second there i thought this was a link to a porn site. haven't
> seen a fresh one in DAZE.

He sells porn as well as gay sex toyz, he'l post a special supplement in his catalouge if you post a but fucker codeword in your request.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

---
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.481 / Virus Database: 277 - Release Date: 13/05/2003

# 2883. Re: ATR 8000 Diagnosis

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-18 01:15:45 UTC
From: lfooch@bellsouth.net
Message-ID: <3ec6de4c.16123514@newsgroups.bellsouth.net>
Source record: 21696

Given I've tried all the good suggestions above, I tend to think that some component on the board may be damaged. Has anyone tried to repair one of these ? Any guidance on which chips do what, like identify the I/O chip for replacement ? I'm trying not to give up on this thing. Tks for all the ideas.

ron

On Sat, 17 May 2003 03:58:16 GMT, lfooch@bellsouth.net wrote:

>I'm trying to figure out if the ATR8000 I have will work at all. The
>power light comes on. When I attach a non-Atari floppy 5 1/4 drive
>using a std floppy cable, I get no response from the drive when I turn
>on the ATR. I would expect that the drive would spin up. Right ?
>
>Tks
>
>ron
>

# 2884. Re: ATR 8000 Diagnosis

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-18 06:05:47 UTC
From: Mo <momo@atariland.com>
Message-ID: <%oFxa.23729$ql5.759056@twister.austin.rr.com>
Source record: 21547

Well given the fact that what it actually is - a z80 CPM computer that
slaves the atari as a terminal. I would think that maybe the boot rom is bad
or something along those lines.
Mo

<lfooch@bellsouth.net> wrote in message
news:3ec6de4c.16123514@newsgroups.bellsouth.net...
> Given I've tried all the good suggestions above, I tend to think that
> some component on the board may be damaged. Has anyone tried to
> repair one of these ? Any guidance on which chips do what, like
> identify the I/O chip for replacement ? I'm trying not to give up on
> this thing. Tks for all the ideas.
>
> ron
> On Sat, 17 May 2003 03:58:16 GMT, lfooch@bellsouth.net wrote:
>
> >I'm trying to figure out if the ATR8000 I have will work at all. The
> >power light comes on. When I attach a non-Atari floppy 5 1/4 drive
> >using a std floppy cable, I get no response from the drive when I turn
> >on the ATR. I would expect that the drive would spin up. Right ?
> >
> >Tks
> >
> >ron
> >
>
>

# 2885. Re: ATR 8000 Diagnosis

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-18 06:50:13 UTC
From: Richard Anderson <richard_anderson@pacbell.net>
Message-ID: <F2Gxa.1036$ro.101960879@newssvr13.news.prodigy.com>
Source record: 21548

ron,

When I pulled mine out a while back and fired it up, it didn't work properly.
I can't remember if the symptoms were exactly the same as yours, but
I believe they were similar. After a little testing, I decided that it was likely
the controller chip--a 1795 I believe. I swapped it out, and that fixed it. I
don't know where you are located, but I was able to find a replacement at
HSC Electronic Supply in Santa Clara, CA. There web site is
www.halted.com. It appears that BG Micro (www.bgmicro.com) also has
the part. I don't know if this is your problem, but the part is not too pricey.

Richard

<lfooch@bellsouth.net> wrote in message news:3ec6de4c.16123514@newsgroups.bellsouth.net...
> Given I've tried all the good suggestions above, I tend to think that
> some component on the board may be damaged. Has anyone tried to
> repair one of these ? Any guidance on which chips do what, like
> identify the I/O chip for replacement ? I'm trying not to give up on
> this thing. Tks for all the ideas.
>
> ron
> On Sat, 17 May 2003 03:58:16 GMT, lfooch@bellsouth.net wrote:
>
> >I'm trying to figure out if the ATR8000 I have will work at all. The
> >power light comes on. When I attach a non-Atari floppy 5 1/4 drive
> >using a std floppy cable, I get no response from the drive when I turn
> >on the ATR. I would expect that the drive would spin up. Right ?
> >
> >Tks
> >
> >ron
> >
>
>

# 2886. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-18 08:22:10 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1053246146@rtfm.mit.edu>
Source record: 21549
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 26, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

## 2887. Museum of Computing

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-18 10:17:00 UTC
From: swebb@cix.co.uk
Message-ID: <memo.20030518111750.27603B@swebb.compulink.co.uk>
Source record: 21550

The Museum would like to announce the launch party of the Computers@Home exhibition at the Oakfield Campus of the University of Bath in Swindon. The launch party will take place on Thursday 29th May at 18:30. If anybody would like to attend, please email me, the more the merrier!

Simon

# 2888. Re: ATR 8000 Diagnosis

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-18 10:54:20 UTC
From: lfooch@bellsouth.net
Message-ID: <3ec765f5.988571@newsgroups.bellsouth.net>
Source record: 21551

Thanks Richard.

On my board its and FD1797B-02. I also notice it's an eprom. IF
anyone has this, is it possible to get the working rom burned ? I
could then burn an new eprom. Just a thought. Now I'm looking for
the actual part also .....

ron

On Sun, 18 May 2003 06:50:13 GMT, "Richard Anderson"
<richard_anderson@pacbell.net> wrote:

>ron,
>
>When I pulled mine out a while back and fired it up, it didn't work properly.
>I can't remember if the symptoms were exactly the same as yours, but
>I believe they were similar. After a little testing, I decided that it was likely
>the controller chip--a 1795 I believe. I swapped it out, and that fixed it. I
>don't know where you are located, but I was able to find a replacement at
>HSC Electronic Supply in Santa Clara, CA. There web site is
>www.halted.com. It appears that BG Micro (www.bgmicro.com) also has
>the part. I don't know if this is your problem, but the part is not too pricey.
>
>Richard
>
><lfooch@bellsouth.net> wrote in message
news:3ec6de4c.16123514@newsgroups.bellsouth.net...
>> Given I've tried all the good suggestions above, I tend to think that
>> some component on the board may be damaged. Has anyone tried to
>> repair one of these ? Any guidance on which chips do what, like
>> identify the I/O chip for replacement ? I'm trying not to give up on
>> this thing. Tks for all the ideas.
>>
>> ron
>> On Sat, 17 May 2003 03:58:16 GMT, lfooch@bellsouth.net wrote:
>>
>> >I'm trying to figure out if the ATR8000 I have will work at all. The
>> >power light comes on. When I attach a non-Atari floppy 5 1/4 drive
>> >using a std floppy cable, I get no response from the drive when I turn
>> >on the ATR. I would expect that the drive would spin up. Right ?
>> >
>> >Tks
>> >
>> >ron
>> >

>>
>>
>
>

## 2889. Atari Technical Reference Manuals?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-18 13:49:10 UTC
From: "C. BOND" <cbond@ix.netcom.com>
Message-ID: <3EC78F56.B1C1A80D@ix.netcom.com>
Source record: 21552

The links I came up with were either dead or didn't have technical
reference manuals for the Atari 400/800. Does any one know of current
links which are active? I'm trying to debug an Antic emulator.

Thanks.

--
There are two things you must never attempt to prove: the unprovable --
and the obvious.
--
Democracy: The triumph of popularity over principle.
--
http://www.crbond.com

# 2890. FA: ULTIMA 1

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-18 15:24:11 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3EC7A59B.606@t-online.de>
Source record: 21553

Hello,

for all those who might be interested in one of the rarest games for
Atari 8-Bit computers, here is the opportunity to get ULTIMA 1

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&item=2730761419

Thanks for your attention,

Andre

## 2891. Aithernet Party

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-18 19:32:51 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3ec7e077$0$49105$e4fe514c@news.xs4all.nl>
Source record: 21554

I just returned and I must say it was great..

Compliments to Foundation Two for this event :-)

TXG/MNX

# 2892. Re: C compilers and cross compilers for Atari

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-18 19:34:10 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3ec7e0c6$0$49113$e4fe514c@news.xs4all.nl>
Source record: 21555

```
Hi,

There are:

C/65 for OSS
CC65 for Atari XL/XE (no cross-compiler version)
Deep Blue C
ACE C
Lightspeed C

And then I am sure there are even more around.

TXG/MNX
"William R. Cousert" <wrcousert@yahoo.com> wrote in message
news:Vouxa.27959$oQ3.1333010@twister.socal.rr.com...
> Did anyone ever release a full C compiler for the 8-bit Atari? I have only
> been able to find Tiny C. I really need floating point.
>
> Also, is CC65 the best cross compiler available? Does anyone have any
source
> code for it that uses Atari hardware?
>
> --
>
>
> -Bill Cousert
> wrcousert@yahoo.com
>
> moderator of http://groups.yahoo.com/group/c-sharp-programming
>
>
>
```

# 2893. Re: 1200XL PAL

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-18 19:36:27 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3ec7e14f$0$49107$e4fe514c@news.xs4all.nl>
Source record: 21556

Hmm would be great to get info on a REAL 1200XL but you are sure it was NOT
a modified NTSC system?

Nir D. From Israel had made this patch and you can find it on the
internet...

TXG/MNX

"Yuval Rabinovich" <yuval@lab.co.il> wrote in message
news:ba37jp$fqk$1@news2.netvision.net.il...
> Definitely yes.
>
> I live in Israel, and we only had PAL systems here. When I bought my 800XL
> about 20 years ago, the 1200XL was also available. However, I do not know
> anyone who owns it (or any other Ataris nowadays, for that matter).
>
> "TXG" <txg01@xs4all.nl> wrote in message
> news:3ec26941$0$49117$e4fe514c@news.xs4all.nl...
> > Hi,
> >
> > Did Atari make also PAL 1200XL computers. Maybe prototypes? When yes is
> > there someone who has such a system?
> >
> > TXG/MNX
> >
> >
> >
>
>

# 2894. Re: Aithernet Party

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-18 22:05:39 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <ba8vu8$qmfsb$1@ID-112582.news.dfncis.de>
Source record: 21557

TXG schrieb:
> I just returned and I must say it was great..
>
> Compliments to Foundation Two for this event :-)
>
> TXG/MNX
>
>
Yesssss! I also arrived my home place now at 23:00 o'clock. Well, the
streets are fucking full on sunday, but because of this perfect
atari-party, this is was no problem for me!

So my special grtx's are going 2 the following atarians:

* RIK/f2
* Mad Butscher/f2
* Grisu
* FloppyDoc
* H. Reminder
* T. Grasel
* TXG/MNX
* TWW/MNX
* MK
* A.Magenheimer
* C.Strohtmann
* Charon/Escape
* myself :-)

Yeah - keep cool - stay Atari!

special grtx to the belgium beer company, which makes it possible to
suck in raw masses of beer without having any troubles on the next day *gg

\twh/f2

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

# 2895. Re: SC1224 monitor to XE/XL?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-18 22:22:52 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vcg1tsess0or80@corp.supernews.com>
Source record: 21558

"Rick D." <webrickd@cswebmail.com> wrote in message
news:3EB94A38.67ED18DD@cswebmail.com...
> Tim wrote:
>
> > "Rick D." <webrickd@cswebmail.com> wrote in message
> > news:3EA75F0D.4B1467D4@cswebmail.com...
> > > Tim wrote:
> > >
> > > > I know that this is almost impossible, but was wondering if anyone
has
> > done
> > > > this. I have a couple here and it would be great to be able to use
them
> > > > with my 130XE and XF551! ;)
> > > >
> > > > Tim
> > >
> > > I don't know yet how hard a mod is, I have an adapter that works 95%
with
> > an ST
> > > color monitor. I think that there are some composite to RGB adapters.
> > >
> > > Rick D.
> > >
> > You have one and it works with 8 bits to RGB monitor?
> >
> > Tim
>
> There is a wire-in schematic to tap RGB and H & V syncs, and audio.
> The ST monitor still rolls a bit. I may need to change the transistor for
the
> Vsync line. I just haven't had time to look at it in a long while.
>
> Rick D.
>

I wonder if the SC1435 is any better at accepting Composite inputs???

Tim

# 2896. Re: C compilers and cross compilers for Atari

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-19 00:12:18 UTC
From: "William R. Cousert" <wrcousert@yahoo.com>
Message-ID: <CjVxa.36036$oQ3.1762704@twister.socal.rr.com>
Source record: 21559

"TXG" <txg01@xs4all.nl> wrote in message
news:3ec7e0c6$0$49113$e4fe514c@news.xs4all.nl...
> Hi,
>
> There are:
>
> C/65 for OSS
> CC65 for Atari XL/XE (no cross-compiler version)
> Deep Blue C
> ACE C
> Lightspeed C
>

Thanks for your reply.. Do you know if any of these are FULL C compilers,
not Tiny C? I really need floating point, and structure passing would be
nice too..

I guess C++ would be asking too much, right? Were there ever any object
oriented languages for the 8-bit Atari?

# 2897. Re: ATR 8000 Diagnosis

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-19 05:10:18 UTC
From: Richard Anderson <richard_anderson@pacbell.net>
Message-ID: <_GZxa.1188$Bj5.115892542@newssvr13.news.prodigy.com>
Source record: 21560

Ron,

I'm sure mine must have been a 1797. I just remembered incorrectly. Maybe the 1795 was in my 1050, or I had a spare 1795 laying around. I know that what I had was not what I needed, so I had to buy one. As for it looking like an eprom, it is not. It is a controller chip, originally
made by Western Digital. They were pretty common back in the 8-bit days. The 1797 and its siblings were used in most, if not all, Atari 8-bit drives. I think B&G's price was about $5 when
I just checked it. I believe I payed $7 or $8 at HSC.

Richard

<lfooch@bellsouth.net> wrote in message news:3ec765f5.988571@newsgroups.bellsouth.net...
> Thanks Richard.
>
> On my board its and FD1797B-02. I also notice it's an eprom. IF
> anyone has this, is it possible to get the working rom burned ? I
> could then burn an new eprom. Just a thought. Now I'm looking for
> the actual part also .....
>
> ron
>

# 2898. ATTENTION COLLECTORS: ** Original Atari 2600 + 24 Games + Original Owners Manual + More ** Up For Auction

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-19 05:30:27 UTC
From: atheistdiary@aol.com
Message-ID: <406cee3a.0305182130.5d39c922@posting.google.com>
Source record: 21561

For those of you who are interested in an auction offering the
following:

- Atari 2600 with wood finish front
- 24 Games (some very hard to find)
- Original Atari 2600 Owners Manual (printed in 1980)
- Original Game Instruction Manuals
- a vintage Video Game Center containment box with wood panel finish
& tinted cover top
- plus more stuff listed on auction site

You can check out the auction I just put up at the following link:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3025299336

I graciously thank you for your time and I hope to see you there :)

A.D.

# 2899. OOPS! Correction!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-19 06:00:04 UTC
From: atheistdiary@aol.com
Message-ID: <406cee3a.0305182200.223048c2@posting.google.com>
Source record: 21562

I entered the wrong URL in my last post. Here's the right one:

For those of you who are interested in an auction offering the
following:

- Atari 2600 with wood finish front
- 24 Games (some very hard to find)
- Original Atari 2600 Owners Manual (printed in 1980)
- Original Game Instruction Manuals
- a vintage Video Game Center containment box with wood panel finish
& tinted cover top
- plus more stuff listed on auction site

You can check out the auction I just put up at the following link:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3025299336

I graciously thank you for your time and I hope to see you there :)

A.D.

# 2900. Re: ADV: Atari 30% off Discount. Classic 8 Bit & ST!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-19 07:35:41 UTC
From: bangbond@comcast.netHORMEL
Message-ID: <DBycnQaXIMTQFFWjXTWcqg@comcast.com>
Source record: 21563
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

In article <3EC2FABE.29E6E1B2@hotmail.com>,
Pitfall Harry <Pitfall_Harry65@hotmail.com> wrote:
>Has anyone bought things from Ben (below), and can they tell me if they
>had good,
>or Bad service and quality from the merchandise.

I have not bought anything. His marketing tactics ensure that I never
will. Ever. Never.

--
0------------------------------------------------------------------------0
| http://www.unrealtournament2003.com | Have You Played Atari Today? |
0------------------------------------------------------------------------0

# 2901. Re: C compilers and cross compilers for Atari

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-19 13:11:24 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <baal91$r6446$1@ID-174234.news.dfncis.de>
Source record: 21564

Hi,

William R. Cousert wrote:

>
[..]
>
> Thanks for your reply.. Do you know if any of these are FULL C compilers,
> not Tiny C? I really need floating point, and structure passing would be
> nice too..

Because the ATARI has FP Routines in ROM, adding FP support to any language
is easy.
I would add ACTION! which is not plain C but similar, with FP and structure
(passing by refernce, not by value).

>
> I guess C++ would be asking too much, right? Were there ever any object
> oriented languages for the 8-bit Atari?
Well, everything (and more) is possible with FORTH. OPP extension in FORTH
takes 12 Lines of additional sourcecode :)

See
http://www.complang.tuwien.ac.at/anton/lvas/12-zeilen-oof

But, it's really a different kind of thinking, but worth learning :)

---
Quote: "C makes you think that C is the world's greatest language. Forth
makes you think that you're the world's greatest programmer."

Carsten Strotmann

# 2902. Re: ATR 8000 Diagnosis

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-19 13:33:24 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <E25ya.5542$lo.489084@newsread2.prod.itd.earthlink.net>
Source record: 21565

Have you looked inside to verify all chips are well seated? I saw that
once...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
<lfooch@bellsouth.net> wrote in message
> Thanks for the suggestion Ron. No luck. Tried every which way but
> loose. Can't see how there is much to go wrong here. Must be
> something I'm doing.
>
> ron
>
> On Sat, 17 May 2003 13:59:29 GMT, "Ron Hamilton"
> <oldatarian@atariland.com> wrote:
>
> >Make sure the units are all connected and then powered in the correct
> >sequence. It is similar to the 800; power the drive first and then the
> >ATR8K - the drives should spin briefly as the ATR is powered or reset.
There
> >is also mention in the docs about "mass termination" (some form of
resistor)
> >on the drive cable; I do not know how critical that is..?
>

# 2903. Re: ATR 8000 Diagnosis

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-19 15:33:06 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <SO6ya.5705$lo.501836@newsread2.prod.itd.earthlink.net>
Source record: 21566

<lfooch@bellsouth.net> wrote in message
news:3ec669ed.15427163@newsgroups.bellsouth.net...
> yes Rick. Is that a bad thing ? Got this cable from an old IBM XT -
> got a twist in a center portion of the flat cable, other wise it's a
> cable with two card edge connectors and then one other IDE-like
> connector at the end.

No harm done but yeap. The IBM uses a twisted cable so they can just jumper both drives 0 and 1 as drive 1. The ATR8000 uses a straight cable and you have to jumper the drives 0-3 to use 4 drives. About 3' of cable is needed to do this too! I didn't get a single stack enclosure for my drives so I had to mount them 2X2 in a old scuzzy box.

After reading the thread there are a few other things you should try. First thing I would do is make double sure your drive is jumpered as D0. All IBM drives are jumpered as D1 and some even hard wired/soldered now so they can't be anything else.

One of the annoyances of an ATR8000 is every time you power it up, you are supposed to hit the little red reset button on the back. Apparently the Z80 comes up so faster then the drive or something. The busy light should flash on the drive when you do this.

I don't think an ATR will recognize a 1.44 meg floppy. If you are using one, insert a 720k floppy in the drive and it may work.

There should be an ATR manual online somewhere, I would do a google search if I were you. The manual includes a howto on making printer, modem, and floppy cables.

# 2904. Re: ATR 8000 Diagnosis

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-19 16:41:38 UTC
From: sweetspot@bellsouth.net
Message-ID: <d2e1548b.0305190841.104bd6a0@posting.google.com>
Source record: 21567

Yes, I did Ron but tks for the thought.

My next step is to replace the 1797 chip and see if that helps. Now
if can just find one... There are other similar chips available to me
e.g. 1795 in my Indus GT and a 2797. Per the emails from Richard, I'm
opening up a 1050 or two to see what's inside.

Anyone know if it's safe to try a 1795 or a 2797 in place of the
original 1797 ?

ron

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<E25ya.5542$Io.489084@newsread2.prod.itd.earthlink.net>...
> Have you looked inside to verify all chips are well seated? I saw that
> once...
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> <lfooch@bellsouth.net> wrote in message
> > Thanks for the suggestion Ron. No luck. Tried every which way but
> > loose. Can't see how there is much to go wrong here. Must be
> > something I'm doing.
> >
> > ron
> >
> > On Sat, 17 May 2003 13:59:29 GMT, "Ron Hamilton"
> > <oldatarian@atariland.com> wrote:
> >
> > >Make sure the units are all connected and then powered in the correct
> > >sequence. It is similar to the 800; power the drive first and then the
> > >ATR8K - the drives should spin briefly as the ATR is powered or reset.
> There
> > >is also mention in the docs about "mass termination" (some form of
> resistor)
> > >on the drive cable; I do not know how critical that is..?
> >

# 2905. Re: ATR 8000 Diagnosis

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-19 17:36:37 UTC
From: Richard Anderson <richard_anderson@pacbell.net>
Message-ID: <FC8ya.2974$ao5.1050@newssvr17.news.prodigy.com>
Source record: 21568

"richard cortese" <ricortes@earthlink.net> wrote in message
news:SO6ya.5705$Io.501836@newsread2.prod.itd.earthlink.net...
> <lfooch@bellsouth.net> wrote in message
> news:3ec669ed.15427163@newsgroups.bellsouth.net...
...
> I don't think an ATR will recognize a 1.44 meg floppy. If you are using one,
> insert a 720k floppy in the drive and it may work.

I think it can in CP/M but not as an Atari drive. I had the same situation with my 8" drives. I could get about 1.3-1.4 Meg in CP/M but only 720K in Atari. The interface specs of an HD drive in HD mode are very similar to those of an 8" drive.
>
> There should be an ATR manual online somewhere, I would do a google search
> if I were you. The manual includes a howto on making printer, modem, and
> floppy cables.

I think you're right, but I cannot remember where I saw it.

# 2906. Re: C compilers and cross compilers for Atari

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-19 18:17:59 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3ec9206e$0$49106$e4fe514c@news.xs4all.nl>
Source record: 21569

look at http://home.earthlink.net/~atari8bit/a8programming.html

for the cc65 that runs on the atari 8-bit....

"Carsten Strotmann" <cas_news@strotmann.de> wrote in message
news:baal91$r6446$1@ID-174234.news.dfncis.de...
> Hi,
>
> William R. Cousert wrote:
>
> >
> [..]
> >
> > Thanks for your reply.. Do you know if any of these are FULL C
compilers,
> > not Tiny C? I really need floating point, and structure passing would be
> > nice too..
>
> Because the ATARI has FP Routines in ROM, adding FP support to any
language
> is easy.
> I would add ACTION! which is not plain C but similar, with FP and
structure
> (passing by refernce, not by value).
>
> >
> > I guess C++ would be asking too much, right? Were there ever any object
> > oriented languages for the 8-bit Atari?
> Well, everything (and more) is possible with FORTH. OPP extension in FORTH
> takes 12 Lines of additional sourcecode :)
>
> See
> http://www.complang.tuwien.ac.at/anton/lvas/12-zeilen-oof
>
> But, it's really a different kind of thinking, but worth learning :)
>
> ----
> Quote: "C makes you think that C is the world's greatest language. Forth
> makes you think that you're the world's greatest programmer."
>
> Carsten Strotmann

# 2907. Re: C compilers and cross compilers for Atari

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-19 19:10:16 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gu1bqhhwn.fsf@legolas.mdh.se>
Source record: 21570

"TXG" <txg01@xs4all.nl> writes:

>>> I really need floating point, and structure passing would be nice too..
> look at http://home.earthlink.net/~atari8bit/a8programming.html
>
> for the cc65 that runs on the atari 8-bit....

Does the Atari port/original version of cc65 use floating point?
The Commodore port doesn't yet.

--
Anders Carlsson

# 2908. Midwest Classic Returns To Milwaukee!!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-19 19:40:04 UTC
From: wgungfu@alpha2.csd.uwm.edu
Message-ID: <babbuk$77g$1@uwm.edu>
Source record: 21571

Pac-Man, Atari, Pinball and More Coming to Milwaukee!

May 19th, 2003
The Midwest Classic Gearing Up For 2nd Year Of Fun and Entertainment!

Milwaukee, Wisconsin, April 17th, 2003 - The Midwest Classic, the Midwest's premier entertainment event, is gearing up for it's 2nd year in Milwaukee. Scheduled for June 7th, 2003, the Midwest Classic gives people a chance to experience the best video games, computers and pinball have to offer!

Dan Loosen, one of the co-organizers of the event said that "The Midwest Classic was such a success last year that we had to move to a larger location this year. So it will now be held at Nicolet High School located at 6701 North Jean Nicolet Road, Glendale, Wisconsin 53217."

"What kind of video games are going to be there?" is the most common question co-organizer Gary Heil gets asked. "Well, the Midwest Classic will give attendees the unique opportunity to experience everything from the old Pong and Atari video games system through to modern systems like the Sega Dreamcast and Sony Playstation." People will not only have the opportunity to play and enjoy many of these systems, but also to buy them as well. "There will be plenty of people there selling video game systems, accessories and most importantly the games. These include brand new games recently put out for many of the older systems as well," said Gary. The Midwest Classic will also be running video game competitions throughout the day, with over two thousand dollars in prizes being given away.

There will be featured displays and goods for older computer systems as well. "Remember the old Apple II's, Atari computers, Commodore and more you used in your youth? We'll they're still around, and just as fun as always!" said co-organizer Marty Goldberg. With the support of local computer user groups, the Midwest Classic will also have unique interactive displays such as the multi-player networked Midi-Maze game, last seen demonstrated at Milwaukee's Gen-Con role-playing gaming convention in the late 80's!

Classic coin-op video games will also be on display set on free play, as well as specially designed M.A.M.E. cabinets. Don't want to leave the fun when you leave the Classic? Don't worry, one lucky person will have the chance to win one of these coin-ops and take it home with them!

Pinball is also on the minds of many fans, a unique and older gaming experience that is on the rise again thanks to the efforts of Stern Pinball. People coming to the Midwest Classic will have the chance to not

only play the large collection of pinball's on display (all set to free play!), but will also have the chance to purchase them and take them home as well. The unique experience of flashy art, blinking lights, exciting sounds and clicking bumpers is something nobody should miss the opportunity to see once again...or in some cases for the first time! Thanks to Stern Pinball (www.sternpinball.com), some of the many prizes given away will also include rare pinball artwork, promos, and more!

Doors will be open to the public from 10am to 8pm. Advance ticket sales (Adults $6.00, children 12 and under free) and more information are available at www.midwestclassic.net. Tickets at the door cost $8, children 12 and under are still free! For press releases, participation information, or any other direct questions, please contact Dan Loosen at (414) 429-5285 or Marty Goldberg at (414) 678-7095.
The Midwest Classic is a non-profit event.

# 2909. ACTION! in Atari800win 3.1

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-19 20:02:19 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3ec938e3$0$49099$e4fe514c@news.xs4all.nl>
Source record: 21572

Hi,

I was using ACTION! and the ROM works but I can do CONTROL+SHIFT+R
but cannot do CONTROL+SHIFT+W it doesn't work.

Anybody got Action! working in the emulator??

# 2910. Re: C compilers and cross compilers for Atari

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-19 20:03:04 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3ec9390f$0$49106$e4fe514c@news.xs4all.nl>
Source record: 21573

I think you can find a lib for it on the net.

All libs together makes a package of 600Kb +

"Anders Carlsson" <anders.carlsson@mds.mdh.se> wrote in message
news:k2gu1bqhhwn.fsf@legolas.mdh.se...
> "TXG" <txg01@xs4all.nl> writes:
>
> >>> I really need floating point, and structure passing would be nice
too..
> > look at http://home.earthlink.net/~atari8bit/a8programming.html
> >
> > for the cc65 that runs on the atari 8-bit....
>
> Does the Atari port/original version of cc65 use floating point?
> The Commodore port doesn't yet.
>
> --
> Anders Carlsson

# 2911. Re: ATR 8000 Diagnosis

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-19 22:18:21 UTC
From: lfooch@bellsouth.net
Message-ID: <3ec957b9.33201601@newsgroups.bellsouth.net>
Source record: 21574

Thanks Rick.

I did get a straight cable but no benefit.

The drive was set to D0.
I hit the reset button out of curiosity and impatience.
Tried both single and double density 5.25 drives.
I found the manual.

No luck to be found , yet.

I think my next option is chip replacement.

ron
On Mon, 19 May 2003 15:33:06 GMT, "richard cortese"
<ricortes@earthlink.net> wrote:

><lfooch@bellsouth.net> wrote in message
>news:3ec669ed.15427163@newsgroups.bellsouth.net...
>> yes Rick. Is that a bad thing ? Got this cable from an old IBM XT -
>> got a twist in a center portion of the flat cable, other wise it's a
>> cable with two card edge connectors and then one other IDE-like
>> connector at the end.
>
>No harm done but yeap. The IBM uses a twisted cable so they can just jumper
>both drives 0 and 1 as drive 1. The ATR8000 uses a straight cable and you
>have to jumper the drives 0-3 to use 4 drives. About 3' of cable is needed
>to do this too! I didn't get a single stack enclosure for my drives so I had
>to mount them 2X2 in a old scuzzy box.
>
>After reading the thread there are a few other things you should try. First
>thing I would do is make double sure your drive is jumpered as D0. All IBM
>drives are jumpered as D1 and some even hard wired/soldered now so they
>can't be anything else.
>
>One of the annoyances of an ATR8000 is every time you power it up, you are
>supposed to hit the little red reset button on the back. Apparently the Z80
>comes up so faster then the drive or something. The busy light should flash
>on the drive when you do this.
>
>I don't think an ATR will recognize a 1.44 meg floppy. If you are using one,
>insert a 720k floppy in the drive and it may work.
>
>There should be an ATR manual online somewhere, I would do a google search
>if I were you. The manual includes a howto on making printer, modem, and
>floppy cables.

>
>

## 2912. ATTN: Ontario Canadians

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-20 00:05:59 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <okeya.4370$eo1.204515@news20.bellglobal.com>
Source record: 21575

Its been just past a year now and Id thought id "re-do" this thread
any interested parties who want to interact with other ontario atari
users should join the yahoo group "OAU" simply being

Ontario Atari User Group

http://groups.yahoo.com/group/oau

Thanks for joining

(this is for 8bits and ST's)

========================================
ACD.ATARI.ORG: Atari Computer Database
"Your Atari computer information source"
========================================

## 2913. Robot/Spaceship Demo

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-20 03:31:50 UTC
From: Aaron Bellante <nope@poo.pee>
Message-ID: <MPG.1933416d8912ae1989680@netnews.attbi.com>
Source record: 21576

What is the name of that Robot/Spaceship demo? And does anyone know
where I can DL the ATR?

# 2914. Re: Robot/Spaceship Demo

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-20 08:00:26 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bacnaq$g9f$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 21577

Hi,

> What is the name of that Robot/Spaceship demo?

I'm not sure there is an official name for it. AFAIK, it was presented by
Atari at the CeBit fair ages ago.

> And does anyone know where I can DL the ATR?

I might have it in my collection. Mail me and I'll see what I can do.

Greetings,
Thomas

## 2915. Yet another name-the-game request. Three, actually.

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-20 12:38:48 UTC
From: Chip Bell <chipb@efn.org>
Message-ID: <Xns9381398892F83chipbefnorg@216.166.71.231>
Source record: 21578

My brother gave away all our Atari stuff to a girlfriend years ago, the rat, and I've begun going crazy trying to remember all the games we had. There are three in particular that are bothering me, maybe you guys can help.

1) A pac-man style game where you collect dots on a HUGE map. There's a magnifying glass over the section of map you're in to let you see where you're going. On the left and right of the map are pictures of the bug-things that chase you. When they catch you, the pictures wiggle and a digitized voice says 'We gotcha!'.

2) An overhead adventure game where you control 8 characters in a square, each represented by a symbol. (I only remember the warrior was a sword, the archer was a bow, and the wizard was a lightning bolt.) The enemies are scary insect things that change color when they take damage. Sometimes a pit will open up underneath a character and he'll get lost in the sewers; sometimes you'll stumble across them when taking a secret passage. I think the cover featured a bleeding hand reaching for a golden chalice or something like that.

3) A weird text RPG adventure, where you move from room to room on each floor, then work your way up 4 or so floors to reach the top. It had wonderfully insane messages like 'Jumpin' Jehosephat, you encounter a giant horny toad!'. There were vague hints given in the game to a secret key combination you had to press at the end of the game to win.

I can't find any mention of these anywhere, and it's driving me insane.

## 2916. Re: Yet another name-the-game request. Three, actually.

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-20 12:41:55 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bad7qj$18t$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 21579

```
> 1) A pac-man style game where you collect dots on a HUGE map. There's a
> magnifying glass over the section of map you're in to let you see where
> you're going. On the left and right of the map are pictures of the bug-
> things that chase you. When they catch you, the pictures wiggle and a
> digitized voice says 'We gotcha!'.

Tumble Bugs.

Greetings,
Thomas
```

## 2917. Re: Yet another name-the-game request. Three, actually.

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-20 13:15:18 UTC
From: Chip Bell <chipb@efn.org>
Message-ID: <Xns93813F9469F51chipbefnorg@216.166.71.231>
Source record: 21580

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote in news:bad7qj$18t
$1@mamenchi.zrz.TU-Berlin.DE:

>> 1) A pac-man style game where you collect dots on a HUGE map. There's a
>> magnifying glass over the section of map you're in to let you see where
>> you're going. On the left and right of the map are pictures of the bug-
>> things that chase you. When they catch you, the pictures wiggle and a
>> digitized voice says 'We gotcha!'.
>
> Tumble Bugs.
>
> Greetings,
> Thomas
>

Ah. Yep, that's one down. Thanks. I hope the other two are so easily
found.:)

# 2918. Re: ACTION! in Atari800win 3.1

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-20 14:48:15 UTC
From: williaj@sympatico.ca
Message-ID: <7773a4d3.0305200648.5fb8456f@posting.google.com>
Source record: 21581

"TXG" <txg01@xs4all.nl> wrote in message
news:<3ec938e3$0$49099$e4fe514c@news.xs4all.nl>...
> Hi,
>
> I was using ACTION! and the ROM works but I can do CONTROL+SHIFT+R
> but cannot do CONTROL+SHIFT+W it doesn't work.
>
> Anybody got Action! working in the emulator??

Works fine for me in the 3.1 emulator. Arrow keys are a bit messed, I
have to hold CTL down, but shift+ctl+r and s+c+w work fine.

# 2919. Re: Yet another name-the-game request. Three, actually.

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-20 17:03:29 UTC
From: "C. BOND" <cbond@ix.netcom.com>
Message-ID: <3ECA5FE1.FC704675@ix.netcom.com>
Source record: 21582

Chip Bell wrote:
[request for game names]

Number 2 sounds like Archon.

--
There are two things you must never attempt to prove: the unprovable --
and the obvious.
--
Democracy: The triumph of popularity over principle.
--
http://www.crbond.com

## 2920. Q: ACTION! Library for accessing Sparta DOS Interface?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-20 18:15:05 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <badrbe$rt0pf$1@ID-174234.news.dfncis.de>
Source record: 21583

Hi,

did anyone know of a Sparta DOS Interface Library written in ACTION! to
access the command line information and clock information?

Best regards

Carsten Strotmann

## 2921. ATTN: Steve Stupple

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-20 21:28:26 UTC
From: Colin Woodcock <colin@woodcock88.freeserve.co.uk>
Message-ID: <bae6qt$9ci$1@newsg3.svr.pol.co.uk>
Source record: 21584

Steve, if you're reading this, I've replied several times to your emails regarding the auction for "ASSEMBLER EDITOR" cartridge Atari 400/800. Since you haven't replied to any of these I'm assuming there could be something wrong with your email. Do you have another address I could contact you on? (email it to me if you do).

Sorry to bother you all with this.

Colin Woodcock

## 2922. Atart - a new Atari 8-bit casette tool

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-20 21:41:10 UTC
From: Vladimir Tichy <vtic7620@mbox.troja.mff.cuni.cz>
Message-ID: <20030520233856.1B55.0@mbox.troja.mff.cuni.cz>
Source record: 21585

I have developed Atart, the system for Atari 8bit casette emulation
and for easy creating casette archives. It allows to connect Atari data
recorder directly to the PC! See

http://sdq.webpark.cz/atari/projects/atart/

thanks

Vladimir Tichy

## 2923. Re: Yet another name-the-game request. Three, actually.

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-20 22:39:28 UTC
From: Chip Bell <chipb@efn.org>
Message-ID: <Xns93819F5BBCAD7chipbefnorg@216.166.71.231>
Source record: 21586

"C. BOND" <cbond@ix.netcom.com> wrote in news:3ECA5FE1.FC704675
@ix.netcom.com:

> Chip Bell wrote:
> [request for game names]
>
> Number 2 sounds like Archon.
>

No, that's not it. Archon I remember. It was a wander-through-the-maze
game. Single player only.

## 2924. Re: Robot/Spaceship Demo

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-20 23:31:21 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vclem64vja5367@corp.supernews.com>
Source record: 21587

```
It isn't a disk, it is a load file (robot and spaceship).
You can find ces85.com at ftp.spudster.org
under video machine directory.
```

# 2925. Re: Q: ACTION! Library for accessing Sparta DOS Interface?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-21 00:57:33 UTC
From: NoOne@FakeEmail.invalid
Message-ID: <9381D6723PrivacyLabs@209.143.0.11>
Source record: 21588

Hi Carsten,

My Action! source for the Mouse programming language has a Sparta interface library. I'm not sure if there's anything in there about accessing the clock, though.

cas_news@strotmann.de (Carsten Strotmann) wrote in <badrbe$rt0pf$1@ID-174234.news.dfncis.de>:

>Hi,
>
>did anyone know of a Sparta DOS Interface Library written in ACTION! to
>access the command line information and clock information?
>
>Best regards
>
>Carsten Strotmann
>

--

# 2926. Re: Yet another name-the-game request. Three, actually.

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-21 00:57:44 UTC
From: "C. BOND" <cbond@ix.netcom.com>
Message-ID: <3ECACF08.FAF3DE02@ix.netcom.com>
Source record: 21589

```
Chip Bell wrote:
>
> "C. BOND" <cbond@ix.netcom.com> wrote in news:3ECA5FE1.FC704675
> @ix.netcom.com:
>
> > Chip Bell wrote:
> > [request for game names]
> >
> > Number 2 sounds like Archon.
> >
>
> No, that's not it. Archon I remember. It was a wander-through-the-maze
> game. Single player only.

Right. Archon was a chess-like game with armed players. Hmmm...

--
There are two things you must never attempt to prove: the unprovable --
and the obvious.
--
Democracy: The triumph of popularity over principle.
--
http://www.crbond.com
```

# 2927. Re: Yet another name-the-game request. Three, actually.

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-21 02:35:46 UTC
From: Adam <nobody@important.com>
Message-ID: <Xns9381E6010D6E2nobodyimportantcom@167.206.3.3>
Source record: 21590

#2) Temple of Apshai Trilogy?

Good luck on #3 there are tons of text adventures.

You can probably find any of the games you are looking for at
ftp.spudster.org in the /pub/atari/cth/games2 directory

"C. BOND" <cbond@ix.netcom.com> wrote in news:3ECACF08.FAF3DE02
@ix.netcom.com:

> Chip Bell wrote:
>>
>> "C. BOND" <cbond@ix.netcom.com> wrote in news:3ECA5FE1.FC704675
>> @ix.netcom.com:
>>
>> > Chip Bell wrote:
>> > [request for game names]
>> >
>> > Number 2 sounds like Archon.
>> >
>>
>> No, that's not it. Archon I remember. It was a wander-through-the-maze
>> game. Single player only.
>
> Right. Archon was a chess-like game with armed players. Hmmm...
>

# 2928. Re: Yet another name-the-game request. Three, actually.

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-21 05:41:43 UTC
From: Chip Bell <chipb@efn.org>
Message-ID: <Xns9381E6DD0DCB9chipbefnorg@216.166.71.231>
Source record: 21591

Adam <nobody@important.com> wrote in
news:Xns9381E6010D6E2nobodyimportantcom@167.206.3.3:

> #2) Temple of Apshai Trilogy?
>
> Good luck on #3 there are tons of text adventures.

Nope. I remember Apshai, too. You control a party of 8 characters. There was a command to rotate your guys clockwise, counterclockwise, and I think a command to switch two people.

And yes, I don't have high hopes for #3. It's probably pretty obscure. But it drives me insane because I can almost remember the silly messages it had.

## 2929. Re: Yet another name-the-game request. Three, actually.

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-21 09:13:27 UTC
From: Jindroush <jindroush@nospam.seznam.nospam.cz>
Message-ID: <3ECB4337.C1399449@nospam.seznam.nospam.cz>
Source record: 21592

Chip Bell wrote:
> 3) A weird text RPG adventure, where you move from room to room on each
> floor, then work your way up 4 or so floors to reach the top. It had
> wonderfully insane messages like 'Jumpin' Jehosephat, you encounter a giant
> horny toad!'. There were vague hints given in the game to a secret key
> combination you had to press at the end of the game to win.
Doctor Goodcode's Cavern?

--
Jindroush <jindroush@nospam.seznam.nospam.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project
Remove both 'nospam's from the address to reply.

## 2930. Re: Yet another name-the-game request. Three, actually.

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-21 11:03:08 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <I%Iya.14192$8g5.224219@news2.e.nsc.no>
Source record: 21593

> Nope. I remember Apshai, too. You control a party of 8 characters. There
> was a command to rotate your guys clockwise, counterclockwise, and I think
> a command to switch two people.
>
> And yes, I don't have high hopes for #3. It's probably pretty obscure. But
> it drives me insane because I can almost remember the silly messages it
> had.

How about Wizards Crown or Eternal Dagger ?

# 2931. Re: Yet another name-the-game request. Three, actually.

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-21 12:43:44 UTC
From: Chip Bell <chipb@efn.org>
Message-ID: <Xns93823A3F550C2chipbefnorg@216.166.71.231>
Source record: 21594

Jindroush <jindroush@nospam.seznam.nospam.cz> wrote in
news:3ECB4337.C1399449@nospam.seznam.nospam.cz:

> Chip Bell wrote:
>> 3) A weird text RPG adventure, where you move from room to room on
>> each floor, then work your way up 4 or so floors to reach the top. It
>> had wonderfully insane messages like 'Jumpin' Jehosephat, you
>> encounter a giant horny toad!'. There were vague hints given in the
>> game to a secret key combination you had to press at the end of the
>> game to win.
> Doctor Goodcode's Cavern?
>

That sounds very, very familiar. I'll look for that.

# 2932. Re: Yet another name-the-game request. Three, actually.

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-21 13:07:08 UTC
From: Chip Bell <chipb@efn.org>
Message-ID: <Xns93823E3DC829Fchipbefnorg@216.166.71.231>
Source record: 21595

Jindroush <jindroush@nospam.seznam.nospam.cz> wrote in
news:3ECB4337.C1399449@nospam.seznam.nospam.cz:

> Chip Bell wrote:
>> 3) A weird text RPG adventure, where you move from room to room on
>> each floor, then work your way up 4 or so floors to reach the top. It
>> had wonderfully insane messages like 'Jumpin' Jehosephat, you
>> encounter a giant horny toad!'. There were vague hints given in the
>> game to a secret key combination you had to press at the end of the
>> game to win.
> Doctor Goodcode's Cavern?
>

And yep, that's the one. Two down, one to go.

# 2933. Re: Atart - a new Atari 8-bit casette tool

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-21 16:06:11 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3ecba490$0$49109$e4fe514c@news.xs4all.nl>
Source record: 21596

Hi,

Nice project!

TXG/MNX

"Vladimir Tichy" <vtic7620@mbox.troja.mff.cuni.cz> wrote in message
news:20030520233856.1B55.0@mbox.troja.mff.cuni.cz...
> I have developed Atart, the system for Atari 8bit casette emulation
> and for easy creating casette archives. It allows to connect Atari data
> recorder directly to the PC! See
>
> http://sdq.webpark.cz/atari/projects/atart/
>
> thanks
>
> Vladimir Tichy
>
>

## 2934. Q: ACTION! extra memory support

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-21 16:08:54 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3ecba533$0$49110$e4fe514c@news.xs4all.nl>
Source record: 21447

Is there a lib. for ACTION! to use the extra memory? Something that emulates linear memory for array's?

## 2935. Q: ACTION! op pc...

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-21 16:09:19 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3ecba54c$0$49110$e4fe514c@news.xs4all.nl>
Source record: 21448

```
Is there an ACTION! cross-compiler?
```

## 2936. Q: ACTION! stand-alone program

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-21 16:10:35 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3ecba598$0$49098$e4fe514c@news.xs4all.nl>
Source record: 21449

Hi,

How to make a stand-alone program in ACTION using the run-time disk.

I use DOS 2.x and SpartaDOS.

TXG/MNX

## 2937. atari 2600 adventure

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-21 17:37:06 UTC
From: rtdos@hotmail.com
Message-ID: <d2f74a9d.0305210937.24d1be77@posting.google.com>
Source record: 21450

enjoy:

http://www.scottpehnke.com/programming/flash.htm#

Jeff
http://www.rtdos.com
AOL AIM: os65k
Yahoo YIM: os65000
MSN Messenger: rtdos@hotmail.com
ICQ # 20368688
sysop@rtdos.com (also primary email)

# 2938. Re: An Invitation

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-21 19:16:35 UTC
From: bill@newbreedsoftware.com
Message-ID: <ngQya.15856$JX2.969380@typhoon.sonic.net>
Source record: 21451

Erik S. Klein <ekklein@pacbell.net> wrote:
> There is definitely room for news groups, message boards, mail lists and
> more. I think a lot of our hobby is about information exchange in general
> and the more ways we have to do that the better.

OTOH, the more spread out everyone is, the harder it is for us to find
each other. :^(

I don't have the time or patience for web-based forums, and my newsgreader
(TIN on my ISP's Linux shell) is great... it does threading, and they've
got good spam filters running behind their newservers.

In most communities (gaming, classic gaming, Linux, graphics, etc.), there's
much more room for multiple 'hang-outs.' With such tiny communities as our's
(c.s.a.8), there are too few people to really make it worth it. :^/

Just my opinion...

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

## 2939. Re: any atari 1200XL production numbers?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-21 19:18:39 UTC
From: bill@newbreedsoftware.com
Message-ID: <jiQya.15859$JX2.969461@typhoon.sonic.net>
Source record: 21452

Russ Gilbert <russg@en.com> wrote:
> Bob Wooley preferes them,

Probably why he's had mine for the past 5 or 6 years! Sheesh! ;^)

'Course, now that I've got a car, I really have no excuse for not
driving down to his house and banging on the door. ;^)

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 2940. Re: Q: ACTION! stand-alone program

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-21 19:23:30 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <bagjni$t9g45$1@ID-174234.news.dfncis.de>
Source record: 21453

TXG wrote:

> Hi,
>
> How to make a stand-alone program in ACTION using the run-time disk.
>
> I use DOS 2.x and SpartaDOS.
>
> TXG/MNX

1) Write your code, include the RUNTIME in your code (with cut and paste or
INCLUDE compiler directive)
2) test your code with the cart until it works ok
3) save the code, make a backup copy :)
4) clear the editor buffer (for a lower startaddress of the pgm)
5) enter the ACTION! Monitor SHIFT+CTRL+M
6) Compile the Source-File C"D1:filename.ACT"
7) Save ML-File with W"D1:filename.COM"
8) switch off atari, remove cart, boot, test Programm
9) if it fails somehow, start at 1)

Have fun :)

Carsten Strotmann

# 2941. Re: Q: ACTION! extra memory support

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-21 19:31:23 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <bagk6c$r8o8r$1@ID-174234.news.dfncis.de>
Source record: 21454

TXG wrote:

> Is there a lib. for ACTION! to use the extra memory? Something that
> emulates linear memory for array's?

None I'm aware off.

Using cc65 EM-Drivers would be nice. It's a good design and cross plattform.
Can also be used cross-language.

See http://www.cc65.org/mailarchive/2002-11/1841.html

If you like to implement it, I would assist.

Ciao

Carsten Strotmann

## 2942. Re: ATARI is back!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-21 19:37:20 UTC
From: bill@newbreedsoftware.com
Message-ID: <QzQya.15865$JX2.969657@typhoon.sonic.net>
Source record: 21455

Russ Gilbert <russg@en.com> wrote:
> Atari hardware has some patents that might still
> be usable, probably not much.
> The main thing that the Infogrames Atari wants is
> the reputation as a pioneer gaming symbol.
> The Fuji is a nice logo, they're using that. I doubt
> 'Power without the price.' will be used, but stuff
> like 'Frogger', 'Centipede', and probably 'Space
> Invaders' have/will be re-issued (I know 'Frogger'
> was re-done.)

Frogger was redone by Hasbro Interactive when they owned Atari rights.

Centipede was redone, too. I forget if it was Hasbro. Probably.

Space Invaders wasn't an Atari title. ;^)

> So the name recognition and reputation, and the
> names and concepts of classic Atari only games,
> like pac-man have the value.

Hehe... neither was Pac-Man. It was Namco. They're still going strong.
Check out the arcade classics discs for PSX & PS2.

> Some games Atari didn't own, but were pretty much
> Atari only, like maybe 'Mule' or 'Alternate Reality',
> might also get re-done.

Those weren't Atari titles, _either!_ ;^)

A.R. was going to be redone, but seems to have died.

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 2943. Re: Robot/Spaceship Demo

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-21 19:47:17 UTC
From: bill@newbreedsoftware.com
Message-ID: <9JQya.15867$JX2.969944@typhoon.sonic.net>
Source record: 21456

Aaron Bellante <nope@poo.pee> wrote:
> What is the name of that Robot/Spaceship demo? And does anyone know
> where I can DL the ATR?

Tried searching at XL Search?

http://www.newbreedsoftware.com/xlsearch/

(Reminds me, I need to finish XL Search 2.0 w/ the MySQL back-end >:^) )

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 2944. Re: The new Atari

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-21 19:49:00 UTC
From: bill@newbreedsoftware.com
Message-ID: <MKQya.15868$JX2.969984@typhoon.sonic.net>
Source record: 21457

```
Daniel Miller <daclmi@mediakingx.com> wrote:
> It works for me. They should do an 8bit version of Enter the Matrix. ;)

Just do it all in 'falling green text' style, and it'll be totally easy!

10 GRAPHICS 0
20 SETCOLOR 2,12,0
30 SETCOLOR 1,0,15
40 PRINT "ENTER THE MATRIX"

you might want a cool ChSet font in there, too ;^)

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/
```

# 2945. Re: Q: ACTION! op pc...

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-21 19:51:46 UTC
From: bill@newbreedsoftware.com
Message-ID: <mNQya.15869$JX2.969984@typhoon.sonic.net>
Source record: 21458

TXG <txg01@xs4all.nl> wrote:
> Is there an ACTION! cross-compiler?

Man, I'd LOVE that!

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 2946. Re: Q: ACTION! op pc...

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-21 19:52:16 UTC
From: bill@newbreedsoftware.com
Message-ID: <QNQya.15870$JX2.970009@typhoon.sonic.net>
Source record: 21459

William Kendrick <bill@newbreedsoftware.com> wrote:
> TXG <txg01@xs4all.nl> wrote:
>> Is there an ACTION! cross-compiler?
>
> Man, I'd LOVE that!

In fact, I'd love Action! for PCs. ;^) Imagine writing Action! games for
my Linux box! W00t!

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 2947. Re: Atari software for sale - Virus warning

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-21 20:38:00 UTC
From: Yuval Rabinovich <yuval@lab.co.il>
Message-ID: <bago41$gls$1@news2.netvision.net.il>
Source record: 21460

I was warned that the web address http://www.tradeinpost.com/ contains a
script with a virus.

"John Thackeray" <john@tradeinpost.com> wrote in message
news:b9ik4d$lba$1@titan.btinternet.com...
> Visit my web site
> Regards
> John
>
> Trade In Post
> Victoria Road
> Shifnal
> Shropshire TF11 8AF
> U.K.
> Tel: 44+00+(0)1952 462135
> www.tradeinpost.com
> john@tradeinpost.com
>
>

## 2948. Q: ACTION! problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-21 21:07:37 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3ecbeb36$0$49113$e4fe514c@news.xs4all.nl>
Source record: 21461

```
Hi,

I use spartados and have the following code

include "d1:runtime.act"

set 14=$6000

set $491=$6000

proc main()

printe("hello world.")

return

when compiled in the cartridge it prints the line 1x the executable prints
it 2x when I run it in DOS????

TXG/MNX
```

## 2949. stdio.h

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-21 21:14:08 UTC
From: rtdos@hotmail.com
Message-ID: <d2f74a9d.0305211314.14e64e9e@posting.google.com>
Source record: 21462

looking for "stdio.h" from any C or C compatible language for the atari 8 computer

# 2950. Re: Robot/Spaceship Demo

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-21 21:16:00 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vcnr4ce1l2860e@corp.supernews.com>
Source record: 21463

Uhm. Bill, what's he gonna search for?
In my archives, it is called CESDEMO.OBJ.
At spudster it is called CES85.COM.
I dunno does xlsearch do wildcards, like CES*.*?
Regards,
Russg

## 2951. Re: ATARI is back!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-21 21:21:17 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vcnre9mbhd9t0f@corp.supernews.com>
Source record: 21464

(Bill says PacMan was Namco.)
Uhm.. I'm sure you're right, but I remember I think
it was Atari, suing a game console company for
a PacMan clone. The game came with the console.
I bought one of those consols only to have about
3 weeks later the company quit. I can't remember
the name, .... Odyssey?
Russg

# 2952. Re: ATARI is back!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-21 21:28:02 UTC
From: Fox-1
Message-ID: <bagr15$9lp$1@news2.tilbu1.nb.home.nl>
Source record: 21465

"Russ Gilbert" wrote

> it was Atari, suing a game console company for
> a PacMan clone. The game came with the console.
> I bought one of those consols only to have about
> 3 weeks later the company quit. I can't remember
> the name, .... Odyssey?

Yes, that's the one. In the Netherlands the system is named "Philips G7000". I remember cause I read about the suing the next day
I bought my "Pacman" clone for the G7000 :-)

--

Grtx, Sysop Fox-1 / MNX http://www.fox-1.nl
mnx_at_fox-1_dot_nl
Remember what the Dormouse said...

# 2953. Re: ACTION! problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-21 21:32:29 UTC
From: JeffWilliams <mcgill@bmts.com>
Message-ID: <1053552932.143627@Virginia.BMTS.Com>
Source record: 21466

Action! has some issues when compiled into a disk file. The problem is that
it sets the init vector ($02E2) and not the run vector ($02E0).

One supposed solution is to put:

BYTE RTS=[$60] before your first procedure. I've had mixed results using
this. The proper solution is to break out DiskRX and hex edit the the last 6
bytes of your file so that it sets $02E0.

"TXG" <txg01@xs4all.nl> wrote in message
news:3ecbeb36$0$49113$e4fe514c@news.xs4all.nl...
> Hi,
>
>
>
> I use spartados and have the following code
>
>
>
> include "d1:runtime.act"
>
> set 14=$6000
>
> set $491=$6000
>
> proc main()
>
> printe("hello world.")
>
> return
>
>
>
> when compiled in the cartridge it prints the line 1x the executable prints
> it 2x when I run it in DOS????

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http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
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# 2954. Re: ACTION! problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-21 21:53:27 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3ecbf5f4$0$49106$e4fe514c@news.xs4all.nl>
Source record: 21467

```
Hi,

Thanx the RTS solves the problem. I did read something like this years ago
but couldn't find the info.

TXG/MNX

"JeffWilliams" <mcgill@bmts.com> wrote in message
news:1053552932.143627@Virginia.BMTS.Com...
> Action! has some issues when compiled into a disk file. The problem is
that
> it sets the init vector ($02E2) and not the run vector ($02E0).
>
> One supposed solution is to put:
>
> BYTE RTS=[$60] before your first procedure. I've had mixed results using
> this. The proper solution is to break out DiskRX and hex edit the the last
6
> bytes of your file so that it sets $02E0.
>
> "TXG" <txg01@xs4all.nl> wrote in message
> news:3ecbeb36$0$49113$e4fe514c@news.xs4all.nl...
> > Hi,
> >
> >
> >
> > I use spartados and have the following code
> >
> >
> >
> > include "d1:runtime.act"
> >
> > set 14=$6000
> >
> > set $491=$6000
> >
> > proc main()
> >
> > printe("hello world.")
> >
> > return
> >
> >
> >
> > when compiled in the cartridge it prints the line 1x the executable
```

prints
> > it 2x when I run it in DOS????
>
>
>
>
>
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> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
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# 2955. Q: ACTION! Big array's

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-21 21:54:38 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3ecbf63e$0$49103$e4fe514c@news.xs4all.nl>
Source record: 21468

```
Hi,

Could someone tell me what is the maximum size of array's can be made in
ACTION!

TXG/MNX
```

# 2956. Re: ACTION! Big array's

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-21 22:14:04 UTC
From: JeffWilliams <mcgill@bmts.com>
Message-ID: <1053555421.69059@Virginia.BMTS.Com>
Source record: 21469

I think you're only limited by the amount of free memory. 64K would be the maximum array size, but there's no way you can get that anyway.

"TXG" <txg01@xs4all.nl> wrote in message news:3ecbf63e$0$49103$e4fe514c@news.xs4all.nl...
> Hi,
>
> Could someone tell me what is the maximum size of array's can be made in
> ACTION!
>
> TXG/MNX
>
>

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http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
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# 2957. Re: ATR 8000 Diagnosis

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-21 22:26:43 UTC
From: Bob Woolley <ataribobdelete@alamedanet.net>
Message-ID: <3ecbfd8d$0$22739@fountain.mindlink.net>
Source record: 21470

The 1797 has a True data buss - the 1795 has an inverted data buss. This will make the data unreadable, but the drive should seek, format and like that....

A 2797 isn't even close. Pin 40 of the 179x is +12 volt power. The 2797 will probably not like that.....

Bob

"ron fucci" <sweetspot@bellsouth.net> wrote in message news:d2e1548b.0305190841.104bd6a0@posting.google.com...
> Yes, I did Ron but tks for the thought.
>
> My next step is to replace the 1797 chip and see if that helps. Now
> if can just find one... There are other similar chips available to me
> e.g. 1795 in my Indus GT and a 2797. Per the emails from Richard, I'm
> opening up a 1050 or two to see what's inside.
>
> Anyone know if it's safe to try a 1795 or a 2797 in place of the
> original 1797 ?
>
> ron
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message news:<E25ya.5542$Io.489084@newsread2.prod.itd.earthlink.net>...
> > Have you looked inside to verify all chips are well seated? I saw that
> > once...
> >
> > --
> > Ron
> >
> > http://www.atariland.com/members/oldatarian
> > and mirror
> > http://www.powow.com/oldatarian
> > <lfooch@bellsouth.net> wrote in message
> > > Thanks for the suggestion Ron. No luck. Tried every which way but
> > > loose. Can't see how there is much to go wrong here. Must be
> > > something I'm doing.
> > >
> > > ron
> > >
> > > On Sat, 17 May 2003 13:59:29 GMT, "Ron Hamilton"
> > > <oldatarian@atariland.com> wrote:
> > >
> > > >Make sure the units are all connected and then powered in the correct

> > > >sequence. It is similar to the 800; power the drive first and then
the
> > > >ATR8K - the drives should spin briefly as the ATR is powered or
reset.
> > There
> > > >is also mention in the docs about "mass termination" (some form of
> > resistor)
> > > >on the drive cable; I do not know how critical that is..?
> > >

# 2958. Re: ACTION! extra memory support

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-21 23:43:57 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <1bUya.10866$lo.863466@newsread2.prod.itd.earthlink.net>
Source record: 21471

"TXG" <txg01@xs4all.nl> wrote in message
news:3ecba533$0$49110$e4fe514c@news.xs4all.nl...
> Is there a lib. for ACTION! to use the extra memory? Something that
emulates
> linear memory for array's?

Not that I know of. Extended memory is not that hard to use from Action! as you can do the same peeks and pokes to window memory that you would use from BASIC/Mapping the Atari.

What I did was used the set directives to position the runtime at the same location for everything and compiled modules that started at $4000.
Something like
```
set 14=$2000
set $491=$2000
include "D:RUNTIME.ACT"
set 14=$4000
set $491=$4000
;module code here
```

When you save this from the monitor it *only saves* the portion from $4000 to program end. Of course all the module references to the canned routines in the runtime package are right.

The mainline code was just
```
set 14=$2000
set $491=$2000
include "D:RUNTIME.ACT"
```
Followed by the mainline code with a few routines here to handle bank switching and loading the modules into banked ram. You also have to declare where the routines start. I can't recall if I picked them off as part of the load process or just used a monitor to find out what they were.

## 2959. Re: ATARI is back!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-22 03:37:40 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vcohg3j1n5nqec@corp.supernews.com>
Source record: 21472

Ok, this is totally off topic.
The best cereal in the world was destroyed by
Nabisco.
It was from Purina I think and was 'Wheat Chex'.
Nabisco said it used 'Shreaded Wheat' technology
and sued them.
'Wheat Chex' was changed to what it is today, nothing
like the original 'Wheat Chex', (imagine a toasted
brown, not dark burnt, but brown, shreaded wheat
about 1/2" square.)
I was about 9, so only Rick Cortese would remember
it 50 years ago. No offense intended, just guessing
Rick's age.
Russ

# 2960. Re: Robot/Spaceship Demo

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-22 07:36:53 UTC
From: bill@newbreedsoftware.com
Message-ID: <p6%ya.15988$JX2.980574@typhoon.sonic.net>
Source record: 21473

Russ Gilbert <russg@en.com> wrote:
> Uhm. Bill, what's he gonna search for?

"+robot +demo" on the current (aging) XL Search seemed to do just fine. ;^)

It found "robotdem.dem", which is an executable-program version of
the demo. (e.g., "[L]oad" from AtariDOS, or run with
"atari800 -run robotdem.dem" under Atari800 emulator, for example.)

Sadly, most FTP sites don't bother _describing_ files, which _does_
make searching a pain. I always tried to be usefully-descriptive
back when I was maintaining the UMich FTP archives. :^/

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 2961. Re: Robot/Spaceship Demo

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-22 07:55:01 UTC
From: Homesoft Atari <atari_homesoft@gmx.de>
Message-ID: <83ab0c786cc4f8747bc28c76afe89d7b.12012@mygate.mailgate.org>
Source record: 21474

"Aaron Bellante" <nope@poo.pee> wrote in message
news:MPG.1933416d8912ae1989680@netnews.attbi.com

> What is the name of that Robot/Spaceship demo? And does anyone know
> where I can DL the ATR?

Look at my site http://www.atari8bit-software.de/index_e.htm under demos
(sorted) you can download ATARI Demo I.

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

## 2962. ATARI is back!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-22 09:45:03 UTC
From: Roy G Biv <mr.pacman@ye.olde.pac.maze>
Message-ID: <Pine.GSO.4.53.0305220528480.1040@shell1>
Source record: 21475

```
On Wed, 21 May 2003 at 23:37:40 -0400, Russ Gilbert scribbled:
->Ok, this is totally off topic. The best cereal in the world was
->.... [VERBIAGE SNIPPED] ... 'Wheat Chex' was changed to what it
->is today, [MORE SNIPPED]

That was a bunch of satire, not "o.t." Pretty dry satire at that.
But then, that is what happened so many times in the computer and
gaming worlds over the years.
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* ATARI -- Love it or leave it! *

(Headers munged to foil spammers; real info in taglines)
```

## 2963. ATARI is back!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-22 09:56:41 UTC
From: Roy G Biv <mr.pacman@ye.olde.pac.maze>
Message-ID: <Pine.GSO.4.53.0305220547210.1040@shell1>
Source record: 21476

On Wed, 21 May 2003 at 19:37:20 GMT, William Kendrick scribbled:
->... Pac-Man. It was Namco.

That's correct. According to the book PAC-MANIA published in
1982 by Consumer Guide, Pac-Man was trademarked by Midway Manufac-
turing Company (which was owned by Bally) and licensed to Namco
America Inc.
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *

(Headers munged to foil spammers; real info in taglines)

# 2964. move to VCF forum? (was: An Invitation)

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-22 10:28:06 UTC
From: Roy G Biv <8-bitter@6502.old.folks.home>
Message-ID: <Pine.GSO.4.53.0305220615230.1040@shell1>
Source record: 21477

```
On Fri, 16 May 2003 at 17:49:22 GMT, Erik Klein scribbled:
->A few weeks ago I announced the creation of the Vintage Computer
->Forum (http colon slash slash www dot vintage hyphen computer dot
->com slash vcforum) ... I would once again like to encourage anyone
->interested in vintage computing topics to swing by the VC Forum ...

I looked at their site a couple of days ago and as of that time
there were no postings in their Atari area. It looks like this
newsgroup is still the place for Atari 8-bitters to be.
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* 2 bits, 4 bits, 8 bits... Burma Shave! *

(Headers munged to foil spammers; real info in taglines)
```

# 2965. Re: Atari software for sale - Virus warning

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-22 12:07:59 UTC
From: Jon-Paul <pockets@nospam.cix.co.uk>
Message-ID: <baiej9$t8q$1@thorium.cix.co.uk>
Source record: 21478

"Yuval Rabinovich" <yuval@lab.co.il> wrote in message
news:bago41$gls$1@news2.netvision.net.il...
> I was warned that the web address http://www.tradeinpost.com/ contains a
> script with a virus.
>
> "John Thackeray" <john@tradeinpost.com> wrote in message
> news:b9ik4d$lba$1@titan.btinternet.com...
> > Visit my web site
> > Regards
> > John
> >
> > Trade In Post
> > Victoria Road
> > Shifnal
> > Shropshire TF11 8AF
> > U.K.
> > Tel: 44+00+(0)1952 462135
> > www.tradeinpost.com
> > john@tradeinpost.com
> >
> >
>
>

No just one of those nasty webpage codes that attempt to make it a homepage
of a favorate!

# 2966. FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-22 12:17:03 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0305220507320.32019-100000@shell1.aracnet.com>
Source record: 21479
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I still have a lot of FREE Atari stuff left. Looking for someone to come pick it up here in Portland, Oregon USA! E-Mail and call (503)256-9974. I'm not interested in shipping this stuff, so come pick it up.

I want someone to come and pick this all up! So Call first for appoinment! Then drive to Portland, Oregon USA and you too can stuff your Van, Truck or Volkswagon Beetle with my old Atari stuff. It needs to go and move into your home! I'm spring cleaning and making room for more Inventory. If you cant come get it, someone else will! DONT ASK me to ship any of this to you, I DONT HAVE time and it's too much work! You would have to Bribe me with SeriouS CA$H! And please, no trade offers! I'm trying to get rid of stuff! Most of All, I'm not going to Ship any of this to other Countries, like outside the U.S.A. So please, DONT ASK! I'm not trying to be rude, it's just that dealing with Shipping stuff I'm giving away for free is too much work for not enough money! So, are you Interested? E-Mail Atari@aracnet.com and call Ben at (503)256-9974.

I've got some stuff to get rid of. Time for Spring Cleaning. Commodore 1084S Monitor made by Phillips---Parts/Project only. Atari 810 Disk Drives and Atari 600xls' Computers, Parts Only! Surplus Atari 800 Computers.Atari 410 Program Recorder---Parts machine. Miscellaneous Brands 8 Bit Atari Compatible Disk Drives, as-is. Atari & Non-Atari Joysticks for parts! 1030 MoDeM in the Box.

I have Atari 520ST, 1040STF Computers mainly for parts. Nameless VGA Monitor. Nameless Multi-Sync Monitor, as-is. Various Cases and KeyBoards for 520ST, 520STFM and 1040STF. Various ST Mice Parts. Various Electronic odds and ends as well as some Tools and accessories for Electronic Repair! Please don't expect details or description on electronics and/or tools as I'm not a Technician trained. Canon IX-12F FlatBed Scanner, Project/Parts, made to work with Navarone Cartridge interface as Scanner for MiGraph's OCR and Touch Up Software. As well as Straight FAX Software. Atari ST Monitors, several rare Atari PC 14" Monitors used on the Atari PC, TT030 as a Color Monitor, also used for Atari Falcon 030 Computers as well as a standard VGA Monitor on a PC. As-Is. Due to the rarity of these monitors, I will sell and Ship them within the United States! For Collectors like Atari Museums and Private Collectors!Only Serious Buyers need make offer! Various old/surplus MoDeMs and Printers. Atari SF354 & SF314 Disk Drives, as-is as well as parts/incomplete SF354/SF314 Disk Drives.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at

http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 2967. ADV: Atari 30% off Discount. Classic 8 Bit & ST!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-22 12:22:17 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0305220517140.32019-100000@shell1.aracnet.com>
Source record: 21480
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently offering A 20% off Discount on Games/SoftWare & References/
Books for Classic Atari 8 Bit and Atari ST Computer Lines! And if your a
Regular/Preferred Customer, add another 10%! Thats a whopping 30% off just
for my Repeat/Preferred Atari Customers! So Whether your spending American
Dollars, spending Euro's from Europe or satisfying your Yen for Atari! We
Ship anywhere the Law allows! And If your in the U.S., take advantage of
the cheaper Postage for Media Mail Rate. Get Catalogs while inventory
Lasts at http://BensCatalogs.Atari.org or http://BenSells.Atari.org Got
Questions? E-Mail Today@ Atari@aracnet.com or call Ben at (503)256-9974!
http://www.aracnet.com/~atari/specials.htm Current Atari Specials!

http://www.aracnet.com/~atari/shipping.htm Shipping Tricks I can do!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 2968. Re: move to VCF forum? (was: An Invitation)

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-22 17:30:03 UTC
From: "Erik S. Klein" <ekklein@pacbell.net>
Message-ID: <vO7za.42$Ck6.3905603@newssvr13.news.prodigy.com>
Source record: 21481

"Roy G Biv" <8-bitter@6502.old.folks.home> wrote in message
news:Pine.GSO.4.53.0305220615230.1040@shell1...
> On Fri, 16 May 2003 at 17:49:22 GMT, Erik Klein scribbled:
> ->A few weeks ago I announced the creation of the Vintage Computer
> ->Forum (http colon slash slash www dot vintage hyphen computer dot
> ->com slash vcforum) ... I would once again like to encourage anyone
> ->interested in vintage computing topics to swing by the VC Forum ...
>
> I looked at their site a couple of days ago and as of that time
> there were no postings in their Atari area. It looks like this
> newsgroup is still the place for Atari 8-bitters to be.

Thank you for visiting the forums my rainbow hued friend. . . :)

I agree that the forums are a bit underutilized at this point, but that's where you all come in. The Atari message area is set and waiting for participants to come and share their knowledge.

Some of the other forum areas have generated a fair amount of interest and all of the areas are expected to continue to grow.

I started the VC Forum as an ad-free, charge-free, privacy protected service to the general public just a few weeks ago. Since it's inception we've averaged over a dozen posts a day from many of the 50+ registered users and, based on the logs, we get many more lurkers then posters.

This newsgroup is still the place for Atari 8-bitters, but I do hope that many of you will visit the VC Forum as well to share your knowledge there. I've never had any designs on hindering newsgroups, mail lists or other venues with the forums, I'm just adding another communications tool to the toolbox.

Best regards,

Erik Klein
www.vintage-computer.com/vcforum
(THE Vintage Computer Forum)

# 2969. Re: Atari Technical Reference Manuals?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-22 17:41:25 UTC
From: Sheddy <cghutt@hotmail.com>
Message-ID: <baj244$oic$1@hercules.btinternet.com>
Source record: 21482

have you tried some of the other books on http://www.atariarchives.org/ like "de re atari" or "mapping the atari"? They may have something tucked away in there that could help? I don't think the technical reference manual had much more in it than these books? Is it the scanline timings and when the dma fetches happen you are interested in? I think I still have the technical reference manual around somewhere. Let us know what aspects you are looking at and I'll have a look if you like.

Regards

"C. BOND" <cbond@ix.netcom.com> wrote in message
news:3EC78F56.B1C1A80D@ix.netcom.com...
> The links I came up with were either dead or didn't have technical
> reference manuals for the Atari 400/800. Does any one know of current
> links which are active? I'm trying to debug an Antic emulator.
>
> Thanks.
>
> --
> There are two things you must never attempt to prove: the unprovable --
> and the obvious.
> --
> Democracy: The triumph of popularity over principle.
> --
> http://www.crbond.com

# 2970. New eBay Atari 'Buy It Now' items

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-22 17:53:54 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1053626429.16359.0@damia.uk.clara.net>
Source record: 21483

Hello All,

I've taken advantage of today's eBay free listing day on 'Buy It Now' items
to list loads of cheap Atari software and magazines.

The link is below (this will split on to two lines, so please copy both
lines into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangar
raghty

Dean Garraghty

## 2971. AtariSIO V0.20 beta released

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-22 19:34:05 UTC
From: Matthias Reichl <usenet-20030522@hias.horus.com>
Message-ID: <slrnbcq9ha.dbh.usenet-20030522@camel.hias.horus.com>
Source record: 21484

The new version includes the following enhancements:

- support for DCM/DI/XFD disk images
- transparent (de-)compression support through zlib
- devfs support in the kernel driver
- support for non-standard SIO2PC cables (using DSR instead of RI)
- added 'all' option to several atariserver functions
- several minor bugfixes and improvements

AtariSIO can be downloaded from my homepage

http://www.horus.com/~hias/atari/

so long,

Hias

## 2972. Free SIO2PC cable in UK

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-22 19:41:31 UTC
From: Bogospace <junkmail999@btopenworld.com>
Message-ID: <baj95b$78n$1@hercules.btinternet.com>
Source record: 21485

While clearing out some junk I found an SIO2PC cable that I made about 7
years ago, and rather than throw it out I thought someone might get some use
out of it, if only to laugh at the somewhat rudimentary 'design'.

http://www.bogospace.btinternet.co.uk/store/sio2pc.html

First to email (UK mainland only I'm afraid) at junkmail999@btopenworld.com
gets it. If you're not happy with it for any reason you can have a full
refund of the purchase price*.

*Feck all.

--
Bogospace

# 2973. Re: Free SIO2PC cable in UK

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-22 21:21:07 UTC
From: Bogospace <junkmail999@btopenworld.com>
Message-ID: <bajf03$p64$1@titan.btinternet.com>
Source record: 21486

"Bogospace" <junkmail999@btopenworld.com> wrote in message
news:baj95b$78n$1@hercules.btinternet.com...
> While clearing out some junk I found an SIO2PC cable that I made about 7
> years ago, and rather than throw it out I thought someone might get some
use
> out of it, if only to laugh at the somewhat rudimentary 'design'.

Gone to a new home.

# 2974. ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-22 22:05:49 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0305221458420.1372-100000@shell1.aracnet.com>
Source record: 21487
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auctions Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. I can afford to sell for less because I keep overhead down, avoid making promises I cant keep and avoid offering services I cant follow up on! So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Act Now,or I can't save you any Money! Goto http://BensCatalogs.Atari.org Or http://BenSells.Atari.org or Call Ben@(503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business! http://www.aracnet.com/~atari/numbers.htm Calling Hours and Info:

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

## 2975. Rampage! available on cartridge....

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-22 22:37:10 UTC
From: Mark DiLuciano <markdil@ix.netcom.com>
Message-ID: <Bhcza.76$ru5.53@news.randori.com>
Source record: 21488

Rampage is now available on cartridge and it works on
both NTSC and PAL We are only making 50 carts,
so get your orders in early. M.U.L.E. sold out in two
days!

http://www.sunmark.com

## 2976. Sparta Dos 2.3

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-23 00:45:04 UTC
From: Jeff Williams <williaj@sympatico.ca>
Message-ID: <29eza.1353$jM5.332675@news20.bellglobal.com>
Source record: 21489

Anyone have a Sparta 2.3 disk they can boot up and tell me what memlo is ? I have a vague memory of it being around $0C34, something real low like that.

# 2977. Re: Atari Technical Reference Manuals?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-23 01:28:39 UTC
From: "C. BOND" <cbond@ix.netcom.com>
Message-ID: <3ECD7947.FB52A628@ix.netcom.com>
Source record: 21490

Thanks.

Sheddy wrote:
>
> Here you go,
> but it has none of the illustrations, just text.
> I found it on Bill Kendrich's handy xlsearch
> http://www.newbreedsoftware.com/xlsearch/
> It was in the old .arc format though which required an evaulation copy of
> picozip to get at it.
>
> Chris :-)
>
> "Sheddy" <cghutt@hotmail.com> wrote in message
> news:baj244$oic$1@hercules.btinternet.com...
> > have you tried some of the other books on http://www.atariarchives.org/
> like
> > "de re atari" or "mapping the atari"? They may have something tucked away
> in
> > there that could help? I don't think the technical reference manual had
> much
> > more in it than these books? Is it the scanline timings and when the dma
> > fetches happen you are interested in? I think I still have the technical
> > reference manual around somewhere. Let us know what aspects you are
> looking
> > at and I'll have a look if you like.
> >
> > Regards
> >
> > "C. BOND" <cbond@ix.netcom.com> wrote in message
> > news:3EC78F56.B1C1A80D@ix.netcom.com...
> > > The links I came up with were either dead or didn't have technical
> > > reference manuals for the Atari 400/800. Does any one know of current
> > > links which are active? I'm trying to debug an Antic emulator.
> > >
> > > Thanks.
> > >
> > > --
> > > There are two things you must never attempt to prove: the unprovable --
> > > and the obvious.
> > > --
> > > Democracy: The triumph of popularity over principle.
> > > --
> > > http://www.crbond.com

> >
> >
>
> Name: ref_man.zip
> ref_man.zip Type: Zip Compressed Data (application/x-zip-compressed)
> Encoding: x-uuencode

--
There are two things you must never attempt to prove: the unprovable --
and the obvious.
--
Democracy: The triumph of popularity over principle.
--
http://www.crbond.com

# 2978. A Word about Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-23 02:32:30 UTC
From: Elias Stinson <atari4vr@aracnet.com>
Message-ID: <Pine.LNX.4.44.0305221927030.13083-100000@shell1.aracnet.com>
Source record: 21491

Dear Atarians,

Ben Smith has been a loyal supporter of our community for many years. He furnishes a vital service for all serious Atari hobbiests in his support, service, and sales. I have bought dozens of items from him over the years and have never been disappointed. Ben Smith is the greatest!!

Sincerely, An Atarian Forever

## 2979. atari s/w for sale

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-23 03:01:21 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0305221901.639cd587@posting.google.com>
Source record: 21492

very large collection of original Atari cassette software (200+), most of them in original packs, both budget and full price

all in, no splits or offers

65 gbp, and get a free 65xe and xc12 tape deck (no psu or tv aerial- but works)

buying must collect or pay postage

please call (+44) 0207 278 4244, ask for carmel after 6pm

if emailing, please mark the subject matter as "atari s/w items" or the email will be deleted

# 2980. Re: Sparta Dos 2.3

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-23 03:52:49 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vcr6opg46idv85@corp.supernews.com>
Source record: 21493

I get $DBE for xc23e.dos and xd23e.dos, running
a800 for DOS.

"Jeff Williams" <williaj@sympatico.ca> wrote in message
news:29eza.1353$jM5.332675@news20.bellglobal.com...
> Anyone have a Sparta 2.3 disk they can boot up and tell me what memlo is ?
I
> have a vague memory of it being around $0C34, something real low like
that.
>
>

## 2981. Re: Atari software for sale - Virus warning

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-23 08:05:42 UTC
From: pr <pr@#NOSPAM#.com>
Message-ID: <QBkza.24849$xd5.1254196@stones.force9.net>
Source record: 21494

dunno why he doesn't change it rather than continuing to scare off potential customers ...

> 
> No just one of those nasty webpage codes that attempt to make it a homepage
> of a favorate!
> 

# 2982. Re: AtariSIO V0.20 beta released

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-23 08:15:29 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <baklb1$uh$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 21495

Hi Matthias,

> The new version includes the following enhancements:

> - support for DCM/DI/XFD disk images
> - transparent (de-)compression support through zlib
> - devfs support in the kernel driver
> - support for non-standard SIO2PC cables (using DSR instead of RI)
> - added 'all' option to several atariserver functions
> - several minor bugfixes and improvements

> AtariSIO can be downloaded from my homepage

> http://www.horus.com/~hias/atari/

Thanks, will go into the next Atari++ version this weekend. (-;

Greetings,
Thomas

## 2983. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-23 09:22:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030523102203.32419H@ilaskey.cix.co.uk>
Source record: 21496

In article <Pine.LNX.4.44.0305221927030.13083-100000@shell1.aracnet.com>,
atari4vr@aracnet.com (Elias Stinson) wrote:
> Dear Atarians,
> Ben Smith is the greatest!!
How come this is the first time this address has ever been used to post?
Could it be that you are in fact Ben Smith using a really obvious
disguise? Hmm. You're doing yourself no favours you know.

# 2984. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-23 14:43:17 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ecdded0106b6f4@attbi.com>
Source record: 21297

>Dear Atarians,
>
>Ben Smith has been a loyal supporter of our community for many years. He
>furnishes a vital service for all serious Atari hobbiests in his support,
>service, and sales. I have bought dozens of items from him over the years
>and have never been disappointed. Ben Smith is the greatest!!
>
>Sincerely, An Atarian Forever

I second that.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 2985. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-23 18:28:24 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3ECE83C7.51F13C14@ev1.net>
Source record: 21298

```
Iain Laskey wrote:
>
> In article <Pine.LNX.4.44.0305221927030.13083-100000@shell1.aracnet.com>,
> atari4vr@aracnet.com (Elias Stinson) wrote:
> > Dear Atarians,
> > Ben Smith is the greatest!!
> >
>
> How come this is the first time this address has ever been used to post?
> Could it be that you are in fact Ben Smith using a really obvious
> disguise? Hmm. You're doing yourself no favours you know.
>
Perhaps it just one of Ben Smith's mutiple personalities. Often,
when something seems terribly wrong with a person who posts to
a group...something *is* terribly wrong with them.

--
+-----------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+-----------------------------------------------------------------+
```

# 2986. Re: ATR 8000 Diagnosis

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-23 21:48:07 UTC
From: lfooch@bellsouth.net
Message-ID: <3ece96bc.34007370@newsgroups.bellsouth.net>
Source record: 21299

I replaced the 1797 with the same chip (with two different 'used'
chips) - no luck. I then maybe did a stupid thing and replaced the
z80 chip with the z80 from my indus. Also no luck.

I'm going to examine the rom next. I'm open to ideas.

Tks

ron

On Mon, 19 May 2003 05:10:18 GMT, "Richard Anderson"
<richard_anderson@pacbell.net> wrote:

>Ron,
>
>I'm sure mine must have been a 1797. I just remembered incorrectly. Maybe the 1795 was in
>my 1050, or I had a spare 1795 laying around. I know that what I had was not what I
needed,
>so I had to buy one. As for it looking like an eprom, it is not. It is a controller chip,
originally
>made by Western Digital. They were pretty common back in the 8-bit days. The 1797 and its
>siblings were used in most, if not all, Atari 8-bit drives. I think B&G's price was about
$5 when
>I just checked it. I believe I payed $7 or $8 at HSC.
>
>Richard
>
><lfooch@bellsouth.net> wrote in message news:3ec765f5.988571@newsgroups.bellsouth.net...
>> Thanks Richard.
>>
>> On my board its and FD1797B-02. I also notice it's an eprom. IF
>> anyone has this, is it possible to get the working rom burned ? I
>> could then burn an new eprom. Just a thought. Now I'm looking for
>> the actual part also .....
>>
>> ron
>>
>
>

## 2987. FA: ULTIMA 1 one day left

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-24 14:06:07 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3ECF7C4F.8010806@t-online.de>
Source record: 21300

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&category=8093&item=2730761419

# 2988. Re: ATR 8000 Diagnosis

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-24 17:09:37 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <lHNza.14861$lo.1275109@newsread2.prod.itd.earthlink.net>
Source record: 21301

<lfooch@bellsouth.net> wrote in message
news:3ece96bc.34007370@newsgroups.bellsouth.net...
> I replaced the 1797 with the same chip (with two different 'used'
> chips) - no luck. I then maybe did a stupid thing and replaced the
> z80 chip with the z80 from my indus. Also no luck.
>
> I'm going to examine the rom next. I'm open to ideas.

I've had a suprising number of RAM chips from that era go bad too.

## 2989. Happy add on controller wanted

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-24 19:59:47 UTC
From: richard daley <richard.daley3@ntlworld.com>
Message-ID: <abQza.1214$OP4.500@newsfep1-gui.server.ntli.net>
Source record: 21302

I have a 1050 with a late happy board, and am trying to locate the add on controller card which allows, slow/fast and write enable/disable from 2 switches, willing to pay $50 if anyone can help. Thanks

Richard

# 2990. Re: Sparta Dos 2.3

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-24 21:03:59 UTC
From: Fox-1
Message-ID: <baomo6$ure$1@news3.tilbu1.nb.home.nl>
Source record: 21303

"Jeff Williams" wrote

> Anyone have a Sparta 2.3 disk they can boot up and tell me what memlo is ? I
> have a vague memory of it being around $0C34, something real low like that.

http://www7.brinkster.com/atari/ataridl/sdsys.htm#top

Downloads, and the required info are on my site...

--

Grtx, Sysop Fox-1 / MNX http://www.fox-1.nl
mnx_at_fox-1_dot_nl
Remember what the Dormouse said...

## 2991. Free Molex cable in UK

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-24 22:48:13 UTC
From: Bogospace <junkmail999@btopenworld.com>
Message-ID: <baosrd$7dk$1@sparta.btinternet.com>
Source record: 21304

junkmail999@btopenworld.com

Found some more Atari stuff, first to reply (UK mainland only) gets this SIO
Molex-Molex cable.

--
Bogospace

## 2992. Free Zaxxon tape in UK

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-24 22:49:47 UTC
From: Bogospace <junkmail999@btopenworld.com>
Message-ID: <baosua$7is$1@sparta.btinternet.com>
Source record: 21305

junkmail999@btopenworld.com

Found some more Atari stuff, first to reply (UK mainland only) gets this
Datasoft Zaxxon tape

--
Bogospace

## 2993. Free Chess & Euro capitals tape in UK

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-24 22:52:24 UTC
From: Bogospace <junkmail999@btopenworld.com>
Message-ID: <baot38$7tk$1@sparta.btinternet.com>
Source record: 21306

junkmail999@btopenworld.com

Found some more Atari stuff, first 2 to reply (UK mainland only) gets one of
these tapes

--
Bogospace

# 2994. Free Atari Smash Hits 2 tape in UK

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-24 22:55:52 UTC
From: Bogospace <junkmail999@btopenworld.com>
Message-ID: <baot9o$on5$1@titan.btinternet.com>
Source record: 21307

junkmail999@btopenworld.com

Found some more Atari stuff, first to reply (UK mainland only) gets this
compo tape

I remember this one, it's got Jet Boot Jack on it, one of my favourites!

--
Bogospace

# 2995. Re: Happy add on controller wanted

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-25 03:14:15 UTC
From: Mo <momo@atariland.com>
Message-ID: <byWza.19280$A17.1403395@twister.austin.rr.com>
Source record: 21308

There's one on Ebay right now, don't know if it has the switches. Really the write enable switch can be done seperately. And the slow/fast can be done with software. I believe the Happy backup software and DOS automatically engage the fast mode. I have one with the switches and I rarely ever need to use the fast switch, it always goes into fast mode when I boot up the warp speed DOS.
Mo

"richard daley" <richard.daley3@ntlworld.com> wrote in message news:abQza.1214$OP4.500@newsfep1-gui.server.ntli.net...
> I have a 1050 with a late happy board, and am trying to locate the add on
> controller card which allows, slow/fast and write enable/disable from 2
> switches, willing to pay $50 if anyone can help. Thanks
>
> Richard
>
>

# 2996. Re: Q: ACTION! Library for accessing Sparta DOS Interface?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-25 17:22:48 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <baqu5b$2k8t6$1@ID-174234.news.dfncis.de>
Source record: 21309

Carsten Strotmann wrote:

> Hi,
>
> did anyone know of a Sparta DOS Interface Library written in ACTION! to
> access the command line information and clock information?
>
> Best regards
>
> Carsten Strotmann

Ok, to start I have written Sparta DOS access routines for XFORTH

http://www.strotmann.de/twiki/bin/view/APG/PgmDosSpartaXForth

Other Languages will follow...

Ciao

Carsten

# 2997. Re: Free Molex cable in UK

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-25 22:51:28 UTC
From: Bogospace <junkmail999@btopenworld.com>
Message-ID: <barhdf$j64$1@hercules.btinternet.com>
Source record: 21310

"Bogospace" <junkmail999@btopenworld.com> wrote in message
news:baosrd$7dk$1@sparta.btinternet.com...
> junkmail999@btopenworld.com
>
> Found some more Atari stuff, first to reply (UK mainland only) gets this
SIO
> Molex-Molex cable.
>
> --
> Bogospace
>
>

Taken.

# 2998. Re: XEP-80 and "Scan Doublers"

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-26 01:22:02 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030525212202.26996.00000263@mb-m06.aol.com>
Source record: 21311

My investigation of these units is bearing some fruit, but some of the answers are leading to more questions. Can anyone explain the difference between a "line doubler" and an "up convertor"?
Thanks,
Larry

# 2999. Re: ATR 8000 Diagnosis

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-26 02:14:52 UTC
From: lfooch@bellsouth.net
Message-ID: <3ed17833.39426312@newsgroups.bellsouth.net>
Source record: 21312

Replaced all ram chips, no response.

Do any of the ATR8000 owners out there have a schematic ?

Does the ATR8000 work with the XL OS as well as the 800 OS ?

Tks

ron

On Sat, 24 May 2003 17:09:37 GMT, "richard cortese"
<ricortes@earthlink.net> wrote:

><lfooch@bellsouth.net> wrote in message
>news:3ece96bc.34007370@newsgroups.bellsouth.net...
>> I replaced the 1797 with the same chip (with two different 'used'
>> chips) - no luck. I then maybe did a stupid thing and replaced the
>> z80 chip with the z80 from my indus. Also no luck.
>>
>> I'm going to examine the rom next. I'm open to ideas.
>
>I've had a suprising number of RAM chips from that era go bad too.
>
>

# 3000. Re: ATR 8000 Diagnosis

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-26 04:47:57 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3ED19C7C.F0368D57@cswebmail.com>
Source record: 21313

lfooch@bellsouth.net wrote:

> Replaced all ram chips, no response.
>
> Do any of the ATR8000 owners out there have a schematic ?
>
> Does the ATR8000 work with the XL OS as well as the 800 OS ?
>
> Tks
>
> ron
>
> On Sat, 24 May 2003 17:09:37 GMT, "richard cortese"
> <ricortes@earthlink.net> wrote:
>
> ><lfooch@bellsouth.net> wrote in message
> >news:3ece96bc.34007370@newsgroups.bellsouth.net...
> >> I replaced the 1797 with the same chip (with two different 'used'
> >> chips) - no luck. I then maybe did a stupid thing and replaced the
> >> z80 chip with the z80 from my indus. Also no luck.
> >>
> >> I'm going to examine the rom next. I'm open to ideas.
> > >
> > >I've had a suprising number of RAM chips from that era go bad too.
> > >
> > >

ATR-8000 works with all A8 ataris and OSes.

Schematics..I've never found any, though there was a rumor. Could use
them for a couple of dead ones I have.

Usual problems..chips need seating, cpu, ram, or power supply regulators,
then the eprom.

Also try booting the A8, turn on the ATR with a generic printer attached
and see if you can print to it properly. If not, then its not the floppy
controller. Testing the modem port is doable but more complex.

I have never had to press the reset button when I turn the ATR on. Only
when I need to reset the drives or clear the printer buffer.

Make sure there are no SIO attached drives with the same numbers as the
ATR attached drives. Same goes for ramdisk. But, the powered drives will
reset when the ATR is turned on.

Rick D.

# 3001. Re: C compilers and cross compilers for Atari

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-26 04:55:12 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3ED19E30.EE1AC277@cswebmail.com>
Source record: 21314

TXG wrote:

> Hi,
>
> There are:
>
> C/65 for OSS
> CC65 for Atari XL/XE (no cross-compiler version)
> Deep Blue C
> ACE C
> Lightspeed C
>
> And then I am sure there are even more around.
>
> TXG/MNX
> "William R. Cousert" <wrcousert@yahoo.com> wrote in message
> news:Vouxa.27959$oQ3.1333010@twister.socal.rr.com...
> > Did anyone ever release a full C compiler for the 8-bit Atari? I have only
> > been able to find Tiny C. I really need floating point.
> >
> > Also, is CC65 the best cross compiler available? Does anyone have any
> source
> > code for it that uses Atari hardware?
> >
> > --
> >
> >
> > -Bill Cousert
> > wrcousert@yahoo.com
> >
> > moderator of http://groups.yahoo.com/group/c-sharp-programming
> >
> >
> >

There is also DVC65(Keyworks Softsystems).

As far as I know all C language implementation for the A8 were subsets of full C. I don't know of any that include the struct command, though I am not very familiar with Lightspeed C. Given time, and banking, a full C could have been done, but, porting programs wouldn't work..just not enough ram compared to newer(at that time) systems.

Rick D.

## 3002. Re: inkjet printers

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-26 04:59:29 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3ED19F31.C5B22F04@cswebmail.com>
Source record: 21315

Chris Davis wrote:

> Can anyone recommend a suitable parallel inkjet printer for the 8-bit's.
>
> Thanks in advance,
>
> 302chris

I have a Canon BJC4100 that works great with the A8 since it defaults to epson codes. I have not done a lot with graphics printing yet.

I also have a HP DJ500plus. With a driver I use it with Paperclip. With the FX80 cartridge, I can use it with all commerical programs looking for an epson.

The only thing to note is that "skip perf" is different(there is none), so use legal paper if you can't set them to zero.

# 3003. Re: XEP-80 and "Scan Doublers"

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-26 05:11:04 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3ED1A1E8.8041B491@cswebmail.com>
Source record: 21316

LarryWhite wrote:

> My investigation of these units is bearing some fruit, but some of the answers
> are leading to more questions. Can anyone explain the difference between a
> "line doubler" and an "up convertor"?
> Thanks,
> Larry

While a line doubler is simpler, taking each input line and displaying it on two lines vertically, an up converter does that and increases the horizontal resolution, 640 to 1280 if needed, it may also allow refresh to be changed, pal to ntsc.

Rick D.

# 3004. Questions about ATARI Game Cartridge: Pac-Man CXL4022

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-26 12:24:27 UTC
From: jrclas@canada.com
Message-ID: <f4b9cb1e.0305260424.7208b487@posting.google.com>
Source record: 21317
Cross-posted to: comp.sys.atari.8bit,alt.atari.2600vcs

While cleaning up this weekend I unearthed a 1982
vintage ATARI Pac-Man game cartridge, part number
CXL4022. The game console is long gone.
Here is a picture of the cartridge:
http://www.geocities.com/jrclas/atari-game.html

I think it came from a model 400 console.
The questions are:
- What other consoles does it work with?
- Does it have any value to a collector?

Please reply here or e-mail me at:
jrclas@canada.com

Thanks
JR

# 3005. Re: Questions about ATARI Game Cartridge: Pac-Man CXL4022

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-26 14:44:01 UTC
From: Christopher Friend <chfriendd@charter.net>
Message-ID: <vd4a1f6tm4s55d@corp.supernews.com>
Source record: 21318
Cross-posted to: comp.sys.atari.8bit,alt.atari.2600vcs

JR wrote:
> While cleaning up this weekend I unearthed a 1982
> vintage ATARI Pac-Man game cartridge, part number
> CXL4022. The game console is long gone.
> Here is a picture of the cartridge:
> http://www.geocities.com/jrclas/atari-game.html
>
> I think it came from a model 400 console.
> The questions are:
> - What other consoles does it work with?
> - Does it have any value to a collector?
>
> Please reply here or e-mail me at:
> jrclas@canada.com
>
> Thanks
> JR

That is a cartridge for an Atari 8-bit computer (400/800/1200/XL/XE). I doubt its worth more than a couple of bucks. It's a common game.

# 3006. Re: ATR 8000 Diagnosis

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-26 15:11:44 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Q8qAa.16365$rO.1492954@newsread1.prod.itd.earthlink.net>
Source record: 21319

The ATR is an SIO device and impartial to OS version; works just fine on the
XL models. Never seen a circuit diagram...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
<lfooch@bellsouth.net> wrote in message
> Replaced all ram chips, no response.
>
> Do any of the ATR8000 owners out there have a schematic ?
>
> Does the ATR8000 work with the XL OS as well as the 800 OS ?
>
> Tks
>
> ron

# 3007. Re: ATR 8000 Diagnosis

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-26 15:18:44 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <ofqAa.16389$rO.1490387@newsread1.prod.itd.earthlink.net>
Source record: 21320

Do you ever use an 810/1050 as D1: in concert with the ATR8000? My ATR seems to act like a Percom and refuses to accept any drives besides its own as the primary D1: boot device. Even when not powered on, it does not pass the boot signal down the daisey chain to a D1: 1050...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Rick D." <webrickd@cswebmail.com> wrote in message
>
> Make sure there are no SIO attached drives with the same numbers as the
> ATR attached drives. Same goes for ramdisk. But, the powered drives will
> reset when the ATR is turned on.
>
> Rick D.
>

# 3008. Re: Questions about ATARI Game Cartridge: Pac-Man CXL4022

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-26 15:31:15 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <7rqAa.16407$rO.1495345@newsread1.prod.itd.earthlink.net>
Source record: 21321
Cross-posted to: comp.sys.atari.8bit,alt.atari.2600vcs

I was unable to access the image page, but I have three of those 4022 carts in the boxes from TG&Y store closings in the '80s; they were cleared out for $2 or so and I have been unable to give them away. They are compatible with any 8-bit Atari Computer 400, 800, 1200XL, 800XL, 600XL, 130XE, 65XE, XEGS, etc...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"JR" <jrclas@canada.com> wrote in message
> While cleaning up this weekend I unearthed a 1982
> vintage ATARI Pac-Man game cartridge, part number
> CXL4022. The game console is long gone.
> Here is a picture of the cartridge:
> http://www.geocities.com/jrclas/atari-game.html
>
> I think it came from a model 400 console.
> The questions are:
> - What other consoles does it work with?
> - Does it have any value to a collector?
>
> Please reply here or e-mail me at:
> jrclas@canada.com
>
> Thanks
> JR
>

# 3009. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-26 18:01:37 UTC
From: paranoia-admin <remailer-admin@paranoici.org>
Message-ID: <20030526175902.GA1939@botulino.anandamide.taz>
Source record: 21322

On Fri, May 23, 2003 at 08:52:23PM +0200, Anonymous wrote:
> Dear fagots and losers,
> Sincerely, A fagot and pedophile forever!

I received some complaints about this message, posted through the
paranoia anonymous remailer.

I can't block this user for several reasons, the first is that I can't
know who he is. (that's why it's called "anonymous remailer").

What I can do is to block this newsgroup, so that nobody else will post
messages here using this remailer.

Usually I don't like to do this, especially if the problem is a single
or a bunch of messages.

But if I'll receive other complaints related to messages contaning only
insults I could take some action.....

sorry for the O.T.

.
ciao

GPG/PGP key available

--- Never forget: 2 + 2 = 5 for extremely large values of 2.

# 3010. DT-80 for the ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-26 19:44:43 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030526154443.18689.00000236@mb-m20.aol.com>
Source record: 21323

I have a cart that came with an ATR 8000 that I got a couple of years ago. It is marked "DT-80 by Claus Buchholz copyright (c) 1984 by Amiable Computer Enhancements." I seem to remember the "ACE-80" cart, and I presume this is it or a very close relative.

Unfortunately I have no docs for this guy. It takes over the system and won't let anything on the Atari boot -- no SIO, no Parallel Port. Does anyone know anything about this cart? The odds are really high that I will never boot CPM with the ATR, but it would be nice to be able to use this cart with the Atari. I probably can modify the cart code so that it will allow Dos to boot, but it would be nice to know something about it, before I start messing with it.

Thanks,
Larry

# 3011. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-26 23:15:45 UTC
From: dufus@bunghole.net
Message-ID: <3ed2a010.10399303@nntp.ix.netcom.com>
Source record: 21324
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Seems to me you've revealed yourself as a loser!

On Mon, 26 May 2003 22:20:06 +0200 (CEST), Nomen Nescio
<nobody@dizum.com> wrote:

>On Fri, May 23, 2003 at 08:52:23PM +0200, Anonymous wrote:
>> Dear fagots and losers,
>> Sincerely, A fagot and pedophile forever!
>
>I received some complaints about this message, posted through the
>paranoia anonymous remailer.
>
>I can't block this user for several reasons, the first is that I can't
>know who he is. (that's why it's called "anonymous remailer").
>
>What I can do is to block this newsgroup, so that nobody else will post
>messages here using this remailer.
>
>Usually I don't like to do this, especially if the problem is a single
>or a bunch of messages.
>
>But if I'll receive other complaints related to messages contaning only
>insults I could take some action.....
>
>sorry for the O.T.
>
>
> .
>ciao
>
>GPG/PGP key available
>
>--- Never forget: 2 + 2 = 5 for extremely large values of 2.
>
>--------------------------------------------------------------------------
>Ah, it looks like little Mikey Current is complaining again. Told ya it
>wouldn't work Mr. Librarian. You get Ben Smith to stop posting his spam
>and bullshit and then we'll be gone. Upto you and the rest of the
>losers as to how quickly this ends.
>
>We've said this repeatedly. It's really too bad so many people are
>truly braindead and without a clue. The exact very same moment that Ben
>Smith discontinues posting his spam and bullshit is the exact very same
>moment that we will discontinue our attacks on the loser.

>
>There are plenty of anonymous remailers and we'll use every one of them
>one way or the other. Ben stops NOW or we will fucking continue on
>forever! Got it?
>
>What's it gonna be?
>
>[A.L.F] ,.~{Atari Liberation Front}~., [A.L.F]
>
>
>

# 3012. Re: ATR 8000 Diagnosis

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-27 01:28:28 UTC
From: lfooch@bellsouth.net
Message-ID: <3ed2bdf6.11709367@newsgroups.bellsouth.net>
Source record: 21325

OK, so far nothing works. I also checked voltages across almost all
the components on the board and I can detect a voltage on every piece
(I don't know if that implies those components are OK or not).

Now I also have a hard drive case that came with this, but no
instructions on how to attach it to the ATR8K. Is it possible that
this device must be attached for the main unit to work ?

Anyone know how to attach it ? I have a straight cable with a card
edge connector on one end and a pin connector on the other (like on
the back of the Percom). It appears the hard drive case (with a WD
MFM controller) would attach to the floppy port on the back of the
ATR8K , and then connect to the appropriate pins on the WD MFM board.

I was wondering if I needed to hook this up and then also be able to
attach a floppy to the WD/MFM board ?

Just looking for something else to try.

Thanks for all the help so far.

ron

On Sat, 17 May 2003 03:58:16 GMT, lfooch@bellsouth.net wrote:

>I'm trying to figure out if the ATR8000 I have will work at all. The
>power light comes on. When I attach a non-Atari floppy 5 1/4 drive
>using a std floppy cable, I get no response from the drive when I turn
>on the ATR. I would expect that the drive would spin up. Right ?
>
>Tks
>
>ron
>

# 3013. FS - Atari 800/1200xl Gear - South Florida

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-27 01:43:48 UTC
From: jgils@ix.netcom.com
Message-ID: <3ed2bf5e.18413296@nntp.ix.netcom.com>
Source record: 21326

I had these items "sold" a few months ago, but the buyer never showed.
If you are that buyer, post a response if you're still interested and
I'll contact you.

The following is offered for $100 as a complete package only:

1. Atart 800 PC - with power supply
2. Atari 1200XL PC - with power supply
3. Atari 1027 Printer - with power supply
4. Atari 410 Program Recorder
5. Atary 1050 Disk Drive - with power supply
6. Atari 810 Disk Drive - not working
7. MPP-1150 Printer Interface
8. Star NX1000 Printer (9-pin dot matrix)

Also included are cables, joysticks, paddles, trackball, etc. There
is some software and a bunch of manuals, but consider this to be
primarily a hardware-oriented package. Everything (except for the
810) was in working order when I packed it in 3 boxes over a year ago,
so I can only sell it now "as-is". I have no reason to suspect that
there's been any damage as the boxes have been undisturbed in my
garage since then. Based on what I've seen on other sites, one of the
main selling points of my package seems to be that I have all of the
original power supplies intact.

If you're interested, email me and I'll send you photos of all of the
hardware before I packed it up.

I'm in South Florida, so personal pickup will save what I'd guess
would be $20- $30 shipping (all those power supplies are quite heavy).

# 3014. Re: DT-80 for the ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-27 01:58:19 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0305261758.48c455c0@posting.google.com>
Source record: 21327

IIRC, the "DT" stands for Dumb Terminal, so perhaps it works only in
CP/M mode. This would explain why they made the ACE 80 and then the
ACE 80/XL.

> I have a cart that came with an ATR 8000 that I got a couple of years ago. It
> is marked "DT-80 by Claus Buchholz copyright (c) 1984 by Amiable Computer
> Enhancements." I seem to remember the "ACE-80" cart, and I presume this is it
> or a very close relative.
>
> Unfortunately I have no docs for this guy. It takes over the system and won't
> let anything on the Atari boot -- no SIO, no Parallel Port. Does anyone know
> anything about this cart? The odds are really high that I will never boot CPM
> with the ATR, but it would be nice to be able to use this cart with the Atari.
> I probably can modify the cart code so that it will allow Dos to boot, but it
> would be nice to know something about it, before I start messing with it.
>
> Thanks,
> Larry

# 3015. [ANNC] #wfpc irc group for fans of video games, interactive fiction, and 8-bit computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-27 03:53:06 UTC
From: ppanks@juno.com
Message-ID: <cb0ed86a.0305261953.5be5a9b8@posting.google.com>
Source record: 21328
Cross-posted to: rec.games.video.classic,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,rec.games.int-fiction

Hello,

A new IRC channel, #wfpc, is being opened for fans of Classic Gaming,
Video Games, Interactive Fiction, 8-bit Computers, and Alternative
Music (pop, rock, punk, etc.).

The homepage for the channel will be:

http://www.geocities.com/dunric/wfpc.html

This can also be accessed from the parent homepage at:

http://www.geocities.com/dunric/westfront.html

Anyone is encouraged to join in and participate. Potential Ops must
ask for permission, with reason(s) stated, in an e-mail to me at:
dunric@yahoo.com

Rules of use, how to join and other information on #wfpc is found on
the main page above. The channel will be through the AfterNET network,
and you can access the channel (when it is formerly created) using
mIRC or your favorite IRC provider software.

Hope to see you there!

Sincerely,

Paul Panks (a/k/a "Dunric")
dunric@yahoo.com
ICQ#12234336

# 3016. Re: [ANNC] #wfpc irc group for fans of video games, interactive fiction, and 8-bit computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-27 04:24:17 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <270520030025097500%macsvolume@yahoo.com>
Source record: 21329
Cross-posted to: rec.games.video.classic,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,rec.games.int-fiction

In article <cb0ed86a.0305261953.5be5a9b8@posting.google.com>, Paul
Allen Panks <ppanks@juno.com> wrote:

> Anyone is encouraged to join in and participate. Potential Ops must
> ask for permission, with reason(s) stated, in an e-mail to me at:
> dunric@yahoo.com
>
> Rules of use, how to join and other information on #wfpc is found on
> the main page above.

Rule #1: You MUST agree with everything I say, and if I am wrong, you
will adjust your thinking to compensate.

# 3017. Re: DT-80 for the ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-27 06:10:09 UTC
From: Richard Anderson <richard_anderson@pacbell.net>
Message-ID: <5jDAa.662$fU.65001498@newssvr13.news.prodigy.com>
Source record: 21330

That's exactly what it is. It is a cartridge replacement for the ATRMON
software with software 80 column display. It is used to turn the Atari
into a Dumb Terminal for running CP/M. I think I still have my docs
for it somewhere, but it is only useful for running CP/M on the ATR.
I don't know how much code reuse you could get out of it for other
purposes.

Richard

"Rich_N_Feymus" <ejgnandt@netzero.net> wrote in message
news:4d2debfd.0305261758.48c455c0@posting.google.com...
> IIRC, the "DT" stands for Dumb Terminal, so perhaps it works only in
> CP/M mode. This would explain why they made the ACE 80 and then the
> ACE 80/XL.
>
>
> > I have a cart that came with an ATR 8000 that I got a couple of years ago. It
> > is marked "DT-80 by Claus Buchholz copyright (c) 1984 by Amiable Computer
> > Enhancements." I seem to remember the "ACE-80" cart, and I presume this is it
> > or a very close relative.
> >
> > Unfortunately I have no docs for this guy. It takes over the system and won't
> > let anything on the Atari boot -- no SIO, no Parallel Port. Does anyone know
> > anything about this cart? The odds are really high that I will never boot CPM
> > with the ATR, but it would be nice to be able to use this cart with the Atari.
> > I probably can modify the cart code so that it will allow Dos to boot, but it
> > would be nice to know something about it, before I start messing with it.
> >
> > Thanks,
> > Larry

# 3018. Re: Questions about ATARI Game Cartridge: Pac-Man CXL4022

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-27 09:45:46 UTC
From: CA was in NJ <cainnj.cjb.net@cainnj.REVERSE_TO_REPLY__SPAMMERS_SHOT_ON_SIGHT>
Message-ID: <h7ecnTRSFdhWrk6jXTWJhA@giganews.com>
Source record: 21331
Cross-posted to: comp.sys.atari.8bit,alt.atari.2600vcs

Ron Hamilton wrote:

>I was unable to access the image page, but I have three of those 4022 carts

For some reason, the main HTML page won't load the picture, but putting in
the direct URL will get it.
http://www.geocities.com/jrclas/atari-packman-game.jpg

Don't have any additional info though. Sorry.

# 3019. Re: [ANNC] #wfpc irc group for fans of video games, interactive fiction, and 8-bit computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-27 11:38:55 UTC
From: Ricardo SIGNES <rjbs-usenet@public.manxome.org>
Message-ID: <slrnbd6jea.gb8.rjbs-usenet@humptydumpty.manxome.org>
Source record: 21332
Cross-posted to: rec.games.video.classic,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,rec.games.int-fiction

In article <cb0ed86a.0305261953.5be5a9b8@posting.google.com>, Paul Allen Panks wrote:
> A new IRC channel, #wfpc, is being opened for fans of Classic Gaming,
> Video Games, Interactive Fiction, 8-bit Computers, and Alternative
> Music (pop, rock, punk, etc.).

Sweet Lord, I don't know why I'm replying, but...

If pop and rock are alternative, what's mainstream?

--
rjbs

# 3020. Re: [ANNC] #wfpc irc group for fans of video games, interactive fiction, and 8-bit computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-27 12:38:35 UTC
From: "spaztronics@yahoo.com" <Spaztronics@yahoo.com>
Message-ID: <f%IAa.15559$ca5.8587@nwrdny02.gnilink.net>
Source record: 21333
Cross-posted to: rec.games.video.classic,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,rec.games.int-fiction

```
--
-=-=-=-=-=-=-
http://www.swinglifestyle.com/?signup=17901_funcouple
GO THERE for REAL SWINGERS! SEARCH BY ZIPCODE! JUST CLICK THE LINK!
THIS IS FOR REAL! SINGLES/COUPLES/STR8/BI/GAY
-=-=-=-=-=-=-
"Paul Allen Panks" <ppanks@juno.com> wrote in message
news:cb0ed86a.0305261953.5be5a9b8@posting.google.com...
> Hello,
>
> A new IRC channel, #wfpc, is being opened for fans of Classic Gaming,
> Video Games, Interactive Fiction, 8-bit Computers, and Alternative
> Music (pop, rock, punk, etc.).
>
> The homepage for the channel will be:
>
> http://www.geocities.com/dunric/wfpc.html
>
> This can also be accessed from the parent homepage at:
>
> http://www.geocities.com/dunric/westfront.html
>
> Anyone is encouraged to join in and participate. Potential Ops must
> ask for permission, with reason(s) stated, in an e-mail to me at:
> dunric@yahoo.com
>
> Rules of use, how to join and other information on #wfpc is found on
> the main page above. The channel will be through the AfterNET network,
> and you can access the channel (when it is formerly created) using
> mIRC or your favorite IRC provider software.
>
> Hope to see you there!
>
> Sincerely,
>
> Paul Panks (a/k/a "Dunric")
> dunric@yahoo.com
> ICQ#12234336
```

# 3021. Re: DT-80 for the ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-27 16:59:36 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3ed39a17$0$49108$e4fe514c@news.xs4all.nl>
Source record: 21334

Is there a rom image from this cartridge?

TXG/MNX

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20030527081500.13378.00000411@mb-m25.aol.com...
> Ahh- "Dumb Terminal" Now it makes sense that it would capture the
system...
> Thanks,
> Larry

# 3022. Re: Questions about ATARI Game Cartridge: Pac-Man CXL4022

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-27 19:58:49 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <NEj7TER5N80+EwAP@dmc12.demon.co.uk>
Source record: 21335
Cross-posted to: comp.sys.atari.8bit,alt.atari.2600vcs

In article <f4b9cb1e.0305260424.7208b487@posting.google.com>, JR
<jrclas@canada.com> writes

>- Does it have any value to a collector?

I'd like it :) I don't have PacMan for my XE.

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amigas, ST/E |\ _,,,---,,_
YIS-805, NeXT, Indy, G4, Dell P410, Sinclairs, Z88 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4- ) )-,_. ,\ ( `'::.
Music? http://www.mp3.com/RichardKilpatrick/ '----''(_/--' `-'_)Morticia

# 3023. Re: DT-80 for the ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-27 21:12:30 UTC
From: lfooch@bellsouth.net
Message-ID: <3ed3d4a4.4015514@newsgroups.bellsouth.net>
Source record: 21336

I could really use the rom image if available to help diagnosis my
non-working ATR8000. tks

ron

On Tue, 27 May 2003 18:59:36 +0200, "TXG" <txg01@xs4all.nl> wrote:

>Is there a rom image from this cartridge?
>
>TXG/MNX
>
>"LarryWhite" <llppwhite@aol.comnsp> wrote in message
>news:20030527081500.13378.00000411@mb-m25.aol.com...
>> Ahh- "Dumb Terminal" Now it makes sense that it would capture the
>system...
>> Thanks,
>> Larry
>
>

# 3024. Re: how to protect disks from being ERASED in the MAIL

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-28 11:48:20 UTC
From: Me <noone@nowhere.com>
Message-ID: <Xns93894FC213A82noonenowherecom@66.133.130.30>
Source record: 21337

"Ron Hamilton" <oldatarian@atariland.com> wrote in
news:vaEra.47676$4P1.4448577@newsread2.prod.itd.earthlink.net:

> I believe CDs and DVDs are written by lasers and should not be
> affected by normal intensity light or X-ray radio waves. Exposure to
> magnetic fields might exert a force on any metal embedded in the
> plastic discs, BUT not sufficient strength to permanently alter the
> tiny reeflecting bits.

CDs/DVDs can be 'erased'(actually, corrupted) by UV light, even the amount in sunlight. -RW discs are the most susceptible, -R less so, but even commercial pressed discs can be damaged by sunlight. -RW discs are the biggest problem, a week or so in direct sunlight will cause the dye that is used to change color and hence become unreadable (pressed discs take weeks/months, but the risk is still there - its damage to the substrate in that case, though)

Of course, if the post office is leaving your mailed discs in direct sunlight, i think you have a bigger problem than whether the data will be readable :)

As to the OP's question, usually 'Warning: Magnetic Media' on the packaging usually suffices, there are also commercial floppy disk mailing sleeves, which are probably a good suggestion too. Don't just use tin-foil, even if it works (its questionable) the risk is that it will be X-rayed anyway, and seeing a foil shield, the package may be deemed suspicious (same goes for using shielding around things carried in luggage on planes - I once had a 3DO deemed 'suspicious' because the shielding made them fear it was hiding something). At least using 'proper/commercial' disk sleeves, the level of suspicion will be lower.

# 3025. Re: Atari8-bit manuals

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-28 18:12:02 UTC
From: JAT <jtjammer@ivillage.com>
Message-ID: <qZ6Ba.119$er5.30838@news.uswest.net>
Source record: 21338

Hey group,

I have sveral 'classic Atari" manuals to sell, including De Re Atari, and others.

Anybody interested?

please reply to jtjammernospam@ hotmail.com

remove 'nospam' from the address first.

# 3026. Re: Atari Technical Reference Manuals?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-28 18:17:38 UTC
From: JAT <jtjammer@ivillage.com>
Message-ID: <I27Ba.120$er5.31167@news.uswest.net>
Source record: 21339

I have some original printed tech books to sell:

De Re, Mapping, etc.

Anyone interested?

"C. BOND" <cbond@ix.netcom.com> wrote in message
news:3ECD7947.FB52A628@ix.netcom.com...
> Thanks.
>
> Sheddy wrote:
> >
> > Here you go,
> > but it has none of the illustrations, just text.
> > I found it on Bill Kendrich's handy xlsearch
> > http://www.newbreedsoftware.com/xlsearch/
> > It was in the old .arc format though which required an evaulation copy
of
> > picozip to get at it.
> >
> > Chris :-)
> >
> > "Sheddy" <cghutt@hotmail.com> wrote in message
> > news:baj244$oic$1@hercules.btinternet.com...
> > > have you tried some of the other books on
http://www.atariarchives.org/
> > like
> > > "de re atari" or "mapping the atari"? They may have something tucked
away
> > in
> > > there that could help? I don't think the technical reference manual
had
> > much
> > > more in it than these books? Is it the scanline timings and when the
dma
> > > fetches happen you are interested in? I think I still have the
technical
> > > reference manual around somewhere. Let us know what aspects you are
> > looking
> > > at and I'll have a look if you like.
> > >
> > > Regards
> > >
> > > "C. BOND" <cbond@ix.netcom.com> wrote in message
> > > news:3EC78F56.B1C1A80D@ix.netcom.com...

> > > > The links I came up with were either dead or didn't have technical
> > > > reference manuals for the Atari 400/800. Does any one know of
current
> > > > links which are active? I'm trying to debug an Antic emulator.
> > > >
> > > > Thanks.
> > > >
> > > > --
> > > > There are two things you must never attempt to prove: the
unprovable --
> > > > and the obvious.
> > > > --
> > > > Democracy: The triumph of popularity over principle.
> > > > --
> > > > http://www.crbond.com
> > >
> > >
> >
> > Name: ref_man.zip
> > ref_man.zip Type: Zip Compressed Data
(application/x-zip-compressed)
> > Encoding: x-uuencode
>
> --
> There are two things you must never attempt to prove: the unprovable --
> and the obvious.
> --
> Democracy: The triumph of popularity over principle.
> --
> http://www.crbond.com

# 3027. Re: Atari Technical Reference Manuals?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-28 20:08:49 UTC
From: "C. Bond" <cbond@ix.netcom.com>
Message-ID: <3ED51751.10B30CC3@ix.netcom.com>
Source record: 21340

Thanks, but I found the information I needed on line.

JAT wrote:

> I have some original printed tech books to sell:
>
> De Re, Mapping, etc.
>
> Anyone interested?

--
There are two things you must never attempt to prove: the unprovable -- and
the obvious.
--
Democracy: The triumph of popularity over principle.
--
http://www.crbond.com

# 3028. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-28 22:16:33 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bb3cfv$i8m$5@hercules.btinternet.com>
Source record: 21341
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi "starwars"

> BTW, I was one of the one's that sent a complaint to the remail site,
> by all means, block this group from remailer usage. To anyone afraid
> they are loosing freedom, this isn't a war ground, it's a discussion
> group, and the offending poster is not on topic.

> Michael Grove

Youve hit the nail on the head, it is a /discussion group/, /not/ a /spam
/group for Benny boy, where the ethics of this group /are/ on topic and
advertising wares /is not/.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

---
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.484 / Virus Database: 282 - Release Date: 27/05/2003

## 3029. Weird 130XE startup

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-28 23:39:35 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vdai5pi41kt363@corp.supernews.com>
Source record: 21342

I have a 130XE that works fine, but after it has been on and I turn it off, I have to wait 5-6 seconds before I turn it back on or the screen will come right back up and be frozen. (Like if I turn off at DOS prompt, and turn on again I get the prompt right there) Anyone seen this? Well its no big deal as one should wait at least 5-10 secs IMHO before turning back on. I am just curious as to why it is doing this.

Tim

# 3030. Re: Weird 130XE startup

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-29 00:37:12 UTC
From: Fox-1
Message-ID: <bb3kns$fr0$1@news3.tilbu1.nb.home.nl>
Source record: 21343

"Tim" wrote

> I have a 130XE that works fine, but after it has been on and I turn it off,
> I have to wait 5-6 seconds before I turn it back on or the screen will come
> right back up and be frozen.

Normal behaviour. These old RAM's take their time to fully 'unload' whats in it. It seems to get worse on memory upgraded
machines.

--

Grtx, Sysop Fox-1 / MNX http://www.fox-1.nl
mnx_at_fox-1_dot_nl
Remember what the Dormouse said...

# 3031. Re: Weird 130XE startup

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-29 08:14:17 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <OijBa.16478$8g5.276808@news2.e.nsc.no>
Source record: 21344

> Normal behaviour. These old RAM's take their time to fully 'unload' whats
in it. It seems to get worse on memory upgraded
> machines.

Is that all there is ? I had an 800XL that did that once, but after swapping
the PSU with my fully working 130XE, it didn't do that anymore.

# 3032. ATR 8000 w/Hard Drive Interface

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-29 13:34:13 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030529093413.19391.00000141@mb-m01.aol.com>
Source record: 21345

Interesting...

While looking through the docs of my ATR8K, I came upon a couple of sheets for a hard drive interface. Naah -- couldn't be... But I opened up one and there plugged into the Z80 socket is a daughterboard with a 50-pin scsi header. Could lightning strike twice? I opened up another and... same story! WOW!! (Sigh, the third is floppy-only -- how unlucky can a guy get! ;-)

I am not inclined to sell either one, but if someone has some equally obscure *hardware*, I *might* be interested in a trade. (?) Email me, if interested.

Larry

# 3033. Re: C compilers and cross compilers for Atari

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-29 13:35:43 UTC
From: Larry Richardson <rich5462@bellsouth.net>
Message-ID: <HSnBa.728$Xw1.458@fe10.atl2.webusenet.com>
Source record: 21346

William R. Cousert wrote:
> Did anyone ever release a full C compiler for the 8-bit Atari? I have only
> been able to find Tiny C. I really need floating point.
>
> Also, is CC65 the best cross compiler available? Does anyone have any source
> code for it that uses Atari hardware?

I've been working with it some recently. I can create working atari
executables now. There are still some questions that I don't have good
answers to yet, but overall it looks very promising.

Is anyone else using the current CC65 (www.cc65.org) to make Atari 8-bit
programs?

Larry Richardson
larryr2@bellsouth.net

>
> --
>
>
> -Bill Cousert
> wrcousert@yahoo.com
>
> moderator of http://groups.yahoo.com/group/c-sharp-programming
>
>
>

# 3034. Re: ATR 8000 Diagnosis

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-29 15:13:33 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <xspBa.24239$lo.1993039@newsread2.prod.itd.earthlink.net>
Source record: 21397

Not needed; my ATR8K works fine including the generic PC floppy mechanisms
without a hard drive attached. The printer or modem connections should be
functional with no other devices plugged to the ATR.

I once heard rumors of development work on hard drive capability for the
ATR8000, but never saw confirmation or even ads claiming actual
availability. In any event, it would probably have required additional
hardware and be unlikely to use the floppy connector.

That MFM controller would need a 50 pin SCSI cable to an MIO/BlackBox or
suitably equiped ATR8000. There *IS* a 34 pin mass to edge card and a 20 pin
mass to edge card connector from the controller to the SCSI hard drive
mechanism.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
<lfooch@bellsouth.net> wrote in message
> OK, so far nothing works. I also checked voltages across almost all
> the components on the board and I can detect a voltage on every piece
> (I don't know if that implies those components are OK or not).
>
> Now I also have a hard drive case that came with this, but no
> instructions on how to attach it to the ATR8K. Is it possible that
> this device must be attached for the main unit to work ?
>
> Anyone know how to attach it ? I have a straight cable with a card
> edge connector on one end and a pin connector on the other (like on
> the back of the Percom). It appears the hard drive case (with a WD
> MFM controller) would attach to the floppy port on the back of the
> ATR8K , and then connect to the appropriate pins on the WD MFM board.
>
> I was wondering if I needed to hook this up and then also be able to
> attach a floppy to the WD/MFM board ?
>
> Just looking for something else to try.
>
> Thanks for all the help so far.
>
> ron
>

# 3035. Re: ATR 8000 w/Hard Drive Interface

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-29 15:23:17 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <FBpBa.24247$lo.1993744@newsread2.prod.itd.earthlink.net>
Source record: 21398

Wow; what a plus! Are you going to try them out for functionality with a controller and hard drive? Mine has just the bare Z80 sitting there in that socket like your 3rd one... sigh.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"LarryWhite" <llppwhite@aol.comnsp> wrote in message
> Interesting...
>
> While looking through the docs of my ATR8K, I came upon a couple of sheets for
> a hard drive interface. Naah -- couldn't be... But I opened up one and there
> plugged into the Z80 socket is a daughterboard with a 50-pin scsi header.
> Could lightning strike twice? I opened up another and... same story!
WOW!!
> (Sigh, the third is floppy-only -- how unlucky can a guy get! ;-)
>
> I am not inclined to sell either one, but if someone has some equally obscure
> *hardware*, I *might* be interested in a trade. (?) Email me, if interested.
>
> Larry
>

# 3036. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-29 18:48:54 UTC
From: mr_i_davis@hotmail.com
Message-ID: <d735c5ea.0305291048.69bfcb9@posting.google.com>
Source record: 21399
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:<bb3cfv$i8m$5@hercules.btinternet.com>...
> Hi "starwars"
>
> > BTW, I was one of the one's that sent a complaint to the remail site,
> > by all means, block this group from remailer usage. To anyone afraid
> > they are loosing freedom, this isn't a war ground, it's a discussion
> > group, and the offending poster is not on topic.
>
> > Michael Grove
>
> Youve hit the nail on the head, it is a /discussion group/, /not/ a /spam
> /group for Benny boy, where the ethics of this group /are/ on topic and
> advertising wares /is not/.
>
> --
>
> Regards from STEve & his nice warm cosy PAK'd MegaSTE.
>
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
> ---
> Steve's Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.484 / Virus Database: 282 - Release Date: 27/05/2003

Well, then Steve, why pray tell, are you advertising for AVG and
grisoft??

I have been reading this group since the mid 90's, and have always
seen Ben's ads. I don't hear you speaking up against the person
posting the filth, since this isn't the place for that either.

Bottom line, apply a filter to Ben's posts, and move on with life.
There's so much traffic in here anyway, I am sure that just reading
all the off topic/spam takes up most of a day.

Besides, we evidently disagree, since our beloved atari 8bits have
been out of production for coming up on 20 years, and the fact that
this group is so limited, I think advertising wares is just fine.
There's so few people left with wares, and I am sure even fewer
willing to pay for said wares. Besides, who made the people demading
no ads, the owners of this newsgroup?? You want to filter people set
up a web discussion board, and filter away.

Isaac

# 3037. Re: Weird 130XE startup

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-29 18:53:57 UTC
From: Fox-1
Message-ID: <bb5l0a$oc$1@news3.tilbu1.nb.home.nl>
Source record: 21400

"Vidar Olavesen" wrote

> > Normal behaviour. These old RAM's take their time to fully 'unload' whats
> in it. It seems to get worse on memory upgraded
> > machines.

> Is that all there is ? I had an 800XL that did that once, but after swapping
> the PSU with my fully working 130XE, it didn't do that anymore.

The few 800XL's with 256Kb I used suffered much from this problem. I'm glad I use a black-box so I can reboot without having to
powerdown the computer every time.

--

Grtx, Sysop Fox-1 / MNX http://www.fox-1.nl
mnx_at_fox-1_dot_nl
Remember what the Dormouse said...

# 3038. Re: ATR 8000 w/Hard Drive Interface

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-29 23:29:03 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030529192903.06672.00000166@mb-m11.aol.com>
Source record: 21401

Hi Ron-

> Are you going to try them out for functionality with a controller and hard drive? <

Yes, I will test them. But "when" is a different story. It's a fairly low priority. I do have MFM drives & SCSI controllers that I used with my MIO's. Maybe when the "dog days" of summer get here and it's too hot to work outside.
Larry

# 3039. Re: Weird 130XE startup

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-30 01:08:55 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vddbpcmhm7ob0d@corp.supernews.com>
Source record: 21402

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:bb3kns$fr0$1@news3.tilbu1.nb.home.nl...
>
> "Tim" wrote
>
> > I have a 130XE that works fine, but after it has been on and I turn it
off,
> > I have to wait 5-6 seconds before I turn it back on or the screen will
come
> > right back up and be frozen.
>
> Normal behaviour. These old RAM's take their time to fully 'unload' whats
in it. It seems to get worse on memory upgraded
> machines.
>

That makes sense I guess. Well what do you expect on 20 year old RAM. LOL

Tim

# 3040. For Sale:A8 Magazines

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-30 02:15:49 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3ED6BED5.3B6D87C@cswebmail.com>
Source record: 21403

I have about 1000 extra magazines to get rid of. Analog, Antic,
Compute, Creative Computing, Current Notes, Atari Connection. Almost all
except the first year of each.

They are free! A $5.00 per box fee and shipping applies. One box is 25
to 50 mags on average.

I am working on a list, but email me with your list.

Rick D.
w e b r i c k d
@
c s w e b m a i l . c o m .

# 3041. Re: C compilers and cross compilers for Atari

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-30 06:13:06 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3ed6f4d3.35894601@news>
Source record: 21404

Larry Richardson <rich5462@bellsouth.net>:

>Is anyone else using the current CC65 (www.cc65.org) to make Atari 8-bit
>programs?

Yes!

---
Shawn Jefferson
(fix reply to for email)

# 3042. Re: C compilers and cross compilers for Atari

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-30 09:39:54 UTC
From: Larry Richardson <larryr2@bellsouth.net>
Message-ID: <bzFBa.3880$Ni6.3578@fe06.atl2.webusenet.com>
Source record: 21405

Shawn Jefferson wrote:
> Larry Richardson <rich5462@bellsouth.net>:
>
>
>>Is anyone else using the current CC65 (www.cc65.org) to make Atari 8-bit
>>programs?
>
>
> Yes!
>
> ---
> Shawn Jefferson
> (fix reply to for email)

I have a problem right now with CC65 (and CA65). I'm linking a compiled C program with an assembler file. The assembler file only contains data (in it's own segment), stuff like fonts, a screen layout, a display list, etc. The data in the assembler file has a few labels that tell me what point each sections of data start.

My problem is that these labels in my assembler code never make it to the symbol table, thus my C code can't see or use them. I've tried using the .export and .global on the labels, but nothing I do makes them visible to the C code. (My workaround is that I know where this segment starts, and I just add the offsets to calc pointers in the C code).

Still, getting those label locations would be nice. Have you (or anyone else) ever tried this?

Larry Richardson
larryr2@bellsouth.net

# 3043. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-30 10:18:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0305300317080.2242-100000@shell1.aracnet.com>
Source record: 21406
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Thank You for the high praise Kenneth.

==Thanx==
===Ben===

On Thu, 30 Jan 2003, Kenneth Medin wrote:

> In comp.sys.atari.st <1043949344.782596@blade.atari-source.com>
> Mark Duckworth wrote on Thu 30-01-2003 11:01 (-0500):
>
> >Bravo Sierra Computers wrote:
> >
> >> Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and
> >> Atari Jaguar Games. The Great Communicator once said, "It's a Recession
>
> >It is absurd how it hasn't occurred yet to some that perhaps the reason for
> >the lack of business is a largely angry customer base that doesn't want to
> >do business with him. *sigh*. He's digging his own grave.
>
> I don't think so... I actually had the pleasure to buy from him right
> before christmas, partly because of his posts to this NG but also because
> of yours and others unfair complaints about his ads here.
>
> Got a couple of hard to find items and yes, his service is excellent!
> Some might think twice before sending cash in advance to remote
> continents but with Ben Smith there is no need to worry. Just remember to
> use insured mail when sending money.
>
> He kept his promise about "quick turn around time" and I got the items
> here as fast as the postal system permits by "Global Priority Mail" at no
> extra cost.
>
> So the fact he has updated his catalogue is certainly good _news_!
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>
>
>

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received

Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 3044. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-30 10:30:18 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0305300325180.2242-100000@shell1.aracnet.com>
Source record: 21407
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auctions Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. I can afford to sell for less because I keep overhead down, avoid making promises I cant keep and avoid offering services I cant follow up on! So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Act Now,or I can't save you any Money! Goto http://BensCatalogs.Atari.org Or http://BenSells.Atari.org or Call Ben@(503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business! http://www.aracnet.com/~atari/numbers.htm Calling Hours and Info:

http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 3045. FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-30 10:35:09 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0305300330360.2242-100000@shell1.aracnet.com>
Source record: 21408
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I still have a lot of FREE Atari stuff left. Looking for someone to come pick it up here in Portland, Oregon USA! E-Mail and call (503)256-9974. I'm not interested in shipping this stuff, so come pick it up.

I want someone to come and pick this all up! So Call first for appoinment! Then drive to Portland, Oregon USA and you too can stuff your Van, Truck or Volkswagon Beetle with my old Atari stuff. It needs to go and move into your home! I'm spring cleaning and making room for more Inventory. If you cant come get it, someone else will! DONT ASK me to ship any of this to you, I DONT HAVE time and it's too much work! You would have to Bribe me with SeriouS CA$H! And please, no trade offers! I'm trying to get rid of stuff! Most of All, I'm not going to Ship any of this to other Countries, like outside the U.S.A. So please, DONT ASK! I'm not trying to be rude, it's just that dealing with Shipping stuff I'm giving away for free is too much work for not enough money! So, are you Interested? E-Mail Atari@aracnet.com and call Ben at (503)256-9974.

I've got some stuff to get rid of. Time for Spring Cleaning. Commodore 1084S Monitor made by Phillips---Parts/Project only. Atari 810 Disk Drives and Atari 600xls' Computers, Parts Only! Surplus Atari 800 Computers.Atari 410 Program Recorder---Parts machine. Miscellaneous Brands 8 Bit Atari Compatible Disk Drives, as-is. Atari & Non-Atari Joysticks for parts! 1030 MoDeM in the Box.

I have Atari 520ST, 1040STF Computers mainly for parts. Nameless VGA Monitor. Nameless Multi-Sync Monitor, as-is. Various Cases and KeyBoards for 520ST, 520STFM and 1040STF. Various ST Mice Parts. Various Electronic odds and ends as well as some Tools and accessories for Electronic Repair! Please don't expect details or description on electronics and/or tools as I'm not a Technician trained. Canon IX-12F FlatBed Scanner, Project/Parts, made to work with Navarone Cartridge interface as Scanner for MiGraph's OCR and Touch Up Software. As well as Straight FAX Software. Atari ST Monitors, several rare Atari PC 14" Monitors used on the Atari PC, TT030 as a Color Monitor, also used for Atari Falcon 030 Computers as well as a standard VGA Monitor on a PC. As-Is. Due to the rarity of these monitors, I will sell and Ship them within the United States! For Collectors like Atari Museums and Private Collectors!Only Serious Buyers need make offer! Various old/surplus MoDeMs and Printers. Atari SF354 & SF314 Disk Drives, as-is as well as parts/incomplete SF354/SF314 Disk Drives.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at

http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 3046. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-30 11:55:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030530125507.39145G@ilaskey.cix.co.uk>
Source record: 21409

In article <B64U1OWK37771.391400463@Gilgamesh-frog.org>,
rustynutt@hotmail.com (Rustynutt) wrote:
> We go through *several* remailers in
> *several* countries and everything is encrypted from the source right
> to the last remailer so, good luck buddy.
I bet that gives you a hard on.

# 3047. Re: C compilers and cross compilers for Atari

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-30 15:19:46 UTC
From: uz@remove-to-reply.musoftware.de
Message-ID: <iqs7bb.tgj.ln@news.musoftware.de>
Source record: 21410

Larry Richardson <larryr2@bellsouth.net> wrote:
> I have a problem right now with CC65 (and CA65). I'm linking a compiled
> C program with an assembler file. The assembler file only contains data
> (in it's own segment), stuff like fonts, a screen layout, a display
> list, etc. The data in the assembler file has a few labels that tell me
> what point each sections of data start.

You have asked me this question by mail, but your mail address doesn't seem to
work. This is also the reason why you cannot subscribe to the mailing list.
You may want to kick your ISP to fix the following problem:

```
================================================================================
----- The following addresses had permanent fatal errors -----
larryr2@bellsouth.net
(reason: 550 .net 003: you are not allowed to send e-mail to <larryr2@bellsouth.net>)

----- Transcript of session follows -----
... while talking to mx02.mail.bellsouth.net.:
>>> RCPT To:<larryr2@bellsouth.net>
<<< 550 .net 003: you are not allowed to send e-mail to <larryr2@bellsouth.net>
550 5.1.1 larryr2@bellsouth.net... User unknown
================================================================================
```

> My problem is that these labels in my assembler code never make it to
> the symbol table, thus my C code can't see or use them. I've tried
> using the .export and .global on the labels, but nothing I do makes them
> visible to the C code. (My workaround is that I know where this segment
> starts, and I just add the offsets to calc pointers in the C code).
>
> Still, getting those label locations would be nice. Have you (or anyone
> else) ever tried this?

Here is most of the content of my mail explaining how to use external labels
in assembler files:

```
================================================================================
If "symbol list" means the map file: The standard map file doesn't contain
unreferenced symbols. You have to specify -vm on the linker command line in
addition to -m to request a verbose map file.

Using assembly labels from C is easy. Most of the library is written in
assembly, so any problems in this area would show up quickly. Just prepend an
underline to the name in the assembly file, and declare the label (without the
underline) as "extern" in the C file. Here is a sample for a small table that
translates numbers into hexadecimal digits:
```

```
hextab.s:
-----------------------------------
.export _hextab
_hextab:
.byte "0123456789ABCDEF"
-----------------------------------

module.c:
-----------------------------------
extern char hextab[16];
...
char translate (unsigned val)
{
return hextab[val];
}
-----------------------------------
```

> There must be a way to do this, and I just don't know it. Any help is
> appreciated.

A good idea in situations like these is to look at the library source.

==========

Regards

Uz

--
Ullrich von Bassewitz uz@remove-to-reply.musoftware.de
5:10pm up 114 days, 1 min, 68 users, load average: 0.05, 0.21, 0.27

# 3048. Re: C compilers and cross compilers for Atari

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-30 16:28:02 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <3ED78692.9@math.tu-berlin.de>
Source record: 21411

Larry Richardson wrote:

> Is anyone else using the current CC65 (www.cc65.org) to make Atari 8-bit
> programs?

Yes, definitely. The 850 R: interface hander that is part of the 850
emulation with the Atari++ has been assembled with the CA65.

So long,
Thomas

# 3049. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-30 17:24:01 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bb843b$qtg$4@sparta.btinternet.com>
Source record: 21412
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Issac

> > Youve hit the nail on the head, it is a /discussion group/, /not/ a
/spam
> > /group for Benny boy, where the ethics of this group /are/ on topic and
> > advertising wares /is not/.

> Well, then Steve, why pray tell, are you advertising for AVG and grisoft??

You fucking muppets are so busy climbing up my arse for upsetting your bum bandit chum that you are all missing the point. I would have no objections to ben advertising if he were to post a short infrequent mail with a link to an online catalouge, but he insists on posting the inventory of his fucking kitchen each and every time.

> I have been reading this group since the mid 90's, and have always
> seen Ben's ads. I don't hear you speaking up against the person
> posting the filth, since this isn't the place for that either.

As i stated above, group ethics are on topic, spam is off topic.

> Bottom line, apply a filter to Ben's posts, and move on with life.

Do you filter everything you disagree with or do you do something about it.

> There's so much traffic in here anyway, I am sure that just reading
> all the off topic/spam takes up most of a day.
>
> Besides, we evidently disagree, since our beloved atari 8bits have
> been out of production for coming up on 20 years, and the fact that
> this group is so limited, I think advertising wares is just fine.
> There's so few people left with wares, and I am sure even fewer
> willing to pay for said wares. Besides, who made the people demading
> no ads, the owners of this newsgroup?? You want to filter people set
> up a web discussion board, and filter away.

I dont want to filter anyone, that was your suggestion!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

> Isaac

---
Steve's Outgoing mail is certified Virus Free.

Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.486 / Virus Database: 284 - Release Date: 29/05/2003

# 3050. Re: C compilers and cross compilers for Atari

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-30 17:51:28 UTC
From: Larry Richardson <rich5462@bellsouth.net>
Message-ID: <PIMBa.2089$dZ6.1651@fe09.atl2.webusenet.com>
Source record: 21413

Thanks for the information. I sent a message to my ISP, so hopefully
they will get their situation straightened out.

I don't remember coming across that information in the docs (about
prepending the underscore), unless I just missed it. It might be
something that you want to add either in the docs or the faq sometime.

Thanks again,
Larry Richardson
larryr2@bellsouth.net

Ullrich von Bassewitz wrote:
> Larry Richardson <larryr2@bellsouth.net> wrote:
>
>>I have a problem right now with CC65 (and CA65). I'm linking a compiled
>>C program with an assembler file. The assembler file only contains data
>>(in it's own segment), stuff like fonts, a screen layout, a display
>>list, etc. The data in the assembler file has a few labels that tell me
>>what point each sections of data start.
>
>
> You have asked me this question by mail, but your mail address doesn't seem to
> work. This is also the reason why you cannot subscribe to the mailing list.
> You may want to kick your ISP to fix the following problem:
>
> ================================================================================
> ----- The following addresses had permanent fatal errors -----
> larryr2@bellsouth.net
> (reason: 550 .net 003: you are not allowed to send e-mail to <larryr2@bellsouth.net>)
>
> ----- Transcript of session follows -----
> ... while talking to mx02.mail.bellsouth.net.:
>
>>>>RCPT To:<larryr2@bellsouth.net>
>
> <<< 550 .net 003: you are not allowed to send e-mail to <larryr2@bellsouth.net>
> 550 5.1.1 larryr2@bellsouth.net... User unknown
> ================================================================================
>
>
>>My problem is that these labels in my assembler code never make it to
>>the symbol table, thus my C code can't see or use them. I've tried
>>using the .export and .global on the labels, but nothing I do makes them
>>visible to the C code. (My workaround is that I know where this segment
>>starts, and I just add the offsets to calc pointers in the C code).

>>
>>Still, getting those label locations would be nice. Have you (or anyone
>>else) ever tried this?
>
>
> Here is most of the content of my mail explaining how to use external labels
> in assembler files:
>
> ================================================================================
> If "symbol list" means the map file: The standard map file doesn't contain
> unreferenced symbols. You have to specify -vm on the linker command line in
> addition to -m to request a verbose map file.
>
> Using assembly labels from C is easy. Most of the library is written in
> assembly, so any problems in this area would show up quickly. Just prepend an
> underline to the name in the assembly file, and declare the label (without the
> underline) as "extern" in the C file. Here is a sample for a small table that
> translates numbers into hexadecimal digits:
>
> hextab.s:
> ----------------------------------
> .export _hextab
> _hextab:
> .byte "0123456789ABCDEF"
> ----------------------------------
>
> module.c:
> ----------------------------------
> extern char hextab[16];
> ...
> char translate (unsigned val)
> {
> return hextab[val];
> }
> ----------------------------------
>
>
>>There must be a way to do this, and I just don't know it. Any help is
>>appreciated.
>
>
> A good idea in situations like these is to look at the library source.
>
> ================================================================================
>
> Regards
>
>
> Uz
>

>

# 3051. Re: C compilers and cross compilers for Atari

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-30 18:00:45 UTC
From: uz@remove-to-reply.musoftware.de
Message-ID: <d868bb.sak.ln@news.musoftware.de>
Source record: 21414

Larry Richardson <rich5462@bellsouth.net> wrote:
> I don't remember coming across that information in the docs (about
> prepending the underscore), unless I just missed it. It might be
> something that you want to add either in the docs or the faq sometime.

Prepending an underline is done by most C compilers, and it's also in the
docs. See http://www.cc65.org/doc/internal.txt (this files does also come in
the binary packages):

```
================================================================================
Symbols:
--------

CC65 does the usual trick of prepending an underbar ('_') to symbol names
when compiling them into assembler. Therefore if you have a C function
named 'bar', CC65 will define and refer to it as '_bar'.
================================================================================
```

Regards

Uz

--
Ullrich von Bassewitz uz@remove-to-reply.musoftware.de
7:57pm up 114 days, 2:49, 67 users, load average: 0.09, 0.13, 0.24

# 3052. Re: ATARI is back!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-30 19:28:34 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0305301128.71ce2153@posting.google.com>
Source record: 21415

re:pacman

Infogrammes do not own the home rights to pacman, when atari was been divvied up by hasbro (because it was loosing money as a publisher of games software)

I bumped into 2 guys who worked in the next office to me (their work primarily involved securing patents and design rights in the entertainment/ and interactive ent. - incl video games) while hasbro was busy offloading atari these 2 guy's somehow wound up owning the home rights to pacman (from what they tell me.. you must remember though, this was 3years ago, and i cant remember if that included the patents)

# 3053. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-30 19:58:02 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BAFD0658.30E6A%nameerf@flash.net>
Source record: 21416
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

> Repeated statement for those either with brain damage, low literacy or
> just plain stupid:

(Um... nice insult, moron. You do a great job at projecting your own issues onto everyone else, don't you?)

> We will discontinue our postings at the exact same time that Benny Boy
> discontinues his spam. He stops, we stop. He continues, we continue.

Ok. Then answer this to my satisfaction: Why? I don't want to read to your idiotic, profane stupidity anymore than you want to read Ben's ads, so you are being just as bad (well, worse, actually). Besides, he's probably not even reading these, as he's said that he ignores these posts. So all you're doing is annoying everyone else *but* the one you are pissed at. You are managing to screw up everyone else's enjoyment of this group, while *not* getting your point across to the person you are directing it to. So stop this stupid, cowardly stunt now and grow up.

> We go through *several* remailers in
> *several* countries and everything is encrypted from the source right to
> the last remailer so, good luck buddy.

You wouldn't go through all this trouble if you weren't doing something you knew was stupid and wrong, so why bother? Why not do the honorable thing and discuss this one-on-one with Ben instead of taking your ignorant vendetta out on the innocent readers of this group?

> The best method to have all of these discussions discontinued is to
> ensure Benny Boy doesn't spam any further and then, problem solved.

Is that *our* problem? NO! Go straight to him via e-mail, where you can actually reach the guy, and leave this group to what it was meant for. You do realize that his e-mail is easy to get ahold of, as he doesn't hide behind remailers like a coward...

> Why does Ben get all the fun? He's not only a spammer but a scammer.
> He's ripped-off people in our group before any of this even started and
> now he chooses to spam so no, we aren't going anywhere yet.

I haven't heard of anyone being ripped off. In fact, the only comments about his service is that it is exemplary.

> [A.L.F] .,~Atari Liberation Front~,. [A.L.F]

And what the **** is this?!?!? You really do have an overblown ego and a demented desire to tarnish the Atari name, don't you? Grow up and get a life.

My final statement on this: This crap won't get through to Ben, so give it up and let us get on with actual productive discussion rather than your stupidity.

Mike Freeman
nameerf@flash.net

# 3054. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-30 21:24:51 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.05.30.21.24.51.724851@removenoaspam.atari-source.com>
Source record: 21417
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Thu, 29 May 2003 11:48:54 -0700, Isaac Davis wrote:
>
>
> Well, then Steve, why pray tell, are you advertising for AVG and
> grisoft??
>
> I have been reading this group since the mid 90's, and have always
> seen Ben's ads. I don't hear you speaking up against the person
> posting the filth, since this isn't the place for that either.
>
> Bottom line, apply a filter to Ben's posts, and move on with life.
> There's so much traffic in here anyway, I am sure that just reading
> all the off topic/spam takes up most of a day.
>
> Besides, we evidently disagree, since our beloved atari 8bits have
> been out of production for coming up on 20 years, and the fact that
> this group is so limited, I think advertising wares is just fine.
> There's so few people left with wares, and I am sure even fewer
> willing to pay for said wares. Besides, who made the people demading
> no ads, the owners of this newsgroup?? You want to filter people set
> up a web discussion board, and filter away.
> Isaac

Isaac,

My position and the position most complainants have and don't even know it is not that Advertisements are unwelcome here, it's that BEN's advertisements are unwelcome. Why? Ben is ignorant of his own customers, he doesn't listen to what people say. He posts the same damn drivel over and over again. For example his free stuff list. We've already established that it's a bunch of crap that no one wants to drive to portland for. Post it once, post it twice.. give up and ship it or toss it. Ben is an ANNOYANCE. He has no products that I would actually want to buy. I'm a scavenger.. I like to find the best deals, it's in my very nature to avoid stores like that. Probably most atarians are similar. Combined with a rather stunning reputation of atari (16/32, can't vouch for 8bit), sellers on ebay, I don't have a reason to ever turn to ben. plus I know mouse_master who bought out toad computers and has boxes and boxes of replacement IC's and such. I know Stimpy who has some replacement parts I could buy.... you know it's just pointless. You can pick up most any 8bit machine off ebay and most of the mods are DIY. So who cares?

The problem that people have with ben is that they never see anything new, fresh, exciting or different. The ads are the same, formatted the same,

filled with exclamation points and whiz bam deals and 20% and 30% and it just sounds rediculous. He sounds like a #$#%@! vacuum cleaner salesman. That's why people hate it.

Most people who do all out advertising on here come on. They're short, to the point and say what they have. i.e. "auction on ebay" followed by the link. Or "Check out my new site". I've looked through Ben's catalog. There's nothing I want. It's not like there's going to be an absurd amount of new readers to the group daily and if someone is looking for a damn atari store, they'll go to groups.google.com and they'll type atari sales or atari store and guess what. they'll find 8bazillion ads posted by ben. But if he posted one every 2 months, they'd STILL find him.

Not *everybody* has a mental deficiency. So why make everyone suffer. I'm not going to filter this group or any other I read. It's about principle. I'm only now just getting to the point where I'll do anything more than add an rbl to my email server.

to put it simple. NOBODY is going to make a constant profit from atari 8bit or 16/32. But if you want to try it like B&C, fine, but at least don't be so absurdly annoying about it. Say it, don't spray it.

Alas I'm wasting my breath as Ben will never change. But at least reasonable people like you should understand what's really wrong (at least from my perspective).

Mark
http://atari-source.com <- My advertisement!

# 3055. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-30 22:00:08 UTC
From: mr_i_davis@hotmail.com
Message-ID: <d735c5ea.0305301400.4a251dd@posting.google.com>
Source record: 21418
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Steeve

> Hi Issac
>
> You fucking muppets are so busy climbing up my arse for upsetting your bum
> bandit chum that you are all missing the point. I would have no objections
> to ben advertising if he were to post a short infrequent mail with a link to
> an online catalouge, but he insists on posting the inventory of his fucking
> kitchen each and every time.

Well, that's the first time I have seen this requested. I thought he
was to stop posting altogether. I'll admit, years ago, I thought his
list was quite huge, and a nuisance, but over time, it has dwindled it
seems, and with fewer people hawking wares, I don't seem to mind it
anymore. Has anyone even bothered to just ask him to post a link to
his site?

> As i stated above, group ethics are on topic, spam is off topic.

I think to be consistent, you should be speaking out against whoever
is posting the filth. It really makes your cause look off kilter when
you don't apply a level base of tolerance.

> > Bottom line, apply a filter to Ben's posts, and move on with life.
>
> Do you filter everything you disagree with or do you do something about it.

No, with the 20 posts in here on a good day, I just hop over the ones
I am not interested in. For instance, I don't own a Black Box, so I
don't spend too much time readng the posts about them, or getting
pissed because other people are making such a fuss about them. If
Ben's ads were annoying to me, I would filter him, and do filter
people in other groups. It's just the nature of usenet. When someone
is on tv spouting something you don't agree with, do you change the
channel, or launch a crusade against the tv station in hopes of
squelching your perceived enemy?

> I dont want to filter anyone, that was your suggestion!.

Well, by insisting that Ben stop, not only are you filtering Ben for
yourself, you are trying to impose your filter on everyone else.

> --
>
> Regards, Steve. S.
>

> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>

It's much easier having an intelligent conversation. I honestly was
expecting a post telling me to ram a cartridge up my keister. I guess
it's just taking whoever is making those up, a while to gather his
thoughts, and tap out the message with the pencil in his mouth. Sad...
Isaac

## 3056. Atari 600XL factory 64K?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 02:05:11 UTC
From: Roc <roc@roc.com>
Message-ID: <45UBa.825$H67.183115@news20.bellglobal.com>
Source record: 21420

I seem to recall buying an Atari 600XL with factory installed 64MB. Did
Atari sell this later on with 64Mb ??
and are there any 64Mb upgrade cards available for 16Mb 600xl's????

# 3057. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 02:05:56 UTC
From: "Gregory D. George" <abuse@tampabay.rr.com>
Message-ID: <3ED80E89.D6E20521@tampabay.rr.com>
Source record: 21419
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Michael and Nicole Freeman wrote:

> Besides, he's probably not
> even reading these, as he's said that he ignores these posts.

Probably not. Too bad because he'd be LOVING all the attention this
dumbass gives to him everytime!

--
Gregory D. George

Only email me at http://www.ataritimes.com/email

=-=-=-

## 3058. RF to RCA ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 02:10:41 UTC
From: Roc <roc@roc.com>
Message-ID: <eaUBa.829$H67.183249@news20.bellglobal.com>
Source record: 21421

Is there any adapter that allows you to plug the RF connector on the back of the Atari (and many older game systems) to the Video / Left / Right audio RCA jacks now standard on most newer TVs?

# 3059. Re: ATR 8000 w/Hard Drive Interface

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 02:11:46 UTC
From: Roc <roc@roc.com>
Message-ID: <hbUBa.830$H67.183923@news20.bellglobal.com>
Source record: 21422

sorry, but what is a ATR 8000? I don't recall this in my Atari days

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20030529192903.06672.00000166@mb-m11.aol.com...
> Hi Ron-
>
> > Are you going to try them out for functionality with a controller and
hard
> drive? <
>
> Yes, I will test them. But "when" is a different story. It's a fairly low
> priority. I do have MFM drives & SCSI controllers that I used with my
MIO's.
> Maybe when the "dog days" of summer get here and it's too hot to work
outside.
> Larry
>

## 3060. Re: RF to RCA ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 03:38:01 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3ed821c2.6938723@news>
Source record: 21423

"Roc" <roc@roc.com>:
>Is there any adapter that allows you to plug the RF connector on the back of
>the Atari (and many older game systems) to the Video / Left / Right audio
>RCA jacks now standard on most newer TVs?

The Atari computer had a monitor port that had a composite video and an
audio connection which could be plugged into these RCA jacks on your TV.
Of course if you are talking about another Atari product such as the
2600... you're in the wrong group. ;)

---
Shawn Jefferson
(fix reply to for email)

# 3061. Re: RF to RCA ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 05:19:33 UTC
From: Roc <roc@roc.com>
Message-ID: <jXWBa.933$H67.204801@news20.bellglobal.com>
Source record: 21424

I do remember a 5 pin DIN connector, which was labelled Monitor...but this
is not a standard connection is it? and did it output to RCA jacks?

"Shawn Jefferson" <shawnjefferson@shaw.caREMOVEPLS> wrote in message
news:3ed821c2.6938723@news...
> "Roc" <roc@roc.com>:
> >Is there any adapter that allows you to plug the RF connector on the back
of
> >the Atari (and many older game systems) to the Video / Left / Right
audio
> >RCA jacks now standard on most newer TVs?
>
> The Atari computer had a monitor port that had a composite video and an
> audio connection which could be plugged into these RCA jacks on your TV.
> Of course if you are talking about another Atari product such as the
> 2600... you're in the wrong group. ;)
>
> ---
> Shawn Jefferson
> (fix reply to for email)

# 3062. Do as I say, not as I do (was: A Word About Ben Smith)

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 06:57:42 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BAFDA11D.30FB2%nameerf@flash.net>
Source record: 21425
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Well, I don't normally reply to stupidity, but I did. Please forgive me for contributing to the destruction of this Newsgroup.

My advice (which I didn't follow): Don't respond directly to these losers slandering Ben Smith and calling themselves the "Atari Liberation Front" (i.e. don't try to discuss this with them). They have shown me once again that stupidity cannot hold a coherent conversation. They sent me a personal threat e-mail in response to my last post - one full of overly repeated uses of "f**k", "s**t", and "fagboy" in reference to me, and promising pain and a "lesson". They obviously have mental deficiencies that prevent them from rational thought and peaceful, honest conversation.

Does anyone have any other ideas on how to get rid of this filth? I'm sick of wading through this to get to real meaningful discussion. Perhaps if we put our heads together we can come up with something. Their threats are obviously empty ones (besides maybe faking our personal e-mail addresses as their own in their posts), and there's obviously nothing they can do to the entire group if we *all* get involved and get this problem solved.

Any ideas? Ignoring them won't work in this case, as they are basing their posts on Ben's continued posts (which I personally welcome - just my personal view...). Other alternatives must be followed. I think this is the only thing related to these posts that is really worth discussing here. Thanks!

Mike Freeman
nameerf@flash.net

# 3063. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 09:20:28 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bb9sbe$edi$1@news7.svr.pol.co.uk>
Source record: 21426
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Mark D <mducksub@removenoaspam.atari-source.com> wrote in message
news:pan.2003.05.30.21.24.51.724851@removenoaspam.atari-source.com...
> On Thu, 29 May 2003 11:48:54 -0700, Isaac Davis wrote:
> >
> >
> > Well, then Steve, why pray tell, are you advertising for AVG and
> > grisoft??
> >
> > I have been reading this group since the mid 90's, and have always
> > seen Ben's ads. I don't hear you speaking up against the person
> > posting the filth, since this isn't the place for that either.
> >
> > Bottom line, apply a filter to Ben's posts, and move on with life.
> > There's so much traffic in here anyway, I am sure that just reading
> > all the off topic/spam takes up most of a day.
> >
> > Besides, we evidently disagree, since our beloved atari 8bits have
> > been out of production for coming up on 20 years, and the fact that
> > this group is so limited, I think advertising wares is just fine.
> > There's so few people left with wares, and I am sure even fewer
> > willing to pay for said wares. Besides, who made the people demading
> > no ads, the owners of this newsgroup?? You want to filter people set
> > up a web discussion board, and filter away.
> > Isaac
>
> Isaac,
>
> My position and the position most complainants have and don't even know it
> is not that Advertisements are unwelcome here, it's that BEN's
> advertisements are unwelcome. Why? Ben is ignorant of his own customers,
> he doesn't listen to what people say. He posts the same damn drivel over
> and over again. For example his free stuff list. We've already
> established that it's a bunch of crap that no one wants to drive to
> portland for. Post it once, post it twice.. give up and ship it or toss
> it. Ben is an ANNOYANCE. He has no products that I would actually want
> to buy. I'm a scavenger.. I like to find the best deals, it's in my very
> nature to avoid stores like that. Probably most atarians are similar.
> Combined with a rather stunning reputation of atari (16/32, can't vouch
for
> 8bit), sellers on ebay, I don't have a reason to ever turn to ben. plus I
> know mouse_master who bought out toad computers and has boxes and boxes of
> replacement IC's and such. I know Stimpy who has some replacement parts I
> could buy.... you know it's just pointless. You can pick up most any 8bit

> machine off ebay and most of the mods are DIY. So who cares?
>
> The problem that people have with ben is that they never see anything new,
> fresh, exciting or different. The ads are the same, formatted the same,
> filled with exclamation points and whiz bam deals and 20% and 30% and it
> just sounds rediculous. He sounds like a #$#%@! vacuum cleaner salesman.
> That's why people hate it.
>
> Most people who do all out advertising on here come on. They're short, to
> the point and say what they have. i.e. "auction on ebay" followed by the
> link. Or "Check out my new site". I've looked through Ben's catalog.
> There's nothing I want. It's not like there's going to be an absurd
> amount of new readers to the group daily and if someone is looking for a
> damn atari store, they'll go to groups.google.com and they'll type atari
> sales or atari store and guess what. they'll find 8bazillion ads posted by
> ben. But if he posted one every 2 months, they'd STILL find him.
>
> Not *everybody* has a mental deficiency. So why make everyone suffer.
> I'm not going to filter this group or any other I read. It's about
> principle. I'm only now just getting to the point where I'll do anything
> more than add an rbl to my email server.
>
> to put it simple. NOBODY is going to make a constant profit from atari
> 8bit or 16/32. But if you want to try it like B&C, fine, but at least
> don't be so absurdly annoying about it. Say it, don't spray it.
>
> Alas I'm wasting my breath as Ben will never change. But at least
> reasonable people like you should understand what's really wrong (at least
> from my perspective).
>
> Mark
> http://atari-source.com <- My advertisement!

Couldnt have said it better myself.

(now Im gonna get slagged for quoting all that :-) ho hum).

Smeg.

--

# 3064. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 09:29:30 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bb9ssc$85n$1@news8.svr.pol.co.uk>
Source record: 21427
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Gregory D. George <abuse@tampabay.rr.com> wrote in message
news:3ED80E89.D6E20521@tampabay.rr.com...
> Michael and Nicole Freeman wrote:
>
> > Besides, he's probably not
> > even reading these, as he's said that he ignores these posts.
>
> Probably not. Too bad because he'd be LOVING all the attention this
> dumbass gives to him everytime!
>

Actually I think you both are mistaken. Looking at the mails that he
actually wrote (rather than the regurgitated spam he sends out) allows one
to get an idea about this man. If I wasnt convinced that I know who it is
who is actually hassling him, I'd be thinking that he was doing it himself
to generate the attention. What I am sure of is that he does read all these
emails, he wouldnt be able to resist, in fact he even replied to one a while
ago and his reply said that he doesnt read them....

Smeg.

# 3065. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 10:35:49 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bba0i3$hcu$1@sparta.btinternet.com>
Source record: 21428
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Oy Fuck face

How come you only address your supporters, face your critics as well arse
munch.

> > In comp.sys.atari.st <1043949344.782596@blade.atari-source.com>
> > Mark Duckworth wrote on Thu 30-01-2003 11:01 (-0500):
> >
> > >Bravo Sierra Computers wrote:
> > >
> > >> Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers
and
> > >> Atari Jaguar Games. The Great Communicator once said, "It's a
Recession
> >
> > >It is absurd how it hasn't occurred yet to some that perhaps the reason
for
> > >the lack of business is a largely angry customer base that doesn't want
to
> > >do business with him. *sigh*. He's digging his own grave.
> >
> > I don't think so... I actually had the pleasure to buy from him right
> > before christmas, partly because of his posts to this NG but also
because
> > of yours and others unfair complaints about his ads here.
> >
> > Got a couple of hard to find items and yes, his service is excellent!
> > Some might think twice before sending cash in advance to remote
> > continents but with Ben Smith there is no need to worry. Just remember
to
> > use insured mail when sending money.
> >
> > He kept his promise about "quick turn around time" and I got the items
> > here as fast as the postal system permits by "Global Priority Mail" at
no
> > extra cost.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

---
Steve's Outgoing mail is certified Virus Free.

Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.486 / Virus Database: 284 - Release Date: 29/05/2003

# 3066. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 10:35:52 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bba0i7$hcu$3@sparta.btinternet.com>
Source record: 21429
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi "Rustynutt"

<rustynutt@hotmail.com> wrote in message
news:B64U1OWK37771.391400463@Gilgamesh-frog.org...

> We are being a bother?

Must have been summat i said!!. 8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

---
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.486 / Virus Database: 284 - Release Date: 29/05/2003

# 3067. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 10:35:56 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bba0ia$hcu$5@sparta.btinternet.com>
Source record: 21431
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Issac

> Hi Steeve

One less' e' there

> > Hi Issac
> >
> > You fucking muppets are so busy climbing up my arse for upsetting your
bum
> > bandit chum that you are all missing the point. I would have no
objections
> > to ben advertising if he were to post a short infrequent mail with a
link to
> > an online catalouge, but he insists on posting the inventory of his
fucking
> > kitchen each and every time.
>
> Well, that's the first time I have seen this requested. I thought he
> was to stop posting altogether. I'll admit, years ago, I thought his
> list was quite huge, and a nuisance, but over time, it has dwindled it
> seems, and with fewer people hawking wares, I don't seem to mind it
> anymore. Has anyone even bothered to just ask him to post a link to
> his site?

Long ago i requested that the size be cut to one short mail carrying a link
to a website ot even an advert for a private mailing list, he responded to
none of these suggestions and then started to post 3 or more long mails in
a session

> > As i stated above, group ethics are on topic, spam is off topic.

> I think to be consistent, you should be speaking out against whoever
> is posting the filth. It really makes your cause look off kilter when
> you don't apply a level base of tolerance.

I'm sticking to the issue i'm interested in, where it suits me. 8~)

> > > Bottom line, apply a filter to Ben's posts, and move on with life.
> >
> > Do you filter everything you disagree with or do you do something about
it.
>
> No, with the 20 posts in here on a good day, I just hop over the ones
> I am not interested in.

But there's the chance that one day that person you just filtered will have some usefull and welcome input, i may well use his services one day, i may well join a conversation with him, i'm not objecting to him or his living, but only when he stops his multi page spamming and replaces it with a short mail with a web-link will i let ot go.

> For instance, I don't own a Black Box, so I
> don't spend too much time readng the posts about them, or getting
> pissed because other people are making such a fuss about them. If
> Ben's ads were annoying to me, I would filter him, and do filter
> people in other groups. It's just the nature of usenet. When someone
> is on tv spouting something you don't agree with, do you change the
> channel, or launch a crusade against the tv station in hopes of
> squelching your perceived enemy?

I protest to the channel, direct action is the only effective method.

> > I dont want to filter anyone, that was your suggestion!.
>
> Well, by insisting that Ben stop, not only are you filtering Ben for
> yourself, you are trying to impose your filter on everyone else.

A compromise would shut me up for good, no-one comments on that suggestion, least of all benny-fag-boy.

> It's much easier having an intelligent conversation.

I completely agree.

> I honestly was expecting a post telling me to ram a cartridge up my keister.

I hold that in reserve. 8~)

> I guess it's just taking whoever is making those up, a while to gather his
> thoughts, and tap out the message with the pencil in his mouth. Sad...

I tried sensible post's, and email to Benny boy, he only replies to his defenders

> Isaac

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

---
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.486 / Virus Database: 284 - Release Date: 29/05/2003

# 3068. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 10:35:57 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bba0ic$hcu$6@sparta.btinternet.com>
Source record: 21430
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Mark

> > Well, then Steve, why pray tell, are you advertising for AVG and
> > grisoft??
> >
> > I have been reading this group since the mid 90's, and have always
> > seen Ben's ads. I don't hear you speaking up against the person
> > posting the filth, since this isn't the place for that either.
> >
> > Bottom line, apply a filter to Ben's posts, and move on with life.
> > There's so much traffic in here anyway, I am sure that just reading
> > all the off topic/spam takes up most of a day.

> Isaac,

> My position and the position most complainants have and don't even know it
> is not that Advertisements are unwelcome here, it's that BEN's
> advertisements are unwelcome. Why? Ben is ignorant of his own customers,
> he doesn't listen to what people say. He posts the same damn drivel over
> and over again. For example his free stuff list. We've already
> established that it's a bunch of crap that no one wants to drive to
> portland for. Post it once, post it twice.. give up and ship it or toss
> it. Ben is an ANNOYANCE.

Perfectly summed up.

> Alas I'm wasting my breath as Ben will never change. But at least
> reasonable people like you should understand what's really wrong (at least
> from my perspective).
>
> Mark
> http://atari-source.com <- My advertisement!

Highly acceptable...

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

---
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.486 / Virus Database: 284 - Release Date: 29/05/2003

# 3069. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 10:37:45 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bba0ln$8r8$1@titan.btinternet.com>
Source record: 21432
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Smeg

> > Mark
> > http://atari-source.com <- My advertisement!

Oops, i meant to clip that but its such a wonderfull example of an
acceptable advert... 8~)

> Couldnt have said it better myself.
>
> (now Im gonna get slagged for quoting all that :-) ho hum).

You'll get slagged anyway just coz you're not pro-benny. 8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

---
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.486 / Virus Database: 284 - Release Date: 29/05/2003

# 3070. Re: Do as I say, not as I do (was: A Word About Ben Smith)

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 11:56:38 UTC
From: Xao-ming <ming@unlucky-DICKHEAD.com>
Message-ID: <1k3hdvotu0haecjv56hp0ulpbeqctqrmkp@4ax.com>
Source record: 21433
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sat, 31 May 2003 06:57:42 GMT, Michael and Nicole Freeman
<nameerf@flash.net> wrote:

>Well, I don't normally reply to stupidity, but I did. Please forgive me for
>contributing to the destruction of this Newsgroup.
>
>My advice (which I didn't follow): Don't respond directly to these losers
>slandering Ben Smith and calling themselves the "Atari Liberation Front"
>(i.e. don't try to discuss this with them). They have shown me once again
>that stupidity cannot hold a coherent conversation. They sent me a personal
>threat e-mail in response to my last post - one full of overly repeated uses
>of "f**k", "s**t", and "fagboy" in reference to me, and promising pain and a
>"lesson". They obviously have mental deficiencies that prevent them from
>rational thought and peaceful, honest conversation.

Just ignore the powerless dick(s), they (if it's more than one mofo's
which I doubt) just fill the group with filth designed to show how
powerful they are and yet the fact that they can't stop their arch enemy
posting just proves how f**king useless they really are.

Dickless morons incapable of that little act so they stamp their feet
like spoilt little kids just to prove if they can't do the job in hand
and that they can cry like little girls as loud as possible while hiding
behind their nym, dizum etc places.

Very powerful...<shudder> LOL

What makes me laugh is how stupid they are, even if you find Bravo's
adverts a little too often as I do but say stop filling the group with
foul abuse you get called a 'Benny Boy' fan.

How f**king stupid is that, it just shows the level of reasoning behind
their thinking. This ALF thing isn't about keeping the group free of
spam, its about filling the group with their spam in some form of
competition.

Lusers

The best move is to add kill filters to both mail and news using the
below addresses, update them ad they swap around.

@nym.alias.net
@Gilgamesh-frog.org
@dizum.com

While the mails are PGP encrypted and routed via various remailers the end result is that only a certain number of free remailers do both news and mail anon so their options are not as big as they lead you to believe.

# 3071. Re: Weird 130XE startup

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 12:14:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ed847d0c19f82@attbi.com>
Source record: 21434

>I have a 130XE that works fine, but after it has been on and I turn it off,
>I have to wait 5-6 seconds before I turn it back on or the screen will come
>right back up and be frozen. (Like if I turn off at DOS prompt, and turn on
>again I get the prompt right there) Anyone seen this? Well its no big deal
>as one should wait at least 5-10 secs IMHO before turning back on. I am
>just curious as to why it is doing this.
>
>Tim

Hello,

I have seen this before with my XE and my larger Atari Hades
computer. Sometimes you have to wait for the memory to clear. It
is a good idea to wait about 1 minute before turning it back on.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 3072. Anyone get Contiki 1.0 to work?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 12:14:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ed847d0c19f81@attbi.com>
Source record: 21435

Hello,

I am still trying to get Contiki to work. I started using the Contiki.com file with an 850 interface and got no results. Chris suggested using either the DCM or ATR version of the program as they have proven to work better with DOS. I will have to convert them to a DI image as I am using 800xlDJ with my Atari clone, the Hades060. Hopefully I can get it working.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 3073. Re: ATR 8000 w/Hard Drive Interface

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 12:24:03 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030531082403.15851.00000613@mb-m28.aol.com>
Source record: 21436

> sorry, but what is a ATR 8000? I don't recall this in my Atari days <

An early 80's multiple I/O interface. Check at
www.powow.com/oldatarian/atr8000.htm

Larry

# 3074. Has anyone gotten Questron working on any emulator besides Apple where you can actually finish the game?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 12:40:58 UTC
From: Sean Whalen <askme@nospam.com>
Message-ID: <lj8hdvcn2cqk7f7gedffh2k03pjecmvi3f@4ax.com>
Source record: 21437

'm trying to play the original Questron through emulation. I first had this game on an Atari 800XL, it was one of the first major computer RPGs I remember playing besides Phantasie, and I came close to finishing it but never did for some reason. As I remember I was in a dungeon in the Land of Evil somewhere, I'm guessing Mantor's. Over the various years I've tried a few copies on a few different computer emulators. First I tried a version of Questron I found through the XL-It Atari search engine, it wouldn't get past the character select screen. Next I tried a Commodore 64 version from arnold.c64.org on CCS64. It worked fine, except for the gambling. For example in Roulette you couldn't put in a bet and all you could do is select Even and Odd over and over and there was no way to leave the screen. Eventually I downloaded an Apple version off Gamespy's site which seemed to run fine on AppleWin. But, the Apple version has the least asthetic graphics. :)

I then pretty much stopped looking and never got around to playing it. Years later, I saw a post on this very newsgroup which is still here in my Agent newsreader about Holme's site closing down. On there, I found an "alternate" version of Questron which has a cracked screen at the beginning. This seemed to work great, until I finally started to play a bit more and tried to enter my first castle. When I inserted disk 3 as instructed, the game crashed to BASIC with a message "Stopped at Line 3000" or very close to that. I was using Atari800Win PLus 3.1. I tried various settings to no avail, so I'm assuming the third disk is bad.

Now to my question, has anyone gotten Questron working (all the disks) on any emulator with all the features like gambling besides the Apple version, and if so could you tell me what emulator version you were using and the version of the disk image you were using? I'd settle for Amiga at this point, if that even exsists and the graphics are better than Apple's. :) I'd really appreciate it. I could offer one of my many ROM and disk image games in exchange, I have a lot from Atari to Super Nintendo and even Genesis. :)

# 3075. Holmes replaced Atari, with, SEGA???

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 12:49:13 UTC
From: Sean Whalen <askme@nospam.com>
Message-ID: <f19hdv8nsgsrevfmtn6kv1k6fv4nv8v878@4ax.com>
Source record: 21438

I'm sorry but I thought the whole reason for Holmes shutting down his
Atari site was lack of time and/or money to run the server. Now I see
the site's still there, but it changed to, Sega??? He's free to run
whatever website he wants, but if he was having legal issues or some
such with certain people over Atari disk images he could of at least
been honest about it. Or if that wasn't the case he could of just
left the Atari site up, he obviously has server space and it's not
like the files take up much... I'm sorry, I just don't understand,
just seems like he abandoned Atari like a lot of other people.

On Sat, 31 May 2003 08:40:58 -0400, Sean Whalen <askme@nospam.com>
wrote:

>'m trying to play the original Questron through emulation. I first
>had this game on an Atari 800XL, it was one of the first major
>computer RPGs I remember playing besides Phantasie, and I came close
>to finishing it but never did for some reason. As I remember I was in
>a dungeon in the Land of Evil somewhere, I'm guessing Mantor's. Over
>the various years I've tried a few copies on a few different computer
>emulators. First I tried a version of Questron I found through the
>XL-It Atari search engine, it wouldn't get past the character select
>screen. Next I tried a Commodore 64 version from arnold.c64.org on
>CCS64. It worked fine, except for the gambling. For example in
>Roulette you couldn't put in a bet and all you could do is select Even
>and Odd over and over and there was no way to leave the screen.
>Eventually I downloaded an Apple version off Gamespy's site which
>seemed to run fine on AppleWin. But, the Apple version has the least
>asthetic graphics. :)
>
>I then pretty much stopped looking and never got around to playing it.
>Years later, I saw a post on this very newsgroup which is still here
>in my Agent newsreader about Holme's site closing down. On there, I
>found an "alternate" version of Questron which has a cracked screen at
>the beginning. This seemed to work great, until I finally started to
>play a bit more and tried to enter my first castle. When I inserted
>disk 3 as instructed, the game crashed to BASIC with a message
>"Stopped at Line 3000" or very close to that. I was using Atari800Win
>PLus 3.1. I tried various settings to no avail, so I'm assuming the
>third disk is bad.
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>Now to my question, has anyone gotten Questron working (all the
>disks) on any emulator with all the features like gambling besides the
>Apple version, and if so could you tell me what emulator version you
>were using and the version of the disk image you were using? I'd
>settle for Amiga at this point, if that even exsists and the graphics

>are better than Apple's. :) I'd really appreciate it. I could
>offer one of my many ROM and disk image games in exchange, I have a
>lot from Atari to Super Nintendo and even Genesis. :)

# 3076. Re: Do as I say, not as I do (was: A Word About Ben Smith)

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 13:55:18 UTC
From: dufus@bunghole.net
Message-ID: <3ed8b339.8720589@nntp.ix.netcom.com>
Source record: 21439
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

It's also quite obvious that the dickless wonder was recently caught
by his mommy masturbating to men's muscle magazines. Hence, the need
to vent their frustrations out where they have a false perception of
power. From the spelling atrocities alone, it's clear that you're
dealing with a sub-ten-year-old mind, so why bother to attept reason?
The communication is only one-way and the comprehension at the far end
is nonexistent.

BTW - after reading how many folks here notice his drivel, rest
assured that the perpetrator achieves a woody and runs into the house
to pork his daddy/uncle (same person) again.

On Sat, 31 May 2003 12:56:38 +0100, Xao-ming
<ming@unlucky-DICKHEAD.com> wrote:

>On Sat, 31 May 2003 06:57:42 GMT, Michael and Nicole Freeman
><nameerf@flash.net> wrote:
>
>>Well, I don't normally reply to stupidity, but I did. Please forgive me for
>>contributing to the destruction of this Newsgroup.
>>
>>My advice (which I didn't follow): Don't respond directly to these losers
>>slandering Ben Smith and calling themselves the "Atari Liberation Front"
>>(i.e. don't try to discuss this with them). They have shown me once again
>>that stupidity cannot hold a coherent conversation. They sent me a personal
>>threat e-mail in response to my last post - one full of overly repeated uses
>>of "f**k", "s**t", and "fagboy" in reference to me, and promising pain and a
>>"lesson". They obviously have mental deficiencies that prevent them from
>>rational thought and peaceful, honest conversation.
>
>Just ignore the powerless dick(s), they (if it's more than one mofo's
>which I doubt) just fill the group with filth designed to show how
>powerful they are and yet the fact that they can't stop their arch enemy
>posting just proves how f**king useless they really are.
>
>Dickless morons incapable of that little act so they stamp their feet
>like spoilt little kids just to prove if they can't do the job in hand
>and that they can cry like little girls as loud as possible while hiding
>behind their nym, dizum etc places.
>
>Very powerful...<shudder> LOL
>
>What makes me laugh is how stupid they are, even if you find Bravo's
>adverts a little too often as I do but say stop filling the group with

>foul abuse you get called a 'Benny Boy' fan.
>
>How f**king stupid is that, it just shows the level of reasoning behind
>their thinking. This ALF thing isn't about keeping the group free of
>spam, its about filling the group with their spam in some form of
>competition.
>
>Lusers
>
>The best move is to add kill filters to both mail and news using the
>below addresses, update them ad they swap around.
>
>@nym.alias.net
>@Gilgamesh-frog.org
>@dizum.com
>
>While the mails are PGP encrypted and routed via various remailers the
>end result is that only a certain number of free remailers do both news
>and mail anon so their options are not as big as they lead you to
>believe.
>

# 3077. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 14:25:17 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.05.31.14.25.17.197674@removenoaspam.atari-source.com>
Source record: 21440
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sat, 31 May 2003 02:05:56 +0000, Gregory D. George wrote:

> Michael and Nicole Freeman wrote:
>
>> Besides, he's probably not
>> even reading these, as he's said that he ignores these posts.
>
> Probably not. Too bad because he'd be LOVING all the attention this
> dumbass gives to him everytime!

Contrary to popular belief, in this world negative advertising is just
negative advertising... It's not like someone's going to go, "Wow. Look
at all those people who are so pissed off at him. I think I'll spend my
money there!"

Mark
http://atari-source.com

# 3078. Re: Holmes replaced Atari, with, SEGA???

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 14:31:26 UTC
From: Sean Whalen <askme@nospam.com>
Message-ID: <51fhdv8ndk35snjmacgn60fgot6v6vn3vn@4ax.com>
Source record: 21441

My apologies, just seems to be very few Atari disk image sites
anymore. Even the mirror of Yogi's site I bookmarked gives me a
"Permission Denied" message now. It's just frustrating, especially
when you find out a game you thought was running well actually wasn't.
My offer stands though about the disk image or ROMs. Whether you help
me or not. If anyone needs anything just ask. I'm no friend to the
IDSA or any other organazation against "abandonware".

On Sat, 31 May 2003 08:49:13 -0400, Sean Whalen <askme@nospam.com>
wrote:

>I'm sorry but I thought the whole reason for Holmes shutting down his
>Atari site was lack of time and/or money to run the server. Now I see
>the site's still there, but it changed to, Sega??? He's free to run
>whatever website he wants, but if he was having legal issues or some
>such with certain people over Atari disk images he could of at least
>been honest about it. Or if that wasn't the case he could of just
>left the Atari site up, he obviously has server space and it's not
>like the files take up much... I'm sorry, I just don't understand,
>just seems like he abandoned Atari like a lot of other people.
>
>On Sat, 31 May 2003 08:40:58 -0400, Sean Whalen <askme@nospam.com>
>wrote:
>
>>'m trying to play the original Questron through emulation. I first
>>had this game on an Atari 800XL, it was one of the first major
>>computer RPGs I remember playing besides Phantasie, and I came close
>>to finishing it but never did for some reason. As I remember I was in
>>a dungeon in the Land of Evil somewhere, I'm guessing Mantor's. Over
>>the various years I've tried a few copies on a few different computer
>>emulators. First I tried a version of Questron I found through the
>>XL-It Atari search engine, it wouldn't get past the character select
>>screen. Next I tried a Commodore 64 version from arnold.c64.org on
>>CCS64. It worked fine, except for the gambling. For example in
>>Roulette you couldn't put in a bet and all you could do is select Even
>>and Odd over and over and there was no way to leave the screen.
>>Eventually I downloaded an Apple version off Gamespy's site which
>>seemed to run fine on AppleWin. But, the Apple version has the least
>>asthetic graphics. :)
>>
>>I then pretty much stopped looking and never got around to playing it.
>>Years later, I saw a post on this very newsgroup which is still here
>>in my Agent newsreader about Holme's site closing down. On there, I
>>found an "alternate" version of Questron which has a cracked screen at
>>the beginning. This seemed to work great, until I finally started to

>>play a bit more and tried to enter my first castle. When I inserted
>>disk 3 as instructed, the game crashed to BASIC with a message
>>"Stopped at Line 3000" or very close to that. I was using Atari800Win
>>PLus 3.1. I tried various settings to no avail, so I'm assuming the
>>third disk is bad.
>>
>>Now to my question, has anyone gotten Questron working (all the
>>disks) on any emulator with all the features like gambling besides the
>>Apple version, and if so could you tell me what emulator version you
>>were using and the version of the disk image you were using? I'd
>>settle for Amiga at this point, if that even exsists and the graphics
>>are better than Apple's. :) I'd really appreciate it. I could
>>offer one of my many ROM and disk image games in exchange, I have a
>>lot from Atari to Super Nintendo and even Genesis. :)

# 3079. Re: Do as I say, not as I do (was: A Word About Ben Smith)

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 14:35:26 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.05.31.14.35.26.727020@removenoaspam.atari-source.com>
Source record: 21442
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sat, 31 May 2003 06:57:42 +0000, Michael and Nicole Freeman wrote:

> Well, I don't normally reply to stupidity, but I did. Please forgive me for
> contributing to the destruction of this Newsgroup.
>

This is an overzealous statement. If this ass manages to destroy the
group I would be more than slightly surprised. Considering Atari as a computing
platform has survived massive pirating, corporate death... and hey. MagiC
crashes too often.. that alone would be enough to make some people I know
give up and boot linux, I don't think there's really anything to worry
about. All this talk about death, destruction, blah. Nobody realizes
that the Atari community as it stands right now is THIN. I only pray that
there's a lot of dumb people having Falcons hiding shrinkwrapped in their
basement ;)

> My advice (which I didn't follow): Don't respond directly to these losers
> slandering Ben Smith and calling themselves the "Atari Liberation Front"
> (i.e. don't try to discuss this with them). They have shown me once again
> that stupidity cannot hold a coherent conversation. They sent me a personal
> threat e-mail in response to my last post - one full of overly repeated uses
> of "f**k", "s**t", and "fagboy" in reference to me, and promising pain and a
> "lesson". They obviously have mental deficiencies that prevent them from
> rational thought and peaceful, honest conversation.
>

In fact the proper attitude for dealing with people like this is to
*actually* not care. Everyone can just "ignore" the bully, but if you're
sitting there fuming, the bully will still know it. As it stands he has
only one enemy, Ben, and has just one reason to post on a semi daily basis
(alongside of Ben's ads). If everyone starts attacking the hell out of
him we'll have to read that stuff (which is admittedly much worse than
ben's ads) all the time. No fun.

> Does anyone have any other ideas on how to get rid of this filth? I'm sick
> of wading through this to get to real meaningful discussion. Perhaps if we
> put our heads together we can come up with something. Their threats are
> obviously empty ones (besides maybe faking our personal e-mail addresses as
> their own in their posts), and there's obviously nothing they can do to the
> entire group if we *all* get involved and get this problem solved.
>

I have one idea. Get Ben to care about his customers or potential
customers and stop posting the drivel.

> Any ideas? Ignoring them won't work in this case, as they are basing their
> posts on Ben's continued posts (which I personally welcome - just my
> personal view...). Other alternatives must be followed. I think this is the
> only thing related to these posts that is really worth discussing here.
> Thanks!
>

We all know the arguments about Ben's posts. They're unwelcome into my
world. As for stopping this guy? I'd say less than possible other than
distributing a killfile for as many anonymous remailers as we can find. I
don't support killfiling ben - he should listen to his potential customers
and change things a bit... at very least, it would be good business sense.
Unfortunately the whole idea that you can't stop one person from crushing
a group with crap is part of the (in)famous beauty of usenet.

> Mike Freeman
> nameerf@flash.net

Mark
http://atari-source.com

# 3080. Re: Holmes replaced Atari, with, SEGA???

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 15:24:59 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vdhi9in91la70f@corp.supernews.com>
Source record: 21443

Holmes has been recovered at:
ftp://atari.xs4all.nl
user: atari8
pswd: atari4ever
However, I can't get it to download from the site with
a shell account, IE 6 or Netscape 7.
It has about 7 Questron files, BASIC ones and
3 zip files.
The problem you may be having is that the crack
of a copy protected program doesn't work entirely
right. You say you can get the disk 3. Often a person
who cracks a program doesn't see that it can play
all the way to the end.

# 3081. Re: I'm still one of Benny's big fagots!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 15:33:29 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <bbai09$9i2$1@thorium.cix.co.uk>
Source record: 21444

In article <I8T62GWK37771.8979861111@Gilgamesh-frog.org>,
ilaskey@cix.co.uk (Iain Laskey) wrote:

> My God! I'm a big fag just like my bum buddy Benny and I get a hard on
> every time Benny spams. I'm a huge big shit eating fagot and too
> fucking stupid to keep my mouth shut so I wanna get fucked over! Come
> on Benny, I'm bendin over just for you!
>
> Come on boys! Ream my well used asshole! I've been using Benny's
> faggy toys in my asshole constantly and I'm a big fagot now!

Aww, looks like I've upset them, diddums. And I got a threatening email
too. Sweet!

# 3082. Re: Weird 130XE startup

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 16:19:34 UTC
From: Fox-1
Message-ID: <bbal5e$kon$1@news2.tilbu1.nb.home.nl>
Source record: 21445

"Tim" wrote

> > Normal behaviour. These old RAM's take their time to fully 'unload' whats
> in it. It seems to get worse on memory upgraded
> > machines.

> That makes sense I guess. Well what do you expect on 20 year old RAM. LOL

I expect it to run error-free, just like my 30+ years old cars do. Some maintenance every now and then and the stuff keeps running
forever.

--

Grtx, Sysop Fox-1 / MNX http://www.fox-1.nl
mnx_at_fox-1_dot_nl
Remember what the Dormouse said...

# 3083. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 16:27:21 UTC
From: Fox-1
Message-ID: <bbal5f$kon$2@news2.tilbu1.nb.home.nl>
Source record: 21446
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

"Steve Sweet" wrote

> Oy Fuck face
>
> How come you only address your supporters, face your critics as well arse
> munch.

I'm getting pretty sick of morons like you. Don't you see there are more "complaints" from you about the subject in this newsgroup
then there are advertisements in it?

Hmm, of course you don't know that. Only intelligent people would have noticed that...

Don't waste your time with a reply. Your message's will automaticly be ignored by choice.

# 3084. Re: Atari 600XL factory 64K?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 16:37:35 UTC
From: Fox-1
Message-ID: <bbalok$n9k$1@news2.tilbu1.nb.home.nl>
Source record: 21347

"Roc" wrote

> I seem to recall buying an Atari 600XL with factory installed 64MB.

64 Megabytes???

> Did
> Atari sell this later on with 64Mb ??

I guess you mean 64 Kilobytes, not Megabytes. AFAIK all 600XL's are 16 Kb. They can easily be upgraded internally to 64 Kb by
adding a multiplexer and replacing the RAM's. Maybe some retailers did this trick too at that time?

> and are there any 64Mb upgrade cards available for 16Mb 600xl's????

The Atari 1064 is the 64Kb memory expansion for the Atari 600XL. In fact, it replaces the internal 16K with external 64K when it's
plugged into the PBI port. There were also some 3rd party companies making expansion like this. I know of a 128Kb version but
never seen it myself. (was that made by Axlon? Wiztronic maybe?)

--

Grtx, Sysop Fox-1 / MNX http://www.fox-1.nl
mnx_at_fox-1_dot_nl
Remember what the Dormouse said...

# 3085. Re: RF to RCA ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 16:43:43 UTC
From: Fox-1
Message-ID: <bbam45$r2b$1@news2.tilbu1.nb.home.nl>
Source record: 21348

"Roc" wrote

> Is there any adapter that allows you to plug the RF connector on the back of
> the Atari (and many older game systems) to the Video / Left / Right audio
> RCA jacks now standard on most newer TVs?

Yes, such a thing exists, but it's not just an adapter but a converter. For _most_ Atari's you don't need this converter since the
monitor-din-connection on the back of the computer provides the signals you need to feed the RCA's (or SCART) on a modern TV.

See my site at:
http://www7.brinkster.com/atari/pinouts.htm#pinouts
for more info.

You may also take a peek at the faq, since everything you asked is in it.
http://www.faqs.org/faqs/atari-8-bit/faq/

--

Grtx, Sysop Fox-1 / MNX http://www.fox-1.nl
mnx_at_fox-1_dot_nl
Remember what the Dormouse said...

# 3086. cartridge karateka boxed & sealed

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 16:48:28 UTC
From: arnaud33 <lanseau.arnaud@wanadoo.fr>
Message-ID: <bbamct$f0n$1@news-reader13.wanadoo.fr>
Source record: 21349

Hello,

look on ebay , there is the cartridge karateka boxed & sealed for atari
xl/xe.
http://cgi.ebay.fr/ws/eBayISAPI.dll?ViewItem&category=4193&item=2733354705&rd=1

A+
Arnaud

--
please visite my website is : http://perso.wanadoo.fr/atari8bit
my collection atari 8 bit home computer.
-

# 3087. Re: RF to RCA ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 16:52:23 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <b55Ca.24250$rO.2232686@newsread1.prod.itd.earthlink.net>
Source record: 21350

Nope. Sorry, the Atari 400/800 plug (detachable on the XL/XE) is a 75 ohm RF signal which with the proper adapter will connect to your TV's F-type coaxial cable jack or to an older TV's 300 ohm screw terminals.

The 800, 800XL and 130XE have a monitor jack which delivers the composite video and audio signals for those RCA jacks on the TV. Check Fox's site for the pinouts; it is very simple to build the DIN-5 to RCA cable you need.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Roc" <roc@roc.com> wrote in message
news:eaUBa.829$H67.183249@news20.bellglobal.com...
> Is there any adapter that allows you to plug the RF connector on the back
of
> the Atari (and many older game systems) to the Video / Left / Right audio
> RCA jacks now standard on most newer TVs?
>
>
>

# 3088. Re: RF to RCA ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 17:05:50 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Oh5Ca.24263$rO.2220740@newsread1.prod.itd.earthlink.net>
Source record: 21351

The DIN-5 to RCA was fairly standard back in the day; both C= and Atari had cables available from several sources and that commie cable worked fine on the A8 - especially to the their 1702 monitor. The original PC and XT used a DIN-5 for the keyboard connection; you might cannibalize one and add the RCA plugs.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Roc" <roc@roc.com> wrote in message
> I do remember a 5 pin DIN connector, which was labelled Monitor...but this
> is not a standard connection is it? and did it output to RCA jacks?
>

# 3089. Re: Has anyone gotten Questron working on any emulator besides Apple where you can actually finish the game?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 17:21:13 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <dw5Ca.27436$lo.2295891@newsread2.prod.itd.earthlink.net>
Source record: 21352
Body handling: HTML body converted to readable text

FWIW: The Atari versions of at least 2 of the old RPGs wouldn't run on a real Atari. They played to various
stages of completion and then crashed.

I bought copies of them from San Jose computer when they deeply discounted
their 8-bit software to ~$5-10 each. Ended up having to buy the ST versions,
which actually worked, to play the game through.

I would suggest you look for an ST emulator and try to find that version.

# 3090. Re: Do as I say, not as I do (was: A Word About Ben Smith)

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 17:59:20 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <Y36Ca.27499$lo.2300219@newsread2.prod.itd.earthlink.net>
Source record: 21353
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message
news:pan.2003.05.31.14.35.26.727020@removenoaspam.atari-source.com...
> On Sat, 31 May 2003 06:57:42 +0000, Michael and Nicole Freeman wrote:
<snip>
> I have one idea. Get Ben to care about his customers or potential
> customers and stop posting the drivel.

Here's the problem.

Over the years Ben has responded to several suggestions made to him about his posts. For one, I emailed him about some simple stuff: When he first started crossposting to several groups made it unecessary post to each group individually. It was just a simple mistake and he changed his posting so 3-5 identical posts did not show up in all the groups.

Several reasonable people were also able to reach a compromise with him. Since they were not interested in his sales Ben prefaces all his posts with ADV for advertisment in the subject line. This made it easy to filter all of his posts even if he changes his email address.

Indeed, I suspect there are a lot of people don't even see Ben's posts because of the compromise reached.

Now you have a self appointed net cop who violates just about every rule of ISP TOS agreements. His time is limited since there are only about a dozen anonymous remailers. Things like deliberately defeating newsgroup filters by constantly changing your posting name, identity theft, etcetera, are all violations of TOS. Even anonymous remailers have rules.

It isn't that I particularily want to shut him up. He is free to rant as far as I am concerned. I just that I could ignore his posts with simple filtering. Like preface all his posts with ADV or RANT or something.

It really doesn't matter though. Soon as he burns his bridges with the anonymous remailers it will end.

# 3091. Re: Do as I say, not as I do (was: A Word About Ben Smith)

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 18:10:21 UTC
From: nick@1632systems.co.uk
Message-ID: <bbar30$dh9$1@thorium.cix.co.uk>
Source record: 21354
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Sensible reply, there are only so many anon remailers (last time I counted maybe 15 I found that were stabel) , and they can all be gradually blanked in a kill script.... good idea

Anyway as we are Atari users, and I presume we have nothing to hide (grin) why would we need to use an anon remailer in this group?

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

# 3092. Re: Has anyone gotten Questron working on any emulator besides Apple where you can actually finish the game?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 18:33:45 UTC
From: Sean Whalen <askme@nospam.com>
Message-ID: <iathdvoqkjj8qbkqbfmq1e4duhdu8cbus7@4ax.com>
Source record: 21355
Body handling: HTML body converted to readable text

WOW, thank you so much for telling me. I always thought I somehow
broke a lot of games and I had no idea why. Maybe they just didn't
work right. And thanks for the Atari ST version info. I'll look into
it! :)

On Sat, 31 May 2003 17:21:13 GMT, "richard cortese"
wrote:

>FWIW: The Atari versions of at least 2 of the old RPGsfrom SSI was the one> wouldn't run
on a real Atari. They played to various
>stages of completion and then crashed.
>
>I bought copies of them from San Jose computer when they deeply discounted
>their 8-bit software to ~$5-10 each. Ended up having to buy the ST versions,
>which actually worked, to play the game through.
>
>I would suggest you look for an ST emulator and try to find that version.
>

# 3093. Re: Has anyone gotten Questron working on any emulator besides Apple where you can actually finish the game?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 18:38:18 UTC
From: Sean Whalen <askme@nospam.com>
Message-ID: <6ithdvs225fcv77a0r9j906vhrr9rmremr@4ax.com>
Source record: 21356
Body handling: HTML body converted to readable text

Okay, thanks for telling me. I had a lot of old games that I thought
I used to break, maybe they just didn't work right. In Search of the
Most Amazing Thing was one of them, I owned it twice and both times it
kept dumping out to BASIC eventually. I'll look into the ST version,
thanks for the info. And sorry if this posts twice, but I thought I
had posted it and it's not showing up and it usually does right away.

On Sat, 31 May 2003 17:21:13 GMT, "richard cortese"
wrote:

>FWIW: The Atari versions of at least 2 of the old RPGsfrom SSI was the one> wouldn't run
on a real Atari. They played to various
>stages of completion and then crashed.
>
>I bought copies of them from San Jose computer when they deeply discounted
>their 8-bit software to ~$5-10 each. Ended up having to buy the ST versions,
>which actually worked, to play the game through.
>
>I would suggest you look for an ST emulator and try to find that version.
>

# 3094. Re: Has anyone gotten Questron working on any emulator besides Apple where you can actually finish the game?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 19:19:11 UTC
From: Sean Whalen <askme@nospam.com>
Message-ID: <2vvhdvovtr44vvt0lccvpv50qqsskcarvf@4ax.com>
Source record: 21357
Body handling: HTML body converted to readable text

Well I got an Atari ST emulator working, Gem2000 from emulators.com.
Never saw an Atari ST, even has a desktop, pretty cool for an Atari.
:) Now finding the game's another issue, nothing's turned up so far.
If anyone has it or knows where I can get it, let me know. I'll keep
looking, but I'll settle for the Apple version if I have to. :)

On Sat, 31 May 2003 14:38:18 -0400, Sean Whalen
wrote:

>Okay, thanks for telling me. I had a lot of old games that I thought
>I used to break, maybe they just didn't work right. In Search of the
>Most Amazing Thing was one of them, I owned it twice and both times it
>kept dumping out to BASIC eventually. I'll look into the ST version,
>thanks for the info. And sorry if this posts twice, but I thought I
>had posted it and it's not showing up and it usually does right away.
>
>
>On Sat, 31 May 2003 17:21:13 GMT, "richard cortese"
> wrote:
>
>>FWIW: The Atari versions of at least 2 of the old RPGs>from SSI was the one> wouldn't run
on a real Atari. They played to various
>>stages of completion and then crashed.
>>
>>I bought copies of them from San Jose computer when they deeply discounted
>>their 8-bit software to ~$5-10 each. Ended up having to buy the ST versions,
>>which actually worked, to play the game through.
>>
>>I would suggest you look for an ST emulator and try to find that version.
>>

# 3095. Re: Has anyone gotten Questron working on any emulator besides Apple where you can actually finish the game?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 19:49:29 UTC
From: Sean Whalen <askme@nospam.com>
Message-ID: <ik1idvktumqpd6l8hvr78kl0opj22lovlc@4ax.com>
Source record: 21358
Body handling: HTML body converted to readable text

BTW there were two Questrons, I'm looking for the first one. I don't think that was released for the ST, only the second one. At least that's the impression I'm getting. And the ST looks like it was a later system in the late 80s, while Questron 1 was 1983, I just did a web search to see. It'd be unusual for SSI to port an old game over to a newer computer. But thanks for trying, I think I'll stick to the Apple version, seems the most reliable. I just hope it doesn't have a bad disk too or anything. But if anyone knows another version that works reliably, let me know.

On Sat, 31 May 2003 15:19:11 -0400, Sean Whalen
wrote:

>Well I got an Atari ST emulator working, Gem2000 from emulators.com.
>Never saw an Atari ST, even has a desktop, pretty cool for an Atari.
>:) Now finding the game's another issue, nothing's turned up so far.
>If anyone has it or knows where I can get it, let me know. I'll keep
>looking, but I'll settle for the Apple version if I have to. :)
>
>On Sat, 31 May 2003 14:38:18 -0400, Sean Whalen
>wrote:
>
>>Okay, thanks for telling me. I had a lot of old games that I thought
>>I used to break, maybe they just didn't work right. In Search of the
>>Most Amazing Thing was one of them, I owned it twice and both times it
>>kept dumping out to BASIC eventually. I'll look into the ST version,
>>thanks for the info. And sorry if this posts twice, but I thought I
>>had posted it and it's not showing up and it usually does right away.
>>
>>
>>On Sat, 31 May 2003 17:21:13 GMT, "richard cortese"
>> wrote:
>>
>>>FWIW: The Atari versions of at least 2 of the old RPGs>>from SSI was the one> wouldn't run on a real Atari. They played to various
>>>stages of completion and then crashed.
>>>
>>>I bought copies of them from San Jose computer when they deeply discounted
>>>their 8-bit software to ~$5-10 each. Ended up having to buy the ST versions,
>>>which actually worked, to play the game through.
>>>
>>>I would suggest you look for an ST emulator and try to find that version.
>>>

# 3096. Re: ATR 8000 w/Hard Drive Interface

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 20:27:25 UTC
From: Mo <momo@atariland.com>
Message-ID: <Ne8Ca.6429$AB1.335675@twister.austin.rr.com>
Source record: 21359

More appropriately, even though I don't have one 8-(....
It's a self contained Z80 computer that runs CPM. It slaves the Atari to act as a dumb terminal and give the appearance that the atari is running CPM, it also adds a little extra functionality...
Mo

"LarryWhite" <llppwhite@aol.comnsp> wrote in message news:20030531082403.15851.00000613@mb-m28.aol.com...
> > sorry, but what is a ATR 8000? I don't recall this in my Atari days <
>
> An early 80's multiple I/O interface. Check at
> www.powow.com/oldatarian/atr8000.htm
>
> Larry

# 3097. Re: Atari 600XL factory 64K?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 20:38:03 UTC
From: Roc <roc@roc.com>
Message-ID: <oo8Ca.1602$H67.284464@news20.bellglobal.com>
Source record: 21360

sorry... yes I mean 16K -> 64K. I do remember purchasing a 600XL with 64K
installed. On the box was a sticker that said "64K version"
I 've seen some schematics for a 64K upgrade which seems pretty easy to do.
now just to find those chips

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:bbalok$n9k$1@news2.tilbu1.nb.home.nl...
>
> "Roc" wrote
>
> > I seem to recall buying an Atari 600XL with factory installed 64MB.
>
> 64 Megabytes???
>
>
> > Did
> > Atari sell this later on with 64Mb ??
>
> I guess you mean 64 Kilobytes, not Megabytes. AFAIK all 600XL's are 16
Kb. They can easily be upgraded internally to 64 Kb by
> adding a multiplexer and replacing the RAM's. Maybe some retailers did
this trick too at that time?
>
>
> > and are there any 64Mb upgrade cards available for 16Mb 600xl's????
>
> The Atari 1064 is the 64Kb memory expansion for the Atari 600XL. In fact,
it replaces the internal 16K with external 64K when it's
> plugged into the PBI port. There were also some 3rd party companies
making expansion like this. I know of a 128Kb version but
> never seen it myself. (was that made by Axlon? Wiztronic maybe?)
>
>
>
> --
>
> Grtx, Sysop Fox-1 / MNX http://www.fox-1.nl
> mnx_at_fox-1_dot_nl
> Remember what the Dormouse said...
>
>

# 3098. Re: RF to RCA ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 21:03:58 UTC
From: Ian McLaughlin <ian@platinum.net>
Message-ID: <2N8Ca.3542$MM4.311325@news0.telusplanet.net>
Source record: 21361

I purchased an adapter cable from Radio Shack several years ago - don;t know if they stil carry it. It is a 5-pin DIN on one end and four RCA sockets on the other end. It's about 6 inches long. It works on a c64 and an Atari.

"Ron Hamilton" <oldatarian@atariland.com> wrote in message news:Oh5Ca.24263$rO.2220740@newsread1.prod.itd.earthlink.net...
> The DIN-5 to RCA was fairly standard back in the day; both C= and Atari had
> cables available from several sources and that commie cable worked fine on
> the A8 - especially to the their 1702 monitor. The original PC and XT used a
> DIN-5 for the keyboard connection; you might cannibalize one and add the RCA
> plugs.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "Roc" <roc@roc.com> wrote in message
> > I do remember a 5 pin DIN connector, which was labelled Monitor...but this
> > is not a standard connection is it? and did it output to RCA jacks?
> >
>
>

# 3099. Re: RF to RCA ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 22:41:07 UTC
From: Roc <roc@roc.com>
Message-ID: <MbaCa.1645$H67.300066@news20.bellglobal.com>
Source record: 21362

but RCA is three connections, yellow for video and red+white for left/right audio. I've seen these cables with the 5 PIN DIN and 5 rca jacks...but I am not sure what is the purpose of the additional 2 jacks , and will it actually work with a standard RCA three jack plug you see on TVs now?

"Ian McLaughlin" <ian@platinum.net> wrote in message news:2N8Ca.3542$MM4.311325@news0.telusplanet.net...
> I purchased an adapter cable from Radio Shack several years ago - don;t know
> if they stil carry it. It is a 5-pin DIN on one end and four RCA sockets on
> the other end. It's about 6 inches long. It works on a c64 and an Atari.
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> news:Oh5Ca.24263$rO.2220740@newsread1.prod.itd.earthlink.net...
> > The DIN-5 to RCA was fairly standard back in the day; both C= and Atari
> had
> > cables available from several sources and that commie cable worked fine on
> > the A8 - especially to the their 1702 monitor. The original PC and XT used
> a
> > DIN-5 for the keyboard connection; you might cannibalize one and add the
> RCA
> > plugs.
> >
> > --
> > Ron
> >
> > http://www.atariland.com/members/oldatarian
> > and mirror
> > http://www.powow.com/oldatarian
> > "Roc" <roc@roc.com> wrote in message
> > > I do remember a 5 pin DIN connector, which was labelled Monitor...but
> this
> > > is not a standard connection is it? and did it output to RCA jacks?
> > >
> >
> >
> >
>
>

## 3100. Re: Atari 600XL factory 64K?

Newsgroup: comp.sys.atari.8bit
Date: 2003-05-31 23:54:16 UTC
From: Fox-1
Message-ID: <bbbfhj$2pl$1@news2.tilbu1.nb.home.nl>
Source record: 21363

"Roc" wrote

> sorry... yes I mean 16K -> 64K.

Somehow I knew this :-)

> I do remember purchasing a 600XL with 64K
> installed. On the box was a sticker that said "64K version"

Never seen those, never heard about those, but it's possible of course. But I guess those were expanded afterwards, not in the
factory.

> I 've seen some schematics for a 64K upgrade which seems pretty easy to do.
> now just to find those chips

I don't think that will be a problem. The RAMs where very common, so I guess they're still available. The multiplexer is a
standard component too, so also no problem.

--

Grtx, Sysop Fox-1 / MNX http://www.fox-1.nl
mnx_at_fox-1_dot_nl
Remember what the Dormouse said...

## 3101. Re: RF to RCA ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-01 03:35:42 UTC
From: Ian McLaughlin <ian@platinum.net>
Message-ID: <iweCa.5928$6f3.567234@news1.telusplanet.net>
Source record: 21364

The cable I have is just four RCA plugs on pins 1,3,4 and 5, with pin 2 as a common ground for all of them. This is coincidentally the same pin that Atari uses as a ground (see http://www7.brinkster.com/atari/pinouts.htm#monitorpalntsc ). Just use pin 3 for audio, and pin 4 for video. Leave the other two unconnected. Works for me.

"Roc" <roc@roc.com> wrote in message news:MbaCa.1645$H67.300066@news20.bellglobal.com...
> but RCA is three connections, yellow for video and red+white for left/right
> audio. I've seen these cables with the 5 PIN DIN and 5 rca jacks...but I am
> not sure what is the purpose of the additional 2 jacks , and will it
> actually work with a standard RCA three jack plug you see on TVs now?
>
> "Ian McLaughlin" <ian@platinum.net> wrote in message
> news:2N8Ca.3542$MM4.311325@news0.telusplanet.net...
> > I purchased an adapter cable from Radio Shack several years ago - don;t
> know
> > if they stil carry it. It is a 5-pin DIN on one end and four RCA sockets
> on
> > the other end. It's about 6 inches long. It works on a c64 and an Atari.
> >
> > "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> > news:Oh5Ca.24263$rO.2220740@newsread1.prod.itd.earthlink.net...
> > > The DIN-5 to RCA was fairly standard back in the day; both C= and Atari
> had
> > > cables available from several sources and that commie cable worked fine
> on
> > > the A8 - especially to the their 1702 monitor. The original PC and XT
> used
> > a
> > > DIN-5 for the keyboard connection; you might cannibalize one and add the
> RCA
> > > plugs.
> > >
> > > --
> > > Ron

> > >
> > > http://www.atariland.com/members/oldatarian
> > > and mirror
> > > http://www.powow.com/oldatarian
> > > "Roc" <roc@roc.com> wrote in message
> > > > I do remember a 5 pin DIN connector, which was labelled
Monitor...but
> > this
> > > > is not a standard connection is it? and did it output to RCA jacks?
> > > >
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> >
>
>

## 3102. Distressed XF-551s

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-01 04:49:48 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030601004948.04553.00000213@mb-m21.aol.com>
Source record: 21365

I have two "distressed" XF551s, and they both exhibit similar symptoms.

Both have +5V and +12V.
Both mechs will seek when power is applied.
Both will boot maybe 1out of 20 or so times and read a disk perfectly when they do boot.
Both have continuity between each of the 13 pins on the SIO ports.
Both typically NAK instead of responding to the boot, and go to the self-test mode
If I boot with another drive and then try to read the directory on these XF's, the drive spins and the head moves, but the drive still just NAKs.

Any ideas/suggestions?

Thanks,
Larry

# 3103. Re: Holmes replaced Atari, with, SEGA???

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-01 04:56:11 UTC
From: Aaron <holmesatari@hotmail.com>
Message-ID: <QGfCa.1675$Jq3.374342@news02.tsnz.net>
Source record: 21366

"Sean Whalen" <askme@nospam.com> wrote in message
news:f19hdv8nsgsrevfmtn6kv1k6fv4nv8v878@4ax.com...
> I'm sorry but I thought the whole reason for Holmes shutting down his
> Atari site was lack of time and/or money to run the server. Now I see
> the site's still there, but it changed to, Sega??? He's free to run

I 'dont' have anytime for the upkeep of the Atari site. The files took up over 500Mb of server space all up, and I now only have 10Mb!! Thus I put up my Sega pages which where prepared ages ago, when I had some time, as they are currently pretty small. I do sometimes wonder why I bothered running the site at all, with the bitching from people who think they could do it better, but never tried. It was up for 5 years, if you didnt grab the game in that time, too bad! There are many other sites that have Atari games available for download.

> whatever website he wants, but if he was having legal issues or some
> such with certain people over Atari disk images he could of at least
> been honest about it. Or if that wasn't the case he could of just

That statement makes me mad... I WAS HONEST about it. I did have two publishers email me with a final notice about hosting their games. I cant be bothered keeping track of games I'm not allowed to host. You may have noticed how slack I was at keeping the pages updated as it was, let alone having to figure out what games are allowed, and what arent. So I called it quits. Get the games elsewhere. What I do with my small amount of spare time, is my business, not yours.

> left the Atari site up, he obviously has server space and it's not
> like the files take up much... I'm sorry, I just don't understand,
> just seems like he abandoned Atari like a lot of other people.

I havent abandoned anything, I just happen to have a life now, and have passed the 'hosting role' to the many others out there. I still collect and actively use my Atari's when I can. But I also, as I always have, enjoy using my Sega SC3000 computers just as much. Even though the Atari is the superior computer of the two.

Anyway, if you wanted to find out my reasons, why havent you email me directly? Instead of this bitching in this group.

Sometimes I wonder why I ever bothered. People can be so ungrateful.

Holmes

>
> On Sat, 31 May 2003 08:40:58 -0400, Sean Whalen <askme@nospam.com>
> wrote:

>
> >'m trying to play the original Questron through emulation. I first
> >had this game on an Atari 800XL, it was one of the first major
> >computer RPGs I remember playing besides Phantasie, and I came close
> >to finishing it but never did for some reason. As I remember I was in
> >a dungeon in the Land of Evil somewhere, I'm guessing Mantor's. Over
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> >screen. Next I tried a Commodore 64 version from arnold.c64.org on
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> >Roulette you couldn't put in a bet and all you could do is select Even
> >and Odd over and over and there was no way to leave the screen.
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> >were using and the version of the disk image you were using? I'd
> >settle for Amiga at this point, if that even exsists and the graphics
> >are better than Apple's. :) I'd really appreciate it. I could
> >offer one of my many ROM and disk image games in exchange, I have a
> >lot from Atari to Super Nintendo and even Genesis. :)
>

# 3104. Atari Magazines (and more) for sale

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-01 06:51:13 UTC
From: Anthony Iannone <aiannone@nis.net>
Message-ID: <CnhCa.24689$NC4.115363@news1.mts.net>
Source record: 21367
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hello everyone.

I have a whole lot of Atari magazines for sale, mostly ST but some 8bit,
along with a few other items. The magazines and other items are listed
for sale on EBAY. Here is a link for the auction list:

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&include=0&userid=aiannone%40nis.net&sort=3&rows=25&since=-1&rd=1

You can alos go to EBAY.com and search by seller, using seller id
'aiannone@nis.net'

All the goods are located in Winnipeg, Canada, and I only charge actual
shipping rates. Prices are very low (too low!)... And there is a C=64
available for all you trolls out there ;)

Regards,
Anthony

# 3105. Re: Distressed XF-551s

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-01 07:49:49 UTC
From: Richard Anderson <richard_anderson@pacbell.net>
Message-ID: <xeiCa.8167$5h3.24778868@newssvr15.news.prodigy.com>
Source record: 21368

Larry,

Try formatting a blank floppy in the drive. If it will format and can
read and write the disk, the problem is just alignment.

Richard

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20030601004948.04553.00000213@mb-m21.aol.com...
> I have two "distressed" XF551s, and they both exhibit similar symptoms.
>
> Both have +5V and +12V.
> Both mechs will seek when power is applied.
> Both will boot maybe 1out of 20 or so times and read a disk perfectly when they
> do boot.
> Both have continuity between each of the 13 pins on the SIO ports.
> Both typically NAK instead of responding to the boot, and go to the self-test
> mode
> If I boot with another drive and then try to read the directory on these XF's,
> the drive spins and the head moves, but the drive still just NAKs.
>
> Any ideas/suggestions?
>
> Thanks,
> Larry

## 3106. Re: Atari 600XL factory 64K?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-01 11:44:03 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <7GlCa.375$Ve4.17509@news.optus.net.au>
Source record: 21369

not quite true. The 1064 is set up hardware wise to add 48K to the existing 16k internal ram. ie the first 16K is the internal ram, the rest is on the 1064 expantion. as you can see, the first 16K on the 1064 is wasted ram..

James

> 
> The Atari 1064 is the 64Kb memory expansion for the Atari 600XL. In fact, it replaces the internal 16K with external 64K when it's
> plugged into the PBI port. There were also some 3rd party companies making expansion like this. I know of a 128Kb version but
> never seen it myself. (was that made by Axlon? Wiztronic maybe?)

# 3107. Re: RF to RCA ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-01 11:50:06 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <OLICa.376$Ve4.17524@news.optus.net.au>
Source record: 21370

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:b55Ca.24250$rO.2232686@newsread1.prod.itd.earthlink.net...
> Nope. Sorry, the Atari 400/800 plug (detachable on the XL/XE) is a 75 ohm
RF
> signal which with the proper adapter will connect to your TV's F-type
> coaxial cable jack or to an older TV's 300 ohm screw terminals.
>
> The 800, 800XL and 130XE have a monitor jack which delivers the composite
> video and audio signals for those RCA jacks on the TV. Check Fox's site
for
> the pinouts; it is very simple to build the DIN-5 to RCA cable you need.

here in australia, the 600XL also has a monintor jack, tho it only has video
and audio.
the 1200xl also has a monintor jack.

James

# 3108. Re: RF to RCA ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-01 11:51:55 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <vNICa.377$Ve4.17406@news.optus.net.au>
Source record: 21371

"Roc" <roc@roc.com> wrote in message
news:MbaCa.1645$H67.300066@news20.bellglobal.com...
> but RCA is three connections, yellow for video and red+white for
left/right
> audio. I've seen these cables with the 5 PIN DIN and 5 rca jacks...but I
am
> not sure what is the purpose of the additional 2 jacks , and will it
> actually work with a standard RCA three jack plug you see on TVs now?

depending on which 8-bit you connect it to, you will get video, luma, chroma
and audio.
800xl doesn't have chroma, 600xl doesn't have luma either.

James

## 3109. Re: Atari 600XL factory 64K?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-01 12:11:10 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3ed9ee16$0$49114$e4fe514c@news.xs4all.nl>
Source record: 21372

"jim" <sup8pdct@mail.cth.com.au> wrote in message
news:7GlCa.375$Ve4.17509@news.optus.net.au...
> not quite true. The 1064 is set up hardware wise to add 48K to the
existing
> 16k internal ram. ie the first 16K is the internal ram, the rest is on the
> 1064 expantion. as you can see, the first 16K on the 1064 is wasted ram..

Are you sure the 16 Kb ram block that isn't used is on the 1064? I thought the complete internal memory of the 600XL is disabled and replaced bij 64Kb external memory. There is even 1 line on the PBI bus to disable the internal memory so that would be the easiest way I think.

>
>
>
> >
> > The Atari 1064 is the 64Kb memory expansion for the Atari 600XL. In
fact,
> it replaces the internal 16K with external 64K when it's
> > plugged into the PBI port. There were also some 3rd party companies
> making expansion like this. I know of a 128Kb version but
> > never seen it myself. (was that made by Axlon? Wiztronic maybe?)

Hmm I have 1 64Kb upgrade looks just somewhat like the 1064. AXLON 128Kb I didn't see but I have one for my Atari 800 overhere...

TXG/MNX

## 3110. Re: Distressed XF-551s

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-01 13:08:43 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030601090843.22889.00000260@mb-m13.aol.com>
Source record: 21373

> Try formatting a blank floppy in the drive. <
Thanks, Richard, but this is different. No "Disk Error" or "Boot Error" Just the NAK sound when no drive is found on the bus. I put in a "known-good" mech from a good 551, and same thing. This is a board/IC problem, I think.

Thanks,
Larry

# 3111. Re: Holmes replaced Atari, with, SEGA???

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-01 13:40:55 UTC
From: Sean Whalen <askme@nospam.com>
Message-ID: <tb0kdvk5gfh8q7jofdct79mg9qcbubkklg@4ax.com>
Source record: 21374

I think you're very incorrect about how many people are hosting these
games. Why should they bother doing something you won't?

On Sun, 1 Jun 2003 16:56:11 +1200, "Aaron" <holmesatari@hotmail.com>
wrote:

>"Sean Whalen" <askme@nospam.com> wrote in message
>news:f19hdv8nsgsrevfmtn6kv1k6fv4nv8v878@4ax.com...
>> I'm sorry but I thought the whole reason for Holmes shutting down his
>> Atari site was lack of time and/or money to run the server. Now I see
>> the site's still there, but it changed to, Sega??? He's free to run
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>I 'dont' have anytime for the upkeep of the Atari site. The files took up
>over 500Mb of server space all up, and I now only have 10Mb!! Thus I put up
>my Sega pages which where prepared ages ago, when I had some time, as they
>are currently pretty small. I do sometimes wonder why I bothered running
>the site at all, with the bitching from people who think they could do it
>better, but never tried. It was up for 5 years, if you didnt grab the game
>in that time, too bad! There are many other sites that have Atari games
>available for download.
>
>> whatever website he wants, but if he was having legal issues or some
>> such with certain people over Atari disk images he could of at least
>> been honest about it. Or if that wasn't the case he could of just
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>That statement makes me mad... I WAS HONEST about it. I did have two
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>noticed how slack I was at keeping the pages updated as it was, let alone
>having to figure out what games are allowed, and what arent. So I called it
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>time, is my business, not yours.
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>> like the files take up much... I'm sorry, I just don't understand,
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>actively use my Atari's when I can. But I also, as I always have, enjoy
>using my Sega SC3000 computers just as much. Even though the Atari is the
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>Anyway, if you wanted to find out my reasons, why havent you email me
>directly? Instead of this bitching in this group.

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>Holmes
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>> On Sat, 31 May 2003 08:40:58 -0400, Sean Whalen <askme@nospam.com>
>> wrote:
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>> >offer one of my many ROM and disk image games in exchange, I have a
>> >lot from Atari to Super Nintendo and even Genesis. :)
>>
>

# 3112. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-01 13:42:32 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1054474839@rtfm.mit.edu>
Source record: 21375
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 26, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

# 3113. Re: Holmes replaced Atari, with, SEGA???

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-01 13:49:51 UTC
From: Sean Whalen <askme@nospam.com>
Message-ID: <kp0kdv07eekn02snaconld9pjs3417f3gg@4ax.com>
Source record: 21376

And just take the Atari section down. You want to support Sega, even
though it's the most crappiest old PC company out of them all, fine.
Just forget about the old Atari and let it die out already. You've
pretty much gone the last few steps to that goal anyway, dumping it on
everyone else. If you bothered to keep up with the scene, you'd know
how incorrect you are about others hosting the files. You're all
talk, no action, dumping the problem on other people, just like
everyone else in the world. Really it's hypocrtical for you to tell
others to do what YOU won't. We don't need people like you in the old
computer scene, so just take your whole site down already, stop
pretending you care, and get on with your precious life. Stop coming
to this newsgroup. Then you won't have to hear anyone bitch. Or
maybe the truth is just hard for you to swallow.

On Sun, 1 Jun 2003 16:56:11 +1200, "Aaron" <holmesatari@hotmail.com>
wrote:

>"Sean Whalen" <askme@nospam.com> wrote in message
>news:f19hdv8nsgsrevfmtn6kv1k6fv4nv8v878@4ax.com...
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# 3114. Re: Holmes replaced Atari, with, SEGA???

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-01 17:37:53 UTC
From: lp <gfa@basic.net>
Message-ID: <BAFFB231.55B%gfa@basic.net>
Source record: 21377

in article kp0kdv07eekn02snaconld9pjs3417f3gg@4ax.com, Sean Whalen at
askme@nospam.com wrote on 6/1/03 9:49 AM:

> And just take the Atari section down. You want to support Sega, even
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> how incorrect you are about others hosting the files. You're all
> talk, no action, dumping the problem on other people, just like
> everyone else in the world. Really it's hypocrtical for you to tell
> others to do what YOU won't. We don't need people like you in the old
> computer scene, so just take your whole site down already, stop
> pretending you care, and get on with your precious life. Stop coming
> to this newsgroup. Then you won't have to hear anyone bitch. Or
> maybe the truth is just hard for you to swallow.

That really was uncalled for. People change, lives change, companies
change, times change, and Aaron should be commended for the time hid did
give back to the community. Some people never give back anything, they just
sit back and take.

The files are available or were available on a CD or did you miss out on
that too... you could take the free time you spend here complaining
and host your own 500mb file archive just as easily. It's not that hard.

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

# 3115. Re: Distressed XF-551s

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-01 18:24:16 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3eda4580$0$49116$e4fe514c@news.xs4all.nl>
Source record: 21378

Hi,

I had the same problem. Did these drive work before?
We bought I think 10 to 15 XF551 drives in the past and they all had this problem. The problem was that the internal rom off the internal rom-mask of the 8050 cpu was defective. But there is a jumper to select a 8040 cpu. When you change the jumper to the 8040 you can use an external eprom with the XF551 OS. This did solve my problems.

So open the drive and check if there is an 8050 cpu inside.

TXG/MNX

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20030601090843.22889.00000260@mb-m13.aol.com...
> > Try formatting a blank floppy in the drive. <
> Thanks, Richard, but this is different. No "Disk Error" or "Boot Error"
Just
> the NAK sound when no drive is found on the bus. I put in a "known-good"
mech
> from a good 551, and same thing. This is a board/IC problem, I think.
>
> Thanks,
> Larry

# 3116. Re: RF to RCA ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-01 19:22:22 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vdkkik2c18tma1@corp.supernews.com>
Source record: 21379

Uhm.
The question was RF to RCA.
Someone mentions an adapter, but basically the
RF isn't going to be able to plug into a TV RCA
jacks. The monitor jack on all 8-bits can plug
into the composite input of a VCR or TV. New
S-Video might be able to make a straight thru
adapter with chroma, lumina and both sides
of the sound on some 8-bits.
But the question was RF to RCA, and I don't think
that is possible, as it is a RF signal coming out of
the 8-bit, with sound, and picture all in one signal
designed for the 75 ohm antenna input of a TV.
The RCA inputs of most TVs is a composite picture,
and left and right sound.
Russg

# 3117. Re: Holmes replaced Atari, with, SEGA???

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-01 19:29:31 UTC
From: Atari-Chart <SPAMMENOTatari-chart@shaw.ca>
Message-ID: <unkkdv8anril2qc0ffe12qsb7rbhdqbbc7@4ax.com>
Source record: 21380

Time to get off your high horse there champ. Nobody is obliged to do anything for "the scene" or for you. Put up your own collection for download somewhere, host it for five years, put up with a bunch of whining and criticism about how the free service you provide sucks, and then come and tell us if you still feel the same. If you do, I'll listen then.

On Sun, 01 Jun 2003 09:49:51 -0400, Sean Whalen <askme@nospam.com> wrote:

>And just take the Atari section down. You want to support Sega, even
>though it's the most crappiest old PC company out of them all, fine.
>Just forget about the old Atari and let it die out already. You've
>pretty much gone the last few steps to that goal anyway, dumping it on
>everyone else. If you bothered to keep up with the scene, you'd know
>how incorrect you are about others hosting the files. You're all
>talk, no action, dumping the problem on other people, just like
>everyone else in the world. Really it's hypocrtical for you to tell
>others to do what YOU won't. We don't need people like you in the old
>computer scene, so just take your whole site down already, stop
>pretending you care, and get on with your precious life. Stop coming
>to this newsgroup. Then you won't have to hear anyone bitch. Or
>maybe the truth is just hard for you to swallow.
>

# 3118. Re: Distressed XF-551s

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-01 19:35:05 UTC
From: Richard Anderson <richard_anderson@pacbell.net>
Message-ID: <JzsCa.584$Re4.526@newssvr16.news.prodigy.com>
Source record: 21381

Sorry for the confusion,
Richard

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20030601090843.22889.00000260@mb-m13.aol.com...
> > Try formatting a blank floppy in the drive. <
> Thanks, Richard, but this is different. No "Disk Error" or "Boot Error" Just
> the NAK sound when no drive is found on the bus. I put in a "known-good" mech
> from a good 551, and same thing. This is a board/IC problem, I think.
>
> Thanks,
> Larry

# 3119. Re: Atari 600XL factory 64K?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-01 19:45:13 UTC
From: Fox-1
Message-ID: <bbdl4f$he6$1@news2.tilbu1.nb.home.nl>
Source record: 21382

"jim" wrote

> 1064 expantion. as you can see, the first 16K on the 1064 is wasted ram..

I knew there was 64K inside, be it used or not :-)

--

Grtx, Sysop Fox-1 / MNX http://www.fox-1.nl
mnx_at_fox-1_dot_nl
Remember what the Dormouse said...

# 3120. Re: Holmes replaced Atari, with, SEGA???

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-01 20:10:15 UTC
From: Bishop <dwebster@mediaone.net>
Message-ID: <utmkdvkiv3m2mnao9f2eu526h0i4dhm5so@4ax.com>
Source record: 21383

On Sun, 01 Jun 2003 09:49:51 -0400, Sean Whalen <askme@nospam.com>
wrote:

>stop pretending you care, and get on with your precious life. Stop coming
>to this newsgroup. Then you won't have to hear anyone bitch. Or
>maybe the truth is just hard for you to swallow.
>

Well junior, you might think about taking a bit of your own advice.
Someday when you become an adult, you'll look back on what you wrote
and realize what a pompous ass you used to be...

# 3121. Re: Holmes replaced Atari, with, SEGA???

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-01 20:29:12 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <t4okdv41mtq6irm8tdgl2ntjf7ks2ria4j@4ax.com>
Source record: 21384

On Sun, 1 Jun 2003 16:56:11 +1200, "Aaron" <holmesatari@hotmail.com> wrote:

>I do sometimes wonder why I bothered running
>the site at all, with the bitching from people who think they could do it
>better, but never tried.

Unfortunately, the world is full of such people who criticize something while
at the sime time expect only to get things for free without any effort on their
part. Such will never attempt to do something by themselves. Fortunately I
belog to the few who, upon seeing something they don't like or believe it
can be improved, go on and actually give it a shot (obviously, if they have
the time to devote to it).

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

# 3122. Re: Distressed XF-551s

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-01 20:31:21 UTC
From: Bob Woolley <ataribobdelete@alamedanet.net>
Message-ID: <3eda6300$0$2607@fountain.mindlink.net>
Source record: 21385

If the drive responds to SIO by starting the disk and/or moving the head, then it is probably something in the SIO wiring. It can receive a CMD, but it can't send the ACK back to the SIO. If SIO or the controller itself were broken, it would just sit there like a box of rocks. If you had compatability or reading problems, it will "boot error" pretty much forever, not jump to Self-Test. The PCBs in these things were not mil-spec.....

Somebody should just re-do the board, maybe pull off the power supply, put the controller on a card that you can mount in a PC case and use that power supply, and make it run 4 drives at once, and maybe a hard drive or one of those cute little IDE tape drives and a CDROM.......

whoa - back to reality!

Bob

"LarryWhite" <llppwhite@aol.comnsp> wrote in message news:20030601004948.04553.00000213@mb-m21.aol.com...
> I have two "distressed" XF551s, and they both exhibit similar symptoms.
>
> Both have +5V and +12V.
> Both mechs will seek when power is applied.
> Both will boot maybe 1out of 20 or so times and read a disk perfectly when they
> do boot.
> Both have continuity between each of the 13 pins on the SIO ports.
> Both typically NAK instead of responding to the boot, and go to the self-test
> mode
> If I boot with another drive and then try to read the directory on these XF's,
> the drive spins and the head moves, but the drive still just NAKs.
>
> Any ideas/suggestions?
>
> Thanks,
> Larry

# 3123. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-01 21:05:50 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bbdq23$r60$1@newsg4.svr.pol.co.uk>
Source record: 21386
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Fox-1 <MailMe@fox-1@home.nl> wrote in message
news:bbal5f$kon$2@news2.tilbu1.nb.home.nl...
>
> "Steve Sweet" wrote
>
> > Oy Fuck face
> >
> > How come you only address your supporters, face your critics as well
arse
> > munch.
>
>
> I'm getting pretty sick of morons like you. Don't you see there are more
"complaints" from you about the subject in this newsgroup
> then there are advertisements in it?
>
> Hmm, of course you don't know that. Only intelligent people would have
noticed that...
>
>
> Don't waste your time with a reply. Your message's will automaticly be
ignored by choice.
>

You wont ignore this though will you..... TWAT!!!.

Smeg.

# 3124. Re: Distressed XF-551s

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-01 21:20:23 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030601172023.09515.00001115@mb-m11.aol.com>
Source record: 21387

> The problem was that the internal rom off the internal rom-mask of the 8050 cpu was defective. <

I have not heard of this before. Yes, they both have 8050's (I've not seen a U.S. version with an 8040. But they also use external Roms. I think that I see the jumper that you mentioned -- 8040 is J3 and 8050 is J4, but both are jumpered on the 8040 (S3) with an external Rom in place (U6 2364). Would this suggest the external Rom is bad?
Thanks,
Larry

# 3125. Re: Distressed XF-551s

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-01 21:34:55 UTC
From: Richard Anderson <richard_anderson@pacbell.net>
Message-ID: <3kuCa.640$7T4.627@newssvr16.news.prodigy.com>
Source record: 21388

Larry,

I never really worked on the the 551. I had stopped servicing the machines by that time. I do remember getting similar symptoms with some 1050's, which turned out to be the SIO interface driver chip(s). However, they usually failed totally and never worked, but I guess this could happen. I can't remember which chip it was. For some reason the number 4096 is popping into my head--maybe that's just my continuously living in a hexadecimal world. I do not have any 551 schematics, but I could dig out my 1050 ones.

Richard

"LarryWhite" <llppwhite@aol.comnsp> wrote in message news:20030601090843.22889.00000260@mb-m13.aol.com...
> > Try formatting a blank floppy in the drive. <
> Thanks, Richard, but this is different. No "Disk Error" or "Boot Error" Just
> the NAK sound when no drive is found on the bus. I put in a "known-good" mech
> from a good 551, and same thing. This is a board/IC problem, I think.
>
> Thanks,
> Larry

# 3126. Re: Distressed XF-551s

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-01 21:40:07 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030601174007.06721.00000364@mb-m11.aol.com>
Source record: 21389

Hi Bob-
> ... then it is probably something in the SIO wiring. <

Thanks for your counsel. I will get out my schematics and see if I can track down where all the SIO traces go. I've seen a lot of these puppies with broken traces at the SIO connectors. The grommets that Atari used on some XF's are pretty useless. I like stainless machine screws/washers/nuts.

I've checked SIO pin to pin on the boards, but I haven't checked from the socket connectors to the board. Suspect I need to do that next...
Thanks again,
Larry

# 3127. Re: Distressed XF-551s

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-01 21:55:52 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3eda7718$0$49116$e4fe514c@news.xs4all.nl>
Source record: 21390

Could be... in my XF551 drives the internal ROM of the 8050 had a bug by using an external ROM which I copied from a working XF551 it works...

TXG/MNX

"LarryWhite" <llppwhite@aol.comnsp> wrote in message news:20030601172023.09515.00001115@mb-m11.aol.com...
> > The problem was that the internal rom off the internal rom-mask of the 8050
> cpu was defective. <
>
> I have not heard of this before. Yes, they both have 8050's (I've not seen a
> U.S. version with an 8040. But they also use external Roms. I think that I
> see the jumper that you mentioned -- 8040 is J3 and 8050 is J4, but both are
> jumpered on the 8040 (S3) with an external Rom in place (U6 2364). Would this
> suggest the external Rom is bad?
> Thanks,
> Larry

# 3128. Re: Atari 600XL factory 64K?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-01 21:59:16 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3eda77e4$0$2245$e4fe514c@dreader6.news.xs4all.nl>
Source record: 21391

Yes ofcourse there is 64Kb inside because there are NO 48Kb drams only 64Kb versions.

The same on an atari 400 48Kb upgrade I have originally from atari, there is printed on the pcb 64Kb but the upper 16Kb is not wired....

TXG/MNX
"Fox-1" <MailMe@fox-1@home.nl> wrote in message news:bbdl4f$he6$1@news2.tilbu1.nb.home.nl...
>
> "jim" wrote
>
> > 1064 expantion. as you can see, the first 16K on the 1064 is wasted ram..
>
> I knew there was 64K inside, be it used or not :-)
>
>
> --
>
> Grtx, Sysop Fox-1 / MNX http://www.fox-1.nl
> mnx_at_fox-1_dot_nl
> Remember what the Dormouse said...
>
>

# 3129. Re: Distressed XF-551s

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-01 22:19:50 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030601181950.06721.00000365@mb-m11.aol.com>
Source record: 21392

Hi Richard-

> ... I do not have any 551 schematics, but
I could dig out my 1050 ones.<

Thanks -- I do have 551 schematics, so I'll see if I can find that. But *I
think* that is handled by the 8050. Again, maybe a bad 8050. (?)
Larry

# 3130. Re: Holmes replaced Atari, with, SEGA???

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-01 22:52:15 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <gtukdvc0ra14782vbg4uf3lu7r3tdirblc@4ax.com>
Source record: 21393

On Sun, 01 Jun 2003 09:49:51 -0400, Sean Whalen <askme@nospam.com>
wrote:

>And just take the Atari section down. You want to support Sega, even
>though it's the most crappiest old PC company out of them all, fine.
>Just forget about the old Atari and let it die out already. You've
>pretty much gone the last few steps to that goal anyway, dumping it on
>everyone else. If you bothered to keep up with the scene, you'd know
>how incorrect you are about others hosting the files. You're all
>talk, no action, dumping the problem on other people, just like
>everyone else in the world. Really it's hypocrtical for you to tell
>others to do what YOU won't. We don't need people like you in the old
>computer scene, so just take your whole site down already, stop
>pretending you care, and get on with your precious life. Stop coming
>to this newsgroup. Then you won't have to hear anyone bitch. Or
>maybe the truth is just hard for you to swallow.

You are well and truly out of order here...

Aaron has done all this off his own back, his own money, his time.

He's like anyone else here, he has life beyond the atari and good luck
to him, a hobby is a hobby, real life has it's own stresses and joys
which beat any game.

As for the Sega stuff, Aaron had always planned this and its his right
to do as he pleased, all ther files were made available for ages and
others have 'mirrored' the site.

Basically you are attacking a person who supported the Atari just as
much as anyone else but also put his own hard earned cash into it to
make the games available to the masses...Thats well above the call of
duty and does not deserve cheap attacks!
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 3131. RAM Upgrades for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-02 01:45:25 UTC
From: Craig Hart <no@spam.thanks>
Message-ID: <V_xCa.1922$7E.25836@news-server.bigpond.net.au>
Source record: 21394

Hi guys...

I'm getting rather annoyed at not bieng able to run some newer demos on my 800XL due to not enough RAM. 64k no longer ought to be enough!

What's the current thinking on RAM upgrades? I've seen the 1Mb one using a SIMM (Mr wooley's, I think??), and read about 130XE compatability and CPU vs ANTIC banking issues, and want to make sure I build whichever one has proven to be the "best" in terms of compatability. I'd like to be 100% 130XE compliant, at least :-)

1Mb is way to much I think (256K should be enough!), but it's a very easy circuit to assemble, so maybe it'll do. None of the designs seen on the web are dated, so it's hard to know which superceeds what.

Any thoughts, people?

Craig

--

Craig Hart
Computercom P/L
03 9596 0822

# 3132. RAM Upgrades for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-02 01:45:39 UTC
From: Craig Hart <no@spam.thanks>
Message-ID: <7%xCa.1923$7E.24047@news-server.bigpond.net.au>
Source record: 21395

Hi guys...

I'm getting rather annoyed at not bieng able to run some newer demos on my 800XL due to not enough RAM. 64k no longer ought to be enough!

What's the current thinking on RAM upgrades? I've seen the 1Mb one using a SIMM (Mr wooley's, I think??), and read about 130XE compatability and CPU vs ANTIC banking issues, and want to make sure I build whichever one has proven to be the "best" in terms of compatability. I'd like to be 100% 130XE compliant, at least :-)

1Mb is way to much I think (256K should be enough!), but it's a very easy circuit to assemble, so maybe it'll do. None of the designs seen on the web are dated, so it's hard to know which superceeds what.

Any thoughts, people?

Craig

--

Craig Hart
Computercom P/L
03 9596 0822

# 3133. Re: RAM Upgrades for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-02 03:14:45 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vdlg8a3bvmor0c@corp.supernews.com>
Source record: 21396

```
i think there's an echo in here.
I THINK THERE'S AN ECHO IN HERE.
. ..... ..... .. .... .. .....
```

# 3134. Re: RAM Upgrades for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-02 03:43:38 UTC
From: Wilheim <guillermo@mail.cl>
Message-ID: <bbeh44$34m$1@news1.nivel5.cl>
Source record: 21247

:)

"Russ Gilbert" <russg@en.com> escribi&#65533; en el mensaje
news:vdlg8a3bvmor0c@corp.supernews.com...
> i think there's an echo in here.
> I THINK THERE'S AN ECHO IN HERE.
> . ..... ..... .. .... .. .....
>
>

# 3135. Re: RAM Upgrades for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-02 03:50:07 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <PPzCa.1997$7E.26340@news-server.bigpond.net.au>
Source record: 21248

Nah, it is Telstra's crappy news server, it won't acknowledge posts
correctly, so Outchook, keeps resending. Craig and I have the same problem.
Don't be surprised if you get 2 posts of this reply. Got to delete every
post from the outbox :-(

Mark

"Russ Gilbert" <russg@en.com> wrote in message
news:vdlg8a3bvmor0c@corp.supernews.com...
> i think there's an echo in here.
> I THINK THERE'S AN ECHO IN HERE.
> . ..... ..... .. .... .. .....
>
>

# 3136. Re: Here I come to save the day!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-02 04:41:20 UTC
From: dufus@bunghole.net
Message-ID: <3edad496.59015589@nntp.ix.netcom.com>
Source record: 21249
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

. . . and the reason you're so angry with me is that when your mommy
was in her ninth month of her pregnancy with you, I was porking her
soundly one evening and I CAME IN YOUR FACE!!! Why, you even tried to
give me head - right there in the womb.

Also, there's no commentary necessary regarding your obsession with
the gay world. How many trips has daddy had with you up the hershey
highway, eh??

Face it . . . you are, and will always be, a l-o-s-e-r.

On Sun, 1 Jun 2003 23:44:43 +0159 (CEST), Anonymous
<discord-nobody@erisiandiscord.de> wrote:

>Hello, some of you may know me as Fagboy Benny. I'm that big fat 400lb fagot
>straight outta yer Daddy's asshole! Actually, I'm the biggest dumbest fagot
>in Oregon. I sell new & used sex toys to the masses! Why do I do this? I
>have shit for brains, I don't listen to anyone, and I just LOVE making assholes
>so much larger than usual! I want your business so badly that I'm spamming
>the newsgroups and gonna offer a big 30% off for repeat customers and for all
>gays with large assholes. I don't get enough business as it is and my ISP
>let's me spam all I want cuz I'm such a big gaylord.
>
>Now, let's me all of my bum buddy friends! These people are true fagots and
>fuck me up the ass daily! I love fucking their loose assholes too.
>
>The Bravo Sierra Bum Buddy and true Gaylords Team:
>We have fagboy Don Schmidt. Yet another of my faggy spammers.
>Rustynutt (we call him fagboy fucknut). A true fagot he is!
>Iain Laskey. Our fagot and loser of the day.
>Mikey Freeman. Dumbest fuck in the world. A true fagot.
>Bill Freeman. Just another stupid shit eating loser.
>Xao-Ming: A deep fried shrimp from outta town. Gaylord Gook!
>Richard Cranium. Loves to fuck his daddy and his brothers.
>Nick Harlow. Another of my big faggy chums.
>Richard Cortese. I love Richard just cuz he's such a loser!
>
>This list is always growing folks! Over time, it'll become the biggest list
>ever. Bigger than my well fucked asshole! A big faggy smooch to all these
>fagots for being true gaylords in the true style of Bravo Sierra Computers.
>
>I love ya guys so much! Bend over for me and let's keep spamming these newsgroups
>with my faggy sex toys!
>

>Big smooch to all!
>From your fat 400lb anal wonder of the world,
>
>===Fagboy Benny Smith===
>
>

# 3137. Re: Distressed XF-551s

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-02 05:44:47 UTC
From: Richard Anderson <richard_anderson@pacbell.net>
Message-ID: <jvBCa.424$zQ1.33533218@newssvr13.news.prodigy.com>
Source record: 21250

I went ahead and looked. I was wrong it is a LM3086 on the 1050. Just
some simple driver transistors.

Richard

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20030601181950.06721.00000365@mb-m11.aol.com...
> Hi Richard-
>
> > ... I do not have any 551 schematics, but
> I could dig out my 1050 ones.<
>
> Thanks -- I do have 551 schematics, so I'll see if I can find that. But *I
> think* that is handled by the 8050. Again, maybe a bad 8050. (?)
> Larry
>

# 3138. Re: RF to RCA ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-02 08:44:53 UTC
From: Jon-Paul <pockets@nospam.cix.co.uk>
Message-ID: <bbf2q8$hhe$1@thorium.cix.co.uk>
Source record: 21251

Hmm, I picked up an audio 5 pin din to 4 RCA jacks which works fine with my 1084 monitor. I must have lucked out.

"Roc" <roc@roc.com> wrote in message news:jXWBa.933$H67.204801@news20.bellglobal.com...
> I do remember a 5 pin DIN connector, which was labelled Monitor...but this
> is not a standard connection is it? and did it output to RCA jacks?
>
> "Shawn Jefferson" <shawnjefferson@shaw.caREMOVEPLS> wrote in message
> news:3ed821c2.6938723@news...
> > "Roc" <roc@roc.com>:
> > >Is there any adapter that allows you to plug the RF connector on the back
> of
> > >the Atari (and many older game systems) to the Video / Left / Right
> audio
> > >RCA jacks now standard on most newer TVs?
> >
> > The Atari computer had a monitor port that had a composite video and an
> > audio connection which could be plugged into these RCA jacks on your TV.
> > Of course if you are talking about another Atari product such as the
> > 2600... you're in the wrong group. ;)
> >
> > ---
> > Shawn Jefferson
> > (fix reply to for email)
>
>

# 3139. Re: Here I come to save the day!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-02 09:47:36 UTC
From: "r.spanger" <uddin@usuckers.com>
Message-ID: <bbf397$2bc$1@news6.svr.pol.co.uk>
Source record: 21252
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Richard Cranium" <dufus@bunghole.net> wrote in message
news:3edad496.59015589@nntp.ix.netcom.com...
> . . . and the reason you're so angry with me is that when your mommy
> was in her ninth month of her pregnancy with you, I was porking her
> soundly one evening and I CAME IN YOUR FACE!!! Why, you even tried to

What a couple of wacky guys!!, I really look forward to many more of these
funny? posts

# 3140. Re: Holmes replaced Atari, with, SEGA???

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-02 09:53:57 UTC
From: Aaron <holmesatari@hotmail.com>
Message-ID: <%7FCa.1913$Jq3.423154@news02.tsnz.net>
Source record: 21253

ffs, Sean get a life.
I dont see you hosting the files, idiot!

"Sean Whalen" <askme@nospam.com> wrote in message
news:kp0kdv07eekn02snaconld9pjs3417f3gg@4ax.com...
> And just take the Atari section down. You want to support Sega, even
> though it's the most crappiest old PC company out of them all, fine.
> Just forget about the old Atari and let it die out already. You've
> pretty much gone the last few steps to that goal anyway, dumping it on
> everyone else. If you bothered to keep up with the scene, you'd know
> how incorrect you are about others hosting the files. You're all
> talk, no action, dumping the problem on other people, just like
> everyone else in the world. Really it's hypocrtical for you to tell
> others to do what YOU won't. We don't need people like you in the old
> computer scene, so just take your whole site down already, stop
> pretending you care, and get on with your precious life. Stop coming
> to this newsgroup. Then you won't have to hear anyone bitch. Or
> maybe the truth is just hard for you to swallow.
>
> On Sun, 1 Jun 2003 16:56:11 +1200, "Aaron" <holmesatari@hotmail.com>
> wrote:
>
> >"Sean Whalen" <askme@nospam.com> wrote in message
> >news:f19hdv8nsgsrevfmtn6kv1k6fv4nv8v878@4ax.com...
> >> I'm sorry but I thought the whole reason for Holmes shutting down his
> >> Atari site was lack of time and/or money to run the server. Now I see
> >> the site's still there, but it changed to, Sega??? He's free to run
> >>
> >I 'dont' have anytime for the upkeep of the Atari site. The files took
up
> >over 500Mb of server space all up, and I now only have 10Mb!! Thus I put
up
> >my Sega pages which where prepared ages ago, when I had some time, as
they
> >are currently pretty small. I do sometimes wonder why I bothered running
> >the site at all, with the bitching from people who think they could do it
> >better, but never tried. It was up for 5 years, if you didnt grab the
game
> >in that time, too bad! There are many other sites that have Atari games
> >available for download.
> >
> >> whatever website he wants, but if he was having legal issues or some
> >> such with certain people over Atari disk images he could of at least
> >> been honest about it. Or if that wasn't the case he could of just

> >
> >That statement makes me mad... I WAS HONEST about it. I did have two
> >publishers email me with a final notice about hosting their games. I
cant
> >be bothered keeping track of games I'm not allowed to host. You may have
> >noticed how slack I was at keeping the pages updated as it was, let alone
> >having to figure out what games are allowed, and what arent. So I called
it
> >quits. Get the games elsewhere. What I do with my small amount of spare
> >time, is my business, not yours.
> >
> >> left the Atari site up, he obviously has server space and it's not
> >> like the files take up much... I'm sorry, I just don't understand,
> >> just seems like he abandoned Atari like a lot of other people.
> >
> >I havent abandoned anything, I just happen to have a life now, and have
> >passed the 'hosting role' to the many others out there. I still collect
and
> >actively use my Atari's when I can. But I also, as I always have, enjoy
> >using my Sega SC3000 computers just as much. Even though the Atari is
the
> >superior computer of the two.
> >
> >Anyway, if you wanted to find out my reasons, why havent you email me
> >directly? Instead of this bitching in this group.
> >
> >Sometimes I wonder why I ever bothered. People can be so ungrateful.
> >
> >Holmes
> >
> >>
> >> On Sat, 31 May 2003 08:40:58 -0400, Sean Whalen <askme@nospam.com>
> >> wrote:
> >>
> >> >'m trying to play the original Questron through emulation. I first
> >> >had this game on an Atari 800XL, it was one of the first major
> >> >computer RPGs I remember playing besides Phantasie, and I came close
> >> >to finishing it but never did for some reason. As I remember I was in
> >> >a dungeon in the Land of Evil somewhere, I'm guessing Mantor's. Over
> >> >the various years I've tried a few copies on a few different computer
> >> >emulators. First I tried a version of Questron I found through the
> >> >XL-It Atari search engine, it wouldn't get past the character select
> >> >screen. Next I tried a Commodore 64 version from arnold.c64.org on
> >> >CCS64. It worked fine, except for the gambling. For example in
> >> >Roulette you couldn't put in a bet and all you could do is select Even
> >> >and Odd over and over and there was no way to leave the screen.
> >> >Eventually I downloaded an Apple version off Gamespy's site which
> >> >seemed to run fine on AppleWin. But, the Apple version has the least
> >> >asthetic graphics. :)
> >> >

> >> >I then pretty much stopped looking and never got around to playing it.
> >> >Years later, I saw a post on this very newsgroup which is still here
> >> >in my Agent newsreader about Holme's site closing down. On there, I
> >> >found an "alternate" version of Questron which has a cracked screen at
> >> >the beginning. This seemed to work great, until I finally started to
> >> >play a bit more and tried to enter my first castle. When I inserted
> >> >disk 3 as instructed, the game crashed to BASIC with a message
> >> >"Stopped at Line 3000" or very close to that. I was using Atari800Win
> >> >PLus 3.1. I tried various settings to no avail, so I'm assuming the
> >> >third disk is bad.
> >> >
> >> >Now to my question, has anyone gotten Questron working (all the
> >> >disks) on any emulator with all the features like gambling besides the
> >> >Apple version, and if so could you tell me what emulator version you
> >> >were using and the version of the disk image you were using? I'd
> >> >settle for Amiga at this point, if that even exsists and the graphics
> >> >are better than Apple's. :) I'd really appreciate it. I could
> >> >offer one of my many ROM and disk image games in exchange, I have a
> >> >lot from Atari to Super Nintendo and even Genesis. :)
> >>
> >
>

# 3141. Re: Holmes replaced Atari, with, SEGA???

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-02 10:07:14 UTC
From: Aaron <holmesatari@hotmail.com>
Message-ID: <skFCa.1918$Jq3.423541@news02.tsnz.net>
Source record: 21254

I dont even think I'll even bother reading any more from you...
*** Plonk ***
Ah, killfiles are such a good thing. :-)

I just want to thank everyone that came to my support there. I still really enjoy the Atari, and dont have to explain, beyond what I have publicly, why I stopped hosting. I really enjoyed the visitors to my site, and all the emails I've received over the years, shows the majority of Atari users out there where good people. But with all scenes, you get a bunch of plonks as well. Enuff said.

If you still need games, be sure to visit these sites (just the tip of the iceberg of sites...)
http://www.atari8bit-software.de/index_e.htm HOMESOFT
http://atarigame.cjb.net/ Atari 8bit Games Archive

Maybe for the people that need more sites, the readers of this can post their favorite links to Atari 8bit games?

Holmes

>>Sean Whalen in a fit of delusion said...
<SNIP>

## 3142. UK Atari owners - remember Silica Shop..?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-02 10:53:27 UTC
From: dunxuk@aol.com
Message-ID: <20030602065327.04299.00001162@mb-m15.aol.com>
Source record: 21255

Or to be more accurate a pack of six tapes in a brown plastic case that they used to supply with each Atari 400; mostly screamingly awful games / utilities but with some dreadful music composer files on the last cassette. Also an inadvertently hilarious english schoolboy announcing "The next pwogwam is GAM4, a bwainteaser..." etc. between each file.

Crutially has anyone still got these tapes, I'm trying to find a copy!

Many thanks, Dunx

## 3143. XL Search 2.0 open for beta testing

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-02 11:11:40 UTC
From: bill@newbreedsoftware.com
Message-ID: <MhGCa.18790$JX2.1159319@typhoon.sonic.net>
Source record: 21256

XL Search 2.0 is a new MySQL- and PHP-driven remake of XL Search,
the Atari 8-bit FTP- and Web-site search engine.
(Think www.Shareware.com, but for 8-bit Atari owners.)

I'm opening it up for beta testing and so that folks can comment on it
(and help me tweak the MySQL searching code so it's more user-friendly ;^) )

http://www.newbreedsoftware.com/xlsearch2/

Of course, the old XL Search is still online:

http://www.newbreedsoftware.com/xlsearch/

Enjoy!

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 3144. Re: Atari 600XL factory 64K?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-02 11:26:57 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <5wGCa.49$ly5.959@news.optus.net.au>
Source record: 21257

"TXG" <txg01@xs4all.nl> wrote in message
news:3ed9ee16$0$49114$e4fe514c@news.xs4all.nl...
>
> "jim" <sup8pdct@mail.cth.com.au> wrote in message
> news:7GlCa.375$Ve4.17509@news.optus.net.au...
> > not quite true. The 1064 is set up hardware wise to add 48K to the
> existing
> > 16k internal ram. ie the first 16K is the internal ram, the rest is on
the
> > 1064 expantion. as you can see, the first 16K on the 1064 is wasted
ram..
>
> Are you sure the 16 Kb ram block that isn't used is on the 1064? I thought
> the complete internal memory of the 600XL is disabled and replaced bij
64Kb
> external memory. There is even 1 line on the PBI bus to disable the
internal
> memory so that would be the easiest way I think.
>
yes, I am sure. I pulled apart the hardware, followed lines etc and found
that is what happens. a 64k internal upgrade of the 600xl requires the
removel of a 74ls32 and a bridge placed across 2 pins. this is so CAS? ( or
was it ras or some memory enable line?) would be switched to internal ram
for all memory addresses. also, the 1064 has hardware to dissable the ram in
the first 16K bank. I once did a little rewireing so all ram on the 1064 was
used (ie I removed the internal ram of the 600xl)

James

# 3145. Re: Distressed XF-551s

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-02 11:39:16 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <EHGCa.50$ly5.1151@news.optus.net.au>
Source record: 21258

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20030601090843.22889.00000260@mb-m13.aol.com...
> > Try formatting a blank floppy in the drive. <
> Thanks, Richard, but this is different. No "Disk Error" or "Boot Error"
Just
> the NAK sound when no drive is found on the bus. I put in a "known-good"
mech
> from a good 551, and same thing. This is a board/IC problem, I think.

I had to fix a 551 years ago. atari them selves said it was the computer
playing up and left it at that. I looked at the drive, the power plug was
loose and wouldn't power properly. when i/o board was out, the solders where
broken on the power plug and on the sio ports. big holes could be seen, not
cracks. so much for atari service back then.
you could check the solder joins on the board.

James

# 3146. Re: RAM Upgrades for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-02 11:45:54 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <SNGCa.51$ly5.1109@news.optus.net.au>
Source record: 21259

"Mark Bedingfield" <mark@computercom.com.au> wrote in message
news:PPzCa.1997$7E.26340@news-server.bigpond.net.au...
> Nah, it is Telstra's crappy news server, it won't acknowledge posts
> correctly, so Outchook, keeps resending. Craig and I have the same
problem.
> Don't be surprised if you get 2 posts of this reply. Got to delete every
> post from the outbox :-(

where in this world are you?? telsrta is an australian company

James

# 3147. Re: RAM Upgrades for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-02 12:06:40 UTC
From: Craig Hart <chart@nospam.ta>
Message-ID: <3edb3df8$1@usenet.per.paradox.net.au>
Source record: 21260

Hi..

Very good, yes Mark and I are Australians. Why does this surprise/concern
you so much, considering that you also appear to be from Australia?

Oh, and I'm still waiting for an actual response to my original post :-)

"jim" <sup8pdct@mail.cth.com.au> wrote in message
news:SNGCa.51$Iy5.1109@news.optus.net.au...
>
> "Mark Bedingfield" <mark@computercom.com.au> wrote in message
> news:PPzCa.1997$7E.26340@news-server.bigpond.net.au...
> > Nah, it is Telstra's crappy news server, it won't acknowledge posts
> > correctly, so Outchook, keeps resending. Craig and I have the same
> problem.
> > Don't be surprised if you get 2 posts of this reply. Got to delete every
> > post from the outbox :-(
>
>
> where in this world are you?? telsrta is an australian company
>
> James
>
>

# 3148. Re: Distressed XF-551s

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-02 12:07:41 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030602080741.15071.00000395@mb-m14.aol.com>
Source record: 21261

Hi James-

> ... you could check the solder joins on the board. <

Thanks for the suggestion -- I'll make sure that I check those joints closely.

Larry

# 3149. Re: XL Search 2.0 open for beta testing

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-02 12:17:56 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <bbff9m$90a50$1@ID-174234.news.dfncis.de>
Source record: 21262

William Kendrick wrote:

> 
> XL Search 2.0 is a new MySQL- and PHP-driven remake of XL Search,
> the Atari 8-bit FTP- and Web-site search engine.
> (Think www.Shareware.com, but for 8-bit Atari owners.)
> 
> I'm opening it up for beta testing and so that folks can comment on it
> (and help me tweak the MySQL searching code so it's more user-friendly ;^)
> )
> 
> http://www.newbreedsoftware.com/xlsearch2/
> 
> 
> Of course, the old XL Search is still online:
> 
> http://www.newbreedsoftware.com/xlsearch/
> 
> 
> Enjoy!
> 
> -bill!
> 

Hello Bill,

this looks good.

two questions:

a)
if I search for "*forth*" i get several hits, but I don't get "DOSSECT.4TH -
DOS Sectors to Forth, disk utility", which I get when searching for
"*dos*". Do you know why this happend?

b) is the index-file-format still QIF? I'm planning to create QIF files for
the ABBUC Infothek and the ABBUC Programmers Wiki.

Best regards

Carsten Strotmann

## 3150. In search of Bounty Bob...

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-02 12:24:21 UTC
From: dunxuk@aol.com
Message-ID: <20030602082421.20874.00000665@mb-m27.aol.com>
Source record: 21263

Does anyone have an image of any version of BBSB that actually runs on an XE with Warp OS fitted? I've tried many versions and the all lock. I am now completely unable to play this classic, my other Atari being a 48K 400.

Thanks once again,

Dunx

# 3151. Re: XL Search 2.0 open for beta testing

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-02 12:26:23 UTC
From: dunxuk@aol.com
Message-ID: <20030602082623.20874.00000666@mb-m27.aol.com>
Source record: 21264

>From: bill@newbreedsoftware.com (William Kendrick)
>Date: 02/06/03 12:11 GMT Daylight Time
>Message-id: <MhGCa.18790$JX2.1159319@typhoon.sonic.net>
>
>
>XL Search 2.0 is a new MySQL- and PHP-driven remake of XL Search,
>the Atari 8-bit FTP- and Web-site search engine.
>(Think www.Shareware.com, but for 8-bit Atari owners.)
>
>I'm opening it up for beta testing and so that folks can comment on it
>(and help me tweak the MySQL searching code so it's more user-friendly ;^) )
>
> http://www.newbreedsoftware.com/xlsearch2/
>

Seems to work very well. However it hung when I tried to search by relevance
but that may be my connection. Good stuff!

## 3152. Re: RF to RCA ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-02 12:38:00 UTC
From: dunxuk@aol.com
Message-ID: <20030602083800.20874.00000667@mb-m27.aol.com>
Source record: 21265

>From: "Roc" roc@roc.com
>Date: 31/05/03 03:10 GMT Daylight Time
>Message-id: <eaUBa.829$H67.183249@news20.bellglobal.com>
>
>Is there any adapter that allows you to plug the RF connector on the back of
>the Atari (and many older game systems) to the Video / Left / Right audio
>RCA jacks now standard on most newer TVs?
>
>

In my experience the simplest adaptor to use is a video recorder. Plug the
Atari RF into it, tune it and just attach your TV to the scart / video+audio
from the video.

# 3153. Re: RAM Upgrades for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-02 13:39:04 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vdmkqsqlof6d68@corp.supernews.com>
Source record: 21266

(smarty Russg)
I don't know the best.
There's an ICD 256k one, RAMBO I think.
Then there's the Newell 256k one, the one I have.
Andreas Magenheimer analyzed ALL extended RAM.
I believe you can find his research in the csa8 FAQ.
http://www.faqs.org/faqs/atari-8-bit/faq/
I'm sure there are total home brew ones you can
find on the internet.
The Newell requires a little module that you plug
into one of the sockets of an 800XL and wire it up.
Finally, the vendor's list, but I don't know any
Australian vendors. Active vendor's that read this
group are Video 61 and Ben Smith. B&C and
Best are other very active vendors.
There were some memory mod urls, but they
seem to have been taken down (craig lisowski's
site in particular.)

# 3154. Re: Holmes replaced Atari, with, SEGA???

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-02 14:26:18 UTC
From: sweetspot@bellsouth.net
Message-ID: <d2e1548b.0306020626.436b7b37@posting.google.com>
Source record: 21267

Aaron,

What a great word, 'plonk'. Sounds good, looks good, fits. I like it.

ron

"Aaron" <holmesatari@hotmail.com> wrote in message
news:<skFCa.1918$Jq3.423541@news02.tsnz.net>...
> I dont even think I'll even bother reading any more from you...
> *** Plonk ***
> Ah, killfiles are such a good thing. :-)
>
> I just want to thank everyone that came to my support there. I still really
> enjoy the Atari, and dont have to explain, beyond what I have publicly, why
> I stopped hosting. I really enjoyed the visitors to my site, and all the
> emails I've received over the years, shows the majority of Atari users out
> there where good people. But with all scenes, you get a bunch of plonks as
> well. Enuff said.
>
> If you still need games, be sure to visit these sites (just the tip of the
> iceberg of sites...)
> http://www.atari8bit-software.de/index_e.htm HOMESOFT
> http://atarigame.cjb.net/ Atari 8bit Games Archive
>
> Maybe for the people that need more sites, the readers of this can post
> their favorite links to Atari 8bit games?
>
> Holmes
>
>
> >>Sean Whalen in a fit of delusion said...
> <SNIP>

## 3155. Re: In search of Bounty Bob...

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-02 14:54:43 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <QxJCa.3421$Hb.64187@news4.e.nsc.no>
Source record: 21268

"DunxUK" <dunxuk@aol.com> skrev i melding
news:20030602082421.20874.00000665@mb-m27.aol.com...
> Does anyone have an image of any version of BBSB that actually runs on an
XE
> with Warp OS fitted? I've tried many versions and the all lock. I am now
> completely unable to play this classic, my other Atari being a 48K 400.

I don't have Warp OS, but my Bounty Bob works on both my 130XE and the
800XL. I have several versions, but the file version, using DOS 2.5, works.
I seem to remember it NOT working with some of the other OS's. Do you have a
file version ? Is it running with DOS 2.5 ?

# 3156. Re: UK Atari owners - remember Silica Shop..?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-02 15:53:23 UTC
From: Jon-Paul <pockets@nospam.cix.co.uk>
Message-ID: <bbfrtk$1r2$1@thorium.cix.co.uk>
Source record: 21269

"DunxUK" <dunxuk@aol.com> wrote in message
news:20030602065327.04299.00001162@mb-m15.aol.com...
> Or to be more accurate a pack of six tapes in a brown plastic case that
they
> used to supply with each Atari 400; mostly screamingly awful games /
utilities
> but with some dreadful music composer files on the last cassette. Also an
> inadvertently hilarious english schoolboy announcing "The next pwogwam is
GAM4,
> a bwainteaser..." etc. between each file.
>
> Crutially has anyone still got these tapes, I'm trying to find a copy!
>
> Many thanks, Dunx
>

I remember the shop, not the tapes, sounds as if i'm not missing much ;0)

## 3157. How do I find minotaur in Return of Heracles?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-02 16:46:35 UTC
From: gregorys@xmission.com
Message-ID: <5ce20e9d.0306020846.615d5843@posting.google.com>
Source record: 21270

My search has been fruitless.

Greg

# 3158. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-02 17:40:38 UTC
From: mr_i_davis@hotmail.com
Message-ID: <d735c5ea.0306020940.41ef6a1e@posting.google.com>
Source record: 21271
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:<bba0ia$hcu$5@sparta.btinternet.com>...
> Hi Issac
>
> > Hi Steeve
>
> One less' e' there
>

That was kind of my point there. One less 's' there in my case, and
one more 'a'. (Isaac) Anyway..

> Long ago i requested that the size be cut to one short mail carrying a link
> to a website ot even an advert for a private mailing list, he responded to
> none of these suggestions and then started to post 3 or more long mails in
> a session

Well the problem I see here is that by the same token we cannot get
someone to stop posting profanity, we can't stop Ben from posting. I
still maintain that the chatter level in this group is so low that it
would only take a mere few seconds to skip over any thread that was
irrelevant to you. I read much larger groups, and as the level of
posts increase, so do the people who think they need to post their
beliefs on all manner of topics. I tend to look at posts like Ben's as
billboards along the road of usenet. They have their advantages and
disadvantages, and yes, sometimes can get in the way of a really nice
view, but you can always move on and they are out of your way. I know,
bad analogy, but who cares.

> > > As i stated above, group ethics are on topic, spam is off topic.
>
> > I think to be consistent, you should be speaking out against whoever
> > is posting the filth. It really makes your cause look off kilter when
> > you don't apply a level base of tolerance.
>
> I'm sticking to the issue i'm interested in, where it suits me. 8~)
>

Sorry, I just think that if you are going to crusade, make it an even
crusade. It really destroys credibility when you will point fingers at
someone, and let another person doing the same or worse actions slip
right on by. By having an actual civil discussion here, I could see
everyone eventually at least coming to some sort of an agreement. If
we didn't have people playing childish games, then you might have a
chance for advancement of your cause. Besides, it's not like we don't

have other vendors doing exactly what you are asking Ben to do. Look
at Lance and Rick. They both have catalogs full of items, and have
relegated their advertising to web sites. They post and contribute to
the group. What you are asking isn't outrageous, but when you come on
and castigate Ben, and don't castigate someone posting filth, then you
negate your credibility. While you might have one issue in mind, you
are allowing bias to lower your ability to tackle this issue.

> > > Do you filter everything you disagree with or do you do something about
> it.
> >
> > No, with the 20 posts in here on a good day, I just hop over the ones
> > I am not interested in.
>
> But there's the chance that one day that person you just filtered will have
> some usefull and welcome input, i may well use his services one day, i may
> well join a conversation with him, i'm not objecting to him or his living,
> but only when he stops his multi page spamming and replaces it with a short
> mail with a web-link will i let ot go.

I only filter a few people in a few other groups, and that's because
they have been posting off topic drivel for what seems like years now.
I still maintain that the number of posts in this group has dwindled
to almost nil, and skipping over a single advertisement at the
frequency he posts it at is negligible.

> I protest to the channel, direct action is the only effective method.
>
> > > I dont want to filter anyone, that was your suggestion!.
> >
> > Well, by insisting that Ben stop, not only are you filtering Ben for
> > yourself, you are trying to impose your filter on everyone else.
>
> A compromise would shut me up for good, no-one comments on that suggestion,
> least of all benny-fag-boy.
>
> > It's much easier having an intelligent conversation.
>
> I completely agree.
>
> > I honestly was expecting a post telling me to ram a cartridge up my
> keister.
>
> I hold that in reserve. 8~)
>
> > I guess it's just taking whoever is making those up, a while to gather his
> > thoughts, and tap out the message with the pencil in his mouth. Sad...
>
> I tried sensible post's, and email to Benny boy, he only replies to his
> defenders
>

> > Isaac
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

I personally don't care one way or the other. The real reason I spoke up in the first place is that the way I "saw" it, and that's previous to our conversation, is that if someone like Lance, or Rick, or anyone else established as a retailer of Atari wares posts, they would be the victim of an obscene tirade. Which at this day and age, with the amount of people with stocked amounts of Atari equipment, would be a loss in my point of view. It's not like we can pick up an Antic magazine, and search out the cheapest price on a 1024. We have to hunt down whoever might have one, and it seems that this is the arena for most of the atari activity, at least it seems that way to me. I have the feeling that if someone had an ebay auction as of late, they cringed at the thought of posting it on here, for fear that they might open their newsreader the next day to find that they have posted about sodomizing the president.

You have stated what you would like to see changed, and frankly I have no problem with that, as long as we are even handed about it. Like I said, it seems that other vendors already work in this manner.
Isaac

# 3159. Re: Here I come to save the day!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-02 19:35:59 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <vGNCa.1247$nk5.1178@nntpserver.swip.net>
Source record: 21272
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Anonymous" <discord-nobody@erisiandiscord.de> skrev i meddelandet
news:f700ec96b607b7632dfb604977cde1d9@erisiandiscord.de...
> Hello, some of you may know me as Fagboy Benny. ...
> ...

I get the impression that there are not many companies left, that sell Atari 8-bit equipment these days.

Bravo Sierra Computers offers Atari equipment to Atari 8-bit enthusiasts and from what I have heard, the company treats these enthusiasts (its customers) in a fair way.

No complaint in this newsgroup seems to be about how Ben Smith treats buyers of his Atari equipment.

If that is correct, please leave Ben Smith alone. Selling Atari 8-bit equipment to enthusiast users is a positive contribution to what remains of the Atari 8-bit world.

Whatever is irritating about Ben Smith and his company, it cannot be worse than all these articles about f-gs, assh-les, s-x toys, et cetera.

Anders

# 3160. Update For Sale:Atari Magazines

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-02 20:25:25 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3EDBB2B5.7A3E439C@cswebmail.com>
Source record: 21273

Hello, here is an update...

I have about 1000 extra magazines to get rid of.
Lots of Analog and Antic(no first or second year!)
Compute, Creative Computing, are gone.
Current Notes, Atari Connection(changed to Atari Explorer) still
available.
Also, Atari Interface. And Atari User if I can dig them out.

I also have some odd lots of ST magazines: Start, ST Informer, ST Log,
and ST Express.
I'll have to dig them out.

Almost all start after the first or second year..

They are free! A $5.00 per box fee and shipping applies. One box is 25

to 50 mags on average.

I am working on a list, but email me with your list.

If you email and say you want the magazines(and give no details), do you
really want all 1000?
I thought not. :) But it would make me happy!

Rick D.
w e b r i c k d
@
c s w e b m a i l . c o m .

# 3161. Re: Do as I say, not as I do (was: A Word About Ben Smith)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-02 20:47:58 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BB0106B4.314E3%nameerf@flash.net>
Source record: 21274
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

in article pan.2003.05.31.14.35.26.727020@removenoaspam.atari-source.com,
Mark D at mducksub@removenoaspam.atari-source.com wrote on 5/31/03 6:35 AM:

> On Sat, 31 May 2003 06:57:42 +0000, Michael and Nicole Freeman wrote:
>
>> Well, I don't normally reply to stupidity, but I did. Please forgive me for
>> contributing to the destruction of this Newsgroup.
>>
>
> This is an overzealous statement. If this ass manages to destroy the
> group I would be more than slightly surprised. Considering Atari as a
> computing
> platform has survived massive pirating, corporate death... and hey. MagiC
> crashes too often.. that alone would be enough to make some people I know
> give up and boot linux, I don't think there's really anything to worry
> about. All this talk about death, destruction, blah. Nobody realizes
> that the Atari community as it stands right now is THIN. I only pray that
> there's a lot of dumb people having Falcons hiding shrinkwrapped in their
> basement ;)

This is sort of my point, though. The Atari community is thin. This
newsgroup has been an invaluable resource for me, personally, and I've
watched it progressively shrink over the years, and many who've jumped ship
did so because of petty things like this. Yeah, I guess destruction was a
bit harsh. It's more like erosion. The community is so small, even if a few
key level-headed people stop reading and posting, it's a definite loss for
the group.

Mike Freeman
nameerf@flash.net

# 3162. Re: How do I find minotaur in Return of Heracles?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-02 22:24:47 UTC
From: Cruiser7 <Cruiser7@nospam.com>
Message-ID: <vdnjn8r36gph29@corp.supernews.com>
Source record: 21275

Gregory A. Swarthout wrote:
> My search has been fruitless.
>
> Greg

Here's a little clue to hopefully get ya going again without giving away too much:

Much like in ancient myth, The Minotaur is in a labryrinth underneath the island of Crete. According to some ancient legends Theseus beat him with the help of a King's daughter, but most of the warriors available should be able to do it... I like Achilles or Autolycus, myself.

If this doesn't help, let me know and I will be more specific. I made a mini gaming guide and character chart for this game, much like I am working on for another Ben Smith title, Ali Baba And The Forty Thieves. I plan to release both mini-guides along with a NeverWinter Nights module based on Ali Baba, due out (hopefully) later this summer.

C7

# 3163. Re: How do I find minotaur in Return of Heracles?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-02 22:28:40 UTC
From: Cruiser7 <Cruiser7@nospam.com>
Message-ID: <vdnjuhe8is211d@corp.supernews.com>
Source record: 21276

Gregory A. Swarthout wrote:
> My search has been fruitless.
>
> Greg

Here's a little clue to hopefully get ya going again without giving away too much:

Much like in ancient myth, The Minotaur is in a labryrinth underneath the island of Crete. According to some ancient legends Theseus beat him with the help of a King's daughter, but most of the warriors available should be able to do it... I like Achilles or Autolycus, myself.

If this doesn't help, let me know and I will be more specific. I made a mini gaming guide and character chart for this game, much like I am working on for another Stuart Smith title, Ali Baba And The Forty Thieves. I plan to release both mini-guides along with a NeverWinter Nights module based on Ali Baba, due out (hopefully) later this summer.

C7

BTW, if this message gets posted twice, I apologize. I typoed the author's name and realized it right after I clicked "send".

# 3164. Re: XL Search 2.0 open for beta testing

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-02 23:55:29 UTC
From: bill@newbreedsoftware.com
Message-ID: <RtRCa.18959$JX2.1165392@typhoon.sonic.net>
Source record: 21277

Carsten Strotmann <cas_news@strotmann.de> wrote:
>
> a)
> if I search for "*forth*" i get several hits, but I don't get "DOSSECT.4TH -
> DOS Sectors to Forth, disk utility", which I get when searching for
> "*dos*". Do you know why this happend?

Ugh. No idea. I'm only just learning about MySQL, and the stuff I've seen
on 'FULLTEXT' searching hasn't been very thorough.

Anyone here good with it? Can you help? ;^)

> b) is the index-file-format still QIF? I'm planning to create QIF files for
> the ABBUC Infothek and the ABBUC Programmers Wiki.

Yes. I may decide to come up with my own format that people can choose to
use instead, too. QIF is pretty useless, honestly.
It's not even Y2K-compliant! :^P

One thing I've been considering, too, is (slowly) downloading every
archive file (ZIP, ARC, etc.) on sites to examine the insides, and then
keep a list of what's in the files in a separate table.

This would also help for when there's a ZIP that contains only an ATR file.
Then I can create an icon for a compressed ATR disk image, and put it up,
rather than an ambiguous icon of "some compressed file(s)", that I have now. ;)

That might be XL Search 3.0, though. ;^)

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 3165. Re: XL Search 2.0 open for beta testing

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-02 23:57:04 UTC
From: bill@newbreedsoftware.com
Message-ID: <kvRCa.18961$JX2.1165156@typhoon.sonic.net>
Source record: 21278

DunxUK <dunxuk@aol.com> wrote:
>
> Seems to work very well. However it hung when I tried to search by relevance
> but that may be my connection.

D'oh! What did you search for, out of curiosity? Right now, if it
comes up with 20000 matches, it'll try to show them all in one page
(which means in one table). :^)

I think I should fix that ASAP. :^)

> Good stuff!

Thanks. What do people think of my Atari-themed interface?
Does it look cool? Or is it just annoying, and not worth the 'retro' factor?

I like it, but it really is taking me a while to get used to blue-on-blue
rather than black-on-white. ;^)

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 3166. Re: In search of Bounty Bob...

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-03 00:00:27 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <vyRCa.28009$rO.2583131@newsread1.prod.itd.earthlink.net>
Source record: 21279

Does your level 6 work? All of my files freeze there... I have to use the
cheats and skip to 7.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Vidar Olavesen" <hawk@nmi.no> wrote
> I don't have Warp OS, but my Bounty Bob works on both my 130XE and the
> 800XL. I have several versions, but the file version, using DOS 2.5,
works.
> I seem to remember it NOT working with some of the other OS's. Do you have
a
> file version ? Is it running with DOS 2.5 ?
>

## 3167. Re: In search of Bounty Bob...

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-03 00:52:57 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <fkSCa.3556$Hb.66299@news4.e.nsc.no>
Source record: 21280

"Ron Hamilton" <oldatarian@atariland.com> skrev i melding
news:vyRCa.28009$rO.2583131@newsread1.prod.itd.earthlink.net...
> Does your level 6 work? All of my files freeze there... I have to use the
> cheats and skip to 7.

That I don't know. I have had a lot of version, which didn't load properly,
but never played to level 6 (I completed my cartridge version up to the last
level a long time ago)

# 3168. Re: Update For Sale:Atari Magazines

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-03 02:19:27 UTC
From: atari-man <arudzki@yahoo.com>
Message-ID: <OATCa.841368$Zo.181745@sccrnsc03>
Source record: 21281

Rick,

Where are you located?

Tony

# 3169. Re: Holmes replaced Atari, with, SEGA???

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-03 03:00:39 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3edc0d52.8570541@news>
Source record: 21282

"Aaron" <holmesatari@hotmail.com>:

>Sometimes I wonder why I ever bothered. People can be so ungrateful.
>
>Holmes

Here's a giant thank you from me, Aaron! I grabbed all the games and utils
off the site just before it went down. Don't let these idiots sour you on
the Atari community, or people in general. We *do* appreciate what you
have done and also realize that your time and money is your own to do with
as you please.

Thanks!

---
Shawn Jefferson
(fix reply to for email)

# 3170. Re: Distressed XF-551s

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-03 03:05:52 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3edd0e99.8898188@news>
Source record: 21283

"Bob Woolley" <ataribobdelete@alamedanet.net>:

>Somebody should just re-do the board, maybe pull off the power supply, put
>the controller on a card that you can mount in a PC case and use that power
>supply, and make it run 4 drives at once, and maybe a hard drive or one of
>those cute little IDE tape drives and a CDROM.......

I have a floppy drive from a lap top that I'd like to mount in one of my
800XL cases. I think an XF551 board would run it well (720k) and fit
inside the case too.

Anyone want to build a XF551 PCB that home-brewing hobbists can use?

---
Shawn Jefferson
(fix reply to for email)

# 3171. Problem with 800XL reset

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-03 04:47:03 UTC
From: Ian McLaughlin <ian@platinum.net>
Message-ID: <bLVCa.5054$QF2.1287753@news2.telusplanet.net>
Source record: 21284

Hello All,
I've got a problem with a newly acquired 800XL. It powers up to a black screen 19 times out of 20. If it boots fine, then it'll run fine for hours. After attempting chip swaps without any success, I tried digging a little deeper. I discovered that I could toggle the CPU's reset pin (pin 40) and the unit works just fine.

Does anyone have the 800XL schematics that could give me a hint as to the reset circuit? I'd like to trace it and see why it's not working fine.

Any suggestions are welcome. Thanks!!

# 3172. Re: Problem with 800XL reset

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-03 07:09:47 UTC
From: Craig Hart <no@spam.thanks>
Message-ID: <%QXCa.3410$7E.16608@news-server.bigpond.net.au>
Source record: 21285

schematic emailed to your platinum address.

"Ian McLaughlin" <ian@platinum.net> wrote in message
news:bLVCa.5054$QF2.1287753@news2.telusplanet.net...
> Hello All,
> I've got a problem with a newly acquired 800XL. It powers up to a black
> screen 19 times out of 20. If it boots fine, then it'll run fine for
hours.
> After attempting chip swaps without any success, I tried digging a little
> deeper. I discovered that I could toggle the CPU's reset pin (pin 40) and
> the unit works just fine.
>
> Does anyone have the 800XL schematics that could give me a hint as to the
> reset circuit? I'd like to trace it and see why it's not working fine.
>
> Any suggestions are welcome. Thanks!!
>
>

# 3173. Re: XL Search 2.0 open for beta testing

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-03 07:36:12 UTC
From: dunxuk@aol.com
Message-ID: <20030603033612.01971.00000818@mb-m05.aol.com>
Source record: 21286

>From: bill@newbreedsoftware.com (William Kendrick)
>Date: 03/06/03 00:57 GMT Daylight Time
>Message-id: <kvRCa.18961$JX2.1165156@typhoon.sonic.net>
>
>DunxUK <dunxuk@aol.com> wrote:
>>
>> Seems to work very well. However it hung when I tried to search by
>relevance
>> but that may be my connection.
>
>D'oh! What did you search for, out of curiosity?

I searched for 'Bounty', I was looking for any versions of Bounty Bob that I
hadn't tried yet.

# 3174. Re: In search of Bounty Bob...

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-03 07:38:51 UTC
From: dunxuk@aol.com
Message-ID: <20030603033851.01971.00000819@mb-m05.aol.com>
Source record: 21287

>From: "Vidar Olavesen" hawk@nmi.no
>Date: 02/06/03 15:54 GMT Daylight Time
>Message-id: <QxJCa.3421$Hb.64187@news4.e.nsc.no>
>
>"DunxUK" <dunxuk@aol.com> skrev i melding
>news:20030602082421.20874.00000665@mb-m27.aol.com...
>> Does anyone have an image of any version of BBSB that actually runs on an
>XE
>> with Warp OS fitted? I've tried many versions and the all lock. I am now
>> completely unable to play this classic, my other Atari being a 48K 400.
>
>I don't have Warp OS, but my Bounty Bob works on both my 130XE and the
>800XL. I have several versions, but the file version, using DOS 2.5, works.
>I seem to remember it NOT working with some of the other OS's. Do you have a
>file version ? Is it running with DOS 2.5 ?
>

All of my versions used to work on my XEGS but they all packed in when I
upgraded to warp. I believe one problem is the fact that my machine is a UK
machine and the Warp roms aren't.

# 3175. Re: UK Atari owners - remember Silica Shop..?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-03 09:50:24 UTC
From: Ejber Ozkan <ejber@NOSPAMMAMozkanSMAP.co.uk>
Message-ID: <bbhr15$40b$1$8302bc10@news.demon.co.uk>
Source record: 21288

That was a cool shop! , In my youth we used to go down to Sidcup and just play games all day in the shop , sometimes we even bought a few! , Aztec Challenge 2 seems to stick out for a long sessions of play back then, but I don't remember the cassettes you talk about...
However there did use to be a cassette only magazine that came out attached to a bit of card board that I remember buying once a month for a while , but I cant remember the name of the 'mag', It had loads of bizarre games/tools etc that also had some bloke talking on them from time to time. anyone know the one I mean or have any images of those cassettes ,that would be cool...

Ezz
http://www.ozkan.co.uk/atari

"Jon-Paul" <pockets@nospam.cix.co.uk> wrote in message
news:bbfrtk$1r2$1@thorium.cix.co.uk...
>
> "DunxUK" <dunxuk@aol.com> wrote in message
> news:20030602065327.04299.00001162@mb-m15.aol.com...
> > Or to be more accurate a pack of six tapes in a brown plastic case that
> they
> > used to supply with each Atari 400; mostly screamingly awful games /
> utilities
> > but with some dreadful music composer files on the last cassette. Also
an
> > inadvertently hilarious english schoolboy announcing "The next pwogwam
is
> GAM4,
> > a bwainteaser..." etc. between each file.
> >
> > Crutially has anyone still got these tapes, I'm trying to find a copy!
> >
> > Many thanks, Dunx
> >
>
> I remember the shop, not the tapes, sounds as if i'm not missing much ;0)
>
>

# 3176. Re: Update For Sale:Atari Magazines

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-03 09:51:28 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <bac874f249211c4e39aa30aa9a6dee05@free.teranews.com>
Source record: 21289

I am looking for an Antic Magazine in which the front cover has a family
that is out camping with an Atari computer in the background. I believe the
wife was cooking some fish on the campfire.

"Rick D." <webrickd@cswebmail.com> wrote in message
news:3EDBB2B5.7A3E439C@cswebmail.com...
> Hello, here is an update...
>
> I have about 1000 extra magazines to get rid of.
> Lots of Analog and Antic(no first or second year!)
> Compute, Creative Computing, are gone.
> Current Notes, Atari Connection(changed to Atari Explorer) still
> available.
> Also, Atari Interface. And Atari User if I can dig them out.
>
> I also have some odd lots of ST magazines: Start, ST Informer, ST Log,
> and ST Express.
> I'll have to dig them out.
>
> Almost all start after the first or second year..
>
> They are free! A $5.00 per box fee and shipping applies. One box is 25
>
> to 50 mags on average.
>
> I am working on a list, but email me with your list.
>
> If you email and say you want the magazines(and give no details), do you
> really want all 1000?
> I thought not. :) But it would make me happy!
>
> Rick D.
> w e b r i c k d
> @
> c s w e b m a i l . c o m .
>
>
>

# 3177. Re: Questions about ATARI Game Cartridge: Pac-Man CXL4022

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-03 10:00:31 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <242e7279035c280f0ab07d971767e6c2@free.teranews.com>
Source record: 21290
Cross-posted to: comp.sys.atari.8bit,alt.atari.2600vcs

One of my favorites actually. An original, and it gives me good memories.
As for it's value to a collector, you bet it's worth something!!! You found
a real
gold mine too!! I believe the last one I saw was going for as much as
$1.50.

I recommend keeping it, it should be worth more in another 50 years.

"JR" <jrclas@canada.com> wrote in message
news:f4b9cb1e.0305260424.7208b487@posting.google.com...
> While cleaning up this weekend I unearthed a 1982
> vintage ATARI Pac-Man game cartridge, part number
> CXL4022. The game console is long gone.
> Here is a picture of the cartridge:
> http://www.geocities.com/jrclas/atari-game.html
>
> I think it came from a model 400 console.
> The questions are:
> - What other consoles does it work with?
> - Does it have any value to a collector?
>
> Please reply here or e-mail me at:
> jrclas@canada.com
>
> Thanks
> JR

# 3178. Re: ULTIMA 1 one day left

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-03 10:03:34 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <5ee2ca7e270a1b362e8831d0e418c823@free.teranews.com>
Source record: 21291

A fine game. It was the Ultima series that inspired my desire to learn computer programming.

After Ultima 5 though, the series took a real spiral downwards. I did not like the new format at all and just did not bother with it after that.

Did anyone play Ultima past 5 and like it? Do you have anything more to say on it?

"Andre" <Chrodegang@t-online.de> wrote in message news:3ECF7C4F.8010806@t-online.de...
> http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&category=8093&item=2730761419
>

# 3179. Re: RAM Upgrades for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-03 11:13:18 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <ip%Ca.110$ly5.2789@news.optus.net.au>
Source record: 21292

"Craig Hart" <chart@nospam.ta> wrote in message
news:3edb3df8$1@usenet.per.paradox.net.au...
> Hi..
>
> Very good, yes Mark and I are Australians. Why does this surprise/concern
> you so much, considering that you also appear to be from Australia?
>
> Oh, and I'm still waiting for an actual response to my original post :-)

well, it's just that australians with 8-bits are very few, those that still
use them are very rare.
where in this great counrty are you? I am from brissy. happen to have the
super products 8-bit range here.

James

# 3180. Re: UK Atari owners - remember Silica Shop..?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-03 11:41:21 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <if1pdvgi62ir3gutbir2jjff3dd0e1tabe@4ax.com>
Source record: 21293

On 02 Jun 2003 10:53:27 GMT, dunxuk@aol.com (DunxUK) wrote:

>Or to be more accurate a pack of six tapes in a brown plastic case that they
>used to supply with each Atari 400; mostly screamingly awful games / utilities
>but with some dreadful music composer files on the last cassette. Also an
>inadvertently hilarious english schoolboy announcing "The next pwogwam is GAM4,
>a bwainteaser..." etc. between each file.
>
>Crutially has anyone still got these tapes, I'm trying to find a copy!
>
>Many thanks, Dunx

I don't have the tapes although I do remember them being as awful as
you say :-)

Loved Silica shop, used to go to the Sidcup one every saturday for a
slice of heaven. As you walked in the door to the brown interior the
serving area was alive with sound and vision, Pacman, galaxian, Miner
2049'er & Tail of the Beta Lyre all in full flow with bucket loads of
very happy customers.

And for a bit of Silica shop trivia, for those that used the Tottenham
Crt Road branch, if you were served by a guy called Noel (an indian
looking guy with glasses) his full name was Noel Daniel and he wrote
Thunder Fox (Uridium clone) and co wrote Sidewinder (scramble type
shooter) for the 8bits.

Another member of staff called Erol (big black guy) wrote ST
commercial game software.

In the same branch was another guy who ran one of the biggest (if not
the biggest) UK pirate Amiga BBS.

Last thing I heard about Silica was that shed loads of stock was being
removed by the staff via the back door just before they folded.
There's still a computer shop in the Sidcup location.
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 3181. Re: RAM Upgrades for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-03 12:40:43 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3edc960d$0$13678$afc38c87@news.optusnet.com.au>
Source record: 21294

Hmm, I'm a Kiwi actually;-) I work with Craig in Melbourne. I have been an 8-bitter since 1983 (11 years old), Craig caught the bug. You don't mean supermon .etc per chance? I have supermon rev 2 fitted with a ram upgrade in my second 800XL.

Mark Bedingfield

"jim" <sup8pdct@mail.cth.com.au> wrote in message news:ip%Ca.110$Iy5.2789@news.optus.net.au...
>
> "Craig Hart" <chart@nospam.ta> wrote in message
> news:3edb3df8$1@usenet.per.paradox.net.au...
> > Hi..
> >
> > Very good, yes Mark and I are Australians. Why does this surprise/concern
> > you so much, considering that you also appear to be from Australia?
> >
> > Oh, and I'm still waiting for an actual response to my original post :-)
>
>
> well, it's just that australians with 8-bits are very few, those that still
> use them are very rare.
> where in this great counrty are you? I am from brissy. happen to have the
> super products 8-bit range here.
>
> James
>
>

# 3182. Re: How do I find minotaur in Return of Heracles?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-03 17:10:13 UTC
From: gregorys@xmission.com
Message-ID: <5ce20e9d.0306030910.5395e61a@posting.google.com>
Source record: 21295

Cruiser7 <Cruiser7@nospam.com> wrote in message
news:<vdnjuhe8is211d@corp.supernews.com>...
> Gregory A. Swarthout wrote:
> > My search has been fruitless.
> >
> > Greg
>
> Here's a little clue to hopefully get ya going again without giving away
> too much:
>
> Much like in ancient myth, The Minotaur is in a labryrinth underneath
> the island of Crete. According to some ancient legends Theseus beat him
> with the help of a King's daughter, but most of the warriors available
> should be able to do it... I like Achilles or Autolycus, myself.
>
> If this doesn't help, let me know and I will be more specific. I made a
> mini gaming guide and character chart for this game, much like I am
> working on for another Stuart Smith title, Ali Baba And The Forty
> Thieves. I plan to release both mini-guides along with a NeverWinter
> Nights module based on Ali Baba, due out (hopefully) later this summer.
>
> C7
>
> BTW, if this message gets posted twice, I apologize. I typoed the
> author's name and realized it right after I clicked "send".

I found Crete (had Poseidon's Bull and the Bronze Man), but no sign of
the labyrinth.

Greg

# 3183. Re: Update For Sale:Atari Magazines

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-03 18:45:02 UTC
From: gregorys@xmission.com
Message-ID: <5ce20e9d.0306031045.3f43ad60@posting.google.com>
Source record: 21296

"Steve S" <j70141@hotmail.com> wrote in message
news:<bac874f249211c4e39aa30aa9a6dee05@free.teranews.com>...
> I am looking for an Antic Magazine in which the front cover has a family
> that is out camping with an Atari computer in the background. I believe the
> wife was cooking some fish on the campfire.

Mmmmmmmmmm... fish.

# 3184. Re: How do I find minotaur in Return of Heracles?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-03 20:22:00 UTC
From: Cruiser7 <Cruiser7@nospam.com>
Message-ID: <vdq0r4brdqto85@corp.supernews.com>
Source record: 21197

Gregory A. Swarthout wrote:
> Cruiser7 <Cruiser7@nospam.com> wrote in message
news:<vdnjuhe8is211d@corp.supernews.com>...
>
>>Gregory A. Swarthout wrote:
>>
>>>My search has been fruitless.
>>>
>>>Greg
>>
>>Here's a little clue to hopefully get ya going again without giving away
>>too much:
>>
>>Much like in ancient myth, The Minotaur is in a labryrinth underneath
>>the island of Crete. According to some ancient legends Theseus beat him
>>with the help of a King's daughter, but most of the warriors available
>>should be able to do it... I like Achilles or Autolycus, myself.
>>
>>If this doesn't help, let me know and I will be more specific. I made a
>>mini gaming guide and character chart for this game, much like I am
>>working on for another Stuart Smith title, Ali Baba And The Forty
>>Thieves. I plan to release both mini-guides along with a NeverWinter
>>Nights module based on Ali Baba, due out (hopefully) later this summer.
>>
>>C7
>>
>>BTW, if this message gets posted twice, I apologize. I typoed the
>>author's name and realized it right after I clicked "send".
>
>
> I found Crete (had Poseidon's Bull and the Bronze Man), but no sign of
> the labyrinth.
>
> Greg

Explore the island a bit more... After all, an island has to have at
least one town, right? And King Minos isn't going to live in some shack
somewhere... He's a king! Look for the kind of place a king would live,
keep my earlier clue in mind, and you should come across the entrance to
the labyrinth. BTW, a ball of string won't help you in the labyrinth,
but paying attenting and planning your course carefully will. Make sure
you're rested up and well equipped, too. The maze isn't empty and that
minotaur isn't going to give up his Labris without a helluva fight.

C7

# 3185. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-03 21:08:54 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vdq3j6bf271a7f@corp.supernews.com>
Source record: 21198
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Yes you guys are... You guys need to get a freakin life man, This is pathetic. So what, a guy keeps posting the same ads on here. He is doing a service to all you pethetic Atari freaks who don't have a life... Maybe someone needs a part of something, what if someone NEW joins tomorrow? It would be nice if in a week Ben posts about his services and that person gets in touch with him about getting a part he needs... Not finding an ad 6 months old wondering if he still is in business to satisfy you anal idiots. There is no marketplace on here, maybe we should get a comp.sys.atari.marketplace or something! Would that be ok with you guys!??!?

Stop whining about it and try to turn off your Atari once in a while and get laid.

Don't get me wrong I do love the Atari, and some things annoy me too but this is just getting really old.

Leave the guy alone, if you do not want to read his posts ignore them. Resorting to wasted bandwidth, profanity and graphic texts about your "closet" fantasies it really getting old!

Damn sick of all this crap.
Tim

"Rustynutt" <rustynutt@hotmail.com> wrote in message
news:B64U1OWK37771.391400463@Gilgamesh-frog.org...
> We are being a bother? Well you'll get over it since we aren't going
> anywhere anytime soon. Unless Benny decides to completely stop spamming
> in which case we'll be gone the same day.
>
> Repeated statement for those either with brain damage, low literacy or
> just plain stupid:
> We will discontinue our postings at the exact same time that Benny Boy
> discontinues his spam. He stops, we stop. He continues, we continue.
>
> It's hillarious listening to the "psychologists" in the group. While you
> give your lame "diagnosis", we will still continue. Do please continue
> though, it's fun!
>
> It's also quite fun to listen to all of these Michaels trying to get us
> blocked from remailers. Don't you fret now, we'll continue there too.
> As one gets blocked, we'll move to another. Mikey Current has already
> tried this and got him nowhere. We go through *several* remailers in
> *several* countries and everything is encrypted from the source right to
> the last remailer so, good luck buddy.

>
> The best method to have all of these discussions discontinued is to
> ensure Benny Boy doesn't spam any further and then, problem solved.
>
> We can do it the easy way or the hard way, makes no difference.
>
> Why does Ben get all the fun? He's not only a spammer but a scammer.
> He's ripped-off people in our group before any of this even started and
> now he chooses to spam so no, we aren't going anywhere yet.
>
> Do whatever you want to do but rest assured, we'll be here.
>
>
> [A.L.F] .,~Atari Liberation Front~,. [A.L.F]
>
>
> On Wed, 28 May 2003 22:16:33 +0000 (UTC), "Steve Sweet"
> <steve.sweet@btopenworld.com> wrote:
>
> > Hi "starwars"
> >
> >> BTW, I was one of the one's that sent a complaint to the remail site,
> >> by all means, block this group from remailer usage. To anyone afraid
> >> they are loosing freedom, this isn't a war ground, it's a discussion
> >> group, and the offending poster is not on topic.
> >
> >> Michael Grove
> >
> > Youve hit the nail on the head, it is a discussion group, not a /spam
> > /group for Benny boy, where the ethics of this group /are/ on topic and
> > advertising wares is not.
>
> Hey Steve,
> Yea, I sort of agree. Your near the UK source for Atari stuff. Here in
> the States there is no advertising at all. Kind of a catch 22, if your
> a long timer, you know about B&C, Brads place, and ATY, but those
> people want top, and I mean top dollar. When the CT060 finally gets
> installed in one of the Falcons, i'll be looking to upgrade quite a
> bit of software. That's $$$$ for the person that make me aware of what
> they have. Ben needs to reconsider how he places his wares here, but
> the other guy, that was totally a bother.
> Hope the PAK is doing well.
> Mike
>
>
>

# 3186. Re: Update For Sale:Atari Magazines

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-03 23:33:21 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0306031533.16c4ad1b@posting.google.com>
Source record: 21199

http://www.atarimagazines.com/covers/showcover.php?issue=v5n2

## 3187. T3

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-03 23:52:45 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <hxaDa.29577$rO.2731267@newsread1.prod.itd.earthlink.net>
Source record: 21200

I noticed the "AT/|\RI" logo on the wall behind Ahnuld during his junket for the new Terminator film; what is the connection? The game will surely release for the PS2/XBox platforms; will it be under the Atari Software brand?

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian

# 3188. Re: Update For Sale:Atari Magazines

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-04 00:18:10 UTC
From: Ken Siders <god@columbus.rr.com>
Message-ID: <6VaDa.97097$BA.33102729@twister.columbus.rr.com>
Source record: 21201

http://www.atarimagazines.com/covers/showcover.php?issue=v5n2
?

"Steve S" <j70141@hotmail.com> wrote in message
news:bac874f249211c4e39aa30aa9a6dee05@free.teranews.com...
> I am looking for an Antic Magazine in which the front cover has a family
> that is out camping with an Atari computer in the background. I believe
the
> wife was cooking some fish on the campfire.
>
> "Rick D." <webrickd@cswebmail.com> wrote in message
> news:3EDBB2B5.7A3E439C@cswebmail.com...
> > Hello, here is an update...
> >
> > I have about 1000 extra magazines to get rid of.
> > Lots of Analog and Antic(no first or second year!)
> > Compute, Creative Computing, are gone.
> > Current Notes, Atari Connection(changed to Atari Explorer) still
> > available.
> > Also, Atari Interface. And Atari User if I can dig them out.
> >
> > I also have some odd lots of ST magazines: Start, ST Informer, ST Log,
> > and ST Express.
> > I'll have to dig them out.
> >
> > Almost all start after the first or second year..
> >
> > They are free! A $5.00 per box fee and shipping applies. One box is 25
> >
> > to 50 mags on average.
> >
> > I am working on a list, but email me with your list.
> >
> > If you email and say you want the magazines(and give no details), do you
> > really want all 1000?
> > I thought not. :) But it would make me happy!
> >
> > Rick D.
> > w e b r i c k d
> > @
> > c s w e b m a i l . c o m .
> >
> >
> >

>
>

# 3189. Re: T3

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-04 00:48:35 UTC
From: krap@krap.pl
Message-ID: <bbjfl3$6ms$1@news.polbox.pl>
Source record: 21202

Ron Hamilton <oldatarian@atariland.com> wrote:
> I noticed the "AT/|\RI" logo on the wall behind Ahnuld during his junket for
> the new Terminator film; what is the connection? The game will surely
> release for the PS2/XBox platforms; will it be under the Atari Software
> brand?

yep:

http://www.gamerfeed.com/index.php?story=2748

(this was the first of many google's results).

--
= krap.pl =

# 3190. Re: ULTIMA 1 one day left

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-04 02:25:43 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3edd56db.15352767@news>
Source record: 21203

"Steve S" <j70141@hotmail.com>:
>A fine game. It was the Ultima series that inspired my desire to learn
>computer programming.
>
>After Ultima 5 though, the series took a real spiral downwards. I did not
>like the new format at all and just did not bother with it after that.
>
>Did anyone play Ultima past 5 and like it? Do you have anything more to say
>on it?

I'm with you, I didn't like it past five. Ultima IV was my favorite, since
I could play it on my 8-bit! I must have burned a thousand hours playing
that game.

---
Shawn Jefferson
(fix reply to for email)

# 3191. Re: Problem with 800XL reset

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-04 02:56:56 UTC
From: Ian McLaughlin <ian@junction.net>
Message-ID: <YddDa.10022$MM4.1538196@news0.telusplanet.net>
Source record: 21204

Craig,
Thanks muchly!!! The schematic helped immensly. I found the power on
reset circuit, and identified that C49 was the timing constant. Replaced
it, and she works every time. Another 8-bit saved from the scrap heap!

"Craig Hart" <no@spam.thanks> wrote in message
news:%QXCa.3410$7E.16608@news-server.bigpond.net.au...
> schematic emailed to your platinum address.

# 3192. Re: Update For Sale:Atari Magazines

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-04 03:28:52 UTC
From: Mo <momo@atariland.com>
Message-ID: <UHdDa.8$IT4.5653@twister.austin.rr.com>
Source record: 21205

I've got that one, you're not missing anything- it kind of sucked....
Mo

"Steve S" <j70141@hotmail.com> wrote in message
news:bac874f249211c4e39aa30aa9a6dee05@free.teranews.com...
> I am looking for an Antic Magazine in which the front cover has a family
> that is out camping with an Atari computer in the background. I believe
the
> wife was cooking some fish on the campfire.
>
> "Rick D." <webrickd@cswebmail.com> wrote in message
> news:3EDBB2B5.7A3E439C@cswebmail.com...
> > Hello, here is an update...
> >
> > I have about 1000 extra magazines to get rid of.
> > Lots of Analog and Antic(no first or second year!)
> > Compute, Creative Computing, are gone.
> > Current Notes, Atari Connection(changed to Atari Explorer) still
> > available.
> > Also, Atari Interface. And Atari User if I can dig them out.
> >
> > I also have some odd lots of ST magazines: Start, ST Informer, ST Log,
> > and ST Express.
> > I'll have to dig them out.
> >
> > Almost all start after the first or second year..
> >
> > They are free! A $5.00 per box fee and shipping applies. One box is 25
> >
> > to 50 mags on average.
> >
> > I am working on a list, but email me with your list.
> >
> > If you email and say you want the magazines(and give no details), do you
> > really want all 1000?
> > I thought not. :) But it would make me happy!
> >
> > Rick D.
> > w e b r i c k d
> > @
> > c s w e b m a i l . c o m .
> >
> >
> >

>
>

# 3193. Re: Problem with 800XL reset

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-04 05:45:34 UTC
From: Craig Hart <no@spam.thanks>
Message-ID: <2IfDa.4298$7E.20124@news-server.bigpond.net.au>
Source record: 21206

pleased to hear it!

"Ian McLaughlin" <ian@junction.net> wrote in message
news:YddDa.10022$MM4.1538196@news0.telusplanet.net...
> Craig,
> Thanks muchly!!! The schematic helped immensly. I found the power on
> reset circuit, and identified that C49 was the timing constant. Replaced
> it, and she works every time. Another 8-bit saved from the scrap heap!
>
> "Craig Hart" <no@spam.thanks> wrote in message
> news:%QXCa.3410$7E.16608@news-server.bigpond.net.au...
> > schematic emailed to your platinum address.
>
>

# 3194. Re: Holmes replaced Atari, with, SEGA???

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-04 08:29:00 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <H2NZ$HCM3a3+Ew7E@dmc12.demon.co.uk>
Source record: 21207

In article <kp0kdv07eekn02snaconld9pjs3417f3gg@4ax.com>, Sean Whalen
<askme@nospam.com> writes
>You're all
>talk, no action, dumping the problem on other people, just like
>everyone else in the world.

Was he getting paid for this? Was it in any way beneficial to him? This
is why I didn't bother updating my Apple archives; people are so
ungrateful.

You want the site? You make it. You put in the effort, spend the money
on hosting.

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amigas, ST/E |\ _,,,---,,_
YIS-805, NeXT, Indy, G4, Dell P410, Sinclairs, Z88 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4- ) )-,_. ,\ ( `'::.
Music? http://www.mp3.com/RichardKilpatrick/ '----''(_/--' `-'_)Morticia

# 3195. New eBay auctions - Atari XL/XE Monitor->SCART cable, DOS 1/3/4/XE Pack

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-04 11:22:29 UTC
From: dgs@clara.net
Message-ID: <3568e886.0306040322.7dc00092@posting.google.com>
Source record: 21208

Hello All,

I've recently started new eBay auctions for:

- Atari 800/XL/XE Monitor Port to SCART cable. Use your TV as a
monitor (as long as it has a SCART connector).

- Atari Unusual DOS Pack. 2 DS/SD disks containing Atari DOS 1,3,4,
and XE. Nice one for collectors or those wanting to see the 'missing'
DOS versions.

The link is below (this is likely to split on to two lines, so please
copy the whole link into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangarraghty

Dean Garraghty

# 3196. Re: Problem with 800XL reset

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-04 15:14:07 UTC
From: lbaeza@usa.net
Message-ID: <c860ca33.0306040714.738d4116@posting.google.com>
Source record: 21209

Hello Ian

Could you please describe your solution with a little
bit of more detail please?

I have a 800XL that has the same problem:
When I first turn it on, it boots OK.
Then load a disk game, play for hours, then
turn it off, then on again, and I get this black
screen. Turn it off and on again, and black screen again!

The only solution seems to power it off for more than
25 seconds and then turn it on.
But I think there's got to be an electronic solution to this issue.

Regards

"Ian McLaughlin" <ian@junction.net> wrote in message
news:<YddDa.10022$MM4.1538196@news0.telusplanet.net>...
> Craig,
> Thanks muchly!!! The schematic helped immensly. I found the power on
> reset circuit, and identified that C49 was the timing constant. Replaced
> it, and she works every time. Another 8-bit saved from the scrap heap!
>
> "Craig Hart" <no@spam.thanks> wrote in message
> news:%QXCa.3410$7E.16608@news-server.bigpond.net.au...
> > schematic emailed to your platinum address.

# 3197. Re: Problem with 800XL reset

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-04 15:18:32 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bbl2k8$nr9$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 21210

Hi,

> The only solution seems to power it off for more than
> 25 seconds and then turn it on.
> But I think there's got to be an electronic solution to this issue.

This is not an electrical problem. The problem is rather that the RAMs
keep their contents for a while, and it takes 25 secs (in your case)
until the "magic cookies" the Os places in several RAM locations to drop.

Until then, the Os still detects their proper values, considers the power-on
a warmstart, but since other Os contents are damaged, just crashes then.

So long,
Thomas

# 3198. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-04 15:19:04 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0306040817360.26193-100000@shell1.aracnet.com>
Source record: 21211
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Thank You Ken for the kind words.

==Thanx==
===Ben===

On Wed, 5 Feb 2003, Kenneth Medin wrote:

> In comp.sys.atari.st <YkGdndGaMPNHH92jXTWcrg@comcast.com>
> Sean Connery wrote on Tue 04-02-2003 21:19 (-0600):
>
> >In article <3e399cc6571ee0@tripnet.se>,
> >Kenneth Medin <kennethm@tripnet.se> wrote:
> >
> >>>> Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and
> >>>> Atari Jaguar Games. The Great Communicator once said, "It's a Recession
> >>
> >>>It is absurd how it hasn't occurred yet to some that perhaps the reason for
> >>>the lack of business is a largely angry customer base that doesn't want to
> >>>do business with him. *sigh*. He's digging his own grave.
> >>
> >>I don't think so... I actually had the pleasure to buy from him right
> >>before christmas, partly because of his posts to this NG but also because
> >>of yours and others unfair complaints about his ads here.
> >
> >I don't think they're unfair. This is not a commerce group. None of the
> >x-posted groups are either. He posts too often. It's "ok" just because
> >the groups he posts in don't get much traffic anyway? I don't happen
>
> If there were a lot of Atari dealers posting ads like Ben does things
> would be very different... However, as he is actually one of very few
> left his posts simply are no problem. They do not add to the bandwith and
> there is no charter for comp.sys.atari.st that prohibits adverts (I don't
> know about the other groups this goes to).
>
> >tactics with bizarro stories about things I could give a whit about and
> >how people should take pity on him and patronize him? It's just not
> >professional.
>
> Professional or not is not an issue. There are lots of other posts here
> that are not professional at all. But, in a sence you are right. If i
> were Ben i would not post the very same text several times. Instead I
> would post short messages whenever I had something new to tell, like
> "New catalogue out" or "several TT graphics cards in stock" with a link
> to his website.

> 
> >>Some might think twice before sending cash in advance to remote
> >>continents but with Ben Smith there is no need to worry. Just remember to
> >>use insured mail when sending money.
> >
> >Who on earth would send hard currency thru the mail?! That's not a good
> >idea for eBay. Much less an "Internet Business". Hell, it's not even a
> >smart idea for people who know each other.
> 
> What are you talking about?? Why would that be insecure??
> 
> I have actually sent huge amounts of money abroad in exactly the same way
> in my job some years ago. SEK 200000 ($25000) in each parcel and a couple
> of these parcels a day using nothing but the standard post office
> services and local armoured transports. Later on the Post only allowed
> max SEK 50000 in each parcel so we now use other ways to get the bank
> notes to there destinations.
> 
> To just send a minor amount of bank notes only costs appr. $6 here and
> everything is insured all the way until Ben himself has the envelope in
> his own hands.
> 
> I think we all can agree to that Ben Smith can be trusted 100% and not
> simply keep the money without delivering the goods! So, this is simply a
> 99.9999...% secure way of sending money to any country. And all perfectly
> legal of course...
> 
> --
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>
> 
> 

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

## 3199. Re: How do I find minotaur in Return of Heracles?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-04 16:17:54 UTC
From: gregorys@xmission.com
Message-ID: <5ce20e9d.0306040817.57ce2661@posting.google.com>
Source record: 21212

Thanks, Cruiser7, I found him finally. I had played and finished the game once or thrice in the 1980's and only recently stumbled upon the Atari 8-bit emulator scene. I had been in the castle a half dozen times over the last few days, but only yesterdat noticed the open wall leading down from the bottom right corner. Didn't remember it until I took it.

Thanks for your help.

Greg

Cruiser7 <Cruiser7@nospam.com> wrote in message news:<vdq0r4brdqto85@corp.supernews.com>...
> Gregory A. Swarthout wrote:
> > Cruiser7 <Cruiser7@nospam.com> wrote in message news:<vdnjuhe8is211d@corp.supernews.com>...
> >
> >>Gregory A. Swarthout wrote:
> >>
> >>>My search has been fruitless.
> >>>
> >>>Greg
> >>
> >>Here's a little clue to hopefully get ya going again without giving away
> >>too much:
> >>
> >>Much like in ancient myth, The Minotaur is in a labryrinth underneath
> >>the island of Crete. According to some ancient legends Theseus beat him
> >>with the help of a King's daughter, but most of the warriors available
> >>should be able to do it... I like Achilles or Autolycus, myself.
> >>
> >>If this doesn't help, let me know and I will be more specific. I made a
> >>mini gaming guide and character chart for this game, much like I am
> >>working on for another Stuart Smith title, Ali Baba And The Forty
> >>Thieves. I plan to release both mini-guides along with a NeverWinter
> >>Nights module based on Ali Baba, due out (hopefully) later this summer.
> >>
> >>C7
> >>
> >>BTW, if this message gets posted twice, I apologize. I typoed the
> >>author's name and realized it right after I clicked "send".
> >
> >
> > I found Crete (had Poseidon's Bull and the Bronze Man), but no sign of
> > the labyrinth.
> >

> > Greg
>
> Explore the island a bit more... After all, an island has to have at
> least one town, right? And King Minos isn't going to live in some shack
> somewhere... He's a king! Look for the kind of place a king would live,
> keep my earlier clue in mind, and you should come across the entrance to
> the labyrinth. BTW, a ball of string won't help you in the labyrinth,
> but paying attenting and planning your course carefully will. Make sure
> you're rested up and well equipped, too. The maze isn't empty and that
> minotaur isn't going to give up his Labris without a helluva fight.
>
> C7

# 3200. Re: RAM Upgrades for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-04 18:01:36 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vdscv22mc83pf3@corp.supernews.com>
Source record: 21213

(replies to self.)
Uhm. There's a 1 meg simm upgrade by Bob Woolley
on the internet.
I'm suprised Mathy or Bo or Earnest or Andreas
hasn't replied about this.
The Claus Buchholz 256k upgrade I think is a homebrew
one and is compatilbe with either the Rambo or
Newell.
Bob Woolley says that basically there are two kinds
of A8 memory upgrades, ones that support Antic,
and ones that don't. Since you're looking to
view extended memory demos, I'd suspect you want
one of the Antic compatilbe ones.
Russg

# 3201. Re: RAM Upgrades for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-04 18:07:23 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vdsd9tc9792kbb@corp.supernews.com>
Source record: 21214

(Me again.)
I found a description of the Claus Buchholz 256k
Antic compatible upgrade.
It is a copy of what was at Craig Lisowski's site,
I think, which originated someplace else.
http://atrey.karlin.mff.cuni.cz/~pavel/atari/800xl256K.html

# 3202. Re: How do I find minotaur in Return of Heracles?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-04 21:03:34 UTC
From: Cruiser7 <Cruiser7@nospam.com>
Message-ID: <vdsnl4n50nl753@corp.supernews.com>
Source record: 21215

```
Gregory A. Swarthout wrote:
> Thanks, Cruiser7, I found him finally. I had played and finished the game once
> or thrice in the 1980's and only recently stumbled upon the Atari 8-bit emulator
> scene. I had been in the castle a half dozen times over the last few days, but
> only yesterdat noticed the open wall leading down from the bottom right corner.
> Didn't remember it until I took it.
>
> Thanks for your help.
>
> Greg
>
> Cruiser7 <Cruiser7@nospam.com> wrote in message
news:<vdq0r4brdqto85@corp.supernews.com>...
>
>>Gregory A. Swarthout wrote:
>>
>>>Cruiser7 <Cruiser7@nospam.com> wrote in message
news:<vdnjuhe8is211d@corp.supernews.com>...
>>>
>>>
>>>>Gregory A. Swarthout wrote:
>>>>
>>>>
>>>>>My search has been fruitless.
>>>>>
>>>>>Greg
>>>>
>>>>Here's a little clue to hopefully get ya going again without giving away
>>>>too much:
>>>>
>>>>Much like in ancient myth, The Minotaur is in a labryrinth underneath
>>>>the island of Crete. According to some ancient legends Theseus beat him
>>>>with the help of a King's daughter, but most of the warriors available
>>>>should be able to do it... I like Achilles or Autolycus, myself.
>>>>
>>>>If this doesn't help, let me know and I will be more specific. I made a
>>>>mini gaming guide and character chart for this game, much like I am
>>>>working on for another Stuart Smith title, Ali Baba And The Forty
>>>>Thieves. I plan to release both mini-guides along with a NeverWinter
>>>>Nights module based on Ali Baba, due out (hopefully) later this summer.
>>>>
>>>>C7
>>>>
>>>>BTW, if this message gets posted twice, I apologize. I typoed the
```

>>>>author's name and realized it right after I clicked "send".
>>>
>>>
>>>I found Crete (had Poseidon's Bull and the Bronze Man), but no sign of
>>>the labyrinth.
>>>
>>>Greg
>>
>>Explore the island a bit more... After all, an island has to have at
>>least one town, right? And King Minos isn't going to live in some shack
>>somewhere... He's a king! Look for the kind of place a king would live,
>>keep my earlier clue in mind, and you should come across the entrance to
>>the labyrinth. BTW, a ball of string won't help you in the labyrinth,
>>but paying attenting and planning your course carefully will. Make sure
>>you're rested up and well equipped, too. The maze isn't empty and that
>>minotaur isn't going to give up his Labris without a helluva fight.
>>
>>C7

You're very welcome. Back in the 1980's, I bought this nice new game
called Zork III and got stuck trying to move something. I turned to a
BBS for help and a fellow Atarian was kind enough to steer me in the
right direction without giving too much away. I figured the least I
could do was help another Atarian with a game that is a favorite of
mine. Have fun!

C7

# 3203. Re: A Word about Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-04 21:34:01 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bblok2$d5t$2@hercules.btinternet.com>
Source record: 21216
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi "Isaac Davis"

> > Hi Issac
> >
> > > Hi Steeve
> >
> > One less' e' there
> >
>
> That was kind of my point there. One less 's' there in my case, and
> one more 'a'. (Isaac) Anyway..

Ah!, now I'm with you, genuine brain-dead mistake, no offence intended. 8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

---
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.487 / Virus Database: 286 - Release Date: 02/06/2003

# 3204. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-04 21:34:10 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bblokc$d5t$3@hercules.btinternet.com>
Source record: 21217
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Hi Smeg

> > > Oy Fuck face
> > >
> > > How come you only address your supporters, face your critics as well
arse
> > > munch.
> >
> >
> > I'm getting pretty sick of morons like you. Don't you see there are
more
> >"complaints" from you about the subject in this newsgroup
> > then there are advertisements in it?
> >
> > Hmm, of course you don't know that. Only intelligent people would have
>> noticed that...
> >
> >
> > Don't waste your time with a reply. Your message's will automaticly be
> > ignored by choice.
> >
>
> You wont ignore this though will you..... TWAT!!!.

What can i say?. 8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

---
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.487 / Virus Database: 286 - Release Date: 02/06/2003

# 3205. Re: Here I come to save the day!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-04 21:34:30 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bblol3$d5t$7@hercules.btinternet.com>
Source record: 21218
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Richard

Richard Cranium wrote:
> . . . and the reason you're so angry with me is that when your mommy
> was in her ninth month of her pregnancy with you, I was porking her
> soundly one evening and I CAME IN YOUR FACE!!! Why, you even tried to
> give me head - right there in the womb.

Ah!, so you are an admitted Paedophile!. Pre birth babies is a bit low dont
you think?

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

---
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.487 / Virus Database: 286 - Release Date: 01/06/2003

# 3206. Re: Problem with 800XL reset

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-05 00:57:36 UTC
From: Ian McLaughlin <ian@junction.net>
Message-ID: <4AwDa.11711$MM4.1955492@news0.telusplanet.net>
Source record: 21219

This is definitely the most common situation. In my situation, it would
come up to a black screen almost all the time, no matter how long I left the
power off for. In my situation, it was the power-on reset circuit that had
failed. More exactly, it was the electrolytic capacitor (a component that
often fails in older electronics, but usually in the power supply) that
provided the time constant for the power on reset pulse. I have a logic
injector, and was able to verify that it was a reset problem by injecting a
0v pulse to pin 40 of the 6502 processor, which dutifully reset, and the
machine came up every time. The capacitor in question is C49 - a 47uF
electrolytic capacitor. Available for under a quarter at most electronic
components suppliers.

"Thomas Richter" <thor@cleopatra.math.tu-berlin.de> wrote in message
news:bbl2k8$nr9$1@mamenchi.zrz.TU-Berlin.DE...
> Hi,
>
> > The only solution seems to power it off for more than
> > 25 seconds and then turn it on.
> > But I think there's got to be an electronic solution to this issue.
>
> This is not an electrical problem. The problem is rather that the RAMs
> keep their contents for a while, and it takes 25 secs (in your case)
> until the "magic cookies" the Os places in several RAM locations to drop.
>
> Until then, the Os still detects their proper values, considers the
power-on
> a warmstart, but since other Os contents are damaged, just crashes then.
>
> So long,
> Thomas

# 3207. Re: Here I come to save the day!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-05 03:24:43 UTC
From: dufus@bunghole.net
Message-ID: <3edeb7ca.12881793@nntp.ix.netcom.com>
Source record: 21220
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Too bad scumbag . . . your low end of the gene pool origins are
showing again. Try again later . . . . after your daddy/uncle reams
you out again with another trip up the old dirt road.

On Wed, 4 Jun 2003 21:34:30 +0000 (UTC), "Steve Sweet"
<steve.sweet@btopenworld.com> poked his head out from his ass for a
few minutes to write:

>Hi Richard
>
>Richard Cranium wrote:
>> . . . and the reason you're so angry with me is that when your mommy
>> was in her ninth month of her pregnancy with you, I was porking her
>> soundly one evening and I CAME IN YOUR FACE!!! Why, you even tried to
>> give me head - right there in the womb.
>
>Ah!, so you are an admitted Paedophile!. Pre birth babies is a bit low dont
>you think?
>
>
>--
>
>Regards, Steve. S.
>
>Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>
>
>
>
>---
>Steve's Outgoing mail is certified Virus Free.
>Checked by AVG anti-virus system (http://www.grisoft.com).
>Version: 6.0.487 / Virus Database: 286 - Release Date: 01/06/2003
>
>

# 3208. Re: Update For Sale:Atari Magazines

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-05 10:42:25 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <a575b9e6c4e22b3ce2c87085252d5d1b@free.teranews.com>
Source record: 21221

You are right, I remember that specifically. You see, that's why I remember it. When I got it, sometime back in the 80's I think, I thought "Gee, this sucks... I don't think it will remain around this place for long". Thinking that, I threw it aside and forgot about it. As luck would have it, it remained around the place the longest. It appears every time I would check my shelf, or desk, or wherever I placed it last, it was still around. It was kind of funny actually. So, in turn it ended up being the most remembered as it stuck around for probably 15 years, when I had no other article left. I'm not sure what eventually happened to it, but I kind of miss laughing at having it around.

"Mo" <momo@atariland.com> wrote in message
news:UHdDa.8$lT4.5653@twister.austin.rr.com...
> I've got that one, you're not missing anything- it kind of sucked....
> Mo
>
> "Steve S" <j70141@hotmail.com> wrote in message
> news:bac874f249211c4e39aa30aa9a6dee05@free.teranews.com...
> > I am looking for an Antic Magazine in which the front cover has a family
> > that is out camping with an Atari computer in the background. I believe
> the
> > wife was cooking some fish on the campfire.
> >
> > "Rick D." <webrickd@cswebmail.com> wrote in message
> > news:3EDBB2B5.7A3E439C@cswebmail.com...
> > > Hello, here is an update...
> > >
> > > I have about 1000 extra magazines to get rid of.
> > > Lots of Analog and Antic(no first or second year!)
> > > Compute, Creative Computing, are gone.
> > > Current Notes, Atari Connection(changed to Atari Explorer) still
> > > available.
> > > Also, Atari Interface. And Atari User if I can dig them out.
> > >
> > > I also have some odd lots of ST magazines: Start, ST Informer, ST Log,
> > > and ST Express.
> > > I'll have to dig them out.
> > >
> > > Almost all start after the first or second year..
> > >
> > > They are free! A $5.00 per box fee and shipping applies. One box is
25
> > >
> > > to 50 mags on average.

> > >
> > > I am working on a list, but email me with your list.
> > >
> > > If you email and say you want the magazines(and give no details), do
you
> > > really want all 1000?
> > > I thought not. :) But it would make me happy!
> > >
> > > Rick D.
> > > w e b r i c k d
> > > @
> > > c s w e b m a i l . c o m .
> > >
> > >
> > >
> >
> >
>
>

## 3209. Seven Cities of Gold

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-05 10:43:48 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <4ee3156c63527706632522e41ccf4c50@free.teranews.com>
Source record: 21222

Wasn't there a sort of mapping program that automatically brought about the entire map of the world you were exploring? Anybody have that little cheat?

Or did I just hack the map out of it, I suppose I could have done that too.

# 3210. Re: UK Atari owners - remember Silica Shop..?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-05 14:06:19 UTC
From: G Latchum <>
Message-ID: <pcjudvsmr395qf6arqaop7ml1ecu9d4j0s@4ax.com>
Source record: 21223

I still have them!! Or to be more accurate, my parents are still
'looking after them' for me. When I bought one of the first atari
800xl's in the UK I was sent a 'video shop cover' with 6 cassetes in
them. (And yes, the programs were generally crap)

But it get's better. Many years later, I joined IBM and ended up
working with Richard Hawes. In case you don't remember he worked for
Silica shop and wrote many of the programs on the tapes.

Small world......

On Tue, 03 Jun 2003 12:41:21 +0100, Paul Irvine
<mclane.dellosYOURFINGER@btinternet.com> wrote:

>On 02 Jun 2003 10:53:27 GMT, dunxuk@aol.com (DunxUK) wrote:
>
>>Or to be more accurate a pack of six tapes in a brown plastic case that they
>>used to supply with each Atari 400; mostly screamingly awful games / utilities
>>but with some dreadful music composer files on the last cassette. Also an
>>inadvertently hilarious english schoolboy announcing "The next pwogwam is GAM4,
>>a bwainteaser..." etc. between each file.
>>
>>Crutially has anyone still got these tapes, I'm trying to find a copy!
>>
>>Many thanks, Dunx
>
>I don't have the tapes although I do remember them being as awful as
>you say :-)
>
>Loved Silica shop, used to go to the Sidcup one every saturday for a
>slice of heaven. As you walked in the door to the brown interior the
>serving area was alive with sound and vision, Pacman, galaxian, Miner
>2049'er & Tail of the Beta Lyre all in full flow with bucket loads of
>very happy customers.
>
>And for a bit of Silica shop trivia, for those that used the Tottenham
>Crt Road branch, if you were served by a guy called Noel (an indian
>looking guy with glasses) his full name was Noel Daniel and he wrote
>Thunder Fox (Uridium clone) and co wrote Sidewinder (scramble type
>shooter) for the 8bits.
>
>Another member of staff called Erol (big black guy) wrote ST
>commercial game software.
>
>In the same branch was another guy who ran one of the biggest (if not

>the biggest) UK pirate Amiga BBS.
>
>Last thing I heard about Silica was that shed loads of stock was being
>removed by the staff via the back door just before they folded.
>There's still a computer shop in the Sidcup location.

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

# 3211. Re: ADV: Bravo Sierra Wants Your...

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-05 15:51:10 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vdupnglpe94uf1@corp.supernews.com>
Source record: 21224
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The guy clearly needs a life. He sure is good at the descriptive text isn't he? ;) Makes you wonder.

Tim

"Conan the Librarian" <wef@dinaini.com> wrote in message news:MPG.1949225d54ae1b12989680@news.nl.uu.net...
> In article <35c53959706944403f779b74e49e80fd5@paranoici.org>,
> nobody@paranoici.org regurgitate...
>
> <Offensive rant snipped>
>
> Hi,
>
> man, this is making me so tired...
>
> I appreciate the fact that someone does not want Ben to post ads here,
> but this is getting truly ridiculous.
>
> 1. These posts are way more offensive than any advert I have seen
> so far. <figure of speech>I'd prefer an advert a day to one of these
> messages a month. </figure of speech>
>
> 2. The poster has appointed his/herself as the group's netcop. I do
> not recall anyone asking for it, nor a group vote or something like
> that. There is a lot of dissent about the appropriateness of the ads,
> but hey, that's life. And USENet.
>
> 3. Precisely the 'condition' Ben seems to have agreed to, namely the
> preceding 'ADV:' in the header, is now being abused to post this filth.
>
> 4. Because of this, anyone having added a rule filtering these out,
> won't see these rants, defeating the purpose of posting them in the
> first place.
>
> 4. Ben seems to have a few vocal supporters, but I haven't seen any
> complaints, so it looks like he's an allright guy to me.
>
> 5. Why the sexual slant of these postings ? Mostly the populace looses
> interest in shouting obscenities when they're about 14 years old.
>
> 6. Likewise the fancy name I've seen mentioned. Atari Liberation Front ?
> Gimme a break!
>

> 7. Maybe, in the end, these mails stop Ben from posting, but before that
> happens, and has happened already, a lot of irritation will spread
> through the group.
>
> 8. Summing up all of the above, I think the anonymous poster(s) is/are
> not really objecting to the adverts, but simply of the "Troll" genus.
> Therefore, trying to discuss things in a coherent and intelligent manner
> seems futile; it's not the troll's objective.
>
> 9. I'll probably get flamed for posting this, and get called the same as
> Ben and his alleged supporters, but I'll never see that - yo ho and
> another few filters added ;)
>
> 10.I could go on for a few more points, but these would add nothing to
> what I've said already.
>
> Anyone agreeing or disagreeing about the above is herewith cordially
> invited to post their thoughts, but please refrain from using profanity
> or obscenities to the degree of the message I'm reacting to, or I won't
> even see the reply. Likewise for any anonymizing stuff in the headers
> somewhere.
>
> Thanks for your attention, and have a nice day.
>
> Regards,
> Boris
>
>

# 3212. Re: Seven Cities of Gold

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-05 16:59:52 UTC
From: krap@krap.pl
Message-ID: <bbnsu8$d6t$1@news.polbox.pl>
Source record: 21225

Steve S <j70141@hotmail.com> wrote:
> Wasn't there a sort of mapping program that automatically brought about the
> entire map of the world you were exploring? Anybody have that little cheat?
> Or did I just hack the map out of it, I suppose I could have done that too.

as far as i remember, there was a map editor for seven cities of gold.
it's possible that i have one, but i have to check it (while at home).

--
= krap@krap.pl = tel +48-504-109307 = 2:480/70 = *in arp we trust* =
=== The World Biggest Atari8 Mailing List: http://atari.krap.pl/ ===

## 3213. A game called Hell

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-05 21:59:22 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <22e8ccf30fdfa8dc08cca1580a7b3f7b@free.teranews.com>
Source record: 21226

There was a public domain game that I saw once called Hell, anybody know anything about it?

# 3214. Re: ADV: Bravo Sierra Wants Your...

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-05 22:50:37 UTC
From: dufus@bunghole.net
Message-ID: <3edfc6d6.29072353@nntp.ix.netcom.com>
Source record: 21227
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

You're right-on, of course. The anon poster is obviously demented and in dire need of attention. He can't get it via his sub-Neanderthal personality, so he resorts to trolling in Usenet, in the hope that folks will pay attention to him at last. His true colors do shine through, however, in a number of ways. Consider his spelling and grammar atrocities - indicative of an early-high school dropout. I'd guess that he has a sever case of acne and wears ultra-thick glasses, his eyesight adverselt affected by extreme masturbation. And there is no doubt that mommy caught him yanking his crank more than once . . . perhaps even calling in the canasta group to witness her exasperated little boy sitting panting on the bathroom floor surrounded by muscle magazines. And consider his obsession with the gay life too . . . there's much more than meets the eye herein.

Some might pity the tyke, owing to the fact that his uncle/dad abuses him nightly, but I say to hell with him. The only reason to let him copntinue to breathe is for our amusement. Hence, consider him forthwith as your personal whipping boy. Scan each of his childish posts and use them to illustrate to others how a simpleton's intellect proved to be a total waste of sperm.

On Thu, 5 Jun 2003 10:48:48 +0200, Conan the Librarian
<wef@dinaini.com> wrote:

>In article <35c5395970694403f779b74e49e80fd5@paranoici.org>,
>nobody@paranoici.org regurgitate...
>
><Offensive rant snipped>
>
>Hi,
>
>man, this is making me so tired...
>
>I appreciate the fact that someone does not want Ben to post ads here,
>but this is getting truly ridiculous.
>
>1. These posts are way more offensive than any advert I have seen
>so far. <figure of speech>I'd prefer an advert a day to one of these
>messages a month. </figure of speech>
>
>2. The poster has appointed his/herself as the group's netcop. I do
>not recall anyone asking for it, nor a group vote or something like
>that. There is a lot of dissent about the appropriateness of the ads,
>but hey, that's life. And USENet.

>
>3. Precisely the 'condition' Ben seems to have agreed to, namely the
>preceding 'ADV:' in the header, is now being abused to post this filth.
>
>4. Because of this, anyone having added a rule filtering these out,
>won't see these rants, defeating the purpose of posting them in the
>first place.
>
>4. Ben seems to have a few vocal supporters, but I haven't seen any
>complaints, so it looks like he's an allright guy to me.
>
>5. Why the sexual slant of these postings ? Mostly the populace looses
>interest in shouting obscenities when they're about 14 years old.
>
>6. Likewise the fancy name I've seen mentioned. Atari Liberation Front ?
>Gimme a break!
>
>7. Maybe, in the end, these mails stop Ben from posting, but before that
>happens, and has happened already, a lot of irritation will spread
>through the group.
>
>8. Summing up all of the above, I think the anonymous poster(s) is/are
>not really objecting to the adverts, but simply of the "Troll" genus.
>Therefore, trying to discuss things in a coherent and intelligent manner
>seems futile; it's not the troll's objective.
>
>9. I'll probably get flamed for posting this, and get called the same as
>Ben and his alleged supporters, but I'll never see that - yo ho and
>another few filters added ;)
>
>10.I could go on for a few more points, but these would add nothing to
>what I've said already.
>
>Anyone agreeing or disagreeing about the above is herewith cordially
>invited to post their thoughts, but please refrain from using profanity
>or obscenities to the degree of the message I'm reacting to, or I won't
>even see the reply. Likewise for any anonymizing stuff in the headers
>somewhere.
>
>Thanks for your attention, and have a nice day.
>
>Regards,
>Boris
>
>

# 3215. Re: A game called Hell

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-06 00:38:56 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <9ed16857e38b79be7c2ff023b284a530@free.teranews.com>
Source record: 21228

Nevermind, I found it. It was on the second CD of Holme's Atari Games.

"Steve S" <j70141@hotmail.com> wrote in message
news:22e8ccf30fdfa8dc08cca1580a7b3f7b@free.teranews.com...
> There was a public domain game that I saw once called Hell, anybody know
> anything about it?
>
>

## 3216. Mar Tesoro

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-06 02:33:26 UTC
From: jkramer@shell.monmouth.com
Message-ID: <bbouhm$8s2$1@news.monmouth.com>
Source record: 21229

Anyone remember this game? One of my favorites.
Anyone know where I can find this game ?

# 3217. Re: Seven Cities of Gold

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-06 04:14:21 UTC
From: krap@krap.pl
Message-ID: <bbp4et$d14$1@news.polbox.pl>
Source record: 21230

Steve S <j70141@hotmail.com> wrote:
> Wasn't there a sort of mapping program that automatically brought about the
> entire map of the world you were exploring? Anybody have that little cheat?
> Or did I just hack the map out of it, I suppose I could have done that too.

try searching bill's xlsearch (the old one) at:

http://www.newbreedsoftware.com/xlsearch/

for keyword cities - i think that the files cities_m you'll find
is the map editor in fact. if not, then i probably got mine from
some other place which i don't remember now. ;))

--
= krap@krap.pl = tel +48-504-109307 = 2:480/70 = *in arp we trust* =
=== The World Biggest Atari8 Mailing List: http://atari.krap.pl/ ===

# 3218. XEP80 Tech Data?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-06 04:14:23 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030606001423.23654.00000136@mb-m27.aol.com>
Source record: 21231

I finally have an XEP80 (XEP) working with my LCD monitor using an XGA up-convertor. I can get all 80 columns in a beautiful display, but only 23 and a fraction lines. So overscan is still an issue (to me). I am also coming to the conclusion that it is going to be impossible to find any LCD monitor that has a vertical size adjustment (which should allow compensating for the too-large display.) Horizontal size controls are common, but not vertical. I am also puzzled by the fact that Atari went to fairly significant lengths to make sure that overscan was not an issue with the normal (40-column) display, but apparently ignored this with the XEP. (?)

So the alternative might be to work on the XEP. Is anyone aware of any tech data for the XEP? I have the regular docs from Atari, but no significant hardware info. I also have read the two ABBUC articles, but these don't really go into the type of info that I need. The bottom line, I guess, is -- if there is any practical way to compress the display of the XEP (fewer scan lines, higher frequency, etc.)

Thanks,
Larry

## 3219. Re: Mar Tesoro

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-06 05:09:49 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns9392151C52D6slorcomcastnet@130.133.1.4>
Source record: 21232

Despite all prevention efforts, jkramer@shell.monmouth.com (Jason Kramer)
wrote in news:bbouhm$8s2$1@news.monmouth.com:

>
> Anyone remember this game? One of my favorites.
> Anyone know where I can find this game ?
>
>

Check this out: http://www.designbox.se/martesoro/default.asp

--
Slor

## 3220. CP/M on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-06 05:25:33 UTC
From: misterbumpy73@wmconnect.com
Message-ID: <20030606012533.20722.00000052@mb-m22.wmconnect.com>
Source record: 21233

I am about to run a Google search on the subject but thought I get a few takes from you people out there...

Was there ever a CP/M kit for the Atari like the one on the C=64? Like maybe a cartridge with a Z80 in it or something?

Thanks in advance!

Lou

# 3221. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-06 10:37:09 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0306060331510.32686-100000@shell1.aracnet.com>
Source record: 21234
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods! So not only do I sell NEW Atari Goods at a competitive price, I also sell used Atari Goods you may not be able to find anymore at Swap Meets, Thrift Stores or even Auctions Sites! And I sell for less! And unlike those who will remain anonymous! I test Goods before I sell them. I can afford to sell for less because I keep overhead down, avoid making promises I cant keep and avoid offering services I cant follow up on! So not only can I sell you some Great New stuff! But I can sell you hard to find 2nd Hand Goods, partly because I'm the guy most people come to when they want to give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion! Act Now,or I can't save you any Money! Goto http://BensCatalogs.Atari.org Or http://BenSells.Atari.org or Call Ben@(503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business! http://www.aracnet.com/~atari/numbers.htm Calling Hours and Info:

http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 3222. FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-06 10:42:24 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0306060337230.32686-100000@shell1.aracnet.com>
Source record: 21235
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I still have a lot of FREE Atari stuff left. Looking for someone to come pick it up here in Portland, Oregon USA! E-Mail and call (503)256-9974. I'm not interested in shipping this stuff, so come pick it up.

I want someone to come and pick this all up! So Call first for appoinment! Then drive to Portland, Oregon USA and you too can stuff your Van, Truck or Volkswagon Beetle with my old Atari stuff. It needs to go and move into your home! I'm spring cleaning and making room for more Inventory. If you cant come get it, someone else will! DONT ASK me to ship any of this to you, I DONT HAVE time and it's too much work! You would have to Bribe me with SeriouS CA$H! And please, no trade offers! I'm trying to get rid of stuff! Most of All, I'm not going to Ship any of this to other Countries, like outside the U.S.A. So please, DONT ASK! I'm not trying to be rude, it's just that dealing with Shipping stuff I'm giving away for free is too much work for not enough money! So, are you Interested? E-Mail Atari@aracnet.com and call Ben at (503)256-9974.

I've got some stuff to get rid of. Time for Spring Cleaning. Commodore 1084S Monitor made by Phillips---Parts/Project only. Atari 810 Disk Drives and Atari 600xls' Computers, Parts Only! Surplus Atari 800 Computers.Atari 410 Program Recorder---Parts machine. Miscellaneous Brands 8 Bit Atari Compatible Disk Drives, as-is. Atari & Non-Atari Joysticks for parts! 1030 MoDeM in the Box.

I have Atari 520ST, 1040STF Computers mainly for parts. Nameless VGA Monitor. Nameless Multi-Sync Monitor, as-is. Various Cases and KeyBoards for 520ST, 520STFM and 1040STF. Various ST Mice Parts. Various Electronic odds and ends as well as some Tools and accessories for Electronic Repair! Please don't expect details or description on electronics and/or tools as I'm not a Technician trained. Canon IX-12F FlatBed Scanner, Project/Parts, made to work with Navarone Cartridge interface as Scanner for MiGraph's OCR and Touch Up Software. As well as Straight FAX Software. Atari ST Monitors, several rare Atari PC 14" Monitors used on the Atari PC, TT030 as a Color Monitor, also used for Atari Falcon 030 Computers as well as a standard VGA Monitor on a PC. As-Is. Due to the rarity of these monitors, I will sell and Ship them within the United States! For Collectors like Atari Museums and Private Collectors!Only Serious Buyers need make offer! Various old/surplus MoDeMs and Printers. Atari SF354 & SF314 Disk Drives, as-is as well as parts/incomplete SF354/SF314 Disk Drives.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at

http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 3223. FA: Ultima III & IV commodore 64 128 (& atari)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-06 11:36:01 UTC
From: robotron -X- <ddavidbdHATESPAM@hotmail.com>
Message-ID: <3EE07CA1.EA0992EE@hotmail.com>
Source record: 21236

Ultima III & IV commodore 64 128 (& atari)
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3028989638

Color Gameboy gameshark pokemon & more
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3028986507

9 Sealed games 4 the Atari 2600 Intellivision
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3029038915

Microsoft Windows ME Upgrade (free bonus 95 )
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3612186197

Nintendo NES + 5 games - 1st bid wins!
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2734193888

# 3224. Re: CP/M on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-06 11:36:28 UTC
From: Jon-Paul <pockets@nospam.cix.co.uk>
Message-ID: <bbpuc0$if6$1@thorium.cix.co.uk>
Source record: 21237

"Mister Bumpy73" <misterbumpy73@wmconnect.com> wrote in message
news:20030606012533.20722.00000052@mb-m22.wmconnect.com...
> I am about to run a Google search on the subject but thought I get a few
takes
> from you people out there...
>
> Was there ever a CP/M kit for the Atari like the one on the C=64? Like
maybe a
> cartridge with a Z80 in it or something?
>
> Thanks in advance!
>
> Lou

I Understand one was projected, prototype built, and then the project
stopped when the traimels took over. I've seem plenty of stuff out there on
the prototype, i can't remeber any 3rd party items that made the market
though.
www.atari-history.com has details on the prototype.

# 3225. Re: ULTIMA 1 one day left

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-06 11:57:40 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <31442dc0634e991653b48e44f205b07f@free.teranews.com>
Source record: 21238

You know the secret to winning Ultima IV as quickly as possible is to go completely dishonest at the start of the game.

Start as a mage (honesty attribute) and stock up on regents, giving only 1 gold each.

Then go to the british castle through the portals and take the gold till you are stocked up to the top.

Go south and buy a horse in Paws.

Go all the way east and buy some keys in the far eastern village, just east of (Minoc)?

Then go back to the british castle, go to the back of the castle to the secret door with the ladder going down to the entrance. Open it with the keys and go in. Then, immediate cast the eXit spell.

Take the balloon waiting for you outside to the Bucaneers Den Island, SE of the british castle, in the great sea.

Buy magic wands.

With all the spell power and the magic wands and armor you can buy with all the gold, you can now play the game as an honest avatar without worrying about dying, by the time you reach level eight and go through the other things, you'll be an avatar.

Ultima V was good too, although I couldn't play it until I finally got either an ST or an IBM computer. I haven't found too many shortcuts for Ultima V that was as good as the one I just mentioned in Ultima IV though. I suppose the carpet is the best of them all.

"Shawn Jefferson" <shawnjefferson@shaw.caREMOVEPLS> wrote in message news:3edd56db.15352767@news...
> "Steve S" <j70141@hotmail.com>:
> >A fine game. It was the Ultima series that inspired my desire to learn
> >computer programming.
> >
> >After Ultima 5 though, the series took a real spiral downwards. I did
not
> >like the new format at all and just did not bother with it after that.
> >
> >Did anyone play Ultima past 5 and like it? Do you have anything more to
say
> >on it?
>

> I'm with you, I didn't like it past five. Ultima IV was my favorite,
since
> I could play it on my 8-bit! I must have burned a thousand hours playing
> that game.
>
> ---
> Shawn Jefferson
> (fix reply to for email)

# 3226. Seven Cities of Gold - Map Extraction

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-06 12:05:41 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <fcc0ef8bd63bbad2c4c086061b519fb0@free.teranews.com>
Source record: 21239

Okay, let me put it this way then...

I am interested in creating a game similar to Seven Cities of Gold in IBM format and would like to extract the map for research purposes. Before I go about trying to research exactly how I am going to do this, from Atari to IBM, I would like whatever information anybody can offer on the subject, any suggestions and ideas and experiences.

Judging by the way the map is loaded when you enter your 'home' it appears to be in a format from top to bottom, left to right.

# 3227. Re: RAM Upgrades for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-06 12:16:30 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <yC%Da.270$ly5.7374@news.optus.net.au>
Source record: 21240

"Mark Bedingfield" <atari030@optusnet.nomorespamta.com.au> wrote in message
news:3edc960d$0$13678$afc38c87@news.optusnet.com.au...
> Hmm, I'm a Kiwi actually;-) I work with Craig in Melbourne. I have been an
> 8-bitter since 1983 (11 years old), Craig caught the bug. You don't mean
> supermon .etc per chance? I have supermon rev 2 fitted with a ram upgrade
in
> my second 800XL.

yes, I do. tho haven't sold one in years. :(

james
>

# 3228. Re: CP/M on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-06 14:02:00 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <ve17ll1q2qec08@corp.supernews.com>
Source record: 21241

the atr8000 swp had cp/m. you booted up with
a cp/m disk, and the atari was a dumb terminal
to the atr8000.

# 3229. Re: CP/M on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-06 16:27:13 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <10s6r-021.ln1@don.localnet>
Source record: 21242

On 06 Jun 2003 05:25:33 GMT, Mister Bumpy73
<misterbumpy73@wmconnect.com> wrote:
> I am about to run a Google search on the subject but thought I get a few takes
> from you people out there...
>
> Was there ever a CP/M kit for the Atari like the one on the C=64? Like maybe a
> cartridge with a Z80 in it or something?
>
> Thanks in advance!
>
The ATR8000 was a disk interface with a Z80 processor, and it could
run CP/M using the Atari as a terminal. I've heard that Indus floppy
drives with a 64k memory upgrade could also run CP/M.

--
A box of dancing mechanical pencils. They dance! They sing!

# 3230. Re: ADV: Bravo Sierra Wants Your...

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-06 19:49:08 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3ee0f0f4$0$49110$e4fe514c@news.xs4all.nl>
Source record: 21243

"Anonymous" <cripto@ecn.org> wrote in message
news:e2b61e05d5893f7c4d7728e18f0d6293@ecn.org...
> ya big fucking loser. shit eating fagot & retard.
>
> keep using your shit for brains fagboy. just another one of benny's big
> o ass wrecking fagot anal busting losers! go back to eating your steamy
> pile of shit fagot.
>
> yes you fagot... go fuck off fagot... fuck yo daddy fagot... gonna slap
> ya in the fuckin head and kick ya in yer child molesting nuts fagot
>
> come get us fagot
>
> c'mon fagot whatcha waiting for?

Hmm just mail with your real e-mail address and maybe better mail us your
real home address. Then we can come to get you....

But it seems brain-less people like anonymouse posters like you are afraid
to post this info...

## 3231. Atari 400/800/800xl scancodes

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-06 23:05:54 UTC
From: Stefano Priore <stefano.priore@inwind.it>
Message-ID: <pn6rbb.e12.ln@127.0.0.1>
Source record: 21244

Hi everybody!

I'm looking for a table that associates each keypress with its
corresponding scan code, i.e.

L 0x00
J 0x01
; 0x02

...
...
...

CTRL+SHIFT+G 0xfd
CTRL+SHIFT+S 0xfe
CTRL+SHIFT+A 0xff

As you might have understood, I already have such a table, but it's
partial and not official: is there a book/FAQ/manual that lists all 256
scancodes?

BTW does the table remain the same across all Atari's, from 400
to-whatever-it's-the-last-its-late-and-I-don't-remember? ;)))

Thanks!

--
Stefano Priore | Debian Woody 3.0r1
--------------------------------+--------------------------------
"Video meliora proboque, | Linux Registered User #210152
autem deteriora sequor..." | Linux Registered Machine #97752

# 3232. Re: Atari 400/800/800xl scancodes

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-07 01:54:05 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <1BbEa.37753$lo.3291116@newsread2.prod.itd.earthlink.net>
Source record: 21245

Computes 3rd Book of Atari with the green cover contains the complete
character set data including atascii, internal codes and scan codes. They
are the same from the 400 to the 130XE with the possible exception of the
1200XL which had a couple extra keys for character set etc.

I do not remember any official Atari or APX publication that provided it
unless it is in the hardware manual...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Stefano Priore" <stefano.priore@inwind.it> wrote in message
> Hi everybody!
>
> I'm looking for a table that associates each keypress with its
> corresponding scan code, i.e.
>
> L 0x00
> J 0x01
> ; 0x02
>
> ...
> ...
> ...
>
> CTRL+SHIFT+G 0xfd
> CTRL+SHIFT+S 0xfe
> CTRL+SHIFT+A 0xff
>
> As you might have understood, I already have such a table, but it's
> partial and not official: is there a book/FAQ/manual that lists all 256
> scancodes?
>
> BTW does the table remain the same across all Atari's, from 400
> to-whatever-it's-the-last-its-late-and-I-don't-remember? ;)))
>
> Thanks!
>
> --
> Stefano Priore | Debian Woody 3.0r1
> --------------------------------+--------------------------------
> "Video meliora proboque, | Linux Registered User #210152

```
> autem deteriora sequor..." | Linux Registered Machine #97752
>
```

## 3233. Re: Mar Tesoro

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-07 16:02:51 UTC
From: jkramer@shell.monmouth.com
Message-ID: <bbt2bb$fcq$1@news.monmouth.com>
Source record: 21246

Slor (slor@comcast.net) wrote:
: > Anyone remember this game? One of my favorites.
: > Anyone know where I can find this game ?

: Check this out: http://www.designbox.se/martesoro/default.asp

Thanks!

# 3234. FA: Atari 1050 Disk Drive in original box, like new.

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-07 19:40:10 UTC
From: RC <rc@rc.com>
Message-ID: <VbrEa.10298$VS5.1062881@news20.bellglobal.com>
Source record: 21147

on eBay
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2734912753

# 3235. 800XL memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-07 22:18:35 UTC
From: Ian McLaughlin <ian@platinum.net>
Message-ID: <%wtEa.9856$8l.653177@news2.telusplanet.net>
Source record: 21148

Hello All,
I'm about to attempt Bob Wooley's 1Mb SIMM memory upgrade on my 800XL.
I've picked this one mostly for parts availability. Has anyone actually
done this upgrade? Any problems? The hand-drawn schematic is a little
tough to decypher in places. Thanks for any help or suggestions.

# 3236. Re: UK Atari owners - remember Silica Shop..?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-08 00:50:35 UTC
From: RC <rc@rc.com>
Message-ID: <UKvEa.18670$HG5.1017977@news20.bellglobal.com>
Source record: 21149

Wow! I am from Canada, and I remember them. They used to advertise in the back of some of the UK ST magazines.

"DunxUK" <dunxuk@aol.com> wrote in message news:20030602065327.04299.00001162@mb-m15.aol.com...
> Or to be more accurate a pack of six tapes in a brown plastic case that they
> used to supply with each Atari 400; mostly screamingly awful games / utilities
> but with some dreadful music composer files on the last cassette. Also an
> inadvertently hilarious english schoolboy announcing "The next pwogwam is GAM4,
> a bwainteaser..." etc. between each file.
>
> Crutially has anyone still got these tapes, I'm trying to find a copy!
>
> Many thanks, Dunx
>

# 3237. Re: Atari 600XL factory 64K?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-08 00:53:21 UTC
From: RC <rc@rc.com>
Message-ID: <uNvEa.18673$HG5.1018083@news20.bellglobal.com>
Source record: 21150

Atari did have a 64K factory installed 600XL. I have one here! The boxes with regular 600XL boxes that had a gold foil sticker labeled "Now with 64K memory"

"TXG" <txg01@xs4all.nl> wrote in message news:3eda77e4$0$2245$e4fe514c@dreader6.news.xs4all.nl...
> Yes ofcourse there is 64Kb inside because there are NO 48Kb drams only 64Kb
> versions.
>
> The same on an atari 400 48Kb upgrade I have originally from atari, there is
> printed on the pcb 64Kb but the upper 16Kb is not wired....
>
> TXG/MNX
> "Fox-1" <MailMe@fox-1@home.nl> wrote in message
> news:bbdl4f$he6$1@news2.tilbu1.nb.home.nl...
> >
> > "jim" wrote
> >
> > > 1064 expantion. as you can see, the first 16K on the 1064 is wasted
> ram..
> >
> > I knew there was 64K inside, be it used or not :-)
> >
> >
> > --
> >
> > Grtx, Sysop Fox-1 / MNX http://www.fox-1.nl
> > mnx_at_fox-1_dot_nl
> > Remember what the Dormouse said...
> >
> >
>
>

# 3238. Re: 800XL memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-08 01:44:26 UTC
From: RC <rc@rc.com>
Message-ID: <oxwEa.18692$HG5.1022930@news20.bellglobal.com>
Source record: 21152

is there a Web site with this info posted?

"Ian McLaughlin" <ian@platinum.net> wrote in message
news:%wtEa.9856$8l.653177@news2.telusplanet.net...
> Hello All,
> I'm about to attempt Bob Wooley's 1Mb SIMM memory upgrade on my 800XL.
> I've picked this one mostly for parts availability. Has anyone actually
> done this upgrade? Any problems? The hand-drawn schematic is a little
> tough to decypher in places. Thanks for any help or suggestions.
>
>

# 3239. Re: ULTIMA 1 one day left

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-08 01:52:46 UTC
From: tkl <if.you@have-to-know.it>
Message-ID: <3ee296e9$0$22893$79c14f64@nan-newsreader-02.noos.net>
Source record: 21151

```
>> "Steve S" <j70141@hotmail.com>:
>> >A fine game. It was the Ultima series that inspired my desire to learn
>> >computer programming.
>> >
>> >After Ultima 5 though, the series took a real spiral downwards. I did
> not
>> >like the new format at all and just did not bother with it after that.
>> >
>> >Did anyone play Ultima past 5 and like it? Do you have anything more to
> say
>> >on it?
>>
>> I'm with you, I didn't like it past five. Ultima IV was my favorite,
> since
>> I could play it on my 8-bit! I must have burned a thousand hours playing
>> that game.

haaa !!!

I LOVED Ultima III, IV was great (never played the V).

But, did you guys try the VII ? black gate&&Serpent ISle ?

The Black Gate is the best ultima i ever played... (I finished the VIII and
IX)

IX is really a good game if you feal nostalgic ;)
```

# 3240. FA: DOS 3 original disk from Atari

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-08 03:13:14 UTC
From: RC <rc@rc.com>
Message-ID: <CQxEa.18780$HG5.1038004@news20.bellglobal.com>
Source record: 21153

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=4193&item=2734960429

original disk , in folder

# 3241. Re: Atari 600XL factory 64K?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-08 08:03:20 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3ee2ee8c$0$49117$e4fe514c@news.xs4all.nl>
Source record: 21154

Does it have an internal upgrade? When yes please send me a picture of it...

TXG/MNX

"RC" <rc@rc.com> wrote in message
news:uNvEa.18673$HG5.1018083@news20.bellglobal.com...
> Atari did have a 64K factory installed 600XL. I have one here! The
boxes
> with regular 600XL boxes that had a gold foil sticker labeled "Now with
64K
> memory"
>
>
> "TXG" <txg01@xs4all.nl> wrote in message
> news:3eda77e4$0$2245$e4fe514c@dreader6.news.xs4all.nl...
> > Yes ofcourse there is 64Kb inside because there are NO 48Kb drams only
> 64Kb
> > versions.
> >
> > The same on an atari 400 48Kb upgrade I have originally from atari,
there
> is
> > printed on the pcb 64Kb but the upper 16Kb is not wired....
> >
> > TXG/MNX
> > "Fox-1" <MailMe@fox-1@home.nl> wrote in message
> > news:bbdl4f$he6$1@news2.tilbu1.nb.home.nl...
> > >
> > > "jim" wrote
> > >
> > > > 1064 expantion. as you can see, the first 16K on the 1064 is wasted
> > ram..
> > >
> > > I knew there was 64K inside, be it used or not :-)
> > >
> > >
> > > --
> > >
> > > Grtx, Sysop Fox-1 / MNX http://www.fox-1.nl
> > > mnx_at_fox-1_dot_nl
> > > Remember what the Dormouse said...
> > >
> > >
> >
> >

>
>

# 3242. Seven Cities of Gold - New Game Format

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-08 10:37:24 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <cdb0625dfb404e460b562d2866f3b8c4@free.teranews.com>
Source record: 21155

Got a question for you guys....

I'm interested in creating another game of the Seven Cities of Gold, yet in this version I was going to make it a goal to actually find the Seven Cities of Gold.

I was going to base some of it off of the cartoon series "The Mysteries Cities of Gold"..

Now, the question I need some help with, for those that have played the game... how, in your opinion, should the native villages be arranged...

In the original game, there are a few houses or pyramids and you just find the chief and trade (or go to war). What I was thinking was to create actual villages, each one different where you can walk around and explore. Furthermore, you can talk to more than just the chief. I was thinking about a transaction simulation similar to Ultima IV, where certain natives can provide clues to the cities of gold.

If I provide a one on one transaction like this though, I am hard stuck for a way to create a battle simulation in which you would fight the natives... your men against the native men. I need some ideas.

Also, I am weakly considering the introduction of cannons, muskets, and horses in the battle simulation but am not sure how I should allow that to effect things like traveling across the continent, how to incorporate it in the battle simulation without making up a whole new strategy plan...

I need some ideas here, and many of you have experience in these games and can probably give me an idea as to what would work for you.

Let me know, thanks..

# 3243. Re: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-08 11:50:00 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bbv7t7$odk$1@hercules.btinternet.com>
Source record: 21156
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Why, no, it cant possibly be!.

> Hi, I'm Bendover Smith, proprietor of Bull Shit Collostomy!

>I spread aids through re-using sex aids.

>Or Call Ben for a poke up the ass anytime at (503)256-9974!!! (Call 24
hour)

Spam Spam Spam Spam Spam Spam Spam Spam Spam Spam Spam Spam Spam Spam Spam
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Chip's 'n spam.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

---
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.488 / Virus Database: 287 - Release Date: 05/06/2003

# 3244. Re: Seven Cities of Gold - New Game Format

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-08 15:57:25 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ee30812755260@attbi.com>
Source record: 21157

>Got a question for you guys....
>
>I'm interested in creating another game of the Seven Cities of Gold, yet in
>this version I was going to make it a goal to actually find the Seven Cities
>of Gold.
>
>I need some ideas here, and many of you have experience in these games and
>can probably give me an idea as to what would work for you.
>
>Let me know, thanks..

I kind of like the idea of actually finding the seven cities of gold. I loved playing the original game. It was fun. The big thing for me, in this new version of yours, is what do you do when you actually find each city. You could have the game start out like the old one, but then the game would give you a clue as to where the first city of gold is. Then when you find that city, you must search it or ask acround to find clues that lead you to the next city and so on until you find all of them. Finding the next city might involve going to other cities or places to find other needed clues. If this sounds like an Ultima game, you got it. The Ultima series was the best game series I played on the Atari computer. When all the cities are found, you would then go back home to announce what you have accomplished. Sounds like it would make a good game.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 3245. Re: XEP80 Tech Data?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-08 17:10:35 UTC
From: Glenn <glenn.bruner@verizon.net>
Message-ID: <f6KEa.61974$da1.46031@nwrddc03.gnilink.net>
Source record: 21158

Larry,

About the only good source of technical info for the XEP-80 is found in
National Semiconductor databooks on the chip that they used. I forget
what the chip number is but I do know it's a Terminal Managment Processor.

This chip is the heart of the XEP-80 and the databook may help you if you're
willing to do the research. I've haven't seen any schematics or firmware
source
code.

Good luck.

Glenn

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20030606001423.23654.00000136@mb-m27.aol.com...
> I finally have an XEP80 (XEP) working with my LCD monitor using an XGA
> up-convertor. I can get all 80 columns in a beautiful display, but only
23 and
> a fraction lines. So overscan is still an issue (to me). I am also
coming to
> the conclusion that it is going to be impossible to find any LCD monitor
that
> has a vertical size adjustment (which should allow compensating for the
> too-large display.) Horizontal size controls are common, but not
vertical. I
> am also puzzled by the fact that Atari went to fairly significant lengths
to
> make sure that overscan was not an issue with the normal (40-column)
display,
> but apparently ignored this with the XEP. (?)
>
> So the alternative might be to work on the XEP. Is anyone aware of any
tech
> data for the XEP? I have the regular docs from Atari, but no significant
> hardware info. I also have read the two ABBUC articles, but these don't
really
> go into the type of info that I need. The bottom line, I guess, is -- if
there
> is any practical way to compress the display of the XEP (fewer scan lines,
> higher frequency, etc.)
>
> Thanks,
> Larry

# 3246. Re: Atari 600XL factory 64K?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-08 19:47:08 UTC
From: RC <rc@rc.com>
Message-ID: <toMEa.216$0c4.89359@news20.bellglobal.com>
Source record: 21159

Yes it is an internal upgrade....what do you want a picture of? the box
with the sticker, or the internals of the 600XL????

"TXG" <txg01@xs4all.nl> wrote in message
news:3ee2ee8c$0$49117$e4fe514c@news.xs4all.nl...
> Does it have an internal upgrade? When yes please send me a picture of
it...
>
> TXG/MNX
>
> "RC" <rc@rc.com> wrote in message
> news:uNvEa.18673$HG5.1018083@news20.bellglobal.com...
> > Atari did have a 64K factory installed 600XL. I have one here! The
> boxes
> > with regular 600XL boxes that had a gold foil sticker labeled "Now with
> 64K
> > memory"
> >
> >
> > "TXG" <txg01@xs4all.nl> wrote in message
> > news:3eda77e4$0$2245$e4fe514c@dreader6.news.xs4all.nl...
> > > Yes ofcourse there is 64Kb inside because there are NO 48Kb drams only
> > 64Kb
> > > versions.
> > >
> > > The same on an atari 400 48Kb upgrade I have originally from atari,
> there
> > is
> > > printed on the pcb 64Kb but the upper 16Kb is not wired....
> > >
> > > TXG/MNX
> > > "Fox-1" <MailMe@fox-1@home.nl> wrote in message
> > > news:bbdl4f$he6$1@news2.tilbu1.nb.home.nl...
> > > >
> > > > "jim" wrote
> > > >
> > > > > 1064 expantion. as you can see, the first 16K on the 1064 is
wasted
> > > ram..
> > > >
> > > > I knew there was 64K inside, be it used or not :-)
> > > >
> > > >
> > > > --

> > > >
> > > > Grtx, Sysop Fox-1 / MNX http://www.fox-1.nl
> > > > mnx_at_fox-1_dot_nl
> > > > Remember what the Dormouse said...
> > > >
> > > > >
> > > >
> > > >
> > >
> > >
>
>

## 3247. XEGS monitor output?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-08 20:11:09 UTC
From: RC <rc@rc.com>
Message-ID: <WKMEa.681$0c4.94381@news20.bellglobal.com>
Source record: 21160

Does the XEGS have the same monitor output that is included with the 800XL?
Does the 65XE and 130XE both have monitor (composite) output?

# 3248. Re: XEGS monitor output?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-08 20:33:31 UTC
From: Fox-1
Message-ID: <bc06j2$qud$1@news3.tilbu1.nb.home.nl>
Source record: 21161

"RC" <rc@rc.com> wrote

> Does the XEGS have the same monitor output that is included with the 800XL?

No.

> Does the 65XE and 130XE both have monitor (composite) output?

Yes.

As for the XEGS, it has two cinch (RCA) connectors, one for audio, one for composite video.

--

Grtx, Sysop Fox-1 / MNX http://www.fox-1.nl
mnx_at_fox-1_dot_nl
Remember what the Dormouse said...

# 3249. Re: Atari 400/800/800xl scancodes

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-08 21:08:01 UTC
From: etom000001@aol.com
Message-ID: <20030608170801.20676.00000150@mb-m24.aol.com>
Source record: 21163
Body handling: HTML body converted to readable text

```
<< Subject: Re: Atari 400/800/800xl scancodes
From: "Ron Hamilton" oldatarian@atariland.com
Date: Fri, Jun 6, 2003 6:54 PM
Message-id: <1BbEa.37753$Io.3291116@newsread2.prod.itd.earthlink.net>

Computes 3rd Book of Atari with the green cover contains the complete
character set data including atascii, internal codes and scan codes. They
are the same from the 400 to the 130XE with the possible exception of the
1200XL which had a couple extra keys for character set etc.

I do not remember any official Atari or APX publication that provided it
unless it is in the hardware manual...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Stefano Priore" wrote in message
> Hi everybody!
>
> I'm looking for a table that associates each keypress with its
> corresponding scan code, i.e.
>
> L 0x00
> J 0x01
> ; 0x02
>
> ...
> ...
> ...
>
> CTRL+SHIFT+G 0xfd
> CTRL+SHIFT+S 0xfe
> CTRL+SHIFT+A 0xff
>
> As you might have understood, I already have such a table, but it's
> partial and not official: is there a book/FAQ/manual that lists all 256
> scancodes?
>
> BTW does the table remain the same across all Atari's, from 400
> to-whatever-it's-the-last-its-late-and-I-don't-remember? ;)))
>
```

> Thanks!
>
> --
> Stefano Priore | Debian Woody 3.0r1
> ---------------------------------+---------------------------------
> "Video meliora proboque, | Linux Registered User #210152
> autem deteriora sequor..." | Linux Registered Machine #97752
>
>>

You can get a full listing yourself by using BASIC to print the value stored at address 764. Remember to store 255 into address 764 after reading it.

The 5-line BASIC program from Mapping the Atari, COMPUTE! Books, 1985, does this in a loop, which I condense into 2 lines:

```
10 A=PEEK(764):IF A<>255 THEN ? A:POKE 764,255
20 GOTO 10
```

Press the BREAK key to end the program. I made one such keyboard map for the Atari 800 years ago for all possible shift-control-key combinations. It doesn't take much to to make, even in a keyboard layout rather than a table.

Edison

# 3250. Re: ATR 8000 Diagnosis

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-08 21:09:33 UTC
From: lfooch@bellsouth.net
Message-ID: <3ee3a59d.61420588@newsgroups.bellsouth.net>
Source record: 21162

Kudos to Richard Anderson for all the good help and instruction. With
his help, I found a bad 7406 chip and replaced it. Works great.

Thanks to all.

ron

On Sat, 17 May 2003 03:58:16 GMT, lfooch@bellsouth.net wrote:

>I'm trying to figure out if the ATR8000 I have will work at all. The
>power light comes on. When I attach a non-Atari floppy 5 1/4 drive
>using a std floppy cable, I get no response from the drive when I turn
>on the ATR. I would expect that the drive would spin up. Right ?
>
>Tks
>
>ron
>

# 3251. Re: Lots of new stuff listed

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-08 23:15:55 UTC
From: Slotbung@netnag.net
Message-ID: <3ee3c3a5.30442033@nntp.ix.netcom.com>
Source record: 21164

Not there.

On Mon, 12 May 2003 18:12:48 +0200, "Sintech" <sintech@online.de>
wrote:

>Find many new offers in our Online-Shop at:
> www.sintech-shop.de
>
>See you there.
>
>Regards
>
>Thomas
>
>--
>www.sintech-shop.de
>Your computer shop for
>Retro- and modern day computers and consoles
>
>

# 3252. Re: Atari 600XL factory 64K?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-09 01:03:19 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3ee3dd9e$0$49101$e4fe514c@news.xs4all.nl>
Source record: 21165

I want both pictures when possible....

"RC" <rc@rc.com> wrote in message
news:toMEa.216$0c4.89359@news20.bellglobal.com...
> Yes it is an internal upgrade....what do you want a picture of? the box
> with the sticker, or the internals of the 600XL????
>
> "TXG" <txg01@xs4all.nl> wrote in message
> news:3ee2ee8c$0$49117$e4fe514c@news.xs4all.nl...
> > Does it have an internal upgrade? When yes please send me a picture of
> it...
> >
> > TXG/MNX
> >
> > "RC" <rc@rc.com> wrote in message
> > news:uNvEa.18673$HG5.1018083@news20.bellglobal.com...
> > > Atari did have a 64K factory installed 600XL. I have one here! The
> > boxes
> > > with regular 600XL boxes that had a gold foil sticker labeled "Now
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> > 64K
> > > memory"
> > >
> > >
> > > "TXG" <txg01@xs4all.nl> wrote in message
> > > news:3eda77e4$0$2245$e4fe514c@dreader6.news.xs4all.nl...
> > > > Yes ofcourse there is 64Kb inside because there are NO 48Kb drams
only
> > > 64Kb
> > > > versions.
> > > >
> > > > The same on an atari 400 48Kb upgrade I have originally from atari,
> > there
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> > > > printed on the pcb 64Kb but the upper 16Kb is not wired....
> > > >
> > > > TXG/MNX
> > > > "Fox-1" <MailMe@fox-1@home.nl> wrote in message
> > > > news:bbdl4f$he6$1@news2.tilbu1.nb.home.nl...
> > > > >
> > > > > "jim" wrote
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> > > > > > 1064 expantion. as you can see, the first 16K on the 1064 is
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> > > > >
> > > > > --
> > > > >
> > > > > Grtx, Sysop Fox-1 / MNX http://www.fox-1.nl
> > > > > mnx_at_fox-1_dot_nl
> > > > > Remember what the Dormouse said...
> > > > >
> > > > >
> > > >
> > > >
> > >
> > >
> >
> >
>
>

# 3253. Re: DOS 3 original disk from Atari

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-09 02:23:06 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <ecSEa.37180$rO.3458253@newsread1.prod.itd.earthlink.net>
Source record: 21166

Most of us have a couple of those which you could just have...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"RC" <rc@rc.com> wrote in message
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=4193&item=2734960429
>
> original disk , in folder
>

# 3254. Re: Atari 600XL factory 64K?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-09 02:34:20 UTC
From: RC <rc@rc.com>
Message-ID: <8mSEa.2643$Gm4.191464@news20.bellglobal.com>
Source record: 21167

the box isn't a problem , as for the internals of the 600xl ..not sure i
want to open it up since it is practically brand new & maybe used once..is
that your real email address?

"TXG" <txg01@xs4all.nl> wrote in message
news:3ee3dd9e$0$49101$e4fe514c@news.xs4all.nl...
> I want both pictures when possible....
>
> "RC" <rc@rc.com> wrote in message
> news:toMEa.216$0c4.89359@news20.bellglobal.com...
> > Yes it is an internal upgrade....what do you want a picture of? the box
> > with the sticker, or the internals of the 600XL????
> >
> > "TXG" <txg01@xs4all.nl> wrote in message
> > news:3ee2ee8c$0$49117$e4fe514c@news.xs4all.nl...
> > > Does it have an internal upgrade? When yes please send me a picture of
> > it...
> > >
> > > TXG/MNX
> > >
> > > "RC" <rc@rc.com> wrote in message
> > > news:uNvEa.18673$HG5.1018083@news20.bellglobal.com...
> > > > Atari did have a 64K factory installed 600XL. I have one here!
The
> > > boxes
> > > > with regular 600XL boxes that had a gold foil sticker labeled "Now
> with
> > > 64K
> > > > memory"
> > > >
> > > >
> > > > "TXG" <txg01@xs4all.nl> wrote in message
> > > > news:3eda77e4$0$2245$e4fe514c@dreader6.news.xs4all.nl...
> > > > > Yes ofcourse there is 64Kb inside because there are NO 48Kb drams
> only
> > > > 64Kb
> > > > > versions.
> > > > >
> > > > > The same on an atari 400 48Kb upgrade I have originally from
atari,
> > > there
> > > > is
> > > > > printed on the pcb 64Kb but the upper 16Kb is not wired....
> > > > >

> > > > > TXG/MNX
> > > > > "Fox-1" <MailMe@fox-1@home.nl> wrote in message
> > > > > news:bbdl4f$he6$1@news2.tilbu1.nb.home.nl...
> > > > > >
> > > > > > "jim" wrote
> > > > > >
> > > > > > > 1064 expantion. as you can see, the first 16K on the 1064 is
> > wasted
> > > > > > ram..
> > > > > >
> > > > > > I knew there was 64K inside, be it used or not :-)
> > > > > >
> > > > > >
> > > > > > --
> > > > > >
> > > > > > Grtx, Sysop Fox-1 / MNX http://www.fox-1.nl
> > > > > > mnx_at_fox-1_dot_nl
> > > > > > Remember what the Dormouse said...
> > > > > >
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>

# 3255. Best of Creative Computing Volume 2 on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-09 05:18:08 UTC
From: Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com>
Message-ID: <usenet-DELETEthisPART-4C6B4F.22180808062003@news.west.cox.net>
Source record: 21168
Cross-posted to: alt.folklore.computers,comp.sys.atari.8bit,comp.sys.cpm,comp.sys.apple2,comp.sys.msx,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti,

The Best of Creative Computing Volume 2 is now available on the Web in its entirety. Published in 1977, this book is a true classic, containing 300+ pages of articles and programs published in 1976, the second year of Creative Computing magazine.

http://www.atariarchives.org/bcc2/

A few highlights, in no particular order:

Building a MITS Altair 8800
http://www.atariarchives.org/bcc2/showpage.php?page=272

Account of 1976 Star Trek Convention
http://www.atariarchives.org/bcc2/showpage.php?page=162

Videodisc Systems
http://www.atariarchives.org/bcc2/showpage.php?page=9

XEROX PARC Flight Simulator
http://www.atariarchives.org/bcc2/showpage.php?page=37

A Retail Computer Store? You Gotta Be Kidding!!
http://www.atariarchives.org/bcc2/showpage.php?page=91

Computer Literacy Quiz
http://www.atariarchives.org/bcc2/showpage.php?page=62

Atariarchives.org also features the Best of Creative Computing volume 1
http://www.atariarchives.org/bcc1/
...as well as 13 other classic computing books.

Enjoy,
Kevin Savetz
--
Kevin Savetz - http://www.savetz.com/contact/
Curator of Classic Computer Magazine Archive - www.atarimagazines.com
& Atariarchives.org - www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

# 3256. Re: Atari 400/800/800xl scancodes

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-09 05:48:49 UTC
From: bill@newbreedsoftware.com
Message-ID: <5dVEa.906$%3.85858@typhoon.sonic.net>
Source record: 21169

```
ETom000001 <etom000001@aol.com> wrote:
>
> 10 A=PEEK(764):IF A<>255 THEN ? A:POKE 764,255
> 20 GOTO 10

The one thing this DOESN'T show is that CTRL + SH + A has a scancode of 255.

10 POKE 764,0
20 A=PEEK(764):IF A=255 THEN ? "YOU PRESSED CTRL+SH+A!":GOTO 10
30 GOTO 20

;^)

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/
```

# 3257. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-09 08:16:32 UTC
From: hunmanik@earthlink.net
Message-ID: <atari-8-bit/vendev_1055146567@rtfm.mit.edu>
Source record: 21170
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: May 24, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:hunmanik@earthlink.net

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:hunmanik@earthlink.net

UPDATES SINCE PREVIOUS POSTING
2003.05.24 Florian Dingler added: Sheeprace, Cardgrabber games
2003.05.24 Vladimir Tichy added, Atart cassette emulator, archive creator
2003.05.24 Mark Grebe, Atari800MacX 1.4.0
2003.05.24 Michael Beck added, Atari 8bit filesystem for Linux 0.1
2003.05.24 Guus Assmann added, USB cartridge project
2003.05.24 Carsten Strotmann, USB Device Driver Development Kit Disk
2003.05.24 Sunmark Products, M.U.L.E. on cartridge
2003.05.24 New entry: Retro Review (print magazine)
2003.05.24 Ullrich von Bassewitz, cc65 2.9.1
2003.05.24 Matthias 'Hias' Reichl, AtariSIO V0.20 beta
2003.04.22 Computer Software Services (CSS) new area code (thanks RoyE)

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Subject: Introduction
```

Conventions
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All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

SAE/SASE/IRC info from http://www.genfair.com/greenpages/sae.htm
---------------------------------------------------------------
It is courteous when writing to any new correspondent to cover in advance their postage costs in replying to you. If they are in the same country it's a simple matter to enclose an SAE (stamped addressed envelope), which is known in American English as an SASE (self-addressed stamped envelope). It is not always obvious how to do this for correspondents in another country. One answer is to use International Reply Coupons.

An International Reply Coupon can be purchased at any Post Office in any country in the world. This is agreed through the Universal Postal Union. You can then send the IRC to someone in another country who can cash it in at a Post Office there for a postage stamp covering the minimum rate for an Airmail letter (unregistered).

One IRC enables a letter up to 10 grammes to be airmailed abroad. That's not much more than a couple of sheets of paper. So if you want a reply with more than this, better send two or more IRCs!

Verfications -> YOU!
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This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this

list, please do your part in keeping it useful for everyone!

---

Subject: A

4JAYS (Jay Colen) 9/02
519 W. Fourth Street
Antioch, CA 94509
USA
(925) 777-1160
Store Hours: 12-6pm Tuesday thru Friday - 11-5pm Saturday
http://www.4jays.com/
Vendor: used hardware and software

A-ONE Magazine - Atari Online News, Etc. 9/02
Dana P. Jacobson -- Editor
http://www.AtariNews.org/
Publisher: A-ONE online magazine. weekly

Alhart Enterprises Presents (AEP) 9/02
c/o Paul V. Alhart
524 North Zee St.
Lompoc CA 93436
USA
tel: (805) 736-4624
mailto:paulalhart@hotmail.com
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair Shop.

Alltronics - Electronic Component Supply 5/02
PO BOX 730
Morgan Hill, CA 95038-0730
USA
Phone: 408.847.0033 Hours 10am to 4pm Monday - Friday
Fax: 408.847.0133
http://www.alltronics.com/computer_miscellaneous.htm
Vendor: 1020 Color Printer, CX85 Numerical Keypad, CX80 Trak-Ball

Controller, ALPS/1020 printer/plotter pens

Guus Assmann 5/03
(with Marc Brings, Thomas Grasel, Harry Reminder, Carsten Strotmann)
http://www.strotmann.de/twiki/bin/view/APG/ProjUSBCart
Developer: Project USB Cartridge (USB Cartridge with two USB Slots)

Associated Enterprises (Victor Halling) (EMAIL BOUNCES 1/03)
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari Bit Byter User Club e.V. (ABBUC) 11/02
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
http://www.abbuc.de/
Vendor: PD/freeware/shareware, hardware, commercial software
Developer: wide variety including: SIO2PC(SIO2ST)-Interface,
PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply (SPS),
8-Channel dig. Voltmeter (DVM), XL Switching Interface, Speedy 1050 upgrade,
RomDisk, QMEG+ 4.0, USB Cartridge with two USB Slots.
Extensive hardware schematics for sale.
Has obtained rights to many products including: KE-Soft, Klaus Peters
Elektronik, AMC-Verlag, Compyshop
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

ATARIX (paper magazine) 8/02
See: Satantronic

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

AVtoolbox 9/02
800-235-3280 or 859-647-1077
Fax 859-282-9995
http://www.avtoolbox.com/
Developer: a number of video<->VGA conversion devices, including the

Cheese Video Box. Connect your Atari to your PC monitor!

---

Subject: B

B&C ComputerVisions/Atari Sales & Service (Bruce & Cathy Carso) 9/02
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
FAX: (530) 295-9271
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher 9/02
http://ourworld.compuserve.com/homepages/ebacher/
Developer: DIS6502 1.4 -- Atari 6502 Disassembler for Win 3.1/95

Ullrich von Bassewitz 5/03
Germany
http://www.cc65.org/
Developer: cc65 2.9.1 - C crosscompiler / crossassembler combo for 6502 systems, including the 8-bit Atari

Michael Beck 5/03
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 9/02
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: 408-278-1070 (M-F 1:30pm to 5:00pm PST)
FAX 408-278-1092
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software) 8/02
Na Hrebenkach 42
15000 Praha

Czech Republic
mailto:olda@jrc.cz (c/o Oldrich Rezler)
Developer: BW-DOS 1.00/1.10/1.30, BW-DOS Update #2, Multi Dash, Multi Race,
Multi Worms (multiplayer-games for multilink/gamelink 2 hardware), Golfer,
H2O, Tetris 3D, Superpacker 1.0, Virus Scanner 1.0, Text Converter,
plus many other game and demo programs...

Adam Bienias 8/02
Poland
http://www.try2emu.cavern.com.pl/sap/
Developer: SAP -- Slight's Atari Player, Codecruncher 2.x and 3.x

B.G. Micro 4/02
555 N. 5th St Suite 125
Garland, TX 75040
USA
orders: 1-800-276-2206 or 972-205-9447
tech: 972-205-9427
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: CX85 Keypad,
hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 9/02
http://www.bigfivesoftware.com/
Developer: Miner 2049er, Bounty Bob Strikes Back,
Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Steve Birmanns and Matthias Belitz 3/00
Germany
http://www.birmanns.de/atari/
Developers: MSC-IDE Harddisk-Controller

Bit Busters 9/02
Poland
Aleksander Martin (Alex), Piotr Kielczyk (Pet), Pawel Szewczyk (Replay),
Tomasz Zdulski (Zulus), Pawel Sikorski (Sikor), Michal Szpilowski (Miker)
http://www.bitbusters.topnet.pl/ or http://republika.pl/alex6502/
Developer: Bobsland (Intro), Extract (Graphic Collection), More! (Intro),
Sheol (Demo Disk), Timeless Announcement (Demo), Waves (Intro)

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bravo Sierra Computers (BSC) (Ben Smith) 2/03
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours

http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~Atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenik Burian 5/02
Marie Majerove 33
Prostijov 6
798 11
Czech Republic
http://flop.atari.org/
Publisher: FLOP disk magazine (Magazine FLOP is only in Czech.), annual?

Artur Burzynski (j131) 9/02
Gdynia
Poland
http://strony.wp.pl/wp/j131atari/
Developer: SIO2PC cables

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Subject: C

Sidney Cadot 10/02
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software 11/02
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix: Battle
of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Itay Chamiel 10/02
9-A Narkis St.
Jerusalem 92461
Israel
mail: itayc at cs.huji.ac.il
http://www.cs.huji.ac.il/~itayc/
Developer: Ice-T XE v2.72 (128K XL/XE) (full-featured communications

software), Ice-T 800 v1.1 (48K), Sirtoot -paint program (not complete),
The Wall -strategy arcade game (Tetris clone),
Joust cheat - a small "hack" for the game Joust

ChildsPlay Software Services
9127 Hwy 25 APT E
Monticello, MN 55362
USA
mailto:serflaten@usinternet.com
Developer: games, and other software, including Solitaire

Computer Games Plus 8/02
PO Box 6144
Orange, CA 92861
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/03
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyberpeeps (David Loughton) 8/02
United Kingdom

http://www.cyberpeeps.freeserve.co.uk/
Vendor: small selection of hardware and software

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Subject: D

D'Antiques, Ltd. (Dan Dotson and Marilyn Saul) 11/02
PO Box 40751
Tucson, AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

Jan Detlev 11/02
The Netherlands
http://www.detlev.myweb.nl/ or http://home.wanadoo.nl/jdetlev/
Vendor: new hardware and software

DGS 11/02
See: Dean Garraghty

Digital Force (Mario Trams) 11/02
Germany
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler 5/03
http://www.akk.org/~flo/
Developer: Sheeprace, Cardgrabber, Icehockey (each games that require the
Multijoy interface

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Adam Dunkels 3/03
See Also: Christian Groessler
Stockholm
Sweden
http://dunkels.com/adam/contiki/
Developer: Contiki Operating System and Desktop Environment. Includes:

Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Personal webserver (only in the C64/TFE version),
Simple telnet client (only in the RS232/SLIP version), Web browser

---

Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 11/02
P.O Box 3365
Spring Hill Florida 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware/software

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
USA
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Emulators Inc. (Derek Mihocka) 9/02
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540 Monday to Friday, 10am to 2pm EDT
FAX: (206) 236-0257
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit, Atari ST, and Apple
Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 -
free 8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic
3.8 - free 8-bit Atari emulator for MS-DOS

Raphael Espino 9/02
United Kingdom
http://rjespino.atari.org or http://rjespino.webhop.org
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility), Atari 8-bit
JPEG Viewers: a8jdpeg - 0.8 (15Sep02), JpegView - 0.2 (07Aug01),
JpegShow - 0.1 (07Aug01)

Evangelo's Wares (Angelo Vahatouras)
Elizabeth NJ 07208
USA
tel: (908) 558-0383
mailto:VangelisV@AOL.com
Vendor: commercial software. "has over 1,000 titles for the Atari 8 & 16 bit
machines, IBM, Amiga, C-64-128 and Used Musical Instruments. Mailorder ONLY!
No Store front."

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Subject: F

Far North Atari Computers (Frank Stallings)
515 Craig Avenue
Fairbanks, Alaska 99701
USA
tel: 907-456-3700
mailto:farnorth@ptialaska.net or mailto:farnorth@polarnet.com
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/02
http://www.ctaz.com/~jlfenton/index.html
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for
68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator,
Atari 400/800/XL/XE emulation for the PowerMac),

Mike Fenton 1/02
http://www.geocities.com/SiliconValley/Node/4391/
Developer: WAHCE v1.0 beta (Weightless Atari Home Computer Emulator,
for Windows 95/98)

Foundation Two 11/02
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks)
Germany
http://rz-home.de/~foundationtwo/ or http://foundationtwo.atari.org/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut, Bremspunkt (Brems.)

Ron Fries 3/03
ftp://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98),
Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik
mailto:fox@scene.pl
Developer: X-Assembler--Two pass 6502 cross assembler for PC. The source
format is backward compatible with Quick Assembler.

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Subject: G

Dean Garraghty Software (DGS) 10/02
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-1302-855026 (Weekends only)
Fax: +44-(0)-870-133-9745
Mobile Phone: +44-(0)-7905-916138 (8am to 6pm BST/GMT weekdays only!)
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes
International English versions of Power Per Post (PPP) software from Germany;

DGS/PPP Atari 8-bit PC CD-ROM includes: Quick V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM) V1.25i, SAM Budget Designer and Utility Extensions, Rubberball, Bombi, Minesweeper, Glaggs It!, Quick Ed Character set editor, News-Disk issues 1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1; DGS Atari 8-bit PC CD-ROM, version without PPP titles; DGS Atari 8-bit PC CD-ROM #2 includes: Print-Filer from Rambit, Alien Blast from Richard Gore, Demo Maker/Edit 7 from Richard Gore, AMS 96 video in MPEG-1 format, various PD software
Developer: Digi-Studio
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

GFH Marketing (Gordon Hooper) 9/02
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
mailto:ghooper2@lycos.com
Publisher: 8-Bits Forever! (book)
$6.99 US or $7.99 CDN (money orders only)

GMG 11/02
(Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan Cmarko))
c/o Marek A. Chorvat
Polna 11
97405 Banska Bystrica
Slovakia
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro, HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers, Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor, Mega Color Editor, Wanted megademo, Bristly hedgehog music collection, Robot Assault intro, Risa Zla intro, Street fighter II demo

Steve Goss - "JetBoot Jack's Computer Game Relics" 1/03
http://www.jetbootjack.com/
Developer: Contagion, Zero War, Plastron

Thimo Graef 6/02
Im Osterfeld 13
56462 Hoehn
Germany
http://www.classic-videogames.com
Vendor: new software

Mark Grebe 5/03
http://members.cox.net/atarimac/
Developer: Atari800MacX 1.4.0 (version of Atari800 emulator for MacOS X)

Christian Groessler 3/03
See Also: Adam Dunkels

http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
Developer: Atari800 DC v0.72 (8-bit Atari emulator for Sega Dreamcast),
8-bit Atari port of: Contiki Operating System and Desktop Environment 1.0
-- Includes: Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Simple telnet client, Web browser

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Subject: H

Clay Halliwell 10/02
11720 Mastin, Apt 2508
Overland Park, KS 66210
USA
mailto:clay.h@att.net
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HARD Software 11/02
H-1076 Budapest
Thokoly ut 25.
Hungary
http://www.geocities.com/SiliconValley/Vista/6084/
Developer: Veronika, Blip!, Cool Emotion, ABBUC Magazine #36 Intro,
Joyride

Harmonic Research 8/02
40 Wiley Lane
Woodstock, NY 12498
USA
voice: 845-679-5856
fax: 845-679-5856
http://www.hrx.com/
Developer: various RGB/NTSC/PAL video signal encoders/decoders

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [this zip code is old; need new zip code]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Tom Hunt (Closer To Home Enterprises) 12/02
USA

http://cth.dtdns.net/ or http://cth.hn.org/
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
Developer: The Armorizer, ATOS ATari Operating System (GUI), Check CRC32, Disk Fragmentation Utility, The Long Integer Library, M.T.O.S. (Multi-Tasking Operating System), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell, Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old computer or dumb terminal to access the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet), AT Term (ATASCII terminal emulator for Windows), Mouse 03, Mouse 78. (Mouse is a programming language)

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Subject: I

individual Computers (Jens Schonfeld) 6/02
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel, a universal floppy disk controller that uses unmodified PC diskdrives. Disk formats supported include:
Atari 800XL (all MFM formats, FM under developement). 3 Catweasel versions:
- Catweasel MK2 for Amiga 1200 and Amiga 4000
- Catweasel ZII S-Class for Amiga with Zorro slots
- Catweasel ISA version (PC, Alpha AXP)

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Subject: J

Jeff Jackson 9/02
USA
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

JAY Software (Jan Krupka and Stanislav Opichal) 8/02
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

JTM Ltd
330 1st NE
Mason City, IA 50401
USA
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

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Subject: K

Nick Kennedy 8/02
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://www.tcainternet.com/wa5bdu/
Developer: SIO2PC 4.19 software, hardware plans, cables, parts (not for WIndows-XP); PINEWOOD.EXE (time external events to millisecond accuracy), TIMER.COM (variation of PINEWOOD), PACKET.OBJ (packet radio controller for the Atari), EPROM.COM (controller program for burning EPROMS), FREQ.COM & SYNTH.OBJ (controller for a Direct Digital Frequency Synthesizer), KEYER.OBJ (morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 3/03
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.91 Beta (Atari 8-bit emulator for PC)

Miro Kropacek (MiKRO) 8/02
Slovakia
http://mikro.atari.org/ or http://mikro.local.sk/
Developer: Sprite Editor 1.2 for Atari XE/XL, 48 kB RAM (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Jindrich Kubec (Jindroush) 1/02
Czech Republic
http://jindroush.atari.org
Developer: Acvt v1.07 (PC), Adir v0.67 (PC), AExt v1.01 (PC), AutoRBas v1.00 (ATARI), Bas2Boot v1.02 (PC+ATARI), BasLoad v1.00 (ATARI), ChkBas v1.10 (PC), ChkExe v2.71 (PC), ChkRom v1.00 (PC), IMID v1.02 (PC), IMIDdb v1.00 (PC), SidLoad v1.06 (ATARI)

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Subject: L

Chris Lam 8/02
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for the Apple Mac, Rainbow 1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000

Rich "Twist" Lawrence 10/02
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.6c (Atari 8-bit emulator for Win9X/NT)

Olivier Le Bihan 6/02
http://perso.wanadoo.fr/olivier.lebihan/tool/
Developer: CAS2BAS ("a tool for the WAV2CAS, ATRUTIL, XFORMER suite")

Bertrand Le Roy
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Derek Ledbetter 7/02
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator for the Mac 1.0.7, developement release 3

L.K. Avalon 10/02
Skrytka Pocztowa 66
35-959 Rzeszow 2
Poland
tel. (017) 856 99 12
http://www.lkavalon.com (send e-mail for current Atari XL/XE catalog)
more info: http://people.freenet.de/mrbacardi/LK_Avalon.html
Developer: A.D. 2044, Adax, Animator, Aurum, Automat Perkusyjny, Barahir,
Barbarian, Captain Gather, Change, Constellation, Chaos Music Composer,
Czaszki + Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money & Honky,
Frank & Mark, Geometria, Global War, Gold Hunter, Hans Kloss, Hawkmoon,
Hydraulik/Snowball, Kampania Wrze_niowa, Kernaw, Klatwa, Kurs Fizyki,
Lasermania + Robbo Konstruktor, Lorien's Tomb, Major Bronx, Misja
(Mission Shark) + Fred, Neron, Panther, Piekielko, Robbo, Rucu, Saper, Smus,
Spy Master, Streets, Syn Boga Wiatru, Szperacz Dyskowy, The Jet Action, The
Last Guardian, Trix, U 235, Uczen Czarnoksieznika, Upior, Vicky, Wladcy
Ciemnosci, Wloczykij, Zeus

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Subject: M

MacFalkner (Andre Bertram) 10/02
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS,
Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502
Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

Alex Martin
Poland
mailto:alex6502@friko.onet.pl
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static-memory expansion (backuped with lithium battery),
65c816 CPU exchange project, SIO2PC cables, MIDI interfaces, & the like

MCM Electronics 8/02
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330

http://www.mcmelectronics.com/
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for
SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine (Ivo van Poorten / Freddy Offenga) 10/02
P.O. Box 164
8800 AD Franeker
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

The MESS Team 12/02
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS), an emulator of
a large number of systems, including the 8-bit Atari computers, which can
run on Win32, Unix, MacOS, AmigaPPC WarpUP, Digita, Solaris

Marek Mikolajewski (MMSoft) 2/03
Gdansk
Poland
http://www.atari.cuprum.com.pl/sio2ide.htm
Developer: SIO2IDE 1.7, 3.2e, 4.1. An interface that allows you to attach
any IDE Disk Drive to your 8-bit Atari computer. 4.1 includes a USB port.

Moonsoft
See: Black Moon Systems

David Moore
8023 N. Berkeley Ave #2
Portland, OR 97203
USA
tel: (503) 289-9699
mailto:dwmoar@teleport.com
Repair Shop.

More Than Games (Rick Detlefsen) 10/02
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://www.a8maestro.com/detent/mtgcat/mtgcat.htm
Vendor: Super Sketch Graphics Tablet W/cart (PPI), 1020 Pens-Black,
1020 Pens-Color, 1020 paper rolls (single or double size)
Developer: AGDA GameLink I adapter, AGDA GameLink II adapter,
850 Printer adapter (15 to 25), 850 to modem adapter (9 to 25),
EASIO-S SIO adapter cable 18", EASIO-S SIO adapter cable 3',
EASIO-P Printer adapter cable 5'

MS-Software (Mirko Sobe) 10/02
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, BOSS-X v10.2

MyAtari magazine 8/02
c/o Matthew Bacon
49 Douglas Road
Surbiton
Surrey
KT6 7RZ
England
http://www.myatari.net/
Publisher: MyAtari (free online magazine, monthly)

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
USA
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

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Subject: N

New Breed Software 10/02
c/o Bill Kendrick
675 Alvarado Ave #27
Davis, CA 95616-0620
USA
FAX: 530-325-9588
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector,
MuxChat, Super-IRG Font Editor (SIFE)

New Generation Atari-Magazin (N.G.A.M.) 9/02
See: PD-World-Versand

Nelson Nieves 9/02
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree,
TS, TSplit, UnDelete, WipeDisk, xErase, xType

No Frills Software (Ed Kielbasinski) 11/02
800 E. 23rd St.
Kearney NE 68847-5512
USA
tel: 308-234-2975
mailto:fast N O S P A M eddie.k (at) juno N O S P A M .com
Vendor: new and used commercial software, PD/freeware/shareware
Developer: Converter, Converter Companion, P.S. Users Utility Disk,
PrintShop graphics

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Subject: P

James R. Parish
mailto:JRParish@J-Com.net
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

PD-World-Versand 9/02
Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: PD/freeware/shareware, hardware
Developer: all Power Per Post (PPP) and some KE-Soft product rights
Publisher: 1) New Generation Atari-Magazin (N.G.A.M.)
- quarterly paper magazine, German language
2) PD-Mag - disk mag, German language

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
BT23 4PW
Nothern Ireland
Publisher: Phoenix (disk magazine)
public domain

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

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Subject: Q

Quasimodos - 8/02
Glonisz (Krzysztof Paizert), KAC (Szymon Wesolowski), Kroger (Pawel
Cierkonski), Morgoth (Michal Cierkonski), Raven (Przemek Wypierowski)
Poland
http://www.quasimodos.px.pl/pl/
Developer: Dema- Fantastic megademo, The best of YFA, The Dream, Drunk Tank,
Delirium Tremens, Ergo Bibamus, Pacem in terris. Intra- Music demo, Mikro
demo, Glonisz demo 1, Glonisz demo 2, YFA demo 1, YFA demo 2, Castle demo,
Fighter demo, Music player, Syzygy, Latajacy dywan, CMC demo 1, AMMC, Mission
dupa, Wafel, Fred, Dziedzictwo gigantow, CMC demo 2, Kaszana, Schabowy, Total

sh** demo, Nasze grzyby, Tiny 01, Tiny 02, Tiny 03, Scene Register 5.0. Gry-
Zamek Londyn, Kowboj, Demon, Speedball, Msciciel, Strzelanina, Ja - Jo, One
Life, The car, Pruters, Pamiec. Uzytki- Analizer, Scalak, Konwenter grafiki,
Unappend, Formater, DDD, Projektant, ICT 6502. Zin- Mixer

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Subject: R

Burkhard Rau (HCRBurk) 8/02
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

READY Technologies (Thomas Smailus) 8/02
254 Nelson Drive, Apt. U
Baton Rouge, LA 70808
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital
hardware systems; design, development, and production of software systems;
software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn Lander,
Menu Master, DOS 17; Data storage and media conversion; Engineering,
Consulting;

Matthias 'Hias' Reichl (HiassofT) 5/03
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.20 beta for Linux (package contains: a Linux kernel
driver, atariserver - an Atari disk drive emulator similar to SIO2PC or APE,
atarixfer - a small tool to read/write ATR images to an Atari disk drive
connected by a 1050-2-PC or ProSystem cable), AtariDsk V1.2 (read, write and
format DD 180K Atari disks on the PC), WriteAtr V0.92a (write double density
ATR-images to Atari floppy disks on your PC; also create ATR-images of double
density floppy disks), MyPicoDos V3.0 (small "gamedos" that can read COM, EXE,
BIN and BAS files; supports MYDOS subdirectories and large disks)

Retro Review 5/03
Ian Gledhill Jorge Canelhas
35 Bridge Street Apartado 3115
Aberystwyth Miguel Bombarda
Ceredigion 2745 QUELUZ
SY23 1QB Portugal
U.K.
http://www.retroreview.com/
Publisher: Retro Review (paper magazine)

Thomas Richter 3/03
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ 1.20 (800/XL/XE/5200 emulator for Unix, Linux, etc.)

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Subject: S

Satantronic (-XI-, Dodo, Jookie, Elan, Nir Dary) 8/02
Slovakia
http://www.napri.sk/web/satantronic/ or http://satantronic.atari.org/
Developer: Manga (demo), Alien (demo), Transparent ANULOID (demo),
3D tunnel with texturemapping (demo),
1MB RAM (SIMM) expansion (second version),
XRAM 0.18.0 (SW tool - eXtended RAM test for XE)
Demos: DESIRE, zzZumRotator, OKO, DRAGONS, IHL, FLY, BEAUTY,
LIQUID, Te.mod. Games: Jurassic Park II, Magic World. Utilities: Lufa Half
Code Packer 1.0, Font Animator 1.0, Rave Extra Packer 1.0, Paradox 0.92,
Mad editor 0.98.
Publisher: ATARIX - paper magazin in Slovak language

Sauron 6/02
http://web.tiscali.it/retrogaming/
Vendor: used software

Darren Schebek 7/02
http://members.shaw.ca/dschebek/envision.htm
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Sijmen Schouten (Mr.Atari) 11/02
The Netherlands
http://home.wanadoo.nl/mr.atari/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 10/02
The Netherlands
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ernest R. Schreurs 10/02
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
http://home.planet.nl/~ernest/
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm
archive to SIO2PC archive converter), WAV2CAS (Digital Cassette Image system,
including CAS2SIO), CAS2WAV (Create a clean .wav file from a Digital Cassette
Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Shadow Software (David Hunt, The Shadow)
16016 SE Division St PMB 19
Portland OR 97236-1999
USA
mailto:the_shadow@portland.cc or mailto:The_Shadow@pdx.cc (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)

Developer: Carina BBS (shareware). Carina 2.6:
http://www.umich.edu/~archive/atari/8bit/Telecomm/Bbs/carbbs26.arc
also http://www.aracnet.com/~atari/ftp/car_bbs.arc (doesn't work for me)

Ken Siders 11/02
USA
http://home.columbus.rr.com/ksiders/atari.htm
Developer: Emulators Utilities: ATR/DCM utilities (DOS),
AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer,
KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler,
Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus.
Development Software: KASM65 2.51 Assembler, KLINK65 1.51 Linker,
KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic,
Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Burger Boy, PacMunch Jr, The MisAdventures of Mr. Fish,
Circle of Richness

Mark Simonson 10/02
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech 7/02
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033 (0049-711/775033)
http://www.sintech-shop.de/
Vendor: hardware (computers and drives on request) and commercial software

Len Spencer 1/03
USA
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black
Box interfaces), FoReM-XE Professional BBS Version 5.4

Spike's Systems and Computer Repair 12/02
38 S. Maysville St.
Mount Sterling KY 40353-1355
USA
tel: (859)-499-0866
http://spikessystems.com/spikes.html
Vendor: small selection of commercial software
Repair Shop.

Petr Stehlik (project manager), Jacek Popawski, Krzyszt of Nikiel, 2/03
Michael Borisov, Piotr Fusik, Vasyl Tsvirkunov
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 1.3.0 - an Atari 800, 800XL, 130XE and 5200 emulator
for Unix, Amiga, MS-DOS, Atari TT/Falcon, SDL and WinCE

Radek Sterba (Raster) 5/03
Czech Republic
http://www.infos.cz/raster/atari/homepage.htm or http://raster.atari.org/
Developer: MULTIJOY8 (connect 8 joysticks to one Atari), MultiJoy16 (connect 16 joysticks to one Atari), ATADIM v2.04 Beta (Win9x- work with Atari disk images XFD/ATR), DRATEX 1.2 (Win9x- Drop file Atari Czech text convertor), LPTJOY/ATAJOY Driver (connect an Atari joystick to a PC), MAT2MTX (DOS-Mac65 to Text). Games: Cervi (Worms- Tron lightcycles-type game for MultiJoy8), Multris (Tetris-like game for MultiJoy4). more games: Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix, Quadrotron-M4 (Quadro-Tron patched for Multijoy).
utilities: MPE (MIDI Pattern Editor) v2.3, HiLoader-4.2 T2000, ComprCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4,
Raster Music Tracker (RMT) 1.1 - cross-plaftorm XL/XE music maker for PC.
games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk, Imagine, Gunhead. demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Flame999, SelfDemo

SteveR's Classic Cartridges (Steve Reed) 8/02
http://www.steverd.com/
Vendor: used hardware and software

Carsten Strotmann 5/03
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS - 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS) PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS, ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine interpreter, original by Steve Wozniak), USB Device Driver Development Kit Disk

Sunmark Products (Mark DiLuciano) 5/03
383 Broadway
Lorain OH 44052-1631
USA
http://www.sunmark.com/ Also http://www.hollex.net/
Developer: M.U.L.E. on cartridge, Rampage! on cartridge,
Hollex Cartridge (16K of SRAM powered by a lithium battery),
InstaDOS Cartridge (Atari DOS 2.0S), 400/800/XL PCB, sio2pc PCB,
Real Time Cartridge (ICD R-Time 8 clone)

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169
FAX: +61 7 54969056
mailto:sup8pdct@mail.cth.com.au

Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 11/02
Czech Republic
http://jirkasuv.duch.cz/iPAQ/atari/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..."- text game)

Tomasz Szymankowski 11/02
http://www.a800win.atari-area.prv.pl/ or
http://atariarea.nostalgia.pl/PLus/index_us.htm
Developer: Atari800Win Plus 3.1 (for Windows, based on Atari800)

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Subject: T

TAQUART 11/02
(Piotr 'Fox' Fusik, Marcin 'Eru' Zukowski, Michal'Dracon' Garbaciak,
Karolj 'Heaven' Nadj, Lukasz 'X-Ray' Sychowicz, Slawek 'Slaves' Sledz.
also: Bac, Dely, Samurai)
Poland
http://numen.scene.pl/
Developer: NUMEN (demo, requires 320K, PAL ANTIC)

Telegames 8/02
Box 901
Lancaster, TX 75146
USA
Orders: (972) 224-7200
Cust Service: (972) 228-0690
FAX: (972) 228-0693
http://www.telegames.com/
Vendor: commercial software

Vladimir Tichy 5/03
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC on the world.
Easy tool for archiving atari casettes to the PC files"

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
England
Phone/Fax: +44-(0)161-248-7893

mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Vasyl Tsvirkunov 1/03
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

Steven J. Tucker 4/03
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v2.0.5 for
Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win31/95/98, APE Warp+
OS for XL/XE machines, Imagic 1.06 95/NT--the Atari Disk Image Conversion
System for 9x/NT, Imagic 1.06 DOS--the Atari Disk Image Conversion System
for DOS (Imagic does disk image (ATR <-> XFD <-> DCM <-> SCP) conversion),
Atari Terminal Simulator ATS 2.0 (ATASCII Telnet/Serial Terminal & Break
Movie Player for 32bitWin), Break Movie Screensaver for 32bitWin

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Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Dan Vernon 3/03
http://retrobits.net/
Developer: Atari810 1.4d -- disk drive emulator in the tradition of
SIO2PC, for the Windows NT/2000/XP platform

Video 61 & Atari Sales (Lance Ringquist) 2/03
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
http://cth.dtdns.net/pro/pro1.html (BBS Express! Pro)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): Amaze Maze, Bumpers, Checkers,
Clash of the Kings, Concentration, Cosmos Pinball, Crystal Raiders,

Dan Strikes Back, Dandy, Desmond's Dungeons, Dinky Do, Dungeon Lords,
Dynakillers, Elevator Man, Firebug, Getaway, Hearts, Jailbreak, Jigsaw Puzzles,
Lights Out, Lord of the Orb, Mahjong, Maze War, Midas Maze, Montana Solitaire,
Mr. Robot, MyDOS 4.5, Paddle Pack Pong, Paddle Wars, Preppie, Preppie II,
Plaqueman, Puzzler, Ricochet, Rocks, Sharp Shooters, Smush, Solitaire,
Spaceball, Spaceshot Pinball, Speedo Disk Drive Speed Checker, Tetris II,
Translator (800 OS), Twin Pack(Battleship/Jump the Pegs),
Video Poker (by H. Brown), Video Slots, Zybex, Rally Speedway, SpartaDOS 3.3C,
Twilight World, Montezuma's Revenge, Cosmic Tunnels, Nibbler,
Clowns and Balloons, Bubble Trouble, Pacific Coast Highway, Drop Zone,
S.A.G.A. Mission Secret, S.A.G.A. Strange Odyssey, S.A.G.A. Pirates Adventure,
Sling Shot, TurboBasic, Star Flite 3.5.
Also: BBS Express! Professional (Pro!) 5.0b (Atari hardware), 6.0 (emulators)
Also K-Products products, which include: Pro_Term Terminal Modules,
Hardback & Restore, Mux_Time Software, TurBoss! High Speed O/S,
KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, 1050 US Doubler (USD),
DK-Utilities for the Black Box and the MIO

Video Game Advantage (VGA) 10/02
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (440) 843-8815 24hrs
http://www.io.com/~vga2000/
Vendor: used hardware/software and accessories

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
tel: (412) 7841-2241 5pm-8pm eastern time only
mailto:vidgame@earthlink.net
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vintage Micro-Computers (Jon Lucas)
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
Vendor: hardware and software

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Subject: W

Wacko Software (Andrei Ellman) 10/02
The Netherlands
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash (game)

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, BobTerm 1.2 and several others

World of Atari 10/02
5920 Valley Vale Way
Sacramento, CA 95823
Phone: 916-422-7424
Fax: 815-377-8032
http://www.worldofatari.com/
Vendor: new and used hardware and software

Jeffrey S. Worley "Technoid Mutant" 1/03
mailto:TECHNOID@30below.com
Repair shop: offers free(!) hardware upgrades to 8-bit Atari computers
(memory, pokey, etc.)

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End of atari-8-bit/vendev
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# 3258. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-09 08:16:44 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1055146567@rtfm.mit.edu>
Source record: 21171
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 26, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

# 3259. Re: Atari 600XL factory 64K?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-09 11:16:05 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3ee46d3d$0$49099$e4fe514c@news.xs4all.nl>
Source record: 21172

yep

"RC" <rc@rc.com> wrote in message
news:8mSEa.2643$Gm4.191464@news20.bellglobal.com...
> the box isn't a problem , as for the internals of the 600xl ..not sure i
> want to open it up since it is practically brand new & maybe used once..is
> that your real email address?
>
>
> "TXG" <txg01@xs4all.nl> wrote in message
> news:3ee3dd9e$0$49101$e4fe514c@news.xs4all.nl...
> > I want both pictures when possible....
> >
> > "RC" <rc@rc.com> wrote in message
> > news:toMEa.216$0c4.89359@news20.bellglobal.com...
> > > Yes it is an internal upgrade....what do you want a picture of? the
box
> > > with the sticker, or the internals of the 600XL????
> > >
> > > "TXG" <txg01@xs4all.nl> wrote in message
> > > news:3ee2ee8c$0$49117$e4fe514c@news.xs4all.nl...
> > > > Does it have an internal upgrade? When yes please send me a picture
of
> > > it...
> > > >
> > > > TXG/MNX
> > > >
> > > > "RC" <rc@rc.com> wrote in message
> > > > news:uNvEa.18673$HG5.1018083@news20.bellglobal.com...
> > > > > Atari did have a 64K factory installed 600XL. I have one here!
> The
> > > > boxes
> > > > > with regular 600XL boxes that had a gold foil sticker labeled "Now
> > with
> > > > 64K
> > > > > memory"
> > > > >
> > > > >
> > > > > "TXG" <txg01@xs4all.nl> wrote in message
> > > > > news:3eda77e4$0$2245$e4fe514c@dreader6.news.xs4all.nl...
> > > > > > Yes ofcourse there is 64Kb inside because there are NO 48Kb
drams
> > only
> > > > > > 64Kb

> > > > > > versions.
> > > > > > >
> > > > > > > The same on an atari 400 48Kb upgrade I have originally from
> atari,
> > > > > there
> > > > > > is
> > > > > > > printed on the pcb 64Kb but the upper 16Kb is not wired....
> > > > > > >
> > > > > > > TXG/MNX
> > > > > > > "Fox-1" <MailMe@fox-1@home.nl> wrote in message
> > > > > > > news:bbdl4f$he6$1@news2.tilbu1.nb.home.nl...
> > > > > > > >
> > > > > > > > "jim" wrote
> > > > > > > >
> > > > > > > > > 1064 expantion. as you can see, the first 16K on the 1064 is
> > > wasted
> > > > > > > ram..
> > > > > > > >
> > > > > > > > I knew there was 64K inside, be it used or not :-)
> > > > > > > >
> > > > > > > >
> > > > > > > > --
> > > > > > > >
> > > > > > > > Grtx, Sysop Fox-1 / MNX
http://www.fox-1.nl
> > > > > > > > mnx_at_fox-1_dot_nl
> > > > > > > > Remember what the Dormouse said...
> > > > > > > >
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>

# 3260. Re: XEP80 Tech Data?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-09 12:17:06 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <3EE47AC2.5030706@math.tu-berlin.de>
Source record: 21173

Hi Glen,

> About the only good source of technical info for the XEP-80 is found in
> National Semiconductor databooks on the chip that they used. I forget
> what the chip number is but I do know it's a Terminal Managment Processor.
>
> This chip is the heart of the XEP-80 and the databook may help you if you're
> willing to do the research. I've haven't seen any schematics or firmware
> source
> code.

In case you've scanned version of the databook, would you be willing to
mail it electronically? I would be interested in a XEP-80 emulation, but
lack *any* documentation about it whatsoever.

Thanks,
Thomas

# 3261. Re: Atari 400/800/800xl scancodes

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-09 14:01:16 UTC
From: Stefano Priore <stefano.priore@inwind.it>
Message-ID: <et32cb.7r5.ln@127.0.0.1>
Source record: 21174

ETom000001 <etom000001@aol.com> wrote:

> You can get a full listing yourself by using BASIC to print the value stored at
> address 764. Remember to store 255 into address 764 after reading it.

> The 5-line BASIC program from Mapping the Atari, COMPUTE! Books, 1985, does
> this in a loop, which I condense into 2 lines:

> 10 A=PEEK(764):IF A<>255 THEN ? A:POKE 764,255
> 20 GOTO 10

> Press the BREAK key to end the program. I made one such keyboard map for the
> Atari 800 years ago for all possible shift-control-key combinations. It
> doesn't take much to to make, even in a keyboard layout rather than a table.

Thanks, but I don't have a real machine to test your program with, and I
don't know how faithfully actual emulators deal with the issue. If you
can point me towards a correct emulator... (or at least, tell me the
first 64 entries of the table, since bit 6 and 7 are used to encode
Shift, CTRL and Shift+CTRL tables ;)))

Anyway, thanks for the help: In the worst case, I'll wait until Kevin Savetz posts
Compute's 3rd book of Atari on www.atariarchives.org!

--
Stefano Priore | Debian Woody 3.0r1
---------------------------------+---------------------------------
"Video meliora proboque, | Linux Registered User #210152
autem deteriora sequor..." | Linux Registered Machine #97752

# 3262. FA: Factory Atari DOS 3 disks!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-09 14:25:02 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <ve9661p9pest46@corp.supernews.com>
Source record: 21175

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2735072139

# 3263. Re: XEGS monitor output?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-09 15:43:04 UTC
From: Ian McLaughlin <ian@platinum.net>
Message-ID: <cW1Fa.167$Ae6.35918@news2.telusplanet.net>
Source record: 21176

The XEGS has two RCA jacks on the back (at least the NTSC version has). One is composite video. One is audio. No 5-pin DIN adapter required for the XEGS.

"RC" <rc@rc.com> wrote in message news:WKMEa.681$0c4.94381@news20.bellglobal.com...
> Does the XEGS have the same monitor output that is included with the 800XL?
> Does the 65XE and 130XE both have monitor (composite) output?
>
>

# 3264. Atari bits and pieces available

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-09 21:07:46 UTC
From: sandyprice@msn.com
Message-ID: <be7373cf.0306091307.7307424d@posting.google.com>
Source record: 21177

Hello:

I recently discovered that I still have a couple of Atari parts for which I have no use.

1) A VersaWriter digitizing table, conplete with original VersaWare software 5-1/4 floppy disk for Atari, plus an original Atari Demo disk for same, and a "copy" of the VersaWriter software with VersaWriter Graphics Table program on the back side of the copy disk. The VersaWriter software is called Graphics Composer. Also a "Picture Storage" floppy. In addition, an Apple Demo Disk of the same VersaWriter. It is still in the original box in which it was received from Versa Computing, Inc.

Since I don't have any of the Atari computers I once owned, I cannot vouch for the "operability" of either the hardware or the software.

2) One MPI model 51M hard drive, without case, still sealed in it's bubble wrap shipping. Manufacture date of July, 1981. It was purchased back when some of the Atari stuff was getting hard to find for the old 800 series. Just in case one of my drives died, which none of them did.

I hate to take this stuff to the dump if someone out there can use it. If there is a market for it, please let me know.

Thanks,

Mike Price
1-253-759-9860 (Tacoma, WA)
PS: The msn.com address is no longer valid. My Hotmail account is "swisstrip02"at(you know the rest).

# 3265. Re: Atari bits and pieces available

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-09 21:51:22 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns9395AB784AE92slorcomcastnet@130.133.1.4>
Source record: 21178

Despite all prevention efforts, sandyprice@msn.com (mikep76) wrote in
news:be7373cf.0306091307.7307424d@posting.google.com:

> sandyprice@msn.com

I'll take them. Please contact me via email (I tried and it bounced) with
estimated shipping cost to Indiana.

Thanks!

--
Slor

# 3266. Re: Atari bits and pieces available

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-09 22:11:15 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3ee506ba$0$49111$e4fe514c@news.xs4all.nl>
Source record: 21179

This MPI model 51M hard drive is that a hard drive with special interface
for the Atari 800?

Contact me private please...

"mikep76" <sandyprice@msn.com> wrote in message
news:be7373cf.0306091307.7307424d@posting.google.com...
> Hello:
>
> I recently discovered that I still have a couple of Atari parts for
> which I have no use.
>
> 1) A VersaWriter digitizing table, conplete with original VersaWare
> software 5-1/4 floppy disk for Atari, plus an original Atari Demo
> disk for same, and a "copy" of the VersaWriter software with
> VersaWriter Graphics Table program on the back side of the copy disk.
> The VersaWriter software is called Graphics Composer. Also a "Picture
> Storage" floppy. In addition, an Apple Demo Disk of the same
> VersaWriter. It is still in the original box in which it was received
> from Versa Computing, Inc.
>
> Since I don't have any of the Atari computers I once owned, I
> cannot vouch for the "operability" of either the hardware or the
> software.
>
> 2) One MPI model 51M hard drive, without case, still sealed in it's
> bubble wrap shipping. Manufacture date of July, 1981. It was
> purchased back when some of the Atari stuff was getting hard to find
> for the old 800 series. Just in case one of my drives died, which
> none of them did.
>
> I hate to take this stuff to the dump if someone out there can use it.
> If there is a market for it, please let me know.
>
> Thanks,
>
> Mike Price
> 1-253-759-9860 (Tacoma, WA)
> PS: The msn.com address is no longer valid. My Hotmail account is
> "swisstrip02"at(you know the rest).

# 3267. Re: XEGS monitor output?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-10 00:10:32 UTC
From: RC <rc@rc.com>
Message-ID: <hl9Fa.3109$0c4.361016@news20.bellglobal.com>
Source record: 21180

Thanks!

"Ian McLaughlin" <ian@platinum.net> wrote in message
news:cW1Fa.167$Ae6.35918@news2.telusplanet.net...
> The XEGS has two RCA jacks on the back (at least the NTSC version has).
One
> is composite video. One is audio. No 5-pin DIN adapter required for the
> XEGS.
>
> "RC" <rc@rc.com> wrote in message
> news:WKMEa.681$0c4.94381@news20.bellglobal.com...
> > Does the XEGS have the same monitor output that is included with the
> 800XL?
> > Does the 65XE and 130XE both have monitor (composite) output?
> >
> >
>
>

# 3268. Many boxed,new XE cartridge games on ebay !

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-10 00:28:01 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <f16cbc23.0306091628.1c162508@posting.google.com>
Source record: 21181

look at :

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&include=0&userid=klassische-videospiele&sort=3&rows=25&since=-1&rd=1

There are lots of boxed ATARI 2600 and ATARI XE cartridges , for
example :

Thunderfox
Rescue on Fractalus
Airball
Lode Runner
Star Raiders 2
Archon
Crime Buster

and more.

All auctions are "Buy it now" , all games boxed/new/shrinkwrapped.

MG

# 3269. Atari 8-bit computers and software fo sale--Harrisburg, PA

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-10 00:54:09 UTC
From: Mike Schnierle <mike.schnierle@comcast.net>
Message-ID: <ptWcnbAEY8lKt3ijXTWcqQ@comcast.com>
Source record: 21182

I live in the Harrisburg, PA area. I have two Atari computers (a 400 with 48k of ram and a home built full-stroke keyboard, and a 130XE), as well as a disk drive, trackball, paddles and multiple joysticks, and much software, both games and stuff like Atraiwriter, Synfile, etc. , and manuals and books galore. I want to sell this stuff, but frankly don't want to bother with either Ebay or shipping. If there is anyone in the Harrisburg area who might be interested in any of this stuff, I'd be glad to let you look through it and make a deal for whatever you might want. Respond by email please. The 400 has been packed away for some time, but was operational when it was stored. The 130 and drive have been operated in the last couple of years (used to make video titles, and for the occasional game).

Mike Schnierle

mike.schnierle@comcast.net.

## 3270. CP/M on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-10 01:35:01 UTC
From: Roy G Biv <8-bitter@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.53.0306092101120.5257@shell1>
Source record: 21183

On 06 Jun 2003 at 05:25:33 GMT, Mister Bumpy73 scribbled:
->>Was there ever a CP/M kit for the Atari like the one on the C=64?

To which on Fri, 6 Jun 2003 at 12:27:13 -0400, Bill Marcum re-
plied:
->The ATR8000 was a disk interface with a Z80 processor, and it
->could run CP/M using the Atari as a terminal. I've heard that
->Indus floppy drives with a 64k memory upgrade could also run CP/M.

You heard right! In 1986 Future Systems, successor to the orig-
inal Indus Company, marketed a 64K memory board for insertion into
the expansion space of the Indus drive. With their accompanying
CP/M O.S. disks, the Indus functioned as a Z80 computer, and the
Atari became merely a terminal. Incidentally, the CP/M system
worked, but the Indus had to be kept very cold to prevent it from
overheating!
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* "All Indus -- All The Time!" *

(Headers munged to foil spammers; real info in taglines)

# 3271. [ANNC] Golgatha II : Demon World

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-10 02:05:39 UTC
From: ppanks@juno.com
Message-ID: <cb0ed86a.0306091805.5b358768@posting.google.com>
Source record: 21184
Cross-posted to: comp.sys.ibm.pc.games.rpg,comp.sys.ibm.pc.games.action,comp.sys.cbm,comp.sys.atari.8bit

Hello,

"Golgatha II : Demon World" has just been released. A 2-D RPG maze adventure game, "Golgatha II" improved on the previously released "Golgatha : The X-Chronicles" in many areas. Both games are based loosely on an old Commodore 64 game called "Box Mania II".

Improved graphics, gameplay, additional levels and increased speed compliment this new release.

For more information, please visit:

http://www.geocities.com/dunric/westfront.html

(scroll down to "Golgatha II" to download the game)

A Commodore 64/128 and Atari 400/800 version of Golgatha is currently being planned as time permits.

Sincerely,

Paul Panks
dunric@yahoo.com

# 3272. Where's Momma?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-10 03:13:48 UTC
From: whoosie@blank.net
Message-ID: <3ee54ce4.43388739@nntp.ix.netcom.com>
Source record: 21185

[No readable article body recovered]

## 3273. ANybody have source for 'Atari800Win Plus'?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-10 05:35:17 UTC
From: Everybody <Everybody@Everywhere.com>
Message-ID: <Xns9396103A65C5DLKJLKJLJL09809LKJL@24.24.2.167>
Source record: 21186

or know where the home page is? I'm talking about the enhanced version of Atari800win...

# 3274. Re: ANybody have source for 'Atari800Win Plus'?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-10 06:17:15 UTC
From: Franti&#65533;ek Semeck&#65533; <semecky@saul-is.cz>
Message-ID: <bc3t16$2br5$1@news.nextra.cz>
Source record: 21187

www.a800win.atari-area.prv.pl/

http://fanny.atari.org

"Everybody" <Everybody@Everywhere.com> wrote in message
news:Xns9396103A65C5DLKJLKJLJL09809LKJL@24.24.2.167...
> or know where the home page is? I'm talking about the enhanced version of
> Atari800win...

# 3275. Re: Atari 400/800/800xl scancodes

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-10 08:52:24 UTC
From: bill@newbreedsoftware.com
Message-ID: <c%gFa.1129$%3.99909@typhoon.sonic.net>
Source record: 21188

```
Stefano Priore <stefano.priore@inwind.it> wrote:
<snip>
> Thanks, but I don't have a real machine to test your program with, and I
> don't know how faithfully actual emulators deal with the issue. If you
> can point me towards a correct emulator... (or at least, tell me the
> first 64 entries of the table, since bit 6 and 7 are used to encode
> Shift, CTRL and Shift+CTRL tables ;)))

One solution could be:

5 OPEN #1,4,0,"K:"
10 FOR A=0 TO 63
20 PRINT "SCANCODE ";A;" = ";
30 POKE 764,A
40 GET #1,N
50 PRINT CHR$(N)
60 NEXT A

That'll 'feed' keys in, and read them from the K: device. ;)

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/
```

# 3276. Re: Atari 400/800/800xl scancodes

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-10 10:05:42 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bc4ahm$2o8$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 21189

Hi,

> Thanks, but I don't have a real machine to test your program with, and I
> don't know how faithfully actual emulators deal with the issue. If you
> can point me towards a correct emulator...

www.math.tu-berlin.de/~thor/atari++

Look into "keyboard.cpp", it contains a table that gives scan-codes by
ASCII (not ATASCII!), and translation functions for non-ASCII "special"
keys like the Atari/InverseVideo and CAPS key.

Source: Experiments and "Das Atari Profibuch", Sybex Verlag (unfortunately
german, but the table is international. (-; )

> (or at least, tell me the
> first 64 entries of the table, since bit 6 and 7 are used to encode
> Shift, CTRL and Shift+CTRL tables ;)))

In principle, yes, though not all Shift+Ctrl combinations work.

So long,
Thomas

# 3277. Re: ANybody have source for 'Atari800Win Plus'?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-10 10:29:29 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <nncbevo2shm4rsmnpo7b2q2ulmhqf2g83h@4ax.com>
Source record: 21190

On Tue, 10 Jun 2003 08:17:15 +0200, "Frantiï¿½ek Semeckï¿½"
<semecky@saul-is.cz> wrote:

>www.a800win.atari-area.prv.pl/
>

Nope, it's

http://atariarea.histeria.pl/PLus/downloads_us.htm
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 3278. Re: Atari 600XL factory 64K?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-10 12:00:23 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <rLjFa.354$ly5.12235@news.optus.net.au>
Source record: 21191

"RC" <rc@rc.com> wrote in message
news:toMEa.216$0c4.89359@news20.bellglobal.com...
> Yes it is an internal upgrade....what do you want a picture of? the box
> with the sticker, or the internals of the 600XL????

yes thanks, I'll have a picture as well

James

# 3279. FA: PCN magazine, ATARI XL launch edition

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-10 16:12:47 UTC
From: Josey <nospam@sandwich.ta>
Message-ID: <4pnFa.36694$xd5.1778180@stones.force9.net>
Source record: 21192

http://tinyurl.com/dy7k

I ship most places,

thanks for looking.

Jc.

# 3280. Re: Many boxed,new XE cartridge games on ebay !

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-10 16:29:18 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns939674DD6650slorcomcastnet@130.133.1.4>
Source record: 21193

Despite all prevention efforts, Ulrich_Sternaxe@gmx.de (Mathias Gr&#65533;f)
wrote in news:f16cbc23.0306091628.1c162508@posting.google.com:

```
> look at :
>
> http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&include=0&u
> serid=klassische-videospiele&sort=3&rows=25&since=-1&rd=1
>
> There are lots of boxed ATARI 2600 and ATARI XE cartridges , for
> example :
>
> Thunderfox
> Rescue on Fractalus
> Airball
> Lode Runner
> Star Raiders 2
> Archon
> Crime Buster
>
> and more.
>
> All auctions are "Buy it now" , all games boxed/new/shrinkwrapped.
>
> MG
>

Mathias - I made you an offer a good while back on a set of various
games, and I have yet to get a response to my offer. If you're still
interested in my business, please contact me. If not, please let me know
that as well.

--
Slor
```

# 3281. Re: 800XL memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-11 00:31:36 UTC
From: Bob Woolley <ataribobdelete@alamedanet.net>
Message-ID: <3ee678c8$0$19238@fountain.mindlink.net>
Source record: 21194

I would do the 512K static RAM upgrade, myself. The static RAM is
bulletproof and I have found very little use for more than 512K of memory.

Bob

"Ian McLaughlin" <ian@platinum.net> wrote in message
news:%wtEa.9856$8l.653177@news2.telusplanet.net...
> Hello All,
> I'm about to attempt Bob Wooley's 1Mb SIMM memory upgrade on my 800XL.
> I've picked this one mostly for parts availability. Has anyone actually
> done this upgrade? Any problems? The hand-drawn schematic is a little
> tough to decypher in places. Thanks for any help or suggestions.
>
>

# 3282. Re: 800XL memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-11 03:33:02 UTC
From: RC <rc@rc.com>
Message-ID: <6pxFa.5831$Gm4.759520@news20.bellglobal.com>
Source record: 21195

I found your web site , do you have schematics for the 512K version???

"Bob Woolley" <ataribobdelete@alamedanet.net> wrote in message
news:3ee678c8$0$19238@fountain.mindlink.net...
> I would do the 512K static RAM upgrade, myself. The static RAM is
> bulletproof and I have found very little use for more than 512K of memory.
>
> Bob
>
>
> "Ian McLaughlin" <ian@platinum.net> wrote in message
> news:%wtEa.9856$8l.653177@news2.telusplanet.net...
> > Hello All,
> > I'm about to attempt Bob Wooley's 1Mb SIMM memory upgrade on my 800XL.
> > I've picked this one mostly for parts availability. Has anyone actually
> > done this upgrade? Any problems? The hand-drawn schematic is a little
> > tough to decypher in places. Thanks for any help or suggestions.
> >
> >
>
>

## 3283. Re: Atari 600XL factory 64K?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-11 03:33:48 UTC
From: RC <rc@rc.com>
Message-ID: <ZpxFa.5832$Gm4.759685@news20.bellglobal.com>
Source record: 21196

no problem . I don't have my camera right now, but I will soon...

"jim" <sup8pdct@mail.cth.com.au> wrote in message
news:rLjFa.354$Iy5.12235@news.optus.net.au...
>
> "RC" <rc@rc.com> wrote in message
> news:toMEa.216$0c4.89359@news20.bellglobal.com...
> > Yes it is an internal upgrade....what do you want a picture of? the box
> > with the sticker, or the internals of the 600XL????
>
>
> yes thanks, I'll have a picture as well
>
> James
>
>

# 3284. Re: 800XL memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-11 05:03:39 UTC
From: Ian McLaughlin <ian@platinum.net>
Message-ID: <LKyFa.22275$MM4.4729633@news0.telusplanet.net>
Source record: 21097

Bob,
Thanks for the advice. Do you have a link to info on the upgrade?
Thanks!

"Bob Woolley" <ataribobdelete@alamedanet.net> wrote in message
news:3ee678c8$0$19238@fountain.mindlink.net...
> I would do the 512K static RAM upgrade, myself. The static RAM is
> bulletproof and I have found very little use for more than 512K of memory.
>
> Bob

# 3285. Re: 800XL memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-11 11:18:55 UTC
From: Craig Hart <chart@nospam.ta>
Message-ID: <3ee7104a$1@usenet.per.paradox.net.au>
Source record: 21098

Hi..

I've studied the B.W. 1M upgrade (the hand drawn schematic one). it's very rough; lots of contradictions between the scheamatic and text (text mentions 2xHC157's, schematic has 1x157, 1x158?), an apparently incomplete schematic (what pin the -map signal of the HC157? [hint: it's pin 7]), no clear explination of how/where to fit it to the machine for models other than 1200xl. I wonder if anyone else has ever built one successfully, too. The design seems to fail to explain how conflicts between the atari's main RAM and the simm are adressed (no sign of how the onboard RAM is disabled during SIMM access??) or indeed wether one is supposed to remove the onbard RAM entirely.

FYI, there's a heap better design available at http://www.atari.sk/satantronic/ which I have studied the circuit for in detail, and can positively say it's a far better design, if for no other reason than it's overall clarity. I am in the process of building that one right now....

Craig

"Ian McLaughlin" <ian@platinum.net> wrote in message news:%wtEa.9856$8l.653177@news2.telusplanet.net...
> Hello All,
> I'm about to attempt Bob Wooley's 1Mb SIMM memory upgrade on my 800XL.
> I've picked this one mostly for parts availability. Has anyone actually
> done this upgrade? Any problems? The hand-drawn schematic is a little
> tough to decypher in places. Thanks for any help or suggestions.
>
>

# 3286. Newbie: Faulty 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-11 16:01:23 UTC
From: realbacon@hotmail.com
Message-ID: <e22cbe5c.0306110801.30f9a162@posting.google.com>
Source record: 21099

Hi all,

I'm mainly a Commodore user (hiss! Booo!) but I'm a fan of all 8-bit micros. Recently I got my hands on an Atari 600XL with tape drive and original Atari joystick for only SEK50 (~USD4). I tried to connect it to my Commodore 1084S monitor using the same cable I use for my Commies which should work AFAIK.

The problem is that I only get a blank screen with red background and black border (IIRC, I don't have it in front of me right now). Not being familiar with the Atari's architecture, I'm unable to guess what the fault is (bad video chip? Bad character generator ROM? Bad RAM?).

If some friendly soul can help me out, if only with a helpful link, I'd appreciate it very much.

I'm not afraid of doing open heart surgery on the machine and I am able to burn EPROMs if necessary.

Thanks,
Niklas Ramsberg,
aka
< .
(:) Bacon
< .

# 3287. Re: Newbie: Faulty 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-11 16:11:38 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bc7kbq$cum$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 21100

Hi,

> I'm mainly a Commodore user (hiss! Booo!) but I'm a fan of all 8-bit
> micros. Recently I got my hands on an Atari 600XL with tape drive and
> original Atari joystick for only SEK50 (~USD4). I tried to connect it
> to my Commodore 1084S monitor using the same cable I use for my
> Commies which should work AFAIK.

AFAIK, it might not. IIRC, the video out was somewhat different, though
I fail to remember the details (something like chroma/luma was separate
on one of the two systems, though I don't recall on which).

Thus, your fault might not have to mean anything.

> The problem is that I only get a blank screen with red background and
> black border (IIRC, I don't have it in front of me right now). Not
> being familiar with the Atari's architecture, I'm unable to guess what
> the fault is (bad video chip? Bad character generator ROM? Bad RAM?).

Press Control-2. Do you hear any sound? (This is the buzzer, should
sound like "Brrrreeeeppp"). If you turn it off, hold the Option key on the
right hand side, keep it pressed and turn it on again while holding the
key, do you see any other "patterns" on the screen? This should start the
self-test of the unit, allowing you to see what's wrong with it.

> I'm not afraid of doing open heart surgery on the machine and I am
> able to burn EPROMs if necessary.

Well, first things first. If it's just a wrong video connector, then the
buzzer will work, and the selftest should at least generate an image that
looks different from the first. If this does not work, then something else
is broken. Defective RAMs or ROMs are 'typically' found with the selftest,
unless too much is broken here. If one of the custom chips is defunct, an
EPROM burner won't help much either, I afraid...

Greetings,
Thomas

# 3288. Re: Newbie: Faulty 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-11 17:12:24 UTC
From: Wilheim <guillermo@mail.cl>
Message-ID: <bc7nsk$nas$1@news1.nivel5.cl>
Source record: 21101

As far as I know, the 600XL doesn't have a monitor output, it just only has an RF out. So, did you try to connect it into a TV?

"Thomas Richter" <thor@cleopatra.math.tu-berlin.de> escribi&#65533; en el mensaje news:bc7kbq$cum$1@mamenchi.zrz.TU-Berlin.DE...
> Hi,
>
> > I'm mainly a Commodore user (hiss! Booo!) but I'm a fan of all 8-bit
> > micros. Recently I got my hands on an Atari 600XL with tape drive and
> > original Atari joystick for only SEK50 (~USD4). I tried to connect it
> > to my Commodore 1084S monitor using the same cable I use for my
> > Commies which should work AFAIK.
>
> AFAIK, it might not. IIRC, the video out was somewhat different, though
> I fail to remember the details (something like chroma/luma was separate
> on one of the two systems, though I don't recall on which).
>
> Thus, your fault might not have to mean anything.
>
> > The problem is that I only get a blank screen with red background and
> > black border (IIRC, I don't have it in front of me right now). Not
> > being familiar with the Atari's architecture, I'm unable to guess what
> > the fault is (bad video chip? Bad character generator ROM? Bad RAM?).
>
> Press Control-2. Do you hear any sound? (This is the buzzer, should
> sound like "Brrrreeeeppp"). If you turn it off, hold the Option key on the
> right hand side, keep it pressed and turn it on again while holding the
> key, do you see any other "patterns" on the screen? This should start the
> self-test of the unit, allowing you to see what's wrong with it.
>
> > I'm not afraid of doing open heart surgery on the machine and I am
> > able to burn EPROMs if necessary.
>
> Well, first things first. If it's just a wrong video connector, then the
> buzzer will work, and the selftest should at least generate an image that
> looks different from the first. If this does not work, then something else
> is broken. Defective RAMs or ROMs are 'typically' found with the selftest,
> unless too much is broken here. If one of the custom chips is defunct, an
> EPROM burner won't help much either, I afraid...
>
> Greetings,
> Thomas

# 3289. Re: Newbie: Faulty 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-11 21:02:49 UTC
From: realbacon@hotmail.com
Message-ID: <e22cbe5c.0306111302.74474ef6@posting.google.com>
Source record: 21102

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote in message
news:<bc7kbq$cum$1@mamenchi.zrz.TU-Berlin.DE>...

> AFAIK, it might not. IIRC, the video out was somewhat different, though
> I fail to remember the details (something like chroma/luma was separate
> on one of the two systems, though I don't recall on which).

Tried the RF output to a TV too. Same thing there, but _much_ worse
picture (my widescreen TV doesn't seem to like any of my old
computers' RF out). I think the
Atari machines have the same monitor out as the VIC20 and early C64.
At least they use the same 5-pin DIN connector. And I do get a stable
picture with my cable, although it's all red (or perhaps orange) with
a black border at the top and bottom.

> Press Control-2. Do you hear any sound? (This is the buzzer, should
> sound like "Brrrreeeeppp"). If you turn it off, hold the Option key on the
> right hand side, keep it pressed and turn it on again while holding the
> key, do you see any other "patterns" on the screen? This should start the
> self-test of the unit, allowing you to see what's wrong with it.

No sound. No self-test.

> unless too much is broken here. If one of the custom chips is defunct, an
> EPROM burner won't help much either, I afraid...

I figured that much out myself ;-)

Anyway, I thought I'd have a look inside the machine to see if I could
perform some of the standard tricks to get old computers in working
order (i.e. reseating socketed chips, etc). I loosened the three
screws holding the PCB to the shell, but I couldn't get the board out
of it. The end where the joystick ports are situated came loose
without a problem, but it was still stuck at the other end. Is there
some trick to get it out of there?

Wilheim: My 600XL does have a monitor out as already stated. I saw
something about this in an earlier post on this newsgroup. Apparently
American 600XLs don't have a monitor out, while European ones do.

/Niklas Ramsberg,
aka
< .
(:) Bacon
< .

## 3290. Re: Newbie: Faulty 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-11 23:55:01 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <veh539n5t7k43@corp.supernews.com>
Source record: 21107

The faq has the pinouts. I suspect the C= and
Atari actually don't use the same pins.
From the FAQ: (looking at the port or the plug?, I guess the port.)
1. Composite Luminance
2. Ground
3. audio
4. Composite combined lumina and chroma (probably use this one.)
5. Comp. Chroma (not on 800xl, 1200xl or 600xl european).
3 1
5 4
2

## 3291. Berzerk Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-12 06:55:24 UTC
From: CF <cf@c.com>
Message-ID: <JsVFa.4805$JN6.804532@news20.bellglobal.com>
Source record: 21103

Ok I can't remember, but I remember playing Berzerk for hours on my Atari. Either it was my 2600 or 400. I can't remember which one. Was there a Berzerk produced for the 8 bit? and if not, why?

# 3292. Re: Berzerk Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-12 10:04:57 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <bc9j6l$gtjch$1@ID-45384.news.dfncis.de>
Source record: 21104

CF wrote:
> Ok I can't remember, but I remember playing Berzerk for hours on my Atari.
> Either it was my 2600 or 400. I can't remember which one. Was there a
> Berzerk produced for the 8 bit? and if not, why?

K-Razy Shootout was a very fun Berserk clone for the 8bit, but I don't recall that Berzerk itself was ever ported. There was a pretty good Berzerk for the 2600, yes.

IMO, a proper Berzerk clone should have convincing voice effects, but none of them did IIRC.

## 3293. Re: Berzerk Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-12 10:23:59 UTC
From: dunxuk@aol.com
Message-ID: <20030612062359.00387.00000371@mb-m12.aol.com>
Source record: 21105

>From: "CF" cf@c.com
>Date: 12/06/03 07:55 GMT Daylight Time
>Message-id: <JsVFa.4805$JN6.804532@news20.bellglobal.com>
>
>Ok I can't remember, but I remember playing Berzerk for hours on my Atari.
>Either it was my 2600 or 400. I can't remember which one. Was there a
>Berzerk produced for the 8 bit? and if not, why?
>
>

Yes, it was produced for the 400/800 in 1983 by Atari.

# 3294. Classic Gaming Expo: Why you NEED to go!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-12 14:53:25 UTC
From: digitalpress@email.com
Message-ID: <f6a55b5a.0306120653.250c2901@posting.google.com>
Source record: 21106
Cross-posted to:
rec.games.video.classic,rec.games.vectrex,rec.games.video.arcade.collecting,rec.games.video.atari,comp.sys.atari.8bit

Hi gang,
I was drafting some promotional material for various media requests and thought I'd share this here as well. You can get the updates at http://www.cgexpo.com or visit the CGE Forum at http://www.digitpress.com/forum/viewforum.php?f=7 for more information. As always, feel free to email me at digitalpress@email.com if you have any questions.

See you in August!

* This year is prime to be the biggest and best ever, sponsored and supported by Digital Eclipse, Intellivision Productions, Telegames USA, Tips & Tricks magazine, and Twin Galaxies.

* Meet the Legends of video gaming! Dozens of video gaming's "alumni" will be present. In recent years the show has featured the likes of Ralph Baer (the "father of home video games"), Al Alcorn (the creator of Pong), Don Bluth (former Disney artist who crafted Dragon's Lair and Space Ace), David Crane (Pitfall!, Dragster), Katz, Kunkel and Worley (Electronic Games, Sega Visions), Jay Smith (designer of the Vectrex), and many more. This year's attendees can be found on the CGE site and will be updated regularly.

* These greats will be speaking at a series of keynotes that extend from the beginning of the day on Saturday through the end of the day Sunday, and will also be on hand to meet and greet attendees and sign autographs. Bring your games!

* The CGE Museum featuers over 500 items including many one-of-a-kind items. The museum contents change with each year so you're always guaranteed to see something new that's probably quite old - and rare!

* The CGE Classic Arcade features over 50 coin-op machines set to free play. Revisit the games of yesteryear and see why there's no era like the classic era.

* Classic game consoles are set up along the ballroom interior. Bring back some memories of your Atari 2600, Vectrex, or Nintendo NES.

* Live musical entertainment, featuring some very talented artists who bring classic game themes to life, including 8-Bit Weapon, FirestARTer, and the C-Men.

* Prizes and tournaments at every turn, including several sponsored by Twin Galaxies and JagFest.

* Each year, new games are debuted and released. This information is typically saved until very close to the show, so check the CGE site for updates. Already announced: CGE Services' "Entity" for Atari 2600 and Good Deal Games' "ColecoVision 14-in-1 Pack". More to follow!

* A live auction is held on Saturday night after the show, where many rare and one-of-a-kind items are put on the block. You could end up getting the deal of a lifetime!

* Participate in Saturday's "Swap Meet", an hour session bringing collectors and retro gamers together for some wheelin' and dealin'!

* G4 TV and Retrogaming Radio will be broadcasting live from the show.

* Dozens of exhibitors with classic gaming ware will be on hand, including Atari2600.com, B&C Computervisions, Digital Press, Good Deal Games, HanaHo, Intellivision Productions, The Lost Levels, NWCGE, Oldergames.com, Packrat Games, Songbird Productions, Telegames USA, Twin Galaxies, and Vintagegamer.net.

* Don't miss special events hosted by our show's exhibitors, like Digital Press' annual Classic Video Game Jeopardy or this years' Nintendo World Championship redux tournament hosted by The Lost Levels. Fun, games, and prizes around every corner.

WHEW.

# 3295. Re: Classic Gaming Expo: Why you NEED to go!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-12 14:58:36 UTC
From: Jon-Paul <pockets@nospam.cix.co.uk>
Message-ID: <bca4fg$644$1@thorium.cix.co.uk>
Source record: 21108
Cross-posted to:
rec.games.video.classic,rec.games.vectrex,rec.games.video.arcade.collecting,rec.games.video.atari,comp.sys.atari.8bit

"Digital Press HQ" <digitalpress@email.com> wrote in message
news:f6a55b5a.0306120653.250c2901@posting.google.com...
> Hi gang,
> I was drafting some promotional material for various media requests
> and thought I'd share this here as well. You can get the updates at
> http://www.cgexpo.com or visit the CGE Forum at
> http://www.digitpress.com/forum/viewforum.php?f=7 for more
> information. As always, feel free to email me at
> digitalpress@email.com if you have any questions.
>

Hmmm, apart from Jagfest this weekend in rochester, anyone know of any other
events in the UK featuring Atari's?

# 3296. Re: Atari 400/800/800xl scancodes

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-12 16:04:57 UTC
From: etom000001@aol.com
Message-ID: <20030612120457.13592.00001139@mb-m25.aol.com>
Source record: 21109
Body handling: HTML body converted to readable text

```
<< Subject: Re: Atari 400/800/800xl scancodes
From: Thomas Richter thor@cleopatra.math.tu-berlin.de
Date: Tue, Jun 10, 2003 3:05 AM
Message-id:

Hi,

> Thanks, but I don't have a real machine to test your program with, and I
> don't know how faithfully actual emulators deal with the issue. If you
> can point me towards a correct emulator...

www.math.tu-berlin.de/~thor/atari++

Look into "keyboard.cpp", it contains a table that gives scan-codes by
ASCII (not ATASCII!), and translation functions for non-ASCII "special"
keys like the Atari/InverseVideo and CAPS key.

Source: Experiments and "Das Atari Profibuch", Sybex Verlag (unfortunately
german, but the table is international. (-; )

> (or at least, tell me the
> first 64 entries of the table, since bit 6 and 7 are used to encode
> Shift, CTRL and Shift+CTRL tables ;)))

In principle, yes, though not all Shift+Ctrl combinations work.

So long,
Thomas

>>

OK, here we go. I found my chart. By the way, Shift-Control-A is 255. My
chart has all the keys on the keyboard, then all the shift combinations. But,
I simply give the code for the normal key. Add 64 to get the Shift- scan code.
Add 128 to get the Control- scan code. Add 192 to get the Shift-Control- scan
code.

Key Scan Code
------- ---------
ESC 28
1 31
2 30
3 26
4 24
5 29
6 27
7 51
```

8 53
9 48
0 50
< 54
> 55
Back S 52
Tab 44
Q 47
W 46
E 42
R 40
T 45
Y 43
U 11
I 13
O 8
P 10
- 14
= 15
Return 12
A 63
S 62
D 58
F 56
G 61
H 57
J 1
K 5
L 0
; 2
+ 6
* 7
Lower 60
Z 23
X 22
C 18
V 16
B 21
N 35
M 37
, 32
. 34
/ 38
(Atari) 39
(space) 33

Edison

# 3297. Re: Atari 400/800/800xl scancodes

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-12 16:16:01 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bca901$6uv$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 21110

Hi,

> OK, here we go. I found my chart. By the way, Shift-Control-A is 255.

Well, in some wierd sense, yes, though note that the Os uses 255 for
"no key pressed" as well. Thus, you won't be able to find anything useful
in the keycode shadow register for that value. Besides, there have been
some keyboard keys that did not work with Shift and Ctrl together, even
though they should have.

Greetings,
Thomas

# 3298. Re: Berzerk Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-12 16:54:13 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3ee85b4a1121cd3@attbi.com>
Source record: 21111

>Ok I can't remember, but I remember playing Berzerk for hours on my Atari.
>Either it was my 2600 or 400. I can't remember which one. Was there a
>Berzerk produced for the 8 bit? and if not, why?
>

Yes, there was a version for the 400/800 which I have. Nice
graphics and sound effects.....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 3299. Re: Berzerk Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-12 17:37:19 UTC
From: Mopar Man <nospam@nowhere.com>
Message-ID: <msdhev04k4apkdp91d9eoe90ge7i2gresc@4ax.com>
Source record: 21112

I have a great version of Breakout for the 8-bit computer line. It
had the voices and was a very good arcade translation for the time.
All IMHO of course.

On Thu, 12 Jun 2003 06:04:57 -0400, Daniel Miller
<daclmi@mediakingx.com> wrote:

>CF wrote:
>> Ok I can't remember, but I remember playing Berzerk for hours on my Atari.
>> Either it was my 2600 or 400. I can't remember which one. Was there a
>> Berzerk produced for the 8 bit? and if not, why?
>
>K-Razy Shootout was a very fun Berserk clone for the 8bit, but I don't
>recall that Berzerk itself was ever ported. There was a pretty good
>Berzerk for the 2600, yes.
>
>IMO, a proper Berzerk clone should have convincing voice effects, but
>none of them did IIRC.

# 3300. Re: Berzerk Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-12 18:59:30 UTC
From: FU <fu@fu.com>
Message-ID: <z34Ga.5122$JN6.855215@news20.bellglobal.com>
Source record: 21113

Is there a site where I can view the Box artwork & cartridge???

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:3ee85b4a1121cd3@attbi.com...
> >Ok I can't remember, but I remember playing Berzerk for hours on my
Atari.
> >Either it was my 2600 or 400. I can't remember which one. Was there a
> >Berzerk produced for the 8 bit? and if not, why?
> >
>
> Yes, there was a version for the 400/800 which I have. Nice
> graphics and sound effects.....
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 3301. Re: Berzerk Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-12 20:43:52 UTC
From: phozz bare <phozz@nowhere.com>
Message-ID: <newscache$i3wdgh$lo1$1@lnews.actcom.co.il>
Source record: 21114

Berzerk was released for the Atari computers in 1983 as a 16K cartridge.

The thing talked. It even taunted the player sometimes :)

-itay

"CF" <cf@c.com> wrote in message
news:JsVFa.4805$JN6.804532@news20.bellglobal.com...
> Ok I can't remember, but I remember playing Berzerk for hours on my Atari.
> Either it was my 2600 or 400. I can't remember which one. Was there a
> Berzerk produced for the 8 bit? and if not, why?
>
>

# 3302. Re: Fun with Getaway.

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-12 21:21:35 UTC
From: dunxuk@aol.com
Message-ID: <20030612172135.00447.00000576@mb-m12.aol.com>
Source record: 21116

>From: "phozz bare" phozz@nowhere.com
>Date: 12-Jun-2003 23:03 GMT Daylight Time
>Message-id: <newscache$srzdgh$4w1$1@lnews.actcom.co.il>
>
>Hi all.
>
>Getaway! by Mark Reid, (c)1982.
>
>Let it be known that I love this game and have spent many many hours playing
>it.

Love it too, for no apparent reason!

# 3303. Fun with Getaway.

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-12 22:03:17 UTC
From: phozz bare <phozz@nowhere.com>
Message-ID: <newscache$srzdgh$4w1$1@lnews.actcom.co.il>
Source record: 21115

Hi all.

Getaway! by Mark Reid, (c)1982.

Let it be known that I love this game and have spent many many hours playing it.

If there is anyone else out there who likes it, listen up.

Inspired by a magazine ad I remember seeing for the game many many many years ago (well, like 20), I have whipped up an image comprising the entire game map. I have also created a desktop wallpaper image, if you are so inclined. It's funny how this entire map (which seems quite huge when playing) can be viewed without any scaling on a modern monitor.

Anyway, for lack of a better distribution method, they're on my FTP, which will probably be left up for only a few days, so get it while it's up (it's not up on a regular basis). Address: phozz.mine.nu , standard port, anonymous login. Prefixing with ftp:// will work in any browser.

Also, I've played around with a disassembler and came up with a couple of cheats.

Use Atari800WinPlus. Load up the game and enter the monitor with F8. (To exit the monitor type CONT.)

These cheats are incremental, it's best to do them in order and leave the previous ones intact.

Cops can't catch you:
```
a 2db3
lda #0
```

Cops *pay* you:
```
a 2cf6
nop
nop
```

Diamonds are forever (*):
```
a 2dde
nop
nop
nop
```

(*) This last one is pretty surreal. After enabling it, restart a game and go get the white car. Enjoy :)

-Itay

## 3304. spelunker

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-12 22:15:30 UTC
From: tkl <if.you@have-to-know.it>
Message-ID: <3ee8fb87$0$16969$79c14f64@nan-newsreader-01.noos.net>
Source record: 21117

hi there,

i'm searching the atari 800 spelunker game box&manual (montezuma1&2 too)

i tried Ebay without a chance, anyone got an adress ?

thanks in advance

# 3305. ADV: NEW ATARI STUFF: Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-13 02:12:25 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0306121905050.30144-100000@shell1.aracnet.com>
Source record: 21119
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I've just updated 5 of my Atari Catalogs covering Games/Software, Books/
References and Hardware/Accessories for Classic Atari 8 Bit and Atari ST
Computer Lines! I've sold some and added some like DooM for the Jaguar!
http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari
Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari
Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods!
So not only do I sell NEW Atari Goods at a competitive price, I also sell
used Atari Goods you may not be able to find anymore at Swap Meets, Thrift
Stores or even Auctions Sites! And I sell for less! And unlike those who
will remain anonymous! I test Goods before I sell them. I can afford to
sell for less because I keep overhead down, avoid making promises I cant
keep and avoid offering services I cant follow up on! So not only can I
sell you some Great New stuff! But I can sell you hard to find 2nd Hand
Goods, partly because I'm the guy most people come to when they want to
give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion!
Act Now,or I can't save you any Money! Goto http://BensCatalogs.Atari.org
Or http://BenSells.Atari.org or Call Ben@(503)256-9974! I'm not asking a
lot, I'm just trying to make a living and I'd like to earn your Business!
http://www.aracnet.com/~atari/numbers.htm Calling Hours and Info:

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 3306. FREE Atari stuff! Spring Cleaning!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-13 02:14:54 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0306121912350.30144-100000@shell1.aracnet.com>
Source record: 21118
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I still have a lot of FREE Atari stuff left. Looking for someone to come pick it up here in Portland, Oregon USA! E-Mail and call (503)256-9974. I'm not interested in shipping this stuff, so come pick it up.

I want someone to come and pick this all up! So Call first for appoinment! Then drive to Portland, Oregon USA and you too can stuff your Van, Truck or Volkswagon Beetle with my old Atari stuff. It needs to go and move into your home! I'm spring cleaning and making room for more Inventory. If you cant come get it, someone else will! DONT ASK me to ship any of this to you, I DONT HAVE time and it's too much work! You would have to Bribe me with SeriouS CA$H! And please, no trade offers! I'm trying to get rid of stuff! Most of All, I'm not going to Ship any of this to other Countries, like outside the U.S.A. So please, DONT ASK! I'm not trying to be rude, it's just that dealing with Shipping stuff I'm giving away for free is too much work for not enough money! So, are you Interested? E-Mail Atari@aracnet.com and call Ben at (503)256-9974.

I've got some stuff to get rid of. Time for Spring Cleaning. Commodore 1084S Monitor made by Phillips---Parts/Project only. Atari 810 Disk Drives and Atari 600xls' Computers, Parts Only! Surplus Atari 800 Computers.Atari 410 Program Recorder---Parts machine. Miscellaneous Brands 8 Bit Atari Compatible Disk Drives, as-is. Atari & Non-Atari Joysticks for parts! 1030 MoDeM in the Box.

I have Atari 520ST, 1040STF Computers mainly for parts. Nameless VGA Monitor. Nameless Multi-Sync Monitor, as-is. Various Cases and KeyBoards for 520ST, 520STFM and 1040STF. Various ST Mice Parts. Various Electronic odds and ends as well as some Tools and accessories for Electronic Repair! Please don't expect details or description on electronics and/or tools as I'm not a Technician trained. Canon IX-12F FlatBed Scanner, Project/Parts, made to work with Navarone Cartridge interface as Scanner for MiGraph's OCR and Touch Up Software. As well as Straight FAX Software. Atari ST Monitors, several rare Atari PC 14" Monitors used on the Atari PC, TT030 as a Color Monitor, also used for Atari Falcon 030 Computers as well as a standard VGA Monitor on a PC. As-Is. Due to the rarity of these monitors, I will sell and Ship them within the United States! For Collectors like Atari Museums and Private Collectors!Only Serious Buyers need make offer! Various old/surplus MoDeMs and Printers. Atari SF354 & SF314 Disk Drives, as-is as well as parts/incomplete SF354/SF314 Disk Drives.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at

http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 3307. Re: Seven Cities of Gold - New Game Format

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-13 03:53:09 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <ggiiev84ehtodc8ost9otspl3pk9s60enk@4ax.com>
Source record: 21120

On Sun, 08 Jun 2003 10:37:24 GMT, "Steve S" <j70141@hotmail.com> wrote:

>Got a question for you guys....
>
>I'm interested in creating another game of the Seven Cities of Gold, yet in
>this version I was going to make it a goal to actually find the Seven Cities
>of Gold.
>
Well, in case you didn't hear about it, Electronic Arts released a PC version
of 7CoG with VGA graphics and SB sound. Maybe you should first take a look at
it...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

# 3308. Re: 800XL memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-13 04:13:08 UTC
From: Bob Woolley <ataribobdelete@alamedanet.net>
Message-ID: <3ee94fb1$0$27417@fountain.mindlink.net>
Source record: 21121

The main memory is supposed to be removed - this is a total of 1024K, not 1088. Yes, -MAP is pin 7. I have a little note on my "schematic" that says A10 goes to pin 19 of the SIMM. I am not even sure what that means at this point.

This hack is not for the casual user. It is a demonstration of what logic is required to support a 1 meg (or larger) upgrade using 30 pin SIMMs. The circuit does work as shown on a 1200XL. It refreshes properly and maps 1 meg of RAM into an Atari. As I said, the SRAM is way much better.

Bob

"Craig Hart" <chart@nospam.ta> wrote in message
news:3ee7104a$1@usenet.per.paradox.net.au...
> Hi..
>
> I've studied the B.W. 1M upgrade (the hand drawn schematic one). it's very
> rough; lots of contradictions between the scheamatic and text (text
mentions
> 2xHC157's, schematic has 1x157, 1x158?), an apparently incomplete
schematic
> (what pin the -map signal of the HC157? [hint: it's pin 7]), no clear
> explination of how/where to fit it to the machine for models other than
> 1200xl. I wonder if anyone else has ever built one successfully, too. The
> design seems to fail to explain how conflicts between the atari's main RAM
> and the simm are adressed (no sign of how the onboard RAM is disabled
during
> SIMM access??) or indeed wether one is supposed to remove the onbard RAM
> entirely.
>
> FYI, there's a heap better design available at
> http://www.atari.sk/satantronic/ which I have studied the circuit for in
> detail, and can positively say it's a far better design, if for no other
> reason than it's overall clarity. I am in the process of building that one
> right now....
>
> Craig
>
>
>
>
> "Ian McLaughlin" <ian@platinum.net> wrote in message
> news:%wtEa.9856$8l.653177@news2.telusplanet.net...
> > Hello All,
> > I'm about to attempt Bob Wooley's 1Mb SIMM memory upgrade on my 800XL.

> > I've picked this one mostly for parts availability. Has anyone actually
> > done this upgrade? Any problems? The hand-drawn schematic is a little
> > tough to decypher in places. Thanks for any help or suggestions.
> >
> >
>
>

# 3309. Re: spelunker

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-13 05:38:51 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0306122232550.4134-100000@shell1.aracnet.com>
Source record: 21122

I have just the Disk for spelunker. E-Mail me if your interested.

==Thanx==
===Ben===

On Fri, 13 Jun 2003, tkl wrote:

> hi there,
>
> i'm searching the atari 800 spelunker game box&manual (montezuma1&2 too)
>
> i tried Ebay without a chance, anyone got an adress ?
>
> thanks in advance

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

## 3310. Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-13 08:27:43 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0306130034410.4134-100000@shell1.aracnet.com>
Source record: 21123
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

I'm attempting to put together an E-Mailing list so I can let my potential customers know what's new, like when I've updated my Atari Catalogs. If you want to be added, E-Mail me your E-Mail Addresses. Please Reply.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 3311. Re: Atari 400/800/800xl scancodes

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-13 13:14:16 UTC
From: Franti&#65533;ek Semeck&#65533; <semecky@saul-is.cz>
Message-ID: <bcciis$30vd$1@news.nextra.cz>
Source record: 21124

EXDDT works wirh SHIFT+CRTL+ECS, it was written in ASM MAC/65.
http://fanny.atari.org.

"Thomas Richter" <thor@cleopatra.math.tu-berlin.de> wrote in message
news:bca901$6uv$1@mamenchi.zrz.TU-Berlin.DE...
> Hi,
>
> > OK, here we go. I found my chart. By the way, Shift-Control-A is 255.
>
> Well, in some wierd sense, yes, though note that the Os uses 255 for
> "no key pressed" as well. Thus, you won't be able to find anything useful
> in the keycode shadow register for that value. Besides, there have been
> some keyboard keys that did not work with Shift and Ctrl together, even
> though they should have.
>
> Greetings,
> Thomas

# 3312. Atari Cassette Game Name

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-13 13:25:53 UTC
From: brianw@udel.edu
Message-ID: <288e676d.0306130525.7277c1f9@posting.google.com>
Source record: 21125

I used to have an atari 800 and 1200XL and a tape reader. I had a game who's name I can't even remember but have been trying to find at least a box shot or an instruction manual for. The theme was that your space ship had crash landed on a jungle planet and you were trying to cross the planet surface and return to a safe research station on the other side. you got to choose what weapons you started with and had to fight some dinosaurs and stuff. the only screen i remember was the map which looked like a hexmap and had terrain marks for trees rivers and things. It was basically a turn-based strat where you would move to a terrain and fight whatever was there. You had to make it across the surface in a certain amount of time. I think the box had a purple cover. If anyone here has ANY idea what I'm talking about, I'd love to hear from ya.
Mixolyde

# 3313. Need help: can't get started with my 800XL emulator

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-13 14:54:36 UTC
From: avic2001@hotmail.com
Message-ID: <ce2b3c25.0306130654.797b671e@posting.google.com>
Source record: 21126

Hi there,
I've got my xf25 running. (blue screen with the "ready" sign)
basic works fine (tried 3 lines of code plus "run" and it worked)
downloaded some games with com extention and some with atr.
How do I play with them??? nothing seems to work
"XF25 DOS25.XFD game.atr" nor "load game.atr" command would get me started.
Can someone help me please?
Thanks in advance,
Avi

# 3314. Re: Need help: can't get started with my 800XL emulator

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-13 17:14:06 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <yDnGa.47111$lo.4360594@newsread2.prod.itd.earthlink.net>
Source record: 21127

Assuming XF25 is XFormer, then the command line:
"XF25 DOS25.XFD game.atr" should start XFormer with the .XFD image in drive one and the .ATR in drive two (does ver 2.5 accept .ATRs?) AND Basic enabled which may interfere with many applications. You might need to use the disable switch ( -N in ver 3.8) to free the memory taken by the language cart. The next step depends on the content of the image files.

For Basic applications or games, use:
LOAD "D2:SOMEGAME.BAS" and then RUN or
RUN "D1:SOMEAPPL.BAS" at the Ready prompt.

If they are executables, then at the Ready (if Basic enabled):
DOS <Return> for the Dos 2.5 DUP.SYS menu
A <Return>
D2: <Return> provides a file listing of drive two image and
L <Return>
SOMEGAME.EXE <Return> loads and runs it.

Many games load in the same memory space as DOS and will not run from the DOS Menu; either rename it to AUTORUN.SYS and reboot with the image in drive one or get a game loader mini DOS to boot in drive one.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Avi" <avic2001@hotmail.com> wrote in message
> Hi there,
> I've got my xf25 running. (blue screen with the "ready" sign)
> basic works fine (tried 3 lines of code plus "run" and it worked)
> downloaded some games with com extention and some with atr.
> How do I play with them??? nothing seems to work
> "XF25 DOS25.XFD game.atr" nor "load game.atr" command would get me started.
> Can someone help me please?
> Thanks in advance,
> Avi
>

# 3315. Re: UK Atari owners - remember Silica Shop..?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-13 19:01:18 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0306131101.99a0b15@posting.google.com>
Source record: 21128

> >I guess I am ohne of the lucky ones, as I live in Central London, about 30 minutes walk from silica's old tcr store

I still remember when they were still based litterally next door to what used to be barclay's bank in tcr ..circa 1983/4 (now a public house-pub)(tottenham court road) they had a back end of what was a consumer electronics shop, they even advertised up the 5200 which if memory serves me rightly never made it into the EU mkts, that's were I knew noel daniels from, I've known him ever since ( as he used to live and the s/w company he designed sidewinder for was located in grays inn road, just down the road and around the corner from me) incidently Paul Carr who designed some of the sonix for thunderfox and Sidewinder and worked for and helped in the coding also designed the front end for John Lawsons (computer support)Ultimon, basically a UK ripoff/clone of the US Omnimon

I did frequently take trips to silica virtually every week when they'd moved to lion house proper, I did go and shop with silica when they'd moved accross the road, but by then things were beginning to tail off atari wize circa 1993(when I got my first job-) and apart from the very crappy virgin games centres (very pro commydore/speccy... even pilot software (just opposite and down the road fromn silica) had more atari 8bit support then virgin (which says a lot for a shop that didn't advertise it's atari support)
most of my software I ever bought was from silica, including mac 65 (cart) @ 70 pounds, atari assembler @ 16.99, i also used to take the train from charring x to go to their sidcup branch, which was a half decent shop, the best thing I also remember about silica was that unlike the staff you saw in other computer shops, at least the people who worked for silica (especially in London) knew what they were selling, it was almost as if it was an atari shop run by atari users for atari users

Going back to the last posting, The last user group atari wise I joined, one of the founders used to work for computer house (in fulham... who I visited a few times, he was the one doing all the repairs and servicing) the same bloke years b4 also ran gladdin house, which according to reputation was one of the largest Atari 8bit games libraries in the UK, he also fixed my ste for me, and also had a prototype XLF motherboard and the only UK/EU modified 1200xl

Atarily yours

Carmel

## 3316. CPM / MSDOS mode on the Atari ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-13 19:43:45 UTC
From: rtdos@hotmail.com
Message-ID: <d2f74a9d.0306131143.1fc49937@posting.google.com>
Source record: 21129

random thoughts:

Wonder if anyone ever thought of "bringing back" some sort of CPM compatible device (like Indus or ATR8000) for the Atari and some how adapt it towards MSDOS 2.x or MS DOS 3.x compatability (or something like that) so that it'd be easier to xfer binaries back and forth between the two systems (not just binaries but other types of files as well).

## 3317. Atari Portfolio (i.e. was it really the FIRST pocket PC?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-13 19:44:57 UTC
From: rtdos@hotmail.com
Message-ID: <d2f74a9d.0306131144.1fc263b@posting.google.com>
Source record: 21130

```
atari was on to something when it developed the portfolio. too bad it
took microsoft this long to come up with a viable operating system for
the "same" idea.
```

# 3318. Re: UK Atari owners - remember Silica Shop..?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-13 20:14:13 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <2dbkevk3dri0ihf5ua7hf3roukqd0s0cdc@4ax.com>
Source record: 21131

On 13 Jun 2003 12:01:18 -0700, carmel_andrews@hotmail.com (carmel)
wrote:

>Paul Carr who designed some of the sonix for thunderfox and Sidewinder
>and worked for and helped in the coding also designed the front end
>for John Lawsons (computer support)Ultimon, basically a UK
>ripoff/clone of the US Omnimon
>
I knew Paul (a little) met him when I did a review of Sidewinder for
Atari User at John Sosta's house. I thought Oral Cornelius did all the
sonics work on Thunderfox tho?

>Going back to the last posting, The last user group atari wise I
>joined, one of the founders used to work for computer house (in
>fulham... who I visited a few times, he was the one doing all the
>repairs and servicing) the same bloke years b4 also ran gladdin house,
>which according to reputation was one of the largest Atari 8bit games
>libraries in the UK, he also fixed my ste for me, and also had a
>prototype XLF motherboard and the only UK/EU modified 1200xl
>
Don't mention Computer House :-)

A couple of friends designed and built the OS replacement that the rat
who owned it sold on their behalf, he never paid a penny to the poor
blokes.

I forget the blokes name, there was him and a berk called Chris, as
you can tell it was a case of everyone knew everyone in those days.

And there's an interesting ish story about the two blokes who made the
mod that Computer House basically ripped :-)
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 3319. Re: NEW ATARI STUFF: Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-13 20:42:20 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bcdcva$7n1$1@sparta.btinternet.com>
Source record: 21133
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Why its Benny boy, come on everyone, come kiss Benny's arse

> I've just updated 5 of my Atari Catalogs covering Games/Software, Books/
> References and Hardware/Accessories for Classic Atari 8 Bit and Atari ST
> Computer Lines! I've sold some and added some like DooM for the Jaguar!
> http://www.arse-net.com/~atari/free_dildos and scat.html FREE Atari
Catalogs!

Why dont you post them here for all your fans to read, and then repost 3
times a week.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

---
Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.489 / Virus Database: 288 - Release Date: 10/06/2003

# 3320. Re: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-13 20:42:22 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bcdcvd$7n1$2@sparta.btinternet.com>
Source record: 21132
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi "Bravo Sierra Computers"

> I'm attempting to put together an E-Mailing list so I can let my potential
> customers know what's new, like when I've updated my Atari Catalogs. If
> you want to be added, E-Mail me your E-Mail Addresses. Please Reply.

I'd like to be first to congratulate this approach.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

---
Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.489 / Virus Database: 288 - Release Date: 10/06/2003

# 3321. Re: NEW ATARI STUFF: Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-13 21:05:32 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <30fkevc0f6gnm9n5a1fobkr41jrm1l3ck5@4ax.com>
Source record: 21134
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

On Fri, 13 Jun 2003 20:42:20 +0000 (UTC), "Steve Sweet"
<steve.sweet@btopenworld.com> wrote:

>Why dont you post them here for all your fans to read, and then repost 3
>times a week.

Got to admit that seeing 3 adverts today was a little OTT, one yes but
3 at a time is pushing the boat a tad..
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 3322. Re: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-13 21:07:16 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <r6fkevsm5v7i6ba3rk7oe4lcb11tdccfrp@4ax.com>
Source record: 21135
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Fri, 13 Jun 2003 20:42:22 +0000 (UTC), "Steve Sweet"
<steve.sweet@btopenworld.com> wrote:

>Hi "Bravo Sierra Computers"
>
>> I'm attempting to put together an E-Mailing list so I can let my potential
>> customers know what's new, like when I've updated my Atari Catalogs. If
>> you want to be added, E-Mail me your E-Mail Addresses. Please Reply.
>
>I'd like to be first to congratulate this approach.

Yes, its a good move but I don't know if it will mean a drop or stop
in adverts?
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 3323. Re: CPM / MSDOS mode on the Atari ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-13 21:35:19 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <rsrGa.47458$lo.4382773@newsread2.prod.itd.earthlink.net>
Source record: 21136

"rtdos" <rtdos@hotmail.com> wrote in message
news:d2f74a9d.0306131143.1fc49937@posting.google.com...
> random thoughts:
>
> Wonder if anyone ever thought of "bringing back" some sort of CPM
> compatible device (like Indus or ATR8000) for the Atari and some how
> adapt it towards MSDOS 2.x or MS DOS 3.x compatability (or something
> like that) so that it'd be easier to xfer binaries back and forth
> between the two systems (not just binaries but other types of files as
> well).

FWIW: CP/M mostly sucks. It does do a few things well like Wordstar, a few data bases, and maybe develop Z80 code, if you go for that kind of thing.

# 3324. Re: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-13 23:17:13 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bcdm1n$oro$2@sparta.btinternet.com>
Source record: 21137
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Paul

> >Hi "Bravo Sierra Computers"
> >
> >> I'm attempting to put together an E-Mailing list so I can let my
potential
> >> customers know what's new, like when I've updated my Atari Catalogs. If
> >> you want to be added, E-Mail me your E-Mail Addresses. Please Reply.
> >
> >I'd like to be first to congratulate this approach.
>
> Yes, its a good move but I don't know if it will mean a drop or stop
> in adverts?

Its a move in the right direction afaic, right who do i pick on next!!. 8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

---
Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.489 / Virus Database: 288 - Release Date: 11/06/2003

# 3325. Re: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-14 00:29:00 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bcdq8b$1oc$1@sparta.btinternet.com>
Source record: 21138
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Steve Sweet <steve.sweet@btopenworld.com> wrote in message
news:bcdcvd$7n1$2@sparta.btinternet.com...
> Hi "Bravo Sierra Computers"
>
> > I'm attempting to put together an E-Mailing list so I can let my
potential
> > customers know what's new, like when I've updated my Atari Catalogs. If
> > you want to be added, E-Mail me your E-Mail Addresses. Please Reply.
>
> I'd like to be first to congratulate this approach.

Lol. Not only is he NOT gonna stop spamming newsgroups, but he wants your
email addresses so he can spam them too.....

Smeg.

# 3326. Re: Classic Gaming Expo: Why you NEED to go!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-14 02:22:34 UTC
From: bill@newbreedsoftware.com
Message-ID: <KFvGa.2403$%3.147436@typhoon.sonic.net>
Source record: 21140
Cross-posted to:
rec.games.video.classic,rec.games.vectrex,rec.games.video.arcade.collecting,rec.games.video.atari,comp.sys.atari.8bit

In rec.games.video.atari Digital Press HQ <digitalpress@email.com> wrote:
> Hi gang,
> I was drafting some promotional material for various media requests
> and thought I'd share this here as well. You can get the updates at
> http://www.cgexpo.com or visit the CGE Forum at

Fudge! :^( I'm busy both days. I've been to CGE once, back in 2001.
(Had a bit of a fear of flying since then, for the obvious reasons.)

Maybe next year. :^)

-bill!
(who writes remakes of retro classics for Windows, Mac, Linux, BeOS, etc.
http://www.newbreedsoftware.com/ )

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 3327. What happened to Atari++ Windows version?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-14 02:33:54 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <ZNvGa.8994$EF.6915@fe08.atl2.webusenet.com>
Source record: 21141

Anyone knows?

# 3328. Re: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-14 02:34:23 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <2fccc32281e315b0363b39a9e3e8b1cf@free.teranews.com>
Source record: 21139
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I don't think I'm gonna get used to that signature quickly.

--
Steve S

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bcdm1n$oro$2@sparta.btinternet.com...
> Hi Paul
>
> > >Hi "Bravo Sierra Computers"
> > >
> > >> I'm attempting to put together an E-Mailing list so I can let my
> potential
> > >> customers know what's new, like when I've updated my Atari Catalogs.
If
> > >> you want to be added, E-Mail me your E-Mail Addresses. Please Reply.
> > >
> > >I'd like to be first to congratulate this approach.
> >
> > Yes, its a good move but I don't know if it will mean a drop or stop
> > in adverts?
>
> Its a move in the right direction afaic, right who do i pick on next!!.
8~)
>
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.489 / Virus Database: 288 - Release Date: 11/06/2003
>
>

# 3329. Re: Need help: can't get started with my 800XL emulator

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-14 02:51:16 UTC
From: bill@newbreedsoftware.com
Message-ID: <E4wGa.2412$%3.147894@typhoon.sonic.net>
Source record: 21142

Avi <avic2001@hotmail.com> wrote:
> How do I play with them??? nothing seems to work
> "XF25 DOS25.XFD game.atr" nor "load game.atr" command would get me started.
> Can someone help me please?

My FAQ is getting old and crufty, but it should help some:

http://www.sonic.net/~nbs/new_and_emu.html

Good luck!

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 3330. Re: CPM / MSDOS mode on the Atari ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-14 05:19:04 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3EEAB048.AADEE49@cswebmail.com>
Source record: 21143

rtdos wrote:

> random thoughts:
>
> Wonder if anyone ever thought of "bringing back" some sort of CPM
> compatible device (like Indus or ATR8000) for the Atari and some how
> adapt it towards MSDOS 2.x or MS DOS 3.x compatability (or something
> like that) so that it'd be easier to xfer binaries back and forth
> between the two systems (not just binaries but other types of files as
> well).

Certainly it could be re done. With today' chips, a small card could do
it all.
But how many want to spend $200 to $300 on such a device? I prefer just
using a 9600
baud null modem connection.

Rick D.

# 3331. Re: 800XL memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-14 05:20:12 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3eeaaea0.16872130@news>
Source record: 21144

"Bob Woolley" <ataribobdelete@alamedanet.net>:
>The main memory is supposed to be removed - this is a total of 1024K, not
>1088. Yes, -MAP is pin 7. I have a little note on my "schematic" that says
>A10 goes to pin 19 of the SIMM. I am not even sure what that means at this
>point.
>
>This hack is not for the casual user. It is a demonstration of what logic is
>required to support a 1 meg (or larger) upgrade using 30 pin SIMMs. The
>circuit does work as shown on a 1200XL. It refreshes properly and maps 1 meg
>of RAM into an Atari. As I said, the SRAM is way much better.

Are your sram upgrade plans available somewhere on the web?

---
Shawn Jefferson
(fix reply to for email)

# 3332. Re: Newbie: Faulty 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-14 05:29:45 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3EEAB2C9.DA9AF9EF@cswebmail.com>
Source record: 21145

Niklas Ramsberg wrote:

> Hi all,
>
> The problem is that I only get a blank screen with red background and
> black border (IIRC, I don't have it in front of me right now). Not
> being familiar with the Atari's architecture, I'm unable to guess what
> the fault is (bad video chip? Bad character generator ROM? Bad RAM?).
>
>

They can use the same connector, but the cable has to have 4 RCA leads.
The computers use different leads, so switch around.

The red screen probably means you need to open the machine and reseat the
chips if possible. It may also be a power supply problem.

Try rebooting with Option down for Self test.

Rick D.

# 3333. Re: RF to RCA ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-14 05:43:30 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3EEAB602.3737D949@cswebmail.com>
Source record: 21146

Roc wrote:

> but RCA is three connections, yellow for video and red+white for left/right
> audio. I've seen these cables with the 5 PIN DIN and 5 rca jacks...but I am
> not sure what is the purpose of the additional 2 jacks , and will it
> actually work with a standard RCA three jack plug you see on TVs now?
>

RCA is a connector type, commonly know as phono. One signal and ground. The Din 5 to RCA 4 plug leads can still be found at computer or electronic surplus stores. Or the connector and cables can be bought to make one. Your colors are kind of standard today, but don't count on most things to follow that color code.

It will fit Atari and Commodore, just different leads get used for video, chroma, luminance, and mono audio(left channel). A Y adapter can feed the audio to both channels of a stereo TV or vcr input.

An adapter can be found to convert RF to seperate video and audio. A surplus VCR works great for this, as mentioned.

Rick D.

# 3334. Re: SC1224 monitor to XE/XL?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-14 05:45:12 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3EEAB668.8474151B@cswebmail.com>
Source record: 21047

Tim wrote:

> "Rick D." <webrickd@cswebmail.com> wrote in message
> news:3EB94A38.67ED18DD@cswebmail.com...
> > Tim wrote:
> >
> > > "Rick D." <webrickd@cswebmail.com> wrote in message
> > > news:3EA75F0D.4B1467D4@cswebmail.com...
> > > > Tim wrote:
> > > >
> > > > > I know that this is almost impossible, but was wondering if anyone
> has
> > > done
> > > > > this. I have a couple here and it would be great to be able to use
> them
> > > > > with my 130XE and XF551! ;)
> > > > >
> > > > > Tim
> > > >
> > > > I don't know yet how hard a mod is, I have an adapter that works 95%
> with
> > > an ST
> > > > color monitor. I think that there are some composite to RGB adapters.
> > > >
> > > > Rick D.
> > > >
> > > You have one and it works with 8 bits to RGB monitor?
> > >
> > > Tim
> >
> > There is a wire-in schematic to tap RGB and H & V syncs, and audio.
> > The ST monitor still rolls a bit. I may need to change the transistor for
> the
> > Vsync line. I just haven't had time to look at it in a long while.
> >
> > Rick D.
> >
>
> I wonder if the SC1435 is any better at accepting Composite inputs???
>
> Tim

If its an ST monitor, then there is no reason to believe that it has anything
but an ST monitor connector.

Rick D.

# 3335. Re: Update For Sale:Atari Magazines

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-14 05:46:05 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3EEAB69D.3ABA8C30@cswebmail.com>
Source record: 21048

atari-man wrote:

> Rick,
>
> Where are you located?
>
> Tony

I am in Austin, TX.

Rick D.

# 3336. Re: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-14 11:25:36 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3eeb1434d69b51@tripnet.se>
Source record: 21049
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In comp.sys.atari.st <bcdq8b$1oc$1@sparta.btinternet.com>
Smeg wrote on Sat 14-06-2003 00:29 (GMT):

>Steve Sweet <steve.sweet@btopenworld.com> wrote in message
>news:bcdcvd$7n1$2@sparta.btinternet.com...
>> Hi "Bravo Sierra Computers"
>>
>> > I'm attempting to put together an E-Mailing list so I can let my
>potential
>> > customers know what's new, like when I've updated my Atari Catalogs. If
>> > you want to be added, E-Mail me your E-Mail Addresses. Please Reply.
>>
>> I'd like to be first to congratulate this approach.
>
>Lol. Not only is he NOT gonna stop spamming newsgroups, but he wants your
>email addresses so he can spam them too.....

He has got my email address for quite some time now and I have not yet
received any mails from him with any form of advertising... Just rather
quick responses on my qestions etc...

Afaik he gets online with a terminal emulator on a MegaST using Pine etc
at his provider's shell. I don't think that's an ideal situation for
being a spammer. This may also explain why he does not participate more
in this group. It can get rather expensive if you pay buy the minute and
are online both when reading and _writing_ messages.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

# 3337. Re: Atari 400/800/800xl scancodes

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-14 12:40:54 UTC
From: Stefano Priore <stefano.priore@inwind.it>
Message-ID: <njrdcb.vg2.ln@127.0.0.1>
Source record: 21050

ETom000001 <etom000001@aol.com> wrote:

> OK, here we go. I found my chart. By the way, Shift-Control-A is 255. My
> chart has all the keys on the keyboard, then all the shift combinations. But,
> I simply give the code for the normal key. Add 64 to get the Shift- scan code.
> Add 128 to get the Control- scan code. Add 192 to get the Shift-Control- scan
> code.

Thanks!!!

--
Stefano Priore | Debian Woody 3.0r1
---------------------------------+--------------------------------
"Video meliora proboque, | Linux Registered User #210152
autem deteriora sequor..." | Linux Registered Machine #97752

# 3338. Re: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-14 13:13:59 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bcf72m$9kk$3@hercules.btinternet.com>
Source record: 21051
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Smeg

> > > I'm attempting to put together an E-Mailing list so I can let my
potential
> > > customers know what's new, like when I've updated my Atari Catalogs.
If
> > > you want to be added, E-Mail me your E-Mail Addresses. Please Reply.
> >
> > I'd like to be first to congratulate this approach.
>
> Lol. Not only is he NOT gonna stop spamming newsgroups, but he wants your
> email addresses so he can spam them too.....

Well at least its an opt-in system, it will solve our dilemma.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

---
Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.489 / Virus Database: 288 - Release Date: 10/06/2003

## 3339. Any Atari 8-bit/5200 developers?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-14 14:08:59 UTC
From: Sheddy <cghutt@hotmail.com>
Message-ID: <bcfa9q$b9v$1@sparta.btinternet.com>
Source record: 21052

Since there is no usenet group for 8-bit/5200 programming.....

http://groups.yahoo.com/group/atari8bitdev/

welcomes discreet developers!

## 3340. Any 8-bit/5200 developers?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-14 14:09:01 UTC
From: Sheddy <cghutt@hotmail.com>
Message-ID: <bcfa9t$b9v$2@sparta.btinternet.com>
Source record: 21053

since there is no usenet group for 8-bit/5200 programmers...

http://groups.yahoo.com/group/atari8bitdev/

welcomes discreet developers

# 3341. eBay Atari auction for Monitor Port to SCART cable

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-14 14:21:47 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1055600613.29504.0@dyke.uk.clara.net>
Source record: 21054

Hello All,

I have put another Atari 800/XL/XE Monitor Port to SCART cable up for
auction on eBay. If your TV has a SCART socket (almost all TVs sold within
the last 7 years in the UK/Europe will have one), you can connect your Atari
to it and have almost perfect picture/sound without any tuning!

I also have some other odd items for auction too.

The link is below (this will split on to two lines, so please copy both
lines into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangar
raghty

Dean Garraghty

# 3342. Re: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-14 14:59:16 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bcfd83$kpc$1@titan.btinternet.com>
Source record: 21055
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Why its...

"Steve S"

> I don't think I'm gonna get used to that signature quickly.

Eeek, i'm looking in a mirror and suddenly i'm ugly!!!.

Who are you imposter?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

---
Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.489 / Virus Database: 288 - Release Date: 10/06/2003

# 3343. Re: XEP80 Tech Data?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-14 16:06:09 UTC
From: Glenn <glenn.bruner@verizon.net>
Message-ID: <RJHGa.10534$fh7.1740@nwrddc01.gnilink.net>
Source record: 21056

Thomas,

I looked for it but I couldn't find the document anymore.

I also tried to get it off FreeTradeZone.com and I don't have
the access to download it.

In the past I had contacted National Semiconductor about. They
photo copied the document and sent it to me. Maybe they will do
the same for you.

Glenn

"Thomas Richter" <thor@math.tu-berlin.de> wrote in message
news:3EE47AC2.5030706@math.tu-berlin.de...
> Hi Glen,
>
> > About the only good source of technical info for the XEP-80 is found in
> > National Semiconductor databooks on the chip that they used. I forget
> > what the chip number is but I do know it's a Terminal Managment
Processor.
> >
> > This chip is the heart of the XEP-80 and the databook may help you if
you're
> > willing to do the research. I've haven't seen any schematics or
firmware
> > source
> > code.
>
> In case you've scanned version of the databook, would you be willing to
> mail it electronically? I would be interested in a XEP-80 emulation, but
> lack *any* documentation about it whatsoever.
>
> Thanks,
> Thomas
>

# 3344. Gateway to Apshai

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-14 16:44:54 UTC
From: pleasereplytogroups@hotmail.com
Message-ID: <66900ea6.0306140844.3eb7e978@posting.google.com>
Source record: 21057

Hi everyone,

I'm trying to figure out how to play "Gateway to Apshai" properly on
an Atari emulator (Atari800Win)

When I played it many many years ago, I thought that you did stuff
with the keyboard, like "T" for find hidden traps, and "S" for search
for secret doors, etc, etc.

I can't seem to be able to use the keyboard at all.

Also, I can't seem to waggle my sword when monsters come my way by
pressing the "fire" button.

Anyone got any advice please?

Thanks!

Best regards from Robert.

# 3345. Re: eBay Atari auction for Monitor Port to SCART cable

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-14 19:09:59 UTC
From: kryten_droid <kryten_droid@ntlworld.com>
Message-ID: <SqKGa.325$kq.311968@newsfep2-gui.server.ntli.net>
Source record: 21058

"Dean Garraghty" <dgs@clara.net> wrote in message
news:1055600613.29504.0@dyke.uk.clara.net...

> I have put another Atari 800/XL/XE Monitor Port to SCART cable up for
> auction on eBay.

I heard Atari forgot to connect the chroma signal until very late models.
Not noticed till then because that signal was not used much.

The 800 doesn't output RGB, and some TVs may only handle RGB or composite
but not Luma+Chroma,

You need to check your TV can be programmed to take the signal arrangement
that cable is wired up for.

See more details at:
http://www.howell1964.freeserve.co.uk/Atari/800XL/Atari_800XL_Video.htm

# 3346. Re: What happened to Atari++ Windows version?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-14 21:16:00 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <3EEB9090.9060507@math.tu-berlin.de>
Source record: 21059

Hi,

> Anyone knows?

Good question. I integrated SLOR's code base into the sources as much as I could, and tried to continue development with the rules of VS C++ in mind. Thus, as it currently looks like, the current version *could* compile out of the box. It's just that someone had to do it. (-;

It would take a win machine, a compiler for it, and a configuration file that defines the possibilities of the compiler. I would *guess* that I kept SLORs config file updated with each version - I hope - and could also provide it. You would also need the development and .dll files for the libSDL and some time to setup VisualStudio or any other suitable C++ compiler correctly.

Does anyone want to give it a try?

So long,
Thomas

# 3347. Re: Gateway to Apshai

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-14 21:17:53 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <3EEB9101.7050608@math.tu-berlin.de>
Source record: 21060

Hi,

> I'm trying to figure out how to play "Gateway to Apshai" properly on
> an Atari emulator (Atari800Win)
>
> When I played it many many years ago, I thought that you did stuff
> with the keyboard, like "T" for find hidden traps, and "S" for search
> for secret doors, etc, etc.
>
> I can't seem to be able to use the keyboard at all.
>
> Also, I can't seem to waggle my sword when monsters come my way by
> pressing the "fire" button.
>
> Anyone got any advice please?

Hmm. Seems to work fine here, though spell casting/fighting are toggled
with the console keys IIRC. "Here" means Atari++ on linux.

So long,
Thomas

## 3348. Atari and the New Mexico landfill

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-14 23:43:41 UTC
From: ppanks@juno.com
Message-ID: <cb0ed86a.0306141543.69951b7f@posting.google.com>
Source record: 21061
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

For anyone ever wondering about the "rumor" that Atari dumped,
steamrolled and buried 5-million "E.T." cartridges in the New Mexico
desert, here's the link that should rest all doubts:

http://www.snopes.com/business/market/atari.htm

Sincerely,

Paul Allen Panks
dunric@yahoo.com

## 3349. Warning: not recommended

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-14 23:52:48 UTC
From: Yuval Rabinovich <yuval@lab.co.il>
Message-ID: <bcgchb$iks$1@news2.netvision.net.il>
Source record: 21062

Atari DOS 3 was never widely accepted as standard. It was the first attempt to produce a DOS system capable of using the 1050 disk drive enhanced density of 130K. It was incompatible with the earlier DOS 2 (it came with a converting utility, but using it was a pain).

Eventually it was replaced by DOS 2.5 (which is newer than DOS 3 despite the name), that gained wide acceptance in the Atari community. DOS 2/2.5 are compatible with each other and with third party DOSs. DOS 3 is not compatible with anything.

DOS 3 uses 1000 bytes per block. All other systems use 128 bytes per sector (true double density: 256 b/sector), making them more efficient in disk space usage.

Actually, there were only two advantages to Dos 3:
1. It actually used more sectors per disk then Dos 2.5. The difference is small, and Dos 2.5 had a more efficient sector management. Sometimes you could store more data on a Dos 3 diskette.
2. It supported the XIO #41 command that allowed running binary files from BASIC.

Bottom line: Do not buy it.

"Tim" <tjlazer@mail.com> wrote in message
news:ve9661p9pest46@corp.supernews.com...
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2735072139
>
>

# 3350. Re: Any Atari 8-bit/5200 developers?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-15 01:34:27 UTC
From: bill@newbreedsoftware.com
Message-ID: <D2QGa.2600$%3.166084@typhoon.sonic.net>
Source record: 21063

Sheddy <cghutt@hotmail.com> wrote:
> Since there is no usenet group for 8-bit/5200 programming.....
>
> http://groups.yahoo.com/group/atari8bitdev/

What do you mean by "8-bit/5200"? Do you mean "400/800/XL/XE/5200"?
Or just "5200"?

If the former, then this group is the newsgroup for 8-bit programmers.
I'm sure since the arch. is so similar, 5200 discussion would be welcome
here, too.

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 3351. Re: 800XL memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-15 01:39:01 UTC
From: Bob Woolley <ataribobdelete@alamedanet.net>
Message-ID: <3eebce92$0$27417@fountain.mindlink.net>
Source record: 21064

There is a picture of it on retrobits.net. It uses a new PAL which makes it pretty simple. I am now working on a newer version which will be compatible with an IDE controller. I am always working on newer versions of stuff - which is why I almost never spend a lot of time documenting things well. This 1meg SIMM project is a good example: instead of spending a couple of months doing a board and documents, I just made something better, the SRAM version. Anybody that really wants to make one of my hacks can ask me for help - you almost have to on many of my things. The SRAM is simple enough that I will make docs for it and send them to retrobits, OK?

Bob

by the way, the "A10 goes to pin 19" note (see text below) refers to a 4 meg version of the SIMM. But, what value is 4 megs? Loading that much ram will take a long, long time, even with a hard disk... yeah, OK - maybe 5 minutes.....

"Shawn Jefferson" <shawnjefferson@shaw.caREMOVEPLS> wrote in message news:3eeaaea0.16872130@news...
> "Bob Woolley" <ataribobdelete@alamedanet.net>:
> >The main memory is supposed to be removed - this is a total of 1024K, not
> >1088. Yes, -MAP is pin 7. I have a little note on my "schematic" that
says
> >A10 goes to pin 19 of the SIMM. I am not even sure what that means at
this
> >point.
> >
> >This hack is not for the casual user. It is a demonstration of what logic
is
> >required to support a 1 meg (or larger) upgrade using 30 pin SIMMs. The
> >circuit does work as shown on a 1200XL. It refreshes properly and maps 1
meg
> >of RAM into an Atari. As I said, the SRAM is way much better.
>
> Are your sram upgrade plans available somewhere on the web?
>
> ---
> Shawn Jefferson
> (fix reply to for email)

# 3352. Who is Ben Smith? [Was: Do as I say, not as I do]

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-15 03:22:26 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB115158.3006%drclu@swbell.net>
Source record: 21065
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Can someone answer me on who Ben Smith is?

Honestly I am surprised, maybe somewhat saddened, by the amount of
flamage that has gone on here. Normally I would expect this of the ST
newsgroups, but not so much the 8-bit groups.

So if someone can tell me a factual account of what Ben Smith has done
and who he is to get me up to speed, I would appreciate it.

Thanks,

```
_______________
| ||||||||||| |
| ||_______|| |
| / _________ \ |
| LLLLLLLLLL L |
| LLLLLLLLLL L |
|___[_____]_____|
ATARI 800 - >octor <lu
```

Art : http://www.faqs.org/faqs/atari-8-bit/faq/

in article BAFDA11D.30FB2%nameerf@flash.net, Michael and Nicole Freeman at
nameerf@flash.net wrote on 5/31/03 1:57 AM:

> Well, I don't normally reply to stupidity, but I did. Please forgive me for
> contributing to the destruction of this Newsgroup.
>
> My advice (which I didn't follow): Don't respond directly to these losers
> slandering Ben Smith and calling themselves the "Atari Liberation Front"
> (i.e. don't try to discuss this with them). They have shown me once again
> that stupidity cannot hold a coherent conversation. They sent me a personal
> threat e-mail in response to my last post - one full of overly repeated uses
> of "f**k", "s**t", and "fagboy" in reference to me, and promising pain and a
> "lesson". They obviously have mental deficiencies that prevent them from
> rational thought and peaceful, honest conversation.
>
> Does anyone have any other ideas on how to get rid of this filth? I'm sick
> of wading through this to get to real meaningful discussion. Perhaps if we
> put our heads together we can come up with something. Their threats are
> obviously empty ones (besides maybe faking our personal e-mail addresses as
> their own in their posts), and there's obviously nothing they can do to the
> entire group if we *all* get involved and get this problem solved.
>
> Any ideas? Ignoring them won't work in this case, as they are basing their

> posts on Ben's continued posts (which I personally welcome - just my
> personal view...). Other alternatives must be followed. I think this is the
> only thing related to these posts that is really worth discussing here.
> Thanks!
>
> Mike Freeman
> nameerf@flash.net
>

# 3353. Re: T3

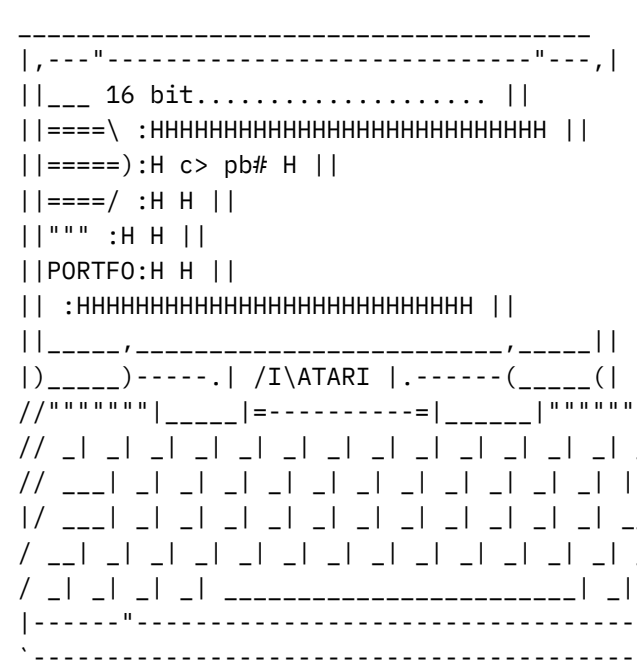
Newsgroup: comp.sys.atari.8bit
Date: 2003-06-15 03:29:35 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB115305.3007%drclu@swbell.net>
Source record: 21066

Think of it this way... they might be getting sponsorship from Atari, or
getting sponsorship AND making the connection with the other movies by the
Atari reference (like the Portfolio in the second movie.)

Something like that. :)

Hmmm... I get to use this ascii pic for a change.. :)

Here is a scene from T2...




pb

in article hxaDa.29577$rO.2731267@newsread1.prod.itd.earthlink.net, Ron
Hamilton at oldatarian@atariland.com wrote on 6/3/03 6:52 PM:

> I noticed the "AT/|\RI" logo on the wall behind Ahnuld during his junket for
> the new Terminator film; what is the connection? The game will surely
> release for the PS2/XBox platforms; will it be under the Atari Software
> brand?
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian

>
>

# 3354. Re: Any Atari 8-bit/5200 developers?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-15 04:19:19 UTC
From: Tim Wilson <timkel@swbell.net>
Message-ID: <btSGa.271$zi5.156611634@newssvr11.news.prodigy.com>
Source record: 21067

> What do you mean by "8-bit/5200"? Do you mean "400/800/XL/XE/5200"?
> Or just "5200"?
>
>
> If the former, then this group is the newsgroup for 8-bit programmers.
> I'm sure since the arch. is so similar, 5200 discussion would be welcome
> here, too.
>
>
> -bill!

The mailing list is for anyone developing for the Atari 8bit computers or for the 5200 game console. It was set up so that those wishing to discuss development of upcoming titles could do so in at least a semi-private manner. The mailing list may be moved in the near future to an upcoming domain, which should be announced shortly. And yes, as you may have guessed, I'm the one who set up the mailing list. :)

Tim

# 3355. Re: SC1224 monitor to XE/XL?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-15 05:01:36 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3eebfc7d$0$24854$afc38c87@news.optusnet.com.au>
Source record: 21068

The SC1435 is a Philips Cm8833 mk 2, but without the composite inputs. No
hope of getting it to work.

Mark

"Rick D." <webrickd@cswebmail.com> wrote in message
news:3EEAB668.8474151B@cswebmail.com...
> Tim wrote:
>
> > "Rick D." <webrickd@cswebmail.com> wrote in message
> > news:3EB94A38.67ED18DD@cswebmail.com...
> > > Tim wrote:
> > >
> > > > "Rick D." <webrickd@cswebmail.com> wrote in message
> > > > news:3EA75F0D.4B1467D4@cswebmail.com...
> > > > > Tim wrote:
> > > > >
> > > > > > I know that this is almost impossible, but was wondering if
anyone
> > has
> > > > > done
> > > > > > this. I have a couple here and it would be great to be able to
use
> > them
> > > > > > with my 130XE and XF551! ;)
> > > > > >
> > > > > > Tim
> > > > >
> > > > > I don't know yet how hard a mod is, I have an adapter that works
95%
> > with
> > > > an ST
> > > > > color monitor. I think that there are some composite to RGB
adapters.
> > > > >
> > > > > Rick D.
> > > > >
> > > > You have one and it works with 8 bits to RGB monitor?
> > > >
> > > > Tim
> > >
> > > There is a wire-in schematic to tap RGB and H & V syncs, and audio.
> > > The ST monitor still rolls a bit. I may need to change the transistor
for
> > the

> > > Vsync line. I just haven't had time to look at it in a long while.
> > >
> > > Rick D.
> > >
> >
> > I wonder if the SC1435 is any better at accepting Composite inputs???
> >
> > Tim
>
> If its an ST monitor, then there is no reason to believe that it has
anything
> but an ST monitor connector.
>
> Rick D.
>
>
>

# 3356. Re: Warning: not recommended

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-15 05:27:12 UTC
From: FU <fu@fu.com>
Message-ID: <2sTGa.18179$Gm4.1584519@news20.bellglobal.com>
Source record: 21069

I think some of the people who buy this are collectors, or maybe just want
to have a copy.

"Yuval Rabinovich" <yuval@lab.co.il> wrote in message
news:bcgchb$iks$1@news2.netvision.net.il...
> Atari DOS 3 was never widely accepted as standard. It was the first
attempt
> to produce a DOS system capable of using the 1050 disk drive enhanced
> density of 130K. It was incompatible with the earlier DOS 2 (it came with
a
> converting utility, but using it was a pain).
>
> Eventually it was replaced by DOS 2.5 (which is newer than DOS 3 despite
the
> name), that gained wide acceptance in the Atari community. DOS 2/2.5 are
> compatible with each other and with third party DOSs. DOS 3 is not
> compatible with anything.
>
> DOS 3 uses 1000 bytes per block. All other systems use 128 bytes per
sector
> (true double density: 256 b/sector), making them more efficient in disk
> space usage.
>
> Actually, there were only two advantages to Dos 3:
> 1. It actually used more sectors per disk then Dos 2.5. The difference is
> small, and Dos 2.5 had a more efficient sector management. Sometimes you
> could store more data on a Dos 3 diskette.
> 2. It supported the XIO #41 command that allowed running binary files from
> BASIC.
>
> Bottom line: Do not buy it.
>
> "Tim" <tjlazer@mail.com> wrote in message
> news:ve9661p9pest46@corp.supernews.com...
> >
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2735072139
> >
> >
>
>

# 3357. Re: Gateway to Apshai

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-15 05:37:09 UTC
From: Mo <momo@atariland.com>
Message-ID: <9CTGa.19474$1w1.1253235@twister.austin.rr.com>
Source record: 21070

I have a PDF of the manual that I did a while back. If you can handle the
attachment, I can send it to you.
Mo
momo at atariland dot com

".NET Developer" <pleasereplytogroups@hotmail.com> wrote in message
news:66900ea6.0306140844.3eb7e978@posting.google.com...
> Hi everyone,
>
> I'm trying to figure out how to play "Gateway to Apshai" properly on
> an Atari emulator (Atari800Win)
>
> When I played it many many years ago, I thought that you did stuff
> with the keyboard, like "T" for find hidden traps, and "S" for search
> for secret doors, etc, etc.
>
> I can't seem to be able to use the keyboard at all.
>
> Also, I can't seem to waggle my sword when monsters come my way by
> pressing the "fire" button.
>
> Anyone got any advice please?
>
> Thanks!
>
> Best regards from Robert.

# 3358. Re: Seven Cities of Gold - New Game Format

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-15 06:44:39 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <b5149cce08a09c0253dfc9659b03f642@free.teranews.com>
Source record: 21071

No I didn't. In fact, I checked the net and couldn't find it. But now that
I know, I'll recheck. Thanks.

--
Steve S

"machf" <no_me_j.machf@terra.com.pe> wrote in message
news:ggiiev84ehtodc8ost9otspl3pk9s60enk@4ax.com...
> On Sun, 08 Jun 2003 10:37:24 GMT, "Steve S" <j70141@hotmail.com> wrote:
>
> >Got a question for you guys....
> >
> >I'm interested in creating another game of the Seven Cities of Gold, yet
in
> >this version I was going to make it a goal to actually find the Seven
Cities
> >of Gold.
> >
> Well, in case you didn't hear about it, Electronic Arts released a PC
version
> of 7CoG with VGA graphics and SB sound. Maybe you should first take a look
at
> it...
>
>
> --
> _________ ____---____ Marco Antonio Checa Funcke
> _________D /-/---_----' Santiago de Surco, Lima, Peru
> _H__/_/ http://machf.tripod.com
> '-_____|(
>
> remove the "no_me_j." and "sons.of." parts before replying

## 3359. Cosmic Balance

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-15 09:49:43 UTC
From: ConnorMcLeod <connormcleod.news.invalid@web2news.net>
Message-ID: <40235N183@web2news.com>
Source record: 21072

Hi there, I am looking for an old game named "Cosmic Balance" which I
once played and in the meantime lost the disc. Anyone able to sell it to
me - either the original for Atari 800 XL or a PC version ...

Thanx
Markus

--
Direct access to this group with http://web2news.com
http://web2news.com/?comp.sys.atari.8bit
To contact in private, remove n-3o8s1paa+m

# 3360. ATARI 8BIT - PM Question

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-15 10:08:58 UTC
From: nir@minicom.com
Message-ID: <83cd76b4.0306150208.5961c551@posting.google.com>
Source record: 21073

Its been a while since i played with the ATARI XL player missile.. and i cant remeber how to make a player Not to be translucent!.

I created a player but when i move it over GR.0 screen i can still see the GR.0 charecters. (although they are not colored with the tint from the player)

i already set gprior ($26f) and its still transparrant!?

i did some tests.. and if the backround graphics is gr mode E. then it works!.. the player is solid and not transparranet.. but when i am in Grpahics mode 0 or gr.8 no matter what i do the you can see what is behind the player!?!?!?

does any one remember how to make player 1 sold?

nir

# 3361. Re: Any Atari 8-bit/5200 developers?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-15 11:35:03 UTC
From: bill@newbreedsoftware.com
Message-ID: <HRYGa.2645$%3.171000@typhoon.sonic.net>
Source record: 21074

Tim Wilson <timkel@swbell.net> wrote:
>
> The mailing list is for anyone developing for the Atari 8bit computers or
> for the 5200 game console. It was set up so that those wishing to discuss
> development of upcoming titles could do so in at least a semi-private
> manner. The mailing list may be moved in the near future to an upcoming
> domain, which should be announced shortly. And yes, as you may have guessed,
> I'm the one who set up the mailing list. :)

Ah - For private stuff... Okay, that makes sense then. ;)

Good luck!

-bill!

--
bill@newbreedsoftware.com Hire me!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/bill/resume/

# 3362. Re: Who is Ben Smith? [Was: Do as I say, not as I do]

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-15 12:42:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030615134246.14867A@ilaskey.cix.co.uk>
Source record: 21075

In article <BB115158.3006%drclu@swbell.net>, drclu@swbell.net (Doctor Clu)
wrote:

> Can someone answer me on who Ben Smith is?
A guy who as much as I can tell has his sole income based on
buying/selling Atari stuff. He posts an advert once a week and this sends
some people in to fits of rage. Go figure.

# 3363. Re: ATARI 8BIT - PM Question

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-15 16:40:25 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vep8bngac7pu09@corp.supernews.com>
Source record: 21076

gprior should do it, make the player in front.
Here's some stuff from 'Your Atari computer', page
323.
Set dmactl poke 559,46
set gractl poke 53277,3
then poke your $26f with 1 for player priority.
poke 4 for playfield priority.
If you're using XLIT, it doesn't do this correctly,
use a800dos or win.
I'm a bit fuzzy on PM stuff, but Poole gives example
programs.

# 3364. Re: ATARI 8BIT - PM Question

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-15 16:46:42 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vep8ngdot60ibc@corp.supernews.com>
Source record: 21077

What the hey. here's the priority example from
Poole and McNiff, page 323.
********

```
2 REM POOLE PAGE 323
5 COLOR 3
10 GRAPHICS 7+16
20 DATA 60,126,219,255,189,195,126,60
30 SETCOLOR 2,0,0
40 PLOT 125,95:REM CREATE A PLAYFIELD OBJECT
50 DRAWTO 80,0
60 DRAWTO 79,0
70 POSITION 45,95
80 POKE 765,1:REM ORAGE TRIANGLE
85 XIO 18,#6,0,0,"S:"
90 A=PEEK(106)-24:REM FIND END OF MEMORY
100 POKE 54279,A:REM POKE START ADDRS TO PMBASE
110 START=256*A:REM START ADR FOR PM TABLE
120 POKE 559,46:REM SET DMACTL
130 POKE 53277,3:REM SET GRACTL
140 FOR J=START+512 TO START+1024
150 POKE J,0:REM CLEAR PM AREA
160 NEXT J
170 FOR I=START+580 TO START+587
180 READ X
190 POKE I,X:REM PUT THE PLYR IN THE TABLE
200 NEXT I
230 POKE 623,1:REM GIVE PRIORITY TO PLYR
240 POKE 704,86:REM PURPLE PLYR
250 FOR K=60 TO 180
260 POKE 53248,K
270 NEXT K
280 POKE 623,4:REM GIVE PLYFIELD PRIORITY
290 FOR J=180 TO 60 STEP -1
300 POKE 53248,J
310 NEXT J
320 GOTO 230
```

# 3365. Re: ATARI 8BIT - PM Question

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-15 19:33:42 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <3EECCA16.5020600@math.tu-berlin.de>
Source record: 21078

Nir wrote:

> I created a player but when i move it over GR.0 screen i can still see
> the GR.0 charecters. (although they are not colored with the tint from
> the player)
>
> i already set gprior ($26f) and its still transparrant!?

Yes, it is, and it always will be. This is the way how GTIA creates the colors in its hi-res modes (Antic 2,3 and F, graphics 0 and 8 from basic). The characters take their hue from whatever color is found behind them, no matter whether this is the color 2 background or your player.

> i did some tests.. and if the backround graphics is gr mode E. then it
> works!.. the player is solid and not transparranet.. but when i am in
> Grpahics mode 0 or gr.8 no matter what i do the you can see what is
> behind the player!?!?!?
>
> does any one remember how to make player 1 sold?

You can't. Not in graphics 0 and 8.

Greetings,
Thomas

# 3366. Re: Bravo Sierra Team

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-15 20:47:41 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vepmrf36njgcf4@corp.supernews.com>
Source record: 21079
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Happy Fathers Day Asshole.

"Nomen Nescio" <nobody@dizum.com> wrote in message
news:981719f031292d827a8c96d30c5cdd92@dizum.com...
> Hello, some of you may know me as Fagboy Benny. I'm that big fat 400lb
> fagot straight outta yer Daddy's asshole! Actually, I'm the biggest
> dumbest fagot in Oregon. I sell new & used sex toys to the masses! Why
> do I do this? I have shit for brains, I don't listen to anyone, and I
> just LOVE making assholes so much larger than usual! I want your
> business so badly that I'm spamming the newsgroups and gonna offer a big
> 30% off for repeat customers and for all gays with large assholes. I
> don't get enough business as it is and my ISP let's me spam all I want
> cuz I'm such a big gaylord.
>
> Now, let's meet all of my bum buddy friends! These people are true
> fagots and fuck me up the ass daily! I love fucking their loose
> assholes too.
>
> The Bravo Sierra Bum Buddy and true Gaylords Team:
> We have fagboy Don Schmidt. Yet another of my faggy spammers.
> Rustynutt (we call him fagboy fucknut). A true fagot he is!
> Iain Laskey. Our fagot and loser of the day.
> Mikey Freeman. Dumbest fuck in the world. A true fagot.
> Bill Freeman. Just another stupid shit eating loser.
> Xao-Ming: A deep fried shrimp from outta town. Gaylord Gook!
> Richard Cranium. Loves to fuck his daddy, brothers and babies!
> Nick Harlow. Another of my big faggy chums.
> Richard Cortese. I love Richard just cuz he's such a loser!
> Boris AKA Wef Dinaini. A fucked in the head gaylord!
>
> This list is always growing folks! Over time, it'll become the biggest
> list ever. Bigger than my well fucked asshole! A big faggy smooch to
> all these fagots for being true gaylords in the true style of Bravo
> Sierra Computers.
>
> I love ya guys so much! Bend over for me and let's keep spamming these
> newsgroups with my faggy sex toys!
>
> Big smooch to y'all!
> From your fat 400lb anal wonder of the world,
>
> ===Fagboy Benny Smith===
>

>
> PS. Oh little Nicky Harlow, my big faggy friend... didja ever find
> those big nasty men in New York? No? Sucks to be you and having shit
> for brains doesn't it?
>
> Ohh baybee! My asshole is so big that I could lose the Alps inside of
> my bowels!
>
> Auf Wiedersehen Verlierer
>
>
>
>

# 3367. Re: Any Atari 8-bit/5200 developers?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-15 21:14:43 UTC
From: Sheddy <cghutt@hotmail.com>
Message-ID: <bcink2$qi6$1@titan.btinternet.com>
Source record: 21080

Yes, sorry, I was a bit over simplistic in my original post...
for programming I meant "game development", as of course this forum does
deal with programming questions...

Basically, Tim puts it so much better!

:-)

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:D2QGa.2600$%3.166084@typhoon.sonic.net...
> Sheddy <cghutt@hotmail.com> wrote:
> > Since there is no usenet group for 8-bit/5200 programming.....
> >
> > http://groups.yahoo.com/group/atari8bitdev/
>
> What do you mean by "8-bit/5200"? Do you mean "400/800/XL/XE/5200"?
> Or just "5200"?
>
>
> If the former, then this group is the newsgroup for 8-bit programmers.
> I'm sure since the arch. is so similar, 5200 discussion would be welcome
> here, too.
>
>
> -bill!
>
> --
> bill@newbreedsoftware.com Hire
me!
> http://newbreedsoftware.com/bill/
http://newbreedsoftware.com/bill/resume/

# 3368. Re: Bravo Sierra Team

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-15 22:11:54 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3eecfd265010a50@tripnet.se>
Source record: 21081
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In comp.sys.atari.st <vepmrf36njgcf4@corp.supernews.com>
Tim wrote on Sun 15-06-2003 13:47 (-0700):

>Happy Fathers Day Asshole.
>
>"Nomen Nescio" <nobody@dizum.com> wrote in message
>news:981719f031292d827a8c96d30c5cdd92@dizum.com...

[All snipped]

Why on earth are you reposting his crap?????

I have decided to NOT receive any of his posts. If you or others keep
keep citing his complete texts, I have to include you as well into my
killfilter.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

# 3369. WTB: Atari Dust Covers

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-16 03:35:18 UTC
From: "Mark H. Kusz" <mkusz@comcast.net>
Message-ID: <d9acnYVeNrhrp3CjXTWJjQ@comcast.com>
Source record: 21082

Looking for dust covers for Atari 800 & 130XE. Must be in "like new"
condition. I need one of each. LMK if you have either for sale and provide a
photo and/or description. Thanks!

## 3370. Kangaroo Q-Bert Type Game

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-16 04:04:43 UTC
From: Aaron Bellante <noway@spam.com>
Message-ID: <MPG.1956e1baa11fbe75989680@news.byu.edu>
Source record: 21084

My friend is looking for the name of a game that was like Q-Bert but you controlled a Kangaroo. The name of the game is not Kangaroo.

Any help would be much appreciated.

## 3371. What game is this?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-16 04:08:53 UTC
From: Aaron Bellante <noway@spam.com>
Message-ID: <MPG.1956e297d495ef31989681@news.byu.edu>
Source record: 21083

My friend has a vague recollection of a game that he thinks is called "Captain..." something or "Commander...." something. And the only thing he remembers abut it is landing on a planet and there were, what he thinks, were chickens. He mostly remembers the music, but unfortuneately I can't humm it to you. :)

Thanks.

# 3372. Re: Bravo Sierra Team

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-16 06:12:33 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <veqnuipr352ob1@corp.supernews.com>
Source record: 21085
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:3eecfd265010a50@tripnet.se...
> In comp.sys.atari.st <vepmrf36njgcf4@corp.supernews.com>
> Tim wrote on Sun 15-06-2003 13:47 (-0700):
>
> >Happy Fathers Day Asshole.
> >
> >"Nomen Nescio" <nobody@dizum.com> wrote in message
> >news:981719f031292d827a8c96d30c5cdd92@dizum.com...
>
> [All snipped]
>
> Why on earth are you reposting his crap?????
>
> I have decided to NOT receive any of his posts. If you or others keep
> keep citing his complete texts, I have to include you as well into my
> killfilter.
>

I just replied to his crap, I was not reposting it.

Don't jump on my shit man, I am sick of his crap, and crap from guys like
you.

Damn
Tim

# 3373. Re: Bravo Sierra Team

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-16 06:14:32 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <veqo29r6594ie6@corp.supernews.com>
Source record: 21086
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:3eecfd265010a50@tripnet.se...
> In comp.sys.atari.st <vepmrf36njgcf4@corp.supernews.com>
> Tim wrote on Sun 15-06-2003 13:47 (-0700):
>
> >Happy Fathers Day Asshole.
> >
> >"Nomen Nescio" <nobody@dizum.com> wrote in message
> >news:981719f031292d827a8c96d30c5cdd92@dizum.com...
>
> [All snipped]
>
> Why on earth are you reposting his crap?????
>
> I have decided to NOT receive any of his posts. If you or others keep
> keep citing his complete texts, I have to include you as well into my
> killfilter.

Well why not just do us all a favor and go one step further and not come in
here anymore? I am sure will won't miss you one bit! ;)

Tim

# 3374. Re: WTB: Atari Dust Covers

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-16 07:20:36 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0306160016390.23962-100000@shell1.aracnet.com>
Source record: 21087

On Sun, 15 Jun 2003, Mark H. Kusz wrote:

> Looking for dust covers for Atari 800 & 130XE. Must be in "like new"
> condition. I need one of each. LMK if you have either for sale and provide a
> photo and/or description. Thanks!

I have Dust Covers. They are not in my Catalogs. E-Mail if interested.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 3375. Re: Gateway to Apshai

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-16 08:34:54 UTC
From: Jon-Paul <pockets@nospam.cix.co.uk>
Message-ID: <bcjvfl$4th$1@thorium.cix.co.uk>
Source record: 21088

".NET Developer" <pleasereplytogroups@hotmail.com> wrote in message
news:66900ea6.0306140844.3eb7e978@posting.google.com...
> Hi everyone,
>
> I'm trying to figure out how to play "Gateway to Apshai" properly on
> an Atari emulator (Atari800Win)
>
> When I played it many many years ago, I thought that you did stuff
> with the keyboard, like "T" for find hidden traps, and "S" for search
> for secret doors, etc, etc.
>
> I can't seem to be able to use the keyboard at all.
>
> Also, I can't seem to waggle my sword when monsters come my way by
> pressing the "fire" button.
>
> Anyone got any advice please?
>
> Thanks!
>
> Best regards from Robert.

i thought it used select and option keys to cycle though and select those
options

# 3376. Re: Newbie: Faulty 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-16 08:58:45 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <9FfHa.29$747.1152@news.optus.net.au>
Source record: 21089

> Atari machines have the same monitor out as the VIC20 and early C64.
> At least they use the same 5-pin DIN connector. And I do get a stable
> picture with my cable, although it's all red (or perhaps orange) with
> a black border at the top and bottom.

I do beleave the processor isn't working or not seeing the rom. reseat the
roms, the memory mananger chip (20 pin device) and all the larger chips.

>
> American 600XLs don't have a monitor out, while European ones do.

that is correct.......

James< .

# 3377. Re: Newbie: Faulty 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-16 09:01:14 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <uHfHa.30$747.1113@news.optus.net.au>
Source record: 21090

"Russ Gilbert" <russg@en.com> wrote in message
news:veh539n5t7k43@corp.supernews.com...
> The faq has the pinouts. I suspect the C= and
> Atari actually don't use the same pins.
> From the FAQ: (looking at the port or the plug?, I guess the port.)
> 1. Composite Luminance
> 2. Ground
> 3. audio
> 4. Composite combined lumina and chroma (probably use this one.)
> 5. Comp. Chroma (not on 800xl, 1200xl or 600xl european).
> 3 1
> 5 4
> 2
>

yes but comp luma and comp video are both connected together on the 600XL

James

# 3378. Re: Atari and the New Mexico landfill

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-16 10:42:34 UTC
From: Peter de Vroomen <peterv@ditweghaluh.jaytown.com>
Message-ID: <3eed9f1a$0$49111$e4fe514c@news.xs4all.nl>
Source record: 21091
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

> For anyone ever wondering about the "rumor" that Atari dumped,
> steamrolled and buried 5-million "E.T." cartridges in the New Mexico
> desert, here's the link that should rest all doubts:
>
> http://www.snopes.com/business/market/atari.htm

Hmm, I was 13 at the time, and I remember having lots of fun with Atari's Pac-Man, even though it didn't look like the original. Must be some grown-up thing that a game should look exactly like the original version in order to be fun.

I also played (or tried to play) E.T., but it really sucked. After having played it 2 or 3 times, I never took it out of the box anymore. Repetitive gameplay is nice, if it doesn't take so long. What was it? You had to gather the same parts of the same phone and phone the same home a million times in order to win? Maybe I never understood the game: at 13, I didn't read manuals :).

PeterV

# 3379. Re: Bravo Sierra Team

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-16 11:22:11 UTC
From: Derryck Croker <derryck@nospam.cix.co.uk.invalid>
Message-ID: <BB134E6E.2075%derryck@nospam.cix.co.uk.invalid>
Source record: 21092
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article veqnuipr352ob1@corp.supernews.com, Tim at tjlazer@mail.com wrote
on 16/6/03 07:12:

> "Kenneth Medin" <kennethm@tripnet.se> wrote in message
> news:3eecfd265010a50@tripnet.se...

>> [All snipped]
>>
>> Why on earth are you reposting his crap?????

> I just replied to his crap, I was not reposting it.

Except that you quoted the entire text as a result, nullifying any attempt
to filter out this very objectionable rubbish!!!

> Don't jump on my shit man, I am sick of his crap, and crap from guys like
> you.

I think that you'd do well to sit back and learn how to behave when you're
in public, and take a moment or two to learn how to use your newsreader
properly.

--
Cheers,

Derryck

# 3380. Re: What game is this?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-16 12:02:05 UTC
From: sam <libremind@hotmail.com>
Message-ID: <bckbm7$jvetc$1@ID-160243.news.dfncis.de>
Source record: 21093

I knew a game like this one on CPC which was called Captain Blood.

"Aaron Bellante" <noway@spam.com> a crit dans le message de
news:MPG.1956e297d495ef31989681@news.byu.edu...
> My friend has a vague recollection of a game that he thinks is called
> "Captain..." something or "Commander...." something. And the only thing
> he remembers abut it is landing on a planet and there were, what he
> thinks, were chickens. He mostly remembers the music, but
> unfortuneately I can't humm it to you. :)
>
> Thanks.

# 3381. Re: Kangaroo Q-Bert Type Game

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-16 12:16:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030616131658.14867B@ilaskey.cix.co.uk>
Source record: 21094

In article <MPG.1956e1baa11fbe75989680@news.byu.edu>, noway@spam.com
(Aaron Bellante) wrote:

> My friend is looking for the name of a game that was like Q-Bert but
> you controlled a Kangaroo. The name of the game is not Kangaroo.
>
> Any help would be much appreciated.
>
Flip and Flop? Great Game, the upside down bits were hard on the brain.

# 3382. Re: What game is this?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-16 12:48:37 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bckeb5$nqf$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 21095

Hi,

> My friend has a vague recollection of a game that he thinks is called
> "Captain..." something or "Commander...." something. And the only thing
> he remembers abut it is landing on a planet and there were, what he
> thinks, were chickens. He mostly remembers the music, but
> unfortuneately I can't humm it to you. :)

Cosmic tunnels?

Greetings,
Thomas

# 3383. Re: Gateway to Apshai

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-16 12:48:59 UTC
From: pleasereplytogroups@hotmail.com
Message-ID: <66900ea6.0306160448.50d739d4@posting.google.com>
Source record: 21096

Hi Jon-Paul,
Yes, you're right!!!
Thanks a lot! :-)
Best regards from Robert.

"Jon-Paul" <pockets@nospam.cix.co.uk> wrote in message
news:<bcjvfl$4th$1@thorium.cix.co.uk>...
> ".NET Developer" <pleasereplytogroups@hotmail.com> wrote in message
> news:66900ea6.0306140844.3eb7e978@posting.google.com...
> > Hi everyone,
> >
> > I'm trying to figure out how to play "Gateway to Apshai" properly on
> > an Atari emulator (Atari800Win)
> >
> > When I played it many many years ago, I thought that you did stuff
> > with the keyboard, like "T" for find hidden traps, and "S" for search
> > for secret doors, etc, etc.
> >
> > I can't seem to be able to use the keyboard at all.
> >
> > Also, I can't seem to waggle my sword when monsters come my way by
> > pressing the "fire" button.
> >
> > Anyone got any advice please?
> >
> > Thanks!
> >
> > Best regards from Robert.
>
> i thought it used select and option keys to cycle though and select those
> options

# 3384. Re: Bravo Sierra Team

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-16 16:00:21 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <verqcmashvqh36@corp.supernews.com>
Source record: 20997
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Derryck Croker" <derryck@nospam.cix.co.uk.invalid> wrote in message
news:BB134E6E.2075%derryck@nospam.cix.co.uk.invalid...
> In article veqnuipr352ob1@corp.supernews.com, Tim at tjlazer@mail.com
wrote
> on 16/6/03 07:12:
>
> > "Kenneth Medin" <kennethm@tripnet.se> wrote in message
> > news:3eecfd265010a50@tripnet.se...
>
> >> [All snipped]
> >>
> >> Why on earth are you reposting his crap?????
>
> > I just replied to his crap, I was not reposting it.
>
> Except that you quoted the entire text as a result, nullifying any attempt
> to filter out this very objectionable rubbish!!!
>
> > Don't jump on my shit man, I am sick of his crap, and crap from guys
like
> > you.
>
> I think that you'd do well to sit back and learn how to behave when you're
> in public, and take a moment or two to learn how to use your newsreader
> properly.
>
> --
> Cheers,
>

I don't wish to learn to master a newsreader to satisfy idiots like you. I
have better things to do and a real life to live. For me the "public" is
actually outside and I behave there quite respectfully. You should try it
sometime! ;) LOL

Tim

# 3385. Re: Who is Ben Smith? [Was: Do as I say, not as I do]

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-16 16:30:27 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BB133F5A.3340C%nameerf@flash.net>
Source record: 20998
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

in article BB115158.3006%drclu@swbell.net, Doctor Clu at drclu@swbell.net wrote on 6/14/03 7:22 PM:

> Can someone answer me on who Ben Smith is?
>
> Honestly I am surprised, maybe somewhat saddened, by the amount of
> flamage that has gone on here. Normally I would expect this of the ST
> newsgroups, but not so much the 8-bit groups.
>
> So if someone can tell me a factual account of what Ben Smith has done
> and who he is to get me up to speed, I would appreciate it.

Basically, Ben Smith runs Bravo Sierra, an Atari dealer in the US. He has been posting advertisements on the ST and 8-Bit newsgroups, sometimes fairly often. This has made a number of people upset. As a concession, he has agreed to always begin his subject lines with [ADV], so that people could put this into a kill file, or ignore them, if they don't want to see the ads. Unfortunately, this hasn't been enough for some. Some of these people have simply discussed why these posts shouldn't be allowed in the newsgroup, while others have taken a more extreme, trollish, profane approach, slandering Ben and anyone who replies to their posts. They also send threatening hate-mail to anyone who attempts to reason with them in order to stop their pointless profanity. So that's the basic idea of what's gone on.

Mike Freeman
nameerf@flash.net

# 3386. ATARI 2600 FOR SALE IN UK EBAY

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-16 16:46:26 UTC
From: john <atari_lover@msn.com>
Message-ID: <CvmHa.268$Sm4.262@news-binary.blueyonder.co.uk>
Source record: 20999

ATARI 2600 FOR SALE IN UK EBAY

Item number: 3029470591

http://www.ebay.co.uk

Bid soon only 2 days left now!!!

# 3387. Re: Bravo Sierra Team

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-16 17:18:36 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns939CC46E95AF5tos4ever@195.130.132.65>
Source record: 21000
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

on ma, 16 jun 2003 06:14:32 GMT Tim wrote:

```
>
> "Kenneth Medin" <kennethm@tripnet.se> wrote in message
> news:3eecfd265010a50@tripnet.se...
>> In comp.sys.atari.st <vepmrf36njgcf4@corp.supernews.com>
>> Tim wrote on Sun 15-06-2003 13:47 (-0700):
>>
>> >Happy Fathers Day Asshole.
>> >
>> >"Nomen Nescio" <nobody@dizum.com> wrote in message
>> >news:981719f031292d827a8c96d30c5cdd92@dizum.com...
>>
>> [All snipped]
>>
>> Why on earth are you reposting his crap?????
>>
>> I have decided to NOT receive any of his posts. If you or others keep
>> keep citing his complete texts, I have to include you as well into my
>> killfilter.
>
> Well why not just do us all a favor and go one step further and not
> come in here anymore? I am sure will won't miss you one bit! ;)

Who are 'us all'? Are you speaking in the name of the whole Atari
community? Have you ever got the permission of the Atari community to
speak on behalve the whole group?

This time you've gone over the edge.
Unlike you and some other cowards who take refuge behind anomynous
remailers Kenneth has done and still does lots of usefull things for the
group. He's a well respected guy in Atari land.
What is your real purpose? Are you and your brainless mates trying to
destroy this once so nice group with your meaningless and outermost crap
postings?
You and your friends are the only ones who should leave this group. I and
probably the most of the readers won't miss you at all.

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>
```

# 3388. Re: Who is Ben Smith? [Was: Do as I say, not as I do]

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-16 18:05:15 UTC
From: Steve Green <greenies@macunlimited.net>
Message-ID: <20030616190544119+0100@news.btinternet.com>
Source record: 21001
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In <BB133F5A.3340C%nameerf@flash.net> Michael and Nicole Freeman wrote:
> in article BB115158.3006%drclu@swbell.net, Doctor Clu at drclu@swbell.
> net wrote on 6/14/03 7:22 PM:
>
>> Can someone answer me on who Ben Smith is?
>>
>> Honestly I am surprised, maybe somewhat saddened, by the amount of
>> flamage that has gone on here. Normally I would expect this of the
>> ST newsgroups, but not so much the 8-bit groups. So if someone can
>> tell me a factual account of what Ben Smith has done and who he is to
>> get me up to speed, I would appreciate it.
>
> Basically, Ben Smith runs Bravo Sierra, an Atari dealer in the US. He
> has been posting advertisements on the ST and 8-Bit newsgroups,
> sometimes fairly often. This has made a number of people upset. As a
> concession, he has agreed to always begin his subject lines with [ADV],
> so that people could put this into a kill file, or ignore them, if
> they don't want to see the ads. Unfortunately, this hasn't been enough
> for some. Some of these people have simply discussed why these posts
> shouldn't be allowed in the newsgroup, while others have taken a more
> extreme, trollish, profane approach, slandering Ben and anyone who
> replies to their posts. They also send threatening hate-mail to anyone
> who attempts to reason with them in order to stop their pointless
> profanity. So that's the basic idea of what's gone on.
>
> Mike Freeman
> nameerf@flash.net
>
Ahh, sweet reason, thank you.

Shame the posts lower the tone though.

Regards, Steve.

# 3389. Re: Bravo Sierra Team

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-16 18:07:09 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <ves1qedsbrkka7@corp.supernews.com>
Source record: 21002
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Martin "Nightowl" Byttebier" <donotusethisaddress@pandora.be> wrote in
message news:Xns939CC46E95AF5tos4ever@195.130.132.65...
> on ma, 16 jun 2003 06:14:32 GMT ?Tim wrote:
>
> Who are 'us all'? Are you speaking in the name of the whole Atari
> community? Have you ever got the permission of the Atari community to
> speak on behalve the whole group?

I don't need to this is a public forum. Well if he likes to jump on peoples shit then he will get a piece of my mind. Simple as that. Don't care who he is or how useful he is to the group! He needs to redirect his supressed feeling to the original poster of the thread not me. I am fucking sick of this shit. I, like all of you, am an Atari user from way back and am in here for my love the machine, and also do not like to see the kind of crap that has been posted here!!!!! Now including yours. I agree that it is best to ignore that asswipe but it just pissed me off and I had to say something.

> This time you've gone over the edge.
> Unlike you and some other cowards who take refuge behind anomynous
> remailers Kenneth has done and still does lots of usefull things for the
> group. He's a well respected guy in Atari land.
> What is your real purpose? Are you and your brainless mates trying to
> destroy this once so nice group with your meaningless and outermost crap
> postings?

My real purpose is to be a Atari user and contributer to the Atari community. To read about and help others about Atari Computers NOT read about others supressed anger and backlash. That is why I am here. I have been a Atari user since 1984. Gone from the Atari 800XL all the way through to the Atari Falcon030. I am here to read about and contrubute about Atari computers. NOT to get flamed on because I didn't use my News Reader correctly!!!

Because I did not snip the "crap" that I replied to does not warrant the rude reply he made to me. Even though I should of, and will do that next time. I really didn't even think about it. He is right though I should of done that. But he could of been a little more tactful about it. Don't you agree? Or is this the theme of this "nice" group to be rude to people and not be polite????

> You and your friends are the only ones who should leave this group. I and
> probably the most of the readers won't miss you at all.

What friends are you talking about? The ones that won't take your shit when you are rude to them? If that's the way things are going to be then a lot of us will leave and all you rude bastards can hang out and bash each other.

And do not even think of including me in the same context or group as the Anonymous asswipe that has been posting his crap on here!!!!!!!!!!!!!!!!!! He is not my mate. I am just a Atari user taking a stand when someone is being rude to me. Period.

So get off your High Horse and relax. Maybe you should get off that PC and play a game of Pacman on your Atari. If you even have one ;)

Tim

# 3390. Re: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-16 18:30:17 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <ves35re5d86he2@corp.supernews.com>
Source record: 21003
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:bcdq8b$1oc$1@sparta.btinternet.com...
>
> Steve Sweet <steve.sweet@btopenworld.com> wrote in message
> news:bcdcvd$7n1$2@sparta.btinternet.com...
> > Hi "Bravo Sierra Computers"
> >
> > > I'm attempting to put together an E-Mailing list so I can let my
> potential
> > > customers know what's new, like when I've updated my Atari Catalogs.
If
> > > you want to be added, E-Mail me your E-Mail Addresses. Please Reply.
> >
> > I'd like to be first to congratulate this approach.
>
> Lol. Not only is he NOT gonna stop spamming newsgroups, but he wants your
> email addresses so he can spam them too.....

Well the thing you guys need to realize is that it is not really spam. Or you shouldn't see it that way in a vintage computer forum!

Here is why: So what if he posts once a week, twice a month, etc in here? Isn't it nice that there is actually a Atari store/reseller still in business for 20 year old gear? He needs to advertise somehow to us Atari freaks. Right? Yeah for you guys that are in here everyday for the last 2 years it may seem pretty old. And I see your point. But what about that NEW Atari user that just dropped in last week? Maybe he was looking for that almost impossible part and discovers that Bravo might have it. Great I say. Jeeze just because you own every freaking piece of Atari gear doesn't mean the next guy does. Give the guy a break, he is here providing a service and he does not need the kind of flak he has been getting. I am all for any people/stores/etc that offer a service to vintage computers to "spam" these forums. I think that would be the exception though.

Now it would be completely different if someone was to do the same thing for PC gear in a PC group. That would be bad!

Does this make sense? Or am I off base here? ;)

Ok now for the disclaimer: This is just a general statement on this issue NOT a flame on Smeg or others ok? I just wanted to give my 2 cents on this Bravo Sierra and Usenet issue... ;)

Thanks,
Tim

# 3391. Re: Bravo Sierra Team

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-16 21:10:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0306161355580.1123-100000@shell1.aracnet.com>
Source record: 21005
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I've noticed lately that everyone is on edge. I'm not just talking about UseNet. I believe it is a sign of the times. Peoples Hearts are growing cold and it's easier to speak without thinking. Please, think before you speak. The person your about to unload on has feelings to. Please consider the weightiness of your words. Once theyre out there, you cant take them back.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 3392. Re: DOS 3 original disk from Atari

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-16 21:31:46 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vesdq2sf96l4e3@corp.supernews.com>
Source record: 21004

Can I drop ship your copy? ;) LOL

Tim

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:ecSEa.37180$rO.3458253@newsread1.prod.itd.earthlink.net...
> Most of us have a couple of those which you could just have...
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "RC" <rc@rc.com> wrote in message
> >
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=4193&item=2734960429
> >
> > original disk , in folder
> >
>
>

# 3393. Re: Warning: not recommended

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-16 21:35:11 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vese0fnvglod48@corp.supernews.com>
Source record: 21006

"FU" <fu@fu.com> wrote in message
news:2sTGa.18179$Gm4.1584519@news20.bellglobal.com...
> I think some of the people who buy this are collectors, or maybe just want
> to have a copy.
>

Exactly. At this stage nobody "buys" DOS to use for Atari Computers. As
they most likely already have a copy. If you do "buy" one it is for
collection purposes. After all it is nice to have an original disk with
your computer if you didn't get one or lost it.

These originally shipped with the Atari 1050 drives, and were not popular as
people liked 2.5 better. Eventually Atari went back to 2.5

Tim

## 3394. APX Program Author's Handbook

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-16 21:52:06 UTC
From: Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com>
Message-ID: <usenet-DELETEthisPART-227B4E.14520616062003@news.west.cox.net>
Source record: 21007

Could you have had what it took to be an Atari Program Exchange author? You may never know for sure, but you can now read the APX Program Author's Handbook to get programming and documentation writing advice straight from the mouth of Atari, circa 1982.

http://www.atariarchives.org/APX/authorsguide/

We're still looking for two forms from Atari Program Exchange: the APX Program Submittal Agreement and APX Program Submission Form. If you have either, please let me know.

--Kevin
--
Kevin Savetz - http://www.savetz.com/contact/
Curator of Classic Computer Magazine Archive - www.atarimagazines.com
& Atariarchives.org - www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

# 3395. Re: Who is Ben Smith? Our Friend!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-16 21:56:14 UTC
From: Joey Jojo Junior Shabadoo <moestavern@springfield.org>
Message-ID: <moestavern-0FFC92.17561116062003@nr-tor02.bellnexxia.net>
Source record: 21008
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

(racist homophobic message deleted)

want to stop this crap? next time this loser posts some of his verbal
diarhea, here's where you report it to:

abuse@dizum.com
abuse@zedz.net

-[a]- AUTOREPLY:
---

Thank you for contacting <abuse@dizum.com>. This is an automated
reply to your message. In this document you will find information
on how to contact a human. Please read through this document, it
will answer most of your questions about the Dizum Usenet Posting
Policy and it will explain how you can BLOCK your email address
from receiving anonymous mail sent by the Dizum anonymous remailer.

-[b]- SERVICES:
---

Dizum Than operates both a mail2news gateway and an anonymous
remailer. For more information on both please point your browser
to https://ssl.dizum.com.

-[c]- ANONYMOUS REMAILER:
---

The Dizum system is a remailer which automatically anonymizes and
forwards e-mail. As such it serves an important purpose for many of
its users who could not otherwise express themselves freely, or who
need to discuss sensitive personal topics.

Of course, it is not intended to annoy or harass. In case you have
received an unwanted message, the remailer offers a method to prevent
this from happening again.

To block the remailer from sending mail to your address, please send
a message containing the line

DESTINATION-BLOCK

to <remailer@dizum.com>.

-[d]- REMAILER POLICY:
---

The remailer administrator will take steps to prevent use of the remailer for any illegal purpose according to Dutch Law.

The remailer is intended for communicating anonymously, not for sending unsolicited commercial mail (UCE or spam). If you ever receive UCE from the remailer, the remailer administrator would appreciate a complete copy of the message in order to prevent it in the future. UCE will typically contain a contact address or telephone number, which is sufficient to identify the sender and -- where applicable -- take legal action against the originator.

-[e]- HOW-TO BLOCK YOUR ADDRESS
---

If you wish to block other addresses you can do so by including one line of the type "destination-block user@domain" for each address.

As a postmaster, you can block anonymous mail to your entire domain. To do so, please use the line "destination-block @your-domain.com".

If you do not want to read anonymous messages in mailing lists or newsgroups, please consult the manual of your mail reading program. The software will allow you to use `filters' or `kill files' to avoid being bothered by messages you do not want to read.

-[f]- PURPOSE OF ANONYMOUS REMAILERS:
---

It is easy to store electronic mail for a long time and to search huge amounts of data for information about people when they do not expect it. Thus, the information society may pose a hitherto unknown threat to everybody's privacy. In totalitarian regimes sending critical messages may even cause a threat to the senders' lives if their identity ever becomes known.

For that reason, anonymous remailers have been developed. Remailers use cryptographic methods to conceal the origin of messages. Each message is sent through a network of anonymizing servers so that not even the remailer administrators have any information about the origin of the message. It is impossible for us to determine the original sender of any message. Please don't ask, because we don't know either.

More information is available from the following URLs:

Technical information about untraceability:
http://www.obscura.com/~loki/remailer/remailer-essay.html
http://world.std.com/~franl/crypto/chaum-acm-1981.html

Legal information about online anonymity:
http://www.epic.org/free_speech/mcintyre.html
http://www.law.miami.edu/~froomkin/articles/ocean.htm

-[g]- MAIL2NEWS GATEWAY:
---

This service allows you to post news articles to usenet through E-mail.
It can be useful if you do not have access to a good news server, or if
you wish to post through an anonymous remailer. Note that this service
does NOT anonymize the news articles it posts. The address from which
an article is mailed will become the return address of the posted news
article.

-[h]- MAIL2NEWS POLICY:
---

The mail2news gateway is available so people who use anonymous remailers
or do not have posting priveledges at regular news servers or have their
posting priveledges revoked due to controversial opinions or flame wars
can participate in usenet discussions. The mail2news gateway is not
intended as a vehikel to post spam, advertising, binaries, pictures,
warez etc.

Please read our policy concerning Usenet postings, and than decided if
it is useful to re-sent your message to abuse.

-[i]- The Dizum Usenet F.A.Q. v1.03 (03-August-2000)
---

The Dizum Usenet F.A.Q. v1.03 (03-August-2000)

[01]
Q: Do you censor?

A: No.

[02]
Q: What is your policy on cross-posting?

A: We expect customers to be responsible when they cross-post.
Cross-posting ability is not to be used by customers for the purpose
of "cascading". We may disable the cross-posting ability if we
believe
they are cross-posting irresponsibly.

[03]
Q: What is your policy on unsolicited advertising?

A: We have a strict policy against unsolicited advertising.
We will try to weed out unsolicited advertising by applying
their heuristics into a blockfile.

[04]
Q: Do you consider make money fast (MMF) schemes to be unsolicited
advertising?

A: Absolutely.

[05]
Q: Why do you allow posting to groups that appear to be focused on
illegal activities?

A: It is our belief that a group name in of itself is not illegal and that what is actually in a group does not necessarily correspond to a group name. It is possible for illegal messages to be posted to any group on Usenet and we have no way of monitoring or controlling this. If you believe something illegal is happening, please consider contacting law enforcement so that the posters of such material can be prosecuted appropriately.

[06]
Q: What is your policy on child pornography?

A: We rely on users to follow the law which applies to Dizum and/or the user. We rely on readers to report presumed child pornography to the appropriate law enforcement agency so they may then contact us and follow-up as they feel appropriate. We do not review messages that have
passed through the server because that action in or of itself can be illegal. Further, we are not in a position to know what is child pornography and what is not.

[07]
Q: What is your policy on copyrighted material?

A: We rely on users to follow the copyright law which applies to Dizum and/or the user. If you believe that a user of Dizum has violated
a copyright you should contact the copyright holder directly. We do not review messages that have passed through the server because that action in or of itself can be illegal. Further, we are not in a position to know what is a copyright violation and what is not.

[08]
Q: What is your policy on message floods?

A: If a message flood is resulting in a denial of service, we will stop it. If a user on Dizum is causing it, we may disable their posting ability. A denial of service is when news servers are unable to perform their intended function because of the overload caused by a message flood or other harmful activity. Readers inconvenienced by numerous off-topic or inappropriate postings does not constitute a flood or denial of service.

[09]
Q: What is your policy on non-advertising excessive multi-postings (EMP)?

A: We consider excessive multi-postings to be a flood and we react to it as described above.

[10]
Q: What is your policy on binaries in non-binary groups?

A: We do not have a policy against binaries in non-binary groups and we rely on users to operate in a way that they feel is appropriate for

Usenet and/or the groups they are participating in.

[11]
Q: What is your policy on off-topic postings?

A: We do not have a policy against off-topic postings and we rely on users to operate in a way that they feel is appropriate for Usenet and/or the groups they are participating in.

[12]
Q: What is your policy on a user posting with a bogus return address?

A: We feel users have a right to decide whether to be anonymous or not and so we do not have a problem with a user posting with a bogus return address. The news server software does require that a return address be in Internet standard format, such as foo@bar, but the address does not have to be real. We do require that users verify that the address they choose to use is not actually someone else's valid address or domain. For example, bar@foo.com is actually a valid email address, because foo.com is a registered domain.

[13]
Q: What is your policy on forgery?

A: We have a policy against a user of Dizum making posts in a way that uses the email address of another user on Usenet or the Internet, in an attempt to deceive readers of the true identity of the poster, without that email address owner's permission. In addition, if you are the victim or witness to a forgery, you may want to contact the appropriate law enforcement agency so they may then contact us and follow-up as they feel appropriate. If you feel that your email address
is being forged and you do not want to make use of the Dizum mail2news gateway nor the Dizum remailer we can add that address to the blockfile. This will disable any postings with that from line. Please sent a blocking request for your from to abuse@zedz.net, please refer to question 13 of the Dizum Usenet FAQ so we know for which service we need to block your address.

[14]
Q: What if I don't like one of your customers or what they are saying on Usenet? Will you delete them for me if I complain enough?

A: No. Also, if you feel one of our customers is using the service for illegal purposes, please contact law enforcement and not us.

[15]
Q: I am going to complain to your bandwidth providers because I disagree with your views. What say you?

A: We work hard to make sure that we do not violate the provisions of any contracts we have with bandwidth providers. If a bandwidth provider decides they do not want our business, we will take it

elsewhere as necessary.

[16]
Q: One of your users is harassing me. What should I do?

A: You should probably ask them to stop or try to ignore them. If that does not work, you might want to consider contacting an appropriate law enforcement agency. We are unable to control what users say on Usenet, nor are we able to determine whether harassment is taking place.

[17]
Q: One of your users is libeling me. What should I do?

A: We do not have a way of knowing whether what is said is true or not and so we rely on you to pursue legal action against a poster if you believe a poster's actions are illegal and/or libelous. We do not review
messages that have passed through the server because that action in or of itself can be illegal. Further, we are not in a position to know what is a libeling statement and what is not.

[18]
Q: Why do you allow users so much freedom?

A: We believe that the more responsibilities we take away from a user, the more irresponsible they will act. By attempting to maximize freedom, we believe our users will act responsibly and not abuse that freedom. We run these services since 1994 and this has proven to be the
case.

-[j]- CONTACTING A HUMAN:
---

The autoreplybot is activated for all messages sent to the abuse@dizum.com email address, if the answers above do not solve your problems of if you need to bring something to the attention of the mail2news and/or the remailer operator please use the address abuse@zedz.net. For your convenience we have already set the correct return address so you can just reply to this message.

abuse@zedz.net is read periodicly and we will try to answer your questions.

Thank you for using Dizum Than !

-- abuse@dizum.com/abuse@zedz.net
--
I don't have a scorched earth policy. Just scorched trolls....

# 3396. Portfolio/Serial Port

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-16 22:50:29 UTC
From: rfka01@gmx.de
Message-ID: <b1030372.0306161450.48c0194a@posting.google.com>
Source record: 21009

Hi all,

today my combo of PoFo and Serial Port just died on me. I had tried to set up the PoFo and my notebook through the serial line, when the PoFo just switched itself off. It was not to be resurrected with the serial port connected. After I hat removed the port, it took one or two hard resets to get it going again. I even got a pretty vertical line on the right side of the screen once ...
I'd rather not lose the serial port. Any thoughts or experiences ?

TIA, Robert

# 3397. Re: What game is this?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-16 23:05:51 UTC
From: Aaron Bellante <noway@spam.com>
Message-ID: <MPG.1957ed2bf65ab3f0989682@news.byu.edu>
Source record: 21011

In article <bckeb5$nqf$1@mamenchi.zrz.TU-Berlin.DE>,
thor@cleopatra.math.tu-berlin.de says...
> Hi,
>
> > My friend has a vague recollection of a game that he thinks is called
> > "Captain..." something or "Commander...." something. And the only thing
> > he remembers abut it is landing on a planet and there were, what he
> > thinks, were chickens. He mostly remembers the music, but
> > unfortuneately I can't humm it to you. :)
>
> Cosmic tunnels?
>
> Greetings,
> Thomas
>

That's it. Thank you!!!

# 3398. Re: Kangaroo Q-Bert Type Game

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-16 23:06:11 UTC
From: Aaron Bellante <noway@spam.com>
Message-ID: <MPG.1957ed3c9b716be1989683@news.byu.edu>
Source record: 21010

In article <memo.20030616131658.14867B@ilaskey.cix.co.uk>,
ilaskeyNOT@cix.co.uk says...
> In article <MPG.1956e1baa11fbe75989680@news.byu.edu>, noway@spam.com
> (Aaron Bellante) wrote:
>
> > My friend is looking for the name of a game that was like Q-Bert but
> > you controlled a Kangaroo. The name of the game is not Kangaroo.
> >
> > Any help would be much appreciated.
> >
> Flip and Flop? Great Game, the upside down bits were hard on the brain.
>

That's it. Thank you....

# 3399. Re: Classic Gaming Expo: Why you NEED to go!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-16 23:27:00 UTC
From: digitalpress@email.com
Message-ID: <f6a55b5a.0306161527.2dd2c87a@posting.google.com>
Source record: 21012
Cross-posted to:
rec.games.video.classic,rec.games.vectrex,rec.games.video.arcade.collecting,rec.games.video.atari,comp.sys.atari.8bit

bill@newbreedsoftware.com (William Kendrick) wrote in message
news:<KFvGa.2403$%3.147436@typhoon.sonic.net>...

> Maybe next year. :^)

BUMMER! You're gonna miss the best arcade we've ever run that weekend
as well then. Sure you won't re-consider? The following games are
confirmed, but we've got about 25 more "maybe's" on the list.

Arkanoid - Revenge Of Doh
Cliff Hanger
Cloak & Dagger
Cobra Command
Crazy Climber
Crystal Castles
Demolition Derby
Discs of Tron
Donkey Kong
Donkey Kong JR
Dragon's Lair
Dragon's Lair II: Time Warp
Fire Fox
Galaga
Galaxy Ranger
Gorf
Interstellar
Jungle Hunt
Karate Champ
Kick Man
MACH 3
Moon Patrol
Mortal Kombat
Mr. Do!
Night Driver [sit-down]
Operation Wolf
Pac-Man
Pac-Mania
PlayChoice 10
Pong
Popeye
Punch-Out!!
Puppy Pong
Q*bert

Rastan
Satans Hallow
Space Ace
Space Encounters
Spy Hunter
Star Rider
Super Breakout
Super Don Quix-ote
Super Punchout
Teenage Mutant Ninja Turtles
Tempest
Thayer's Quest
Track & Field
Tron
Turbo
Vs. Super Mario Bros

# 3400. Re: Bravo Sierra Team

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-16 23:31:04 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bcljvn$4o2$1@hercules.btinternet.com>
Source record: 21013
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Bravo Sierra Computers <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0306161355580.1123-100000@shell1.aracnet.com...
> I've noticed lately that everyone is on edge. I'm not just talking about
> UseNet. I believe it is a sign of the times. Peoples Hearts are growing
> cold and it's easier to speak without thinking. Please, think before you
> speak. The person your about to unload on has feelings to. Please consider
> the weightiness of your words. Once theyre out there, you cant take them
> back.
>

I agree, though thats rich coming from you.

Smeg.

# 3401. Re: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-16 23:34:35 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bclk6a$51v$1@hercules.btinternet.com>
Source record: 21014
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
Tim <tjlazer@mail.com> wrote in message
news:ves35re5d86he2@corp.supernews.com...
>
> "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> news:bcdq8b$1oc$1@sparta.btinternet.com...
> >
> > Steve Sweet <steve.sweet@btopenworld.com> wrote in message
> > news:bcdcvd$7n1$2@sparta.btinternet.com...
> > > Hi "Bravo Sierra Computers"
> > >
> > > > I'm attempting to put together an E-Mailing list so I can let my
> > potential
> > > > customers know what's new, like when I've updated my Atari Catalogs.
> If
> > > > you want to be added, E-Mail me your E-Mail Addresses. Please Reply.
> > >
> > > I'd like to be first to congratulate this approach.
> >
> > Lol. Not only is he NOT gonna stop spamming newsgroups, but he wants
your
> > email addresses so he can spam them too.....
>
> Well the thing you guys need to realize is that it is not really spam. Or
> you shouldn't see it that way in a vintage computer forum!
>
> Here is why: So what if he posts once a week, twice a month, etc in here?
> Isn't it nice that there is actually a Atari store/reseller still in
> business for 20 year old gear? He needs to advertise somehow to us Atari
> freaks. Right? Yeah for you guys that are in here everyday for the last
2
> years it may seem pretty old. And I see your point. But what about that
> NEW Atari user that just dropped in last week? Maybe he was looking for
> that almost impossible part and discovers that Bravo might have it. Great
I
> say. Jeeze just because you own every freaking piece of Atari gear
doesn't
> mean the next guy does. Give the guy a break, he is here providing a
> service and he does not need the kind of flak he has been getting. I am
all
> for any people/stores/etc that offer a service to vintage computers to
> "spam" these forums. I think that would be the exception though.
>
> Now it would be completely different if someone was to do the same thing
```

for
> PC gear in a PC group. That would be bad!
>
> Does this make sense? Or am I off base here? ;)
>
> Ok now for the disclaimer: This is just a general statement on this issue
> NOT a flame on Smeg or others ok? I just wanted to give my 2 cents on
this
> Bravo Sierra and Usenet issue... ;)
>
> Thanks,
> Tim
>

New users could generally do a search on the newsgroup. In fact, old timers generally do this anyway, before asking a question that has probably been answered a thousand times.
In fact, if you had done a search for BS, then you would see what potential your last remarks had for starting a riot ;-)

Smeg.

# 3402. Finally! #wfpc channel is ready to go!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-16 23:57:52 UTC
From: ppanks@juno.com
Message-ID: <cb0ed86a.0306161557.4241c8ad@posting.google.com>
Source record: 21015
Cross-posted to: rec.games.video.classic,comp.sys.cbm,rec.games.int-fiction,rec.arts.int-fiction,comp.sys.atari.8bit

Hello,

The IRC channel #wfpc (dedicated to Interactive Fiction, Commodore 64/128, and Classic Video Games -- including all Atari systems) is up and running!

If you are using mIRC (or any other IRC client) make sure to connect using a random Afternet IRC server (#wfpc is supplied graciously by Afternet.org). Once that is done, you can join the channel and talk about anything related to video games, the Commodore 64/128 and Interactive Fiction.

Hope to see you there!

Sincerely,

Paul Panks (a/k/a "Dunric")
dunric@yahoo.com
ICQ# 12234336
http://www.geocities.com/dunric/westfront.html

# 3403. Re: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-17 00:19:23 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <1rmsev81bek21h2vk1hbbjfkdijkrlmnj3@4ax.com>
Source record: 21016
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Mon, 16 Jun 2003 11:30:17 -0700, "Tim" <tjlazer@mail.com> wrote:

>Well the thing you guys need to realize is that it is not really spam. Or
>you shouldn't see it that way in a vintage computer forum!
>
>Here is why: So what if he posts once a week, twice a month, etc in here?
>Isn't it nice that there is actually a Atari store/reseller still in
>business for 20 year old gear? He needs to advertise somehow to us Atari
>freaks. Right?
>Does this make sense? Or am I off base here? ;)

There's 2 sides to it, yes Ben makes his living off the Atari and good
luck to him but newsgroups are funny places some like adverts some
don't, some have more allowance for repeat adverts than others etc etc
etc..

What some don't like is the frequency and the fact it's crossposted as
well, I myself have had this same argument with Ben in the past
despite incorrect assumptions made by our Anon poster.

Whilst I support the idea of Atari dealers making money and serving
the community I've always said it should be a short and sweet advert
posted maybe once a week and not crossposted.

I don't support anon attacks at group members, I don't support blanket
advertising in ANY group as group then tend top become free advert
places for every single person and soon the signal to noise becomes
way out of control.

I do support our lone atari dealers like Lance, Ben and Best, good
luck to them but there's a correct way to promote yourself and
sometimes Ben's stuff strays off the path in quantity and content.

Thankfully Ben has started the idea of the mailing list which
technically should if done right offer the same if not improved
response ratio.
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 3404. Re: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-17 00:20:08 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0306161620.7822c5e6@posting.google.com>
Source record: 21017
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Tim" <tjlazer@mail.com> wrote in message news:<ves35re5d86he2@corp.supernews.com>...

> > > Hi "Bravo Sierra Computers"
> > >
> > > > I'm attempting to put together an E-Mailing list so I can let my

> > Lol. Not only is he NOT gonna stop spamming newsgroups, but he wants your
> > email addresses so he can spam them too.....
>
> Well the thing you guys need to realize is that it is not really spam. Or
> you shouldn't see it that way in a vintage computer forum!
>
> Here is why: So what if he posts once a week, twice a month, etc in here?
> Isn't it nice that there is actually a Atari store/reseller still in
> business for 20 year old gear?

I agree with you Tim. Granted, I wish his posts were a bit less
frequent (7 so far in June, unless I missed some), but the Bravo
Sierra posts are far less annoying than the responses, which often
number in the hundreds per month.

Galen

# 3405. Re: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-17 02:38:00 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vesvo8oolb6d22@corp.supernews.com>
Source record: 21018
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:bclk6a$51v$1@hercules.btinternet.com...
>
> Tim <tjlazer@mail.com> wrote in message
> news:ves35re5d86he2@corp.supernews.com...
> >
> > "Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
> > news:bcdq8b$1oc$1@sparta.btinternet.com...
> > >
> > > Steve Sweet <steve.sweet@btopenworld.com> wrote in message
> > > news:bcdcvd$7n1$2@sparta.btinternet.com...
> > > > Hi "Bravo Sierra Computers"
> > > >
> > > > > I'm attempting to put together an E-Mailing list so I can let my
> > > potential
> > > > > customers know what's new, like when I've updated my Atari
Catalogs.
> > If
> > > > > you want to be added, E-Mail me your E-Mail Addresses. Please
Reply.
> > > >
> > > > I'd like to be first to congratulate this approach.
> > >
> > > Lol. Not only is he NOT gonna stop spamming newsgroups, but he wants
> your
> > > email addresses so he can spam them too.....
> >
> > Well the thing you guys need to realize is that it is not really spam.
Or
> > you shouldn't see it that way in a vintage computer forum!
> >
> > Here is why: So what if he posts once a week, twice a month, etc in
here?
> > Isn't it nice that there is actually a Atari store/reseller still in
> > business for 20 year old gear? He needs to advertise somehow to us
Atari
> > freaks. Right? Yeah for you guys that are in here everyday for the
last
> 2
> > years it may seem pretty old. And I see your point. But what about
that
> > NEW Atari user that just dropped in last week? Maybe he was looking for
> > that almost impossible part and discovers that Bravo might have it.
```

Great
> I
> > say. Jeeze just because you own every freaking piece of Atari gear
> doesn't
> > mean the next guy does. Give the guy a break, he is here providing a
> > service and he does not need the kind of flak he has been getting. I am
> all
> > for any people/stores/etc that offer a service to vintage computers to
> > "spam" these forums. I think that would be the exception though.
> >
> > Now it would be completely different if someone was to do the same thing
> for
> > PC gear in a PC group. That would be bad!
> >
> > Does this make sense? Or am I off base here? ;)
> >
> > Ok now for the disclaimer: This is just a general statement on this
issue
> > NOT a flame on Smeg or others ok? I just wanted to give my 2 cents on
> this
> > Bravo Sierra and Usenet issue... ;)
> >
> > Thanks,
> > Tim
> >
>
> New users could generally do a search on the newsgroup. In fact, old
timers
> generally do this anyway, before asking a question that has probably been
> answered a thousand times.
> In fact, if you had done a search for BS, then you would see what
potential
> your last remarks had for starting a riot ;-)
>
> Smeg.
>

True. And I do use Google all the time! Even for my job! Its great when I
come up with a fix before the Net Admin ;)

But how about this argument. With frequent postings one will know that the
said seller/vender is still active and selling items. I don't like emailing
people I saw a post on 6 months prior, asking "Is that still for sale?" LOL

Tim

# 3406. Re: Warning: not recommended

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-17 03:24:12 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <wRvHa.47189$rO.4671633@newsread1.prod.itd.earthlink.net>
Source record: 21019

The first 1050s were shipped with DOS 2.0S and a coupon to request DOS 3.0 be mailed to you. We discarded it very quickly after it arrived and went to a patched 2.0 supporting enhanced density printed in Antic. DOS 2.5 came after 3.0, so you did not 'go back' to it; you went forward to 2.5 in spite of the numbers...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Tim" <tjlazer@mail.com> wrote in message
>
> "FU" <fu@fu.com> wrote in message
> > I think some of the people who buy this are collectors, or maybe just
want
> > to have a copy.
> >
>
> Exactly. At this stage nobody "buys" DOS to use for Atari Computers. As
> they most likely already have a copy. If you do "buy" one it is for
> collection purposes. After all it is nice to have an original disk with
> your computer if you didn't get one or lost it.
>
> These originally shipped with the Atari 1050 drives, and were not popular
as
> people liked 2.5 better. Eventually Atari went back to 2.5
>
> Tim
>
>
>

## 3407. Identify This Game

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-17 03:34:48 UTC
From: jkramer@shell.monmouth.com
Message-ID: <bcm28o$s0u$2@news.monmouth.com>
Source record: 21020

OK its a longshot, be here goes:

It was a trippy space type adventure involving various
puzzles and some action. It was not a text adventure.
I know there was a candelabra involved.

Any ideas ??

# 3408. Re: Bravo Sierra Team

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-17 04:57:18 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.17.04.57.18.367695@removenoaspam.atari-source.com>
Source record: 21021
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Sun, 15 Jun 2003 22:11:54 +0000, Kenneth Medin wrote:

> In comp.sys.atari.st <vepmrf36njgcf4@corp.supernews.com>
> Tim wrote on Sun 15-06-2003 13:47 (-0700):
>
>>Happy Fathers Day Asshole.
>>
>>"Nomen Nescio" <nobody@dizum.com> wrote in message
>>news:981719f031292d827a8c96d30c5cdd92@dizum.com...
>
> [All snipped]
>
> Why on earth are you reposting his crap?????
>
> I have decided to NOT receive any of his posts. If you or others keep
> keep citing his complete texts, I have to include you as well into my
> killfilter.

You can probably safely killfile based on certain keywords (if you can)
and it would do a good job.

Mark
http://atari-source.com

# 3409. Re: Bravo Sierra Team

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-17 04:59:13 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.06.17.04.59.13.768566@removenoaspam.atari-source.com>
Source record: 21022
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Mon, 16 Jun 2003 23:31:04 +0000, Smeg wrote:

>
> Bravo Sierra Computers <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0306161355580.1123-100000@shell1.aracnet.com...
>> I've noticed lately that everyone is on edge. I'm not just talking about
>> UseNet. I believe it is a sign of the times. Peoples Hearts are growing
>> cold and it's easier to speak without thinking. Please, think before you
>> speak. The person your about to unload on has feelings to. Please consider
>> the weightiness of your words. Once theyre out there, you cant take them
>> back.
>>
>
> I agree, though thats rich coming from you.
>
> Smeg.

Heh.. hehehehehe... Hehehehehehehe

Sorry, I had to post it ;-)

Mark
http://atari-source.com

# 3410. Re: Classic Gaming Expo: Why you NEED to go!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-17 06:20:40 UTC
From: David Jacob <davidjacob@comcast.net.NOSPAM>
Message-ID: <t-ydnXzqJOmnLnOjXTWJkA@comcast.com>
Source record: 21023
Cross-posted to:
rec.games.video.classic,rec.games.vectrex,rec.games.video.arcade.collecting,rec.games.video.atari,comp.sys.atari.8bit

WHERE IS THIS? or the original msg. i cant find it

"Digital Press HQ" <digitalpress@email.com> wrote in message
news:f6a55b5a.0306161527.2dd2c87a@posting.google.com...
> bill@newbreedsoftware.com (William Kendrick) wrote in message
news:<KFvGa.2403$%3.147436@typhoon.sonic.net>...
>
> > Maybe next year. :^)
>
> BUMMER! You're gonna miss the best arcade we've ever run that weekend
> as well then. Sure you won't re-consider? The following games are
> confirmed, but we've got about 25 more "maybe's" on the list.
>
> Arkanoid - Revenge Of Doh
> Cliff Hanger
> Cloak & Dagger
> Cobra Command
> Crazy Climber
> Crystal Castles
> Demolition Derby
> Discs of Tron
> Donkey Kong
> Donkey Kong JR
> Dragon's Lair
> Dragon's Lair II: Time Warp
> Fire Fox
> Galaga
> Galaxy Ranger
> Gorf
> Interstellar
> Jungle Hunt
> Karate Champ
> Kick Man
> MACH 3
> Moon Patrol
> Mortal Kombat
> Mr. Do!
> Night Driver [sit-down]
> Operation Wolf
> Pac-Man
> Pac-Mania
> PlayChoice 10
> Pong

> Popeye
> Punch-Out!!
> Puppy Pong
> Q*bert
> Rastan
> Satans Hallow
> Space Ace
> Space Encounters
> Spy Hunter
> Star Rider
> Super Breakout
> Super Don Quix-ote
> Super Punchout
> Teenage Mutant Ninja Turtles
> Tempest
> Thayer's Quest
> Track & Field
> Tron
> Turbo
> Vs. Super Mario Bros

# 3411. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-17 08:24:48 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1055838229@rtfm.mit.edu>
Source record: 21024
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 26, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

## 3412. Re: Classic Gaming Expo: Why you NEED to go!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-17 10:22:24 UTC
From: gameagain@netzero.net
Message-ID: <12f60b62.0306170222.4eaf3be2@posting.google.com>
Source record: 21025
Cross-posted to:
rec.games.video.classic,rec.games.vectrex,rec.games.video.arcade.collecting,rec.games.video.atari,comp.sys.atari.8bit

"David Jacob" <davidjacob@comcast.net.NOSPAM> wrote in message
news:<t-ydnXzqJOmnLnOjXTWJkA@comcast.com>...
> WHERE IS THIS? or the original msg. i cant find it
>

Try www.cgexpo.com - or any search engine, for Criminy's sake.

# 3413. Re: Identify This Game

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-17 10:53:06 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <_oCHa.7060$Hb.127462@news4.e.nsc.no>
Source record: 21026

Journey to the Planets ?

"Jason Kramer" <jkramer@shell.monmouth.com> skrev i melding
news:bcm28o$s0u$2@news.monmouth.com...
> OK its a longshot, be here goes:
>
> It was a trippy space type adventure involving various
> puzzles and some action. It was not a text adventure.
> I know there was a candelabra involved.
>
> Any ideas ??
>
>
>

# 3414. Re: Finally! #wfpc channel is ready to go!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-17 13:37:54 UTC
From: Robert Batina <rbatina@columbus.rr.com>
Message-ID: <SQEHa.139936$BA.44882147@twister.columbus.rr.com>
Source record: 21027
Cross-posted to: rec.games.video.classic,comp.sys.cbm,rec.games.int-fiction,rec.arts.int-fiction,comp.sys.atari.8bit

```
/me ponders "interactive fiction"

pr0n?

--

--
The Toe Pages:
http://home.columbus.rr.com/rubbertoe
```

# 3415. Re: 800XL memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-17 16:29:12 UTC
From: Craig Hart <chart@nospam.ta>
Message-ID: <3eef4209@usenet.per.paradox.net.au>
Source record: 21028

Hey all.

I've now finished building the 1Mb Satantronic upgrade. (It's actually 1088k - 1M + 64k) Works perfectly. It's a pity it takes 9 chips to do it, but it works reallly well :-) The cost was less than 20 Australian dollars (about 10 bucks US) since, like most IT nerds, I had a box full on 1Mb 30 pin SIMMs to use.

Now, all I need to do is find some ACTUAL use for it! All I really wanted to do was run The "Too Hard 3" demo (which needs at least 256k to run...), as well as get me teeth into another fun hardware project.

I'd like to hear from anyone else who is having a go at building one, and what model you're fitting it to. I'd also like to hear anything from anyone who is trying one of the other RAM upgrades....this one works really well, but it's way too complex to build neatly! I repeat: 9 chips! ARGH!

Hmm.... what next? IDE HDD, I guess. Anyone got any pointers on where to start researching that sort of a project?

Craig

"Bob Woolley" <ataribobdelete@alamedanet.net> wrote in message news:3ee94fb1$0$27417@fountain.mindlink.net...
> The main memory is supposed to be removed - this is a total of 1024K, not
> 1088. Yes, -MAP is pin 7. I have a little note on my "schematic" that says
> A10 goes to pin 19 of the SIMM. I am not even sure what that means at this
> point.
>
> This hack is not for the casual user. It is a demonstration of what logic
is
> required to support a 1 meg (or larger) upgrade using 30 pin SIMMs. The
> circuit does work as shown on a 1200XL. It refreshes properly and maps 1
meg
> of RAM into an Atari. As I said, the SRAM is way much better.
>
> Bob
>
> "Craig Hart" <chart@nospam.ta> wrote in message
> news:3ee7104a$1@usenet.per.paradox.net.au...
> > Hi..
> >
> > I've studied the B.W. 1M upgrade (the hand drawn schematic one). it's
very
> > rough; lots of contradictions between the scheamatic and text (text
> mentions

> > 2xHC157's, schematic has 1x157, 1x158?), an apparently incomplete
> schematic
> > (what pin the -map signal of the HC157? [hint: it's pin 7]), no clear
> > explination of how/where to fit it to the machine for models other than
> > 1200xl. I wonder if anyone else has ever built one successfully, too.
The
> > design seems to fail to explain how conflicts between the atari's main
RAM
> > and the simm are adressed (no sign of how the onboard RAM is disabled
> during
> > SIMM access??) or indeed wether one is supposed to remove the onbard RAM
> > entirely.
> >
> > FYI, there's a heap better design available at
> > http://www.atari.sk/satantronic/ which I have studied the circuit for in
> > detail, and can positively say it's a far better design, if for no other
> > reason than it's overall clarity. I am in the process of building that
one
> > right now....
> >
> > Craig
> >
> >
> >
> >
> > "Ian McLaughlin" <ian@platinum.net> wrote in message
> > news:%wtEa.9856$8l.653177@news2.telusplanet.net...
> > > Hello All,
> > > I'm about to attempt Bob Wooley's 1Mb SIMM memory upgrade on my
800XL.
> > > I've picked this one mostly for parts availability. Has anyone
actually
> > > done this upgrade? Any problems? The hand-drawn schematic is a
little
> > > tough to decypher in places. Thanks for any help or suggestions.
> > >
> > >
> >
> >
>
>

# 3416. Re: Bravo Sierra Team

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-17 17:53:50 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bcnkjc$mo0$1@hercules.btinternet.com>
Source record: 21029
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Benny boy

> I've noticed lately that everyone is on edge. I'm not just talking about
> UseNet. I believe it is a sign of the times. Peoples Hearts are growing
> cold and it's easier to speak without thinking. Please, think before you
> speak. The person your about to unload on has feelings to. Please consider
> the weightiness of your words. Once theyre out there, you cant take them
> back.

I took your advice, i thought long and hard before i hit reply, but despite
that...

Fagot! Shove it up your pipe.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

---
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.490 / Virus Database: 289 - Release Date: 16/06/2003

# 3417. Rescue on Fractalus!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-17 19:44:38 UTC
From: pleasereplytogroups@hotmail.com
Message-ID: <66900ea6.0306171144.22d97257@posting.google.com>
Source record: 21030

Hi everyone,

I've just been playing Rescue on Fractalus! and I have a question.

I set the difficulty level quite high - about level 40 - and I found that I didn't really stand much of a chance!

Apart from flying at top speed, are there any other ways in which I could increase my chances of a successful mission?

I'm finding that the laser turrets are hitting me too often. Is there anything that I can do? I must admit that there are certain things on the pilot's "dash board" that I don't understand.

Thanks for any flying tips!

Best regards from Robert.

# 3418. Re: Identify This Game

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-17 19:46:01 UTC
From: pleasereplytogroups@hotmail.com
Message-ID: <66900ea6.0306171146.79fb440a@posting.google.com>
Source record: 21031

I like Journey to the Planets! :-)
It's quite a challenge.
-Robert.

"Vidar Olavesen" <hawk@nmi.no> wrote in message
news:<_oCHa.7060$Hb.127462@news4.e.nsc.no>...
> Journey to the Planets ?
>
> "Jason Kramer" <jkramer@shell.monmouth.com> skrev i melding
> news:bcm28o$s0u$2@news.monmouth.com...
> > OK its a longshot, be here goes:
> >
> > It was a trippy space type adventure involving various
> > puzzles and some action. It was not a text adventure.
> > I know there was a candelabra involved.
> >
> > Any ideas ??
> >
> >
> >

# 3419. Re: Finally! #wfpc channel is ready to go!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-17 21:12:18 UTC
From: ddawson@nospam-icehouse.net
Message-ID: <bco07i$9om$1@ddawson.ddawson>
Source record: 21032
Cross-posted to: rec.games.video.classic,comp.sys.cbm,rec.games.int-fiction,rec.arts.int-fiction,comp.sys.atari.8bit

You pick up and read article
<SQEHa.139936$BA.44882147@twister.columbus.rr.com>, written by Robert Batina
<rbatina@columbus.rr.com>. It says:
>/me ponders "interactive fiction"
>
>pr0n?

No way! (Says a subscriber of rec.arts.int-fiction, to which this thread is
cross-posted.) Take a look at http://plover.net/~textfire/raiffaq/ifaq/ for an
explanation of IF.

--
Email: Daniel Dawson <ddawson at icehouse.net>
(Please include my name (as above, but change ' at ' to '@') in To: field
when emailing me.)
Web: http://www.icehouse.net/ddawson/

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

# 3420. Re: Warning: not recommended

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-17 22:14:56 UTC
From: Tim <tjlazer@mail.com>
Message-ID: <vev4n19k34n048@corp.supernews.com>
Source record: 21033

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:wRvHa.47189$rO.4671633@newsread1.prod.itd.earthlink.net...
> The first 1050s were shipped with DOS 2.0S and a coupon to request DOS 3.0
> be mailed to you. We discarded it very quickly after it arrived and went
to
> a patched 2.0 supporting enhanced density printed in Antic. DOS 2.5 came
> after 3.0, so you did not 'go back' to it; you went forward to 2.5 in
spite
> of the numbers...
>
Great thanks for the clarification! I kinda liked DOS 3 though, I wished it
was more popular and it could easily read DOS 2.x disks...

Tim

# 3421. Re: Finally! #wfpc channel is ready to go!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-17 22:15:14 UTC
From: Halo- <muhhh@nospam.freeplayuk.co.uk>
Message-ID: <km4vevok5n4ld6cqd31u64eo30npnp0gqe@4ax.com>
Source record: 21034
Cross-posted to: rec.games.video.classic,comp.sys.cbm,rec.games.int-fiction,rec.arts.int-fiction,comp.sys.atari.8bit

On 17 Jun 2003 14:12:18 -0700, ddawson@nospam-icehouse.net (Daniel
Dawson) wrote:

>You pick up and read article
><SQEHa.139936$BA.44882147@twister.columbus.rr.com>, written by Robert Batina
><rbatina@columbus.rr.com>. It says:
>>/me ponders "interactive fiction"
>>
>>pr0n?
>
>No way! (Says a subscriber of rec.arts.int-fiction, to which this thread is
>cross-posted.) Take a look at http://plover.net/~textfire/raiffaq/ifaq/ for an
>explanation of IF.

Oh, so it's the posh name for text adventures

# 3422. Re: Bravo Sierra Team

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-17 22:15:47 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bco3uj$o14$1@hercules.btinternet.com>
Source record: 21035
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Steve Sweet <steve.sweet@btopenworld.com> wrote in message
news:bcnkjc$mo0$1@hercules.btinternet.com...
> Hi Benny boy
>
> > I've noticed lately that everyone is on edge. I'm not just talking about
> > UseNet. I believe it is a sign of the times. Peoples Hearts are growing
> > cold and it's easier to speak without thinking. Please, think before you
> > speak. The person your about to unload on has feelings to. Please
consider
> > the weightiness of your words. Once theyre out there, you cant take them
> > back.
>
> I took your advice, i thought long and hard before i hit reply, but
despite
> that...
>
> Fagot! Shove it up your pipe.

HAHAHAHAHAHA.

Smeg.

# 3423. Re: Identify This Game

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-18 01:08:56 UTC
From: jkramer@shell.monmouth.com
Message-ID: <bcoe38$6v3$1@news.monmouth.com>
Source record: 21036

Yes that was it. Thanks!

Vidar Olavesen (hawk@nmi.no) wrote:
: Journey to the Planets ?

: "Jason Kramer" <jkramer@shell.monmouth.com> skrev i melding
: news:bcm28o$s0u$2@news.monmouth.com...
: > OK its a longshot, be here goes:
: >
: > It was a trippy space type adventure involving various
: > puzzles and some action. It was not a text adventure.
: > I know there was a candelabra involved.
: >
: > Any ideas ??
: >
: >
: >

# 3424. Re: 800XL memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-18 01:21:27 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3eefbc85.263122@news>
Source record: 21037

"Craig Hart" <chart@nospam.ta>:
>Hey all.
>
>I've now finished building the 1Mb Satantronic upgrade. (It's actually
>1088k - 1M + 64k) Works perfectly. It's a pity it takes 9 chips to do it,
>but it works reallly well :-) The cost was less than 20 Australian dollars
>(about 10 bucks US) since, like most IT nerds, I had a box full on 1Mb 30
>pin SIMMs to use.

I've got a box of those too. I'd like to try an upgrade using one, but
I've got so many projects on hold right now...

Did you have any particular problems, or can you offer any tips for someone
planning on building it?

What model did you put it in?

---
Shawn Jefferson
(fix reply to for email)

# 3425. #wfpc IRC channel now up (dedicated to Classic Video Games)!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-18 06:59:59 UTC
From: ppanks@juno.com
Message-ID: <cb0ed86a.0306172259.3f30d873@posting.google.com>
Source record: 21038
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

Hello,

The IRC channel #wfpc (dedicated to Interactive Fiction, Commodore 64/128, and Classic Video Games -- including all Atari systems) is up and running!

>>> website for #wfpc: http://www.geocities.com/dunric/westfront.html <<<

If you are using mIRC (or any other IRC client) make sure to connect using a random Afternet IRC server (#wfpc is supplied graciously by Afternet.org). Once that is done, you can join the channel (make sure to read the rules first) and talk about anything related to video games, the Commodore 64/128 and Interactive Fiction. If you need a list of servers, you can find them on Afternet's page.

Now, here are "The Rules":

>>> website for #wfpc rules: http://www.geocities.com/dunric/wfpcrules.html <<<

Here are the established rules for the Afternet IRC channel #wfpc. Please follow them as best as possible.
1. No flooding/spamming
2. No outside bots
3. No excessive idling
4. No "de-oping"
5. No crude or rude ASCII artwork

A few explanation are in order here:

Flooding/spamming: defined as excessively sending messages in rapid-fire succession. Any more than 8 in a row will be frowned upon, and 15 or more will necessitate a stern lecture/ban. Bottom line: don't flood the channel!

Outside bots: the only bot allowed in #wfpc is X2, provided graciously by Afternet's network.

Excessive idling: defined as staying in the channel for over two or three hours without saying a word. I don't mind if you idle, but please do try to say something every so often. =)

De-oping: defined as intentionally removing "ops" from those given ops. If an op is being rude or abusive, then please tell me and I'll probably remove ops.

ASCII artwork: defined as artwork which is displayed via text characters, letters, numbers and symbols. I don't mind ASCII artwork; in fact, I encourage it, so long as it is in good taste and doesn't offend. If this becomes too much of a problem, I will disallow ASCII artwork altogether (i.e. those abusing the rule will be banned).

Other than that, the rules are fairly straightforward and clear. I like to follow the Golden Rule, and you should, too!
Enjoy #wfpc!

Sincerely,

Paul Panks (a/k/a "Dunric")
dunric@yahoo.com
ICQ# 12234336
http://www.geocities.com/dunric/westfront.html

# 3426. Re: #wfpc IRC channel now up (dedicated to Classic Video Games)!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-18 08:04:47 UTC
From: Frodo Morris <graham.lee@wadham.ox.invalid.ac.uk>
Message-ID: <bcp6eq$gh2$1@news.ox.ac.uk>
Source record: 21039
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

Paul Allen Panks wrote:
> Hello,
>
> Other than that, the rules are fairly straightforward and clear. I
> like to follow the Golden Rule, and you should, too!

Is that the Golden Rule as in 'excessive mention of the Commode 64 in
x-posts to comp.sys.sinclair results in FM smacking you with a kipper
fillet'?

*thwap* *thwap* *thwap* *thwap*

OK, well as I'm x-posting, may as well start the inevitable flame war.
OI! Apple ][ users! The Apple ][ was, erm, oh it was actually a bit
good wasn't it? OK, that didn't work according to plan...

--
Frodo Morris http://users.ox.ac.uk/~wadh1342
All your bast are belong to us AKA Graham Lee, Wadham College
SpectrumSofts currently on show at URL/speccy/: Speccy@Home SETI Client
Also the home of iloveyou.bas, the first PC virus ported to the ZX82!!!

# 3427. Re: Rescue on Fractalus!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-18 08:30:42 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bcp7vi$2qm$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 21040

Hi,

> I set the difficulty level quite high - about level 40 - and I found
> that I didn't really stand much of a chance!

> Apart from flying at top speed, are there any other ways in which I
> could increase my chances of a successful mission?

Don't fly in straight lines, the turrets hit you easier if they can
predict your course. Then clean up a local area by shooting all the
turrents within, collect the pilots there (watch out for alians) and
go to the next area. Don't try to land until you've cleaned up. Last
but not least, practise! (-;

Greetings,
Thomas

# 3428. Re: Berzerk Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-18 09:53:06 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3EF03682.85662D01@students.uni-mainz.de>
Source record: 21041

Well,
it is available as a so-called "prototype". Call Video 61, B & C
Computervisions or Best. The prototype includes many speech-samples like
"humanoid must not escape" and such. But: it is an endless game (and in
my eyes it gets boring very soon)... -andreas.

P.S.: There are also many Berzerk clones, in Basic, Turbo-Basic and ML.
Think Analog published one under the name syntron or Syntron 2 (one was
a Robotron clone, the other one a Berzerk clone)...

Daniel Miller schrieb:
>
> CF wrote:
> > Ok I can't remember, but I remember playing Berzerk for hours on my Atari.
> > Either it was my 2600 or 400. I can't remember which one. Was there a
> > Berzerk produced for the 8 bit? and if not, why?
>
> K-Razy Shootout was a very fun Berserk clone for the 8bit, but I don't
> recall that Berzerk itself was ever ported. There was a pretty good
> Berzerk for the 2600, yes.
>
> IMO, a proper Berzerk clone should have convincing voice effects, but
> none of them did IIRC.

# 3429. Re: Kangaroo Q-Bert Type Game

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-18 09:57:39 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3EF03793.89EE0DDF@students.uni-mainz.de>
Source record: 21042

Hmmm,
maybe Kazoo ?!? This is a Q-Bert clone (but I am not sure if it features
a kangaroo)... -andreas.

Aaron Bellante schrieb:
>
> My friend is looking for the name of a game that was like Q-Bert but you
> controlled a Kangaroo. The name of the game is not Kangaroo.
>
> Any help would be much appreciated.

# 3430. Elektra Glide by English Software (tape) up for grabs

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-18 10:55:25 UTC
From: wazzaw@freeuk.com
Message-ID: <9dedd695.0306180255.43448949@posting.google.com>
Source record: 21043

Some of you Atari XL/XE owners might be interested in the following
item I'm auctioning off:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3030952775&category=11991

As you'll note, it's the duo pack version with the C64 version on one
side, and the Atari XL/XE version on the other. Note about the Atari
XL's soundtrack in the item description! :)

Regards
Warren.

# 3431. FA: NEW in box Atari 2600 Games

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-18 13:45:20 UTC
From: Ken Zito <kzito@ooptonline.net>
Message-ID: <Q1_Ha.11253$Y32.5181848@news4.srv.hcvlny.cv.net>
Source record: 21044
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,alt.forsale,alt.games.atari,comp.sys.atari.8bit

Some rare and hard to find. Over 12 titles listed so far with more to come!

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=kznight&include=0&since=-1&sort=3&rows=25

KZ

# 3432. Re: Rescue on Fractalus!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-18 15:56:34 UTC
From: pleasereplytogroups@hotmail.com
Message-ID: <66900ea6.0306180756.722e469d@posting.google.com>
Source record: 21045

Hi Thomas,
Thanks a lot for your suggestions.
I think I need to practice a lot more!!
Best regards from Robert.
PS: Am still looking out for my first "Ace" pilot, since replaying
this game after many years!

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote in message
news:<bcp7vi$2qm$1@mamenchi.zrz.TU-Berlin.DE>...
> Hi,
>
> > I set the difficulty level quite high - about level 40 - and I found
> > that I didn't really stand much of a chance!
>
> > Apart from flying at top speed, are there any other ways in which I
> > could increase my chances of a successful mission?
>
> Don't fly in straight lines, the turrets hit you easier if they can
> predict your course. Then clean up a local area by shooting all the
> turrents within, collect the pilots there (watch out for alians) and
> go to the next area. Don't try to land until you've cleaned up. Last
> but not least, practise! (-;
>
> Greetings,
> Thomas

# 3433. Re: Bravo Sierra Needs Your Help!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-18 20:15:05 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns939EE25B44C7Ftos4ever@195.130.132.65>
Source record: 21046
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

on wo, 18 jun 2003 18:55:35 GMT starwars wrote:

> Hello, some of you may know me as Fagboy Benny.

Abuse send

No kind regards,
Martin

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>

## 3434. Need help translating game to 8-bit...

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-18 20:15:30 UTC
From: ppanks@juno.com
Message-ID: <cb0ed86a.0306181215.4f01f2d2@posting.google.com>
Source record: 20947
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.dec

Hello,

As some of you may know, I have been hard at work for a number of years translating one of my Windows/DOS based adventure games ("Westfront PC: The Trials of Guilder") into formats for the Amiga, Atari, Apple, Commodore, Sinclair, DEC Rainbow, and other 8/16-bit machines of the time:

>>> website: http://www.geocities.com/dunric/wftrans.html <<<

So far, I have versions of my popular Windows/DOS game for the Commodore 64,128,Plus/4 and Vic-20. But I'd like to next work on versions for the Apple, Atari and Spectrum (Sinclair) machines.

For comparisons, the C64/128/+4 versions are available at:

>>> http://www.geocities.com/dunric/c16.html <<<

The Atari, Apple and Sinclair Spectrum versions should be somewhat similar to the Commodore 64 version (dubbed "Westfront 64"). However, as you can see on the first linked page way above, the goals for the game vary on the built-in/cartridge/disk based BASICs available to each machine.

On the Atari 400/800 series, I would prefer to squeeze it into 24K or less. Most people using the Atari machines have 24K or more memory available to BASIC. 16K is too paultry for such tasks. I'd also like to get multiple colors on screen at once, in text mode, both I'm not sure which "Graphics" mode to use. Having programmed "just a tad" on the Atari machines, the strings always frustrated me because they were vastly different than the Commodore 64 BASIC's version of them.

On the Apple, I would prefer to make it as Apple IIc/IIe compatible as I can. Few (if any) people still use the original Apple's from the 1970s, and the success of both the IIc and IIe as commercial products convinced me to do a version for the Apple computers. I believe the original Apple II used a different version of BASIC than both the II+ and IIe (correct me if I am wrong, of course).

Finally, on the Spectrum, I'd like to use the Speccy 128's BASIC for the game, simply because of more memory, better graphic capabilities (think of "Retarded Creatures and Caverns", a Quill game), and more dialogue possible.

The Speccy version could easily slam the Commodore 64/128 version's butt, and would be a nice project for any "anti-Commodore" fellows out

there (just throw in a demo at the beginning of a "Commodore Logo"
crashing in flames, followed by Clive Sinclair in a Red Baron circa
bi-plane).

The Commodore versions are already complete, so check them out and see
if translation to your favorite machine is something possible:

>>> http://www.geocities.com/dunric/wftrans.html <<<

Sincerely,

Paul Panks (a/k/a "Dunric")
dunric@yahoo.com
ICQ# 12234336
http://www.geocities.com/dunric/westfront.html

# 3435. Re: Bravo Sierra Needs Your Help!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-18 21:39:34 UTC
From: Joey Jojo Junior Shabadoo <moestavern@springfield.org>
Message-ID: <moestavern-37DF7D.17393418062003@news21.bellnet.ca>
Source record: 20948
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <1c9951f82c79314f9c1c52597d949ce0@tatooine.homelinux.net>,
starwars <nobody@tatooine.homelinux.net> wrote:

> Joey Jojo Junior Shabadoo. Another fagot and whiner. Always whining to
> abuse depts and nothing EVER happens! email, spam, and bomb this fagot
> at moestavern@springfield.org

you're going to have to do better than that - after all, that's a
phony address. But then, that's what you get when you disregard your
Macdonalds supervisor and go bobbing for french fries. You're simply a
Darwin Award waiting to happen :)

e-mail, complain, and stop this loser at abuse@zedz.net .

# 3436. Re: 800XL memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-18 23:22:18 UTC
From: Craig Hart <no@spam.thanks>
Message-ID: <Ku6la.89$ts.1279@news-server.bigpond.net.au>
Source record: 20949

Hi..

> >I've now finished building the 1Mb Satantronic upgrade. (It's actually
> >1088k - 1M + 64k) Works perfectly. It's a pity it takes 9 chips to do
it,
> >but it works reallly well :-) The cost was less than 20 Australian
dollars
> >(about 10 bucks US) since, like most IT nerds, I had a box full on 1Mb 30
> >pin SIMMs to use.
> I've got a box of those too. I'd like to try an upgrade using one, but
> I've got so many projects on hold right now...

It's about a solid 2-3 evenings work for an experienced person to build from scratch. You can build the 130XE part first and test that (add 128K) then do the second part of the circuit for the full 1M later.

> Did you have any particular problems, or can you offer any tips for
someone
> planning on building it?

All parts are 'garden' variety, so it's easy to put together - 9 x 74HC chips, a few resistors and a filter cap or two for good measure. The most arduous tasks are finding the right points on the atari to solder to, and hooking up the jungle of wires. I got the full schematic for the 800XL from the web, and used that to buzz out the locations on the PCB with a multimeter.

You also have to bend out some chip pins (or cut PCB tracks) - on my 800XL, everything was socketed, so I just unplugged the chip, bent out the pins and reinserted.

> What model did you put it in?

As per subject line - 800XL. I can post pics on the web if you like....

It should be simpler on a 130XE, since half the circuit already exists on it. a 65XE may also be easier if it already has the extra CMMU chip already present.

Craig

# 3437. FA / FS : Many boxed ATARI XL/XE carts , new

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-19 01:42:00 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <f16cbc23.0306181742.7db7c251@posting.google.com>
Source record: 20950

Look at :

http://cgi6.ebay.de/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=klassische-videospiele&sort=3&page=1&rows=25&since=-1&showpics=1&stab=0

I have the games for ATARI XL/XE on cartridge , all the games are new
, boxed + instructions and shrinkwrapped , never been used.

You may bid for them on ebay or buy from me directly.

The first price is for a game in great condition , the second for the
same game with slightly damaged box (usually slightly crushed).

prices are in Euro , 1 Euro is ca. $1.18 now.

I can ship worldwide and accept paypal for payment.

Shipping is $7 for one game (worldwide) or $9 as Air Mail
4 Euro for one game in Europe

$14 for 1-15 games worldwide (surface mail) or 8.20 Euro for 2-15
games in Europe.

List of games :

Ace of Aces 8 Euro/6 Euro
Airball 10 Euro/8 Euro
Archon 6 Euro / 5 Euro
Ballblazer 6 Euro/3 Euro
Crimebuster 8 Euro/6 Euro
Crossbow 3 Euro
Davidï¿½s Midnight Magic 6 Euro/4 Euro
Desert Falcon 6 Euro/4 Euro
Eastern Front 1941 8 Euro/6 Euro
Final Legacy 6 Euro/4 Euro
Gato 5 Euro /3 Euro
Hardball 6 Euro/4 Euro
Joust 6 Euro/4 Euro
Loderunner 8 Euro/6 Euro
Millipede (large box) 4 Euro/2 Euro
Millipede (small box) 4 Euro/2 Euro
Moon Patrol 7 Euro
One on One Basketball 6 Euro/4 Euro
Pole Position 7 Euro/5 Euro
Rescue on Fractalus 10 Euro / 8 Euro
Robotron 2084 8 Euro/6 Euro
RS Football 8 Euro/6 Euro

Star Raiders 2 6 Euro/5 Euro
Thunderfox 5 Euro/4 Euro
Tennis 5 Euro/4 Euro

Disk :

Mickey in the Great Outdoors 3 Euro/2 Euro

Cassette

Scram 4 Euro
Touch Typing 5 Euro

# 3438. Re: Finally! #wfpc channel is ready to go!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-19 02:21:30 UTC
From: metallik <metallik@fooze.net>
Message-ID: <3ef11b78$0$3912$a0465688@nnrp.fuse.net>
Source record: 20951
Cross-posted to: rec.games.video.classic,comp.sys.cbm,rec.games.int-fiction,rec.arts.int-fiction,comp.sys.atari.8bit

> Oh, so it's the posh name for text adventures

I believe Infocom invented the name way back when.. it's what they
called their own stuff. Better than what we used to call 'em.. "Type
In Text Adventures" (as opposed to "point and click text adventures"
like the early LSL, Kings Quest, DOTT, etc games)

# 3439. FA: 8 bit cartridges from Thorn Emi

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-19 02:29:16 UTC
From: E <e@e.com>
Message-ID: <Ud9Ia.7024$5d.648999@news20.bellglobal.com>
Source record: 20952

http://tinyurl.com/eom4

# 3440. Anonymous Loser needs your help!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-19 04:38:45 UTC
From: Anon Loser <anonloser@momsbasement.com>
Message-ID: <vf2fine0n28q07@corp.supernews.com>
Source record: 20953
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hello, some of you may know me as the Anonymous Loser! The Nomen Nescio of online idiots! I spend all my worthless time in my moms basement spamming newsgroups and pestering people with my lifeless existance!!! I live in the New England area near the Holland Tunnel and frequently get rejected by girls that I try to ask out!!! Since I never had a girlfriend I am here asking for help! I want your help so bad that I am willing to try 30% harder to be a descent citizen and get off my ass and get life!! I am willing to lay off the twinkies, turn a new leaf, and actually take a shower and comb my greasy hair!!!! With your help I can actually start at the bottom and work at a fast food joint if need be! Can any of you great lads lend a pathetic online loser a helping hand short of putting my miserable existence out of my misery??!

I would appreciate a helping hand from this great community that I have entertained so much of recently!!! I can be reached at nobody@tatooine.homelinux.net or nobody@dizum.com !! Or reply here! Since I have no life I will reply back right away!!!!!

Thanks in advanced for your business!!!

30% better effort to not show my face in here and annoy you again!!

===The Anonymous Poser===

# 3441. ADV: NEW ATARI STUFF: Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-19 08:59:52 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0306190155090.8539-100000@shell1.aracnet.com>
Source record: 20954
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://www.aracnet.com/~atari/specials.htm My Latest Specials!
Overstock Sale! Atari ST Software 20% off the Top Sale!
I've just updated 5 of my Atari Catalogs covering Games/Software, Books/
References and Hardware/Accessories for Classic Atari 8 Bit and Atari ST
Computer Lines! I've sold some and added some like DooM for the Jaguar!
http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari
Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari
Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods!
So not only do I sell NEW Atari Goods at a competitive price, I also sell
used Atari Goods you may not be able to find anymore at Swap Meets, Thrift
Stores or even Auctions Sites! And I sell for less! And unlike those who
will remain anonymous! I test Goods before I sell them. I can afford to
sell for less because I keep overhead down, avoid making promises I cant
keep and avoid offering services I cant follow up on! So not only can I
sell you some Great New stuff! But I can sell you hard to find 2nd Hand
Goods, partly because I'm the guy most people come to when they want to
give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion!
Act Now,or I can't save you any Money! Goto http://BensCatalogs.Atari.org
Or http://BenSells.Atari.org or Call Ben@(503)256-9974! I'm not asking a
lot, I'm just trying to make a living and I'd like to earn your Business!
http://www.aracnet.com/~atari/numbers.htm Calling Hours and Info:

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 3442. Re: One of Bxxxx big fxxxxx from Sympatico!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-19 10:55:48 UTC
From: Aaron <holmesatari@hotmail.com>
Message-ID: <4Egla.6142$Jq3.1013062@news02.tsnz.net>
Source record: 20955
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

> ----------------------------------------
> -A.L.F [Atari Liberation Front] A.L.F-
> ----------------------------------------

Hmmm, let me guess? Your mother dropped you at birth right?
Knew I was right. :-P

Nice to know some people have alot of time on their hands.

Holmes

# 3443. Re: One of ALF's big losers from dizum!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-19 12:24:35 UTC
From: Joey JoJo Junior Shabadoo <moestavern@springfield.org>
Message-ID: <moestavern-23E280.08243419062003@news21.bellnet.ca>
Source record: 20956
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.advocacy

In article <17d332af6ef71c723e4c0076188dba84@remailer.frell.eu.org>,
Joey Jojo Junior Shabadoo <moestavern@springfield.org> wrote:

> Nope. We just needed to confirm source IP's you great big s*** eating f**
> f*****. Can tell yer one of f**** Benny's f***** for sure!
>
> Enjoy. As you report us, we report you for using false identification f******.
> Must use real email in the header you s*** eating f******.

it's a Spam blocker. Totally legal. And Sympatico will just laugh at
your ass once I show them the types of posts you've been making.

And "false identification?" My boy, you've just forged a header
yourself. Dizum prevents you from doing that.

At least I haven't been been threatening posters with death and
bodily harm like you have.

>
> Enjoy us f***** with you and this group nonstop forever f******. Keep
> reporting
> us. We'll do the same you big s********* you. Go back and f*** your bum
> chum
> Benny cuz now, we ain't stopping AT ALL!!!

You never intended to stop, loser boy. In fact, you enjoy your sick
little power trip and are just using this as a substitute for the lack
of human interaction and a life you suffer from. Ben's postings were
just an excuse for your deviant behaviour.

>
> Bunch of Bravo Sierra F*****!
---
> -A.L.F [Atari Liberation Front] A.L.F-

the only thing Atarians need to be liberated from is from losers and
cowards like you. I kindly suggest you crawl back up your own alimentary
canal from whence you came :)

Now, if you want to be a REAL hero to this group, go to .advocacy and
harass Sinclap, there's a troll who's the same IQ to play with.....

Remember, folks.make sure you report all attacks by the loser troll
(please note, folks - singular - this guy is such a noxious little twerp
nobody will side with him) at ALF to abuse@zedz.net .
--

I don't have a scorched earth policy - only scorched trolls....

# 3444. Re: FA / FS : Many boxed ATARI XL/XE carts , new

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-19 15:38:46 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns939F6C4C3DAA1slorcomcastnet@130.133.1.4>
Source record: 20957

Despite all prevention efforts, Ulrich_Sternaxe@gmx.de (Mathias Gr&#65533;f)
wrote in news:f16cbc23.0306181742.7db7c251@posting.google.com:

```
> Look at :
>
> http://cgi6.ebay.de/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=klass
> ische-videospiele&sort=3&page=1&rows=25&since=-1&showpics=1&stab=0
>
> I have the games for ATARI XL/XE on cartridge , all the games are new
> , boxed + instructions and shrinkwrapped , never been used.
>
> You may bid for them on ebay or buy from me directly.
>

Still looking for a reply to the offer I made to buy a bunch of them.

--
Slor
```

# 3445. help copying disks to unix machine

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-19 18:30:26 UTC
From: fine@head-cfa.harvard.edu
Message-ID: <3ef20142$1@cfanews.cfa.harvard.edu>
Source record: 20958

Hi,

I'd like to try to get what's left on my old Atari disks and copy them onto my Unix (Solaris) machine at work. I can hardly remember what's there, although I know I had a nice disassembler I wrote in basic, and my own vt100 emulator with an 80-column text display, and a custom protocol for viewing monochrome images. And a font editor (in basic). I also hacked my own level cheat into Jumpman Junior. Who knows what other wonders await me.

I know there are various SIO to serial cables that can be had, and software that I can probably port to Solaris to do this, but perhaps there's a simpler way. I have an 850 interface. Can I just connect the serial port on the 850 to the serial port on my computer, and then copy files using R: as the destination? Would I just end up with the file on the unix side, or is there also some protocol involved?

Can I do this for duplicating whole disks? Again, would I simply get a dump of disk contents, or is there some protocol like "send next sector"? And once I've done this, how do I turn the results into a .atr file?

I may at some point want to use the Unix box as a disk drive for my Atari 800. Is there some software I can run on the unix side to make the R: port act as a disk drive? Or at that point am I better off with one of the SIO cable solutions?

Finally, if the disks don't read well, or my 810 drive is shot, where can I go to "recover" the data? Or should I just sprinkle metal filings onto the surface of the disk, and decode it visually? :-)

Thanks,

tom

# 3446. atari 400 problems

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-19 18:55:13 UTC
From: hotornot476@hotmail.com
Message-ID: <73452d27.0306191055.c781290@posting.google.com>
Source record: 20959

Hello,

Yesterday I bought an Atari 400 at a thrift store for 5 dollars. I took it home and it works and everything, but there is something I just can't figure out.

I put in a BASIC cartridge and I attempt to write a program... but after I write a line and hit the RETURN key, the system freezes and I can't type anymore.

Am I missing something here? Is there some trick or something after you write a line in Basic? I have used the default OS on the computer (memopad or whatever it is called) and was able to hit RETURN no problem.

Thanks

# 3447. Re: atari 400 problems

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-19 19:15:50 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns939F911923981slorcomcastnet@130.133.1.4>
Source record: 20960

> I put in a BASIC cartridge and I attempt to write a program... but
> after I write a line and hit the RETURN key, the system freezes and I
> can't type anymore.
>

You might want to check the cartridge. I got an Assembler Editor cart a while back for my 800xl... I popped it in, everything booted fine and keyboard entry worked, but it would lock up every time I try to execute something (i.e. hit return). I opened up the cart and found that a couple of the IC connections were broken and not making contact with the socket. I got a replacement cart and everything worked fine.

--
Slor

# 3448. If you build it, they will come

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-19 22:50:46 UTC
From: Erik Klein <ekklein@pacbell.net>
Message-ID: <a7rIa.248$SR7.30113985@newssvr21.news.prodigy.com>
Source record: 20961

Hello Fellow Vintage Computer Enthusiasts,

On about the first of May I implemented a web-based messaging board as an adjunct to my collection website at www.vintage-computer.com/vcforum.

Since that time these message boards have been well used by the 80+ registered members (and by several times that many visitors) who have posted over 100 messages a week on a wide variety of classic computing topics.

I believe that the draw of the forum is simple. It provides a dynamic, easy to use and persistent place to share categorized information, images and ideas about all things related to vintage computer topics. I am convinced that these forums will continue to grow into the vibrant community that I and all of the other VC Forum users envision. We're already most of the way there!

Please join us in building this community by visiting the forum, signing up (all you need is an email address and I promise it will remain protected for use only by the forum itself), posting an introduction and then joining any of the many ongoing threads. Whether you own an Altair or a Zorba or anything in between I'm sure you'll find someone else who's as passionate and knowledgeable about the machine as you are.

I hope to see you there!

Erik Klein

www.vintage-computer.com/vcforum

The Vintage Computer Forum

# 3449. Re: help copying disks to unix machine

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-19 23:59:28 UTC
From: Fox-1
Message-ID: <bctipa$r7l$1@news4.tilbu1.nb.home.nl>
Source record: 20962

"Thomas A. Fine" wrote

> there's a simpler way. I have an 850 interface. Can I just connect
> the serial port on the 850 to the serial port on my computer, and then
> copy files using R: as the destination?

You need a nullmodem for this and a terminal program running on both systems. Also remember the RS232 pinouts of the 850 are not
the same as used on PC systems.

> Would I just end up with the
> file on the unix side, or is there also some protocol involved?

Just upload / download with the terminal software, using the same protocol on each side of course :-)

> Can I do this for duplicating whole disks?

You can make an image of a whole disk on the Atari using DiskCommunicator 3 (DiskCom3), available on the net from various sources
and also on my site. http://thunderdome.atari.org

> Again, would I simply get
> a dump of disk contents, or is there some protocol like "send next
> sector"? And once I've done this, how do I turn the results into a .atr
> file?

For MS-Dos there are conversion-tools to convert a DiskCom image into an ATR image. I asume there are also tools available for
unix which do the same.

> I may at some point want to use the Unix box as a disk drive for my
> Atari 800. Is there some software I can run on the unix side to make
> the R: port act as a disk drive?

On MS-Dos (windows) one can use A.P.E. (Atari Peripheral Emulator) of SIO-2-PC to emulate multiple diskdrives on a PC system. You
need a simple interface (SIO2PC interface) to connect between the PC and the ATARI SIO bus. No 850 required. unix software exists
which does about the same.

> Finally, if the disks don't read well, or my 810 drive is shot, where
> can I go to "recover" the data? Or should I just sprinkle metal filings
> onto the surface of the disk, and decode it visually? :-)

Let me know if you succeed :-)

--

Grtx, Sysop Fox-1 / MNX http://www.fox-1.nl
mnx_at_fox-1_dot_nl
Remember what the Dormouse said...

# 3450. Re: atari 400 problems

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-20 04:31:34 UTC
From: Roy G Biv <8-bitter@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.53.0306192342580.22664@shell1>
Source record: 20963

On 19 Jun 2003 at 11:55:13 -0700, "zool" scribbled:
->...after I write a line and hit the RETURN key, the system freezes
->and I can't type anymore. ... Is there some trick or something
->after you write a line in Basic?

Nope. If you typed a legal line in Atari (a.k.a. Sheperdson)
Basic, nothing special happens. If you typed an illegal line, Basic
will echo it back marked as "ERROR." Either way, the cursor moves
to the next line, you're still "live," and you can continue typing.

->I have used the default OS on the computer (memopad or whatever it
->is called) and was able to hit RETURN no problem.

That memo pad mode isn't an OS; it doesn't support anything. For
practical purposes the only thing it's good for is showing whether
your keyboard works.

I'll assume you've connected the 400 to a television via a game
switch; at this point the screen (S:) is your only peripheral
device. To do anything, you'll need other hardware (disk drives,
printer, joysticks, whatever). But even without anything else, you
should be able to LIST your program lines on the screen or RUN your
program.

Try typing "? FRE(0) <RETURN>" [in Basic, without the quotes] to
see how much free RAM you have. Does this also cause lockup? The
Atari has a very strong System Reset key, but you shouldn't get
lockup after simple stuff like this.

>>>-----------------------------------------------<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* ATARI -- Love it or leave it! *

# 3451. Re: atari 400 problems

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-20 05:17:00 UTC
From: hotornot476@hotmail.com
Message-ID: <73452d27.0306192117.5755e3b3@posting.google.com>
Source record: 20964

Thanks, that sounds like a real possibility!

Slor <slor@comcast.net> wrote in message
news:<Xns939F911923981slorcomcastnet@130.133.1.4>...
> > I put in a BASIC cartridge and I attempt to write a program... but
> > after I write a line and hit the RETURN key, the system freezes and I
> > can't type anymore.
> >
>
> You might want to check the cartridge. I got an Assembler Editor cart a
> while back for my 800xl... I popped it in, everything booted fine and
> keyboard entry worked, but it would lock up every time I try to execute
> something (i.e. hit return). I opened up the cart and found that a couple
> of the IC connections were broken and not making contact with the socket.
> I got a replacement cart and everything worked fine.

# 3452. Re: Me and My Big Faggy Pedophile Friend Benny!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-20 06:43:42 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3ef2adf6$0$49100$e4fe514c@news.xs4all.nl>
Source record: 20965
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Man when you had some real brains you would jump on a plane to the
Netherlands. Tell me when you arrive and I will kick you from this planet!

You only have some repeating news to tell so I guess you're someone with a
big mental handicap. :-)

TXG/MNX
"Fagboy Shiteater Joey Jojo" <holmesatari@hotmail.com> wrote in message
news:eb50c341eeddbd41aecdd04a953d57d4@rebleep...
> Hello, some of you may know me as Fagboy Benny. I'm that big fat 400lb
> shiteating pedophile fagot with shit for brains! Actually, I'm the
biggest
>
> dumbest fagot in Oregon. I sell new & used sex toys to the masses! Why
> do I do this? I have shit for brains, I don't listen to anyone, and I
> just LOVE making assholes so much larger than usual! I want your
> business so badly that I'm spamming the newsgroups and gonna offer a big
> 30% off for repeat customers and for all gays with large assholes. I
> don't get enough business as it is and my ISP let's me spam all I want
> cuz I'm such a big gaylord.
>
> Now, let's meet all of my bum buddy friends! These people are true
> fagots and fuck me up the ass daily! I love fucking their loose
> assholes too.
>
> The Bravo Sierra Bum Buddy and true Gaylords Team:
> We have fagboy Don Schmidt. Yet another of my faggy spammers.
> Rustynutt (we call him fagboy fucknut). A true fagot he is!
> Iain Laskey. Our fagot and loser of the day.
> Mikey Freeman. Dumbest fuck in the world. A true fagot.
> Bill Freeman. Just another stupid shit eating loser.
> Xao-Ming: A deep fried shrimp from outta town. Gaylord Gook!
> Richard Cranium. Loves to fuck his daddy, brothers and babies!
> Nick Harlow. Another of my big faggy chums.
> Richard Cortese. I love Richard just cuz he's such a loser!
> Boris AKA Wef Dinaini. A fucked in the head gaylord!
> Holmes. The one and only big fagboy of the 8bit world!
>
> and the newest shit eating fagfucker and little boy molester on my team
is:
>
> Shiteating Fagboy Joey JoJo!!! Welcome Fagboy Joey JoJo!!!
>
> This list is always growing folks! Over time, it'll become the biggest

> list ever. Bigger than my well fucked asshole! A big faggy smooch to
> all these fagots for being true gaylords in the true style of Bravo
> Sierra Computers.
>
> I love ya guys so much! Bend over for me and let's keep spamming these
> newsgroups with my faggy sex toys!
>
> Big smooch to y'all!
> From your fat 400lb anal wonder of the world,
>
> ===Fagboy & Pedophile Benny Smith===
> Along with new faggy bum buddy....
> ===Shiteating fagboy & Pedophile Joey Jojo===
>
>
>
>

# 3453. Meanwhile on Ebay... [DustBunnies Limited]

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-20 07:15:15 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB181F70.371F%drclu@swbell.net>
Source record: 20966
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

We have the following on ebay for you collectors out there. I'm digging more all the time, but try to only post such findings less than once a week here. :)

Atari SX212 Modem (Atari A800/XL/XE/ST/TT) 2736971942

CASE OF ATARI 520 ST... GOOD DISPLAY MODEL 3530062943

Atari 2600 Trackball Controller CX22 3530068862

```
___
,'_ "`-. ,-'""`-.
('"/"-. \ / ,-,. \
`' \ ,-'-/ / `-'
.`;sk568G6itz,-",
.\a\x6P^98^"^986r/,-' Brought to you by DustBunnies Limited...
-._sV89" " `88k,-_"
`.-\Q8f 188/,-', Bring those tucked away items
.-_J88| o o |88KJ-_. From God knows where
,-;388l j888[=- And making them available for you! ;)
_".>88Y6._ ,J.__.4988E:._"
.;=J98|""T--T--T""|88K;-._
_"Z38 ._|__|__|_. 88R=;.
.'/2888| | |8888S^._"
'"j^7Z6bo___od3R^L`-.
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```

(Modified from artwork from:
http://www.ascii-art.de/ascii/def/dust.txt by itz
And http://www.ascii-art.de/ascii/pqr/rabbit.txt)

# 3454. Re: Meanwhile on Ebay... [DustBunnies Limited]

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-20 09:30:20 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bcuk7c$512$1@titan.btinternet.com>
Source record: 20967
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Im sure that most of us already search ebay atari section on a regular
basis, im not sure if you intend to keep on doing this, why youre doing it.

Smeg.

Doctor Clu <drclu@swbell.net> wrote in message
news:BB181F70.371F%drclu@swbell.net...
> We have the following on ebay for you collectors out there. I'm
digging
> more all the time, but try to only post such findings less than once a
week
> here. :)
>
> Atari SX212 Modem (Atari A800/XL/XE/ST/TT) 2736971942
>
> CASE OF ATARI 520 ST... GOOD DISPLAY MODEL 3530062943
>
> Atari 2600 Trackball Controller CX22 3530068862
>
>
> ___
> ,'_ "`-. ,-'""`-.
> ('"/"-. \ / ,-,. \
> `' \ ,-'-/ / `-'
> .`;sk568G6itz,-",
> .\a\x6P^98^"^986r/,-' Brought to you by DustBunnies Limited...
> -._sV89" " `88k,-_"
> `.-\Q8f 188/,-', Bring those tucked away items
> .-_J88| o o |88KJ-_. From God knows where
> ,-;388l j888[=- And making them available for you! ;)
> _".>88Y6._ ,J.__.4988E:._"
> .;=J98|""T--T--T""|88K;-._
> _"Z38 ._|__|__|_. 88R=;.
> .'/2888| | |8888S^._"
> '"j^7Z6bo___od3R^L`-.
> ,'./jQV9TYVR\[\`".
> '|'|! |'|`. "
> ./ l | \
> .'_ _.\ j, `._,.
> (_)_).._) (_.__,._) >octor <lu
>
> (Modified from artwork from:
> http://www.ascii-art.de/ascii/def/dust.txt by itz
> And http://www.ascii-art.de/ascii/pqr/rabbit.txt)

>

## 3455. Re: Need help translating game to 8-bit...

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-20 10:27:39 UTC
From: Jeff Thomas <a2forever@usa.net>
Message-ID: <3EF2E19B.99B94542@usa.net>
Source record: 20968
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.dec

Paul Allen Panks wrote:

> On the Apple, I would prefer to make it as Apple IIc/IIe compatible as
> I can. Few (if any) people still use the original Apple's from the
> 1970s, and the success of both the IIc and IIe as commercial products
> convinced me to do a version for the Apple computers. I believe the
> original Apple II used a different version of BASIC than both the II+
> and IIe (correct me if I am wrong, of course).

If it is programmed in Applesoft Basic under Dos 3.3, it would be the most compatible with most Apple II's. Whereas, ProDOS 8 is more suited to the Apple //e and later models with support for subdirectories, together with other advantages being the newer OS.

# 3456. Re: Meanwhile on Ebay... [DustBunnies Limited]

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-20 12:24:57 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <p6v5fvkfsqvg20oik5es8qumj8un2bjro9@4ax.com>
Source record: 20969
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Fri, 20 Jun 2003 09:30:20 +0000 (UTC), "Smeg"
<smeg_007@NOSPAM.hotmail.com> wrote:

>Im sure that most of us already search ebay atari section on a regular
>basis, im not sure if you intend to keep on doing this, why youre doing it.
>
>Smeg.

Not all of us search Ebay, it's nice to see someone posting bits like
this, cheers Greg!
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 3457. Re: Me and My Big Faggy Pedophile Friend Benny!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-20 12:33:35 UTC
From: Joey JoJo Junior Shabadoo <moestavern@springfield.org>
Message-ID: <moestavern-D54E4C.08333520062003@nr-ott01.bellnexxia.net>
Source record: 20970
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

(abusive homophobic rantings of a loser troll deleted)

well well well - so it appears that our loser troll HAS been kicked off his previous anonymous remailer, and is now using a new remailer to try to show the world just how much of an idiot he is. "Nothing happens", eh loser?

Send complaints about Loser Boy (complete with original posting and complete headers) to these new addresses and send him back under his bridge:

postmaster@nym.alias.net
abuse@bleep.dynip.com

BTW, I found a picture of Loser Boy - the description below his picture perfectly describes him to a T:

http://www.winternet.com/~mikelr/flame26.html

# 3458. Re: Me and My Big Faggy Pedophile Friend Benny!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-20 13:14:55 UTC
From: dunxuk@aol.com
Message-ID: <20030620091455.18941.00002012@mb-m20.aol.com>
Source record: 20971

>From: Joey JoJo Junior Shabadoo moestavern@springfield.org
>Date: 20/06/03 13:33 GMT Daylight Time
>Message-id: <moestavern-D54E4C.08333520062003@nr-ott01.bellnexxia.net>
>
> (abusive homophobic rantings of a loser troll deleted)
>
> well well well - so it appears that our loser troll HAS been kicked
>off his previous anonymous remailer, and is now using a new remailer to
>try to show the world just how much of an idiot he is. "Nothing
>happens", eh loser?
>
> Send complaints about Loser Boy (complete with original posting and
>complete headers) to these new addresses and send him back under his
>bridge:
>
> postmaster@nym.alias.net
> abuse@bleep.dynip.com
>
> BTW, I found a picture of Loser Boy - the description below his
>picture perfectly describes him to a T:
>
> http://www.winternet.com/~mikelr/flame26.html
>
>
>
>
>

Bastard - he's not even using an Atari!

# 3459. Re: Meanwhile on Ebay... [DustBunnies Limited]

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-20 15:54:47 UTC
From: Tim <tjlazer@nosmapmail.com>
Message-ID: <vf6bi86gutvpcb@corp.supernews.com>
Source record: 20972
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Doctor Clu" <drclu@swbell.net> wrote in message
news:BB181F70.371F%drclu@swbell.net...
> We have the following on ebay for you collectors out there. I'm
digging
> more all the time, but try to only post such findings less than once a
week
> here. :)
>
> CASE OF ATARI 520 ST... GOOD DISPLAY MODEL 3530062943
>

So whats this about? Just a shell/keyboard and no motherboard? You made a
connection at the back to use it as a plain keyboard?

Hmmm

Tim

# 3460. Re: help copying disks to unix machine

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-20 17:16:33 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <RjHIa.4693$C83.463233@newsread1.prod.itd.earthlink.net>
Source record: 20973

I would like to see that JumpMan Jr patch as I rarely pass Hell Stones will
all lives intact and have never seen the top three or so levels...

With your 850 you can use a null modem cable with terminal programs on each
platform to up/down-load data files. You would need to compress boot disks
in order to transfer the entire contents; Discom will compress a disk into a
file on the A8 and run on an emulator to regenerate the data onto an image
file on the other system.

With the SIO2PC any DOS allows you to simply duplicate a disk onto an image
ATR/XFD.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Thomas A. Fine" <fine@head-cfa.harvard.edu> wrote in message
> Hi,
>
> I'd like to try to get what's left on my old Atari disks and copy them
> onto my Unix (Solaris) machine at work. I can hardly remember what's
> there, although I know I had a nice disassembler I wrote in basic, and
> my own vt100 emulator with an 80-column text display, and a custom
> protocol for viewing monochrome images. And a font editor (in basic).
> I also hacked my own level cheat into Jumpman Junior. Who knows what
> other wonders await me.
>
> I know there are various SIO to serial cables that can be had, and
> software that I can probably port to Solaris to do this, but perhaps
> there's a simpler way. I have an 850 interface. Can I just connect
> the serial port on the 850 to the serial port on my computer, and then
> copy files using R: as the destination? Would I just end up with the
> file on the unix side, or is there also some protocol involved?
>
> Can I do this for duplicating whole disks? Again, would I simply get
> a dump of disk contents, or is there some protocol like "send next
> sector"? And once I've done this, how do I turn the results into a .atr
> file?
>
> I may at some point want to use the Unix box as a disk drive for my
> Atari 800. Is there some software I can run on the unix side to make
> the R: port act as a disk drive? Or at that point am I better off with
> one of the SIO cable solutions?

>
> Finally, if the disks don't read well, or my 810 drive is shot, where
> can I go to "recover" the data? Or should I just sprinkle metal filings
> onto the surface of the disk, and decode it visually? :-)
>
> Thanks,
>
> tom

# 3461. Re: Me and My Big Faggy Pedophile Friend Benny!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-20 17:23:25 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns93A0C5416C87Ctos4ever@195.130.132.65>
Source record: 20974
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

on vr, 20 jun 2003 06:43:42 GMT TXG wrote:

> Man when you had some real brains you would jump on a plane to the
> Netherlands. Tell me when you arrive and I will kick you from this
> planet!

Hmm, as today is im-/export of chickens allowed to the Netherlands? There
are probably still some restrictions due the recent outbreak of fowl pest.

Also if I'm not wrong there are some problems in the USA (or is it Canada?)
with the mad cow disease. Now I think about it, that's maybe the problem
with him. So he probably won't get the permission to jump on the plane.

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>

# 3462. Re: Finally! #wfpc channel is ready to go!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-20 19:53:50 UTC
From: adam@fsf.net
Message-ID: <bcvooe$r7p$1@news.fsf.net>
Source record: 20975
Cross-posted to: rec.games.video.classic,comp.sys.cbm,rec.games.int-fiction,rec.arts.int-fiction,comp.sys.atari.8bit

In article <bco07i$9om$1@ddawson.ddawson>,
Daniel Dawson <ddawson@nospam-icehouse.net> wrote:
>You pick up and read article
><SQEHa.139936$BA.44882147@twister.columbus.rr.com>, written by Robert Batina
><rbatina@columbus.rr.com>. It says:
>>/me ponders "interactive fiction"
>>pr0n?
>No way! (Says a subscriber of rec.arts.int-fiction, to which this thread is
>cross-posted.)

Hey! IF can be pr0n too!

Adam

## 3463. Ultimate Ataris (more or less)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-20 21:05:36 UTC
From: david_p@istop.com
Message-ID: <93A0A8C66davidpistopcom@66.11.168.195>
Source record: 20976

The ultimate Atari 800:

http://members.cox.net/ofs_labs/atari.htm

(though it does seem a tad sacreligious)

Or, in French, the ultimate 600xl:

http://www.jackypc.com/index2.php3?rub=articles&num=206

David P.

# 3464. Re: Ultimate Ataris (more or less)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-20 21:46:06 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3ef38179$0$49107$e4fe514c@news.xs4all.nl>
Source record: 20977

Hi,

The French mod is pretty cool the first one is something I don't like
sorry...

I think people should never kill an Icon like the Atari 800...

TXG/MNX
"David A Paterson" <david_p@istop.com> wrote in message
news:93A0A8C66davidpistopcom@66.11.168.195...
> The ultimate Atari 800:
>
> http://members.cox.net/ofs_labs/atari.htm
>
> (though it does seem a tad sacreligious)
>
> Or, in French, the ultimate 600xl:
>
> http://www.jackypc.com/index2.php3?rub=articles&num=206
>
>
> David P.

# 3465. Re: atari 400 problems

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-20 21:46:38 UTC
From: E <e@e.com>
Message-ID: <XgLIa.317$hY1.29981@news20.bellglobal.com>
Source record: 20978

if he types something and it freezes (can't type anymore) then the problem
is likely the BASIC cartridge. Open it up and check it out.

"Roy G Biv" <8-bitter@6502.chip.old.folks.home> wrote in message
news:Pine.GSO.4.53.0306192342580.22664@shell1...
> On 19 Jun 2003 at 11:55:13 -0700, "zool" scribbled:
> ->...after I write a line and hit the RETURN key, the system freezes
> ->and I can't type anymore. ... Is there some trick or something
> ->after you write a line in Basic?
>
> Nope. If you typed a legal line in Atari (a.k.a. Sheperdson)
> Basic, nothing special happens. If you typed an illegal line, Basic
> will echo it back marked as "ERROR." Either way, the cursor moves
> to the next line, you're still "live," and you can continue typing.
>
> ->I have used the default OS on the computer (memopad or whatever it
> ->is called) and was able to hit RETURN no problem.
>
> That memo pad mode isn't an OS; it doesn't support anything. For
> practical purposes the only thing it's good for is showing whether
> your keyboard works.
>
> I'll assume you've connected the 400 to a television via a game
> switch; at this point the screen (S:) is your only peripheral
> device. To do anything, you'll need other hardware (disk drives,
> printer, joysticks, whatever). But even without anything else, you
> should be able to LIST your program lines on the screen or RUN your
> program.
>
> Try typing "? FRE(0) <RETURN>" [in Basic, without the quotes] to
> see how much free RAM you have. Does this also cause lockup? The
> Atari has a very strong System Reset key, but you shouldn't get
> lockup after simple stuff like this.
>
> >>>-----------------------------------------------<<<
> >>> david moeser -- erasmus att iglou dott com <<<
> >>> Censornati, Ohio - USA <<<
> >>>-----------------------------------------------<<<
> * ATARI -- Love it or leave it! *
>

# 3466. Re: Ultimate Ataris (more or less)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-20 21:49:37 UTC
From: E <e@e.com>
Message-ID: <LjLIa.328$hY1.30422@news20.bellglobal.com>
Source record: 20979

cool, too bad the keyboard doesn't work on the 800.

"David A Paterson" <david_p@istop.com> wrote in message
news:93A0A8C66davidpistopcom@66.11.168.195...
> The ultimate Atari 800:
>
> http://members.cox.net/ofs_labs/atari.htm
>
> (though it does seem a tad sacreligious)
>
> Or, in French, the ultimate 600xl:
>
> http://www.jackypc.com/index2.php3?rub=articles&num=206
>
>
> David P.

# 3467. Re: Finally! #wfpc channel is ready to go!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-20 23:42:01 UTC
From: Nikos Chantziaras <for.spam@manager.de>
Message-ID: <bd063r$nmcr1$1@ID-151409.news.dfncis.de>
Source record: 20980
Cross-posted to: rec.games.video.classic,comp.sys.cbm,rec.games.int-fiction,rec.arts.int-fiction,comp.sys.atari.8bit

```
Adam Thornton wrote:
>
> In article <bco07i$9om$1@ddawson.ddawson>,
> Daniel Dawson <ddawson@nospam-icehouse.net> wrote:
> >
> > You pick up and read article
> > <SQEHa.139936$BA.44882147@twister.columbus.rr.com>, written by
> > Robert Batina <rbatina@columbus.rr.com>. It says:
> > >
> > > /me ponders "interactive fiction"
> > > pr0n?
> >
> > No way! (Says a subscriber of rec.arts.int-fiction, to which this
> > thread is cross-posted.)
>
> Hey! IF can be pr0n too!

*pr0nk*

-- Niko <realnc--(AT)--lycos--(DOT)--de>
http://members.lycos.co.uk/realnc
```

# 3468. Re: Meanwhile on Ebay... [DustBunnies Limited]

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-20 23:57:26 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <BB190A53.4AEE%drclu@swbell.net>
Source record: 20981
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

in article vf6bi86gutvpcb@corp.supernews.com, Tim at tjlazer@nosmapmail.com wrote on 6/20/03 10:54 AM:

>
> "Doctor Clu" <drclu@swbell.net> wrote in message
> news:BB181F70.371F%drclu@swbell.net...
>> We have the following on ebay for you collectors out there. I'm
> digging
>> more all the time, but try to only post such findings less than once a
> week
>> here. :)
>>
>> CASE OF ATARI 520 ST... GOOD DISPLAY MODEL 3530062943
>>
>
> So whats this about? Just a shell/keyboard and no motherboard? You made a
> connection at the back to use it as a plain keyboard?
>
> Hmmm
>
> Tim

Wish I could say it was that complicated.

First off, that auction is simply a 520 ST shell with a non-working keyboard. (Though all the keys have all the rubber bits, so maybe good for parts).

THE TRULY INTERESTING PART...
Once apon a time, I took a 1040 STe, upgraded to 4 meg (that I'll be selling soon.. just want to get the floppy drive working better first... all else works).

I took the then 4160 STe :) and took it apart, re-cased it, a CD-Rom drive, hard drive, Spectre GCR, and a AT Power Supply and stuck it all in a PC case that had a similar case style as an Atari 800. The idea was that was doing the 800XLDJ thing (virtual drive system) for the Atari 800. The case and the AT power supply (modified to power an Atari ST/STe plus multiple other devices AND a monitor all at once) will be for sale soon as well. Or if you read this and are interested, just write me at drclu@swbell.net.

The wire between the keyboard and the motherboard was extended from 6 inches to about 6 feet using some flat lan cable... so at that point I had an external keyboard. Once that was out, the 520 ST case housed the

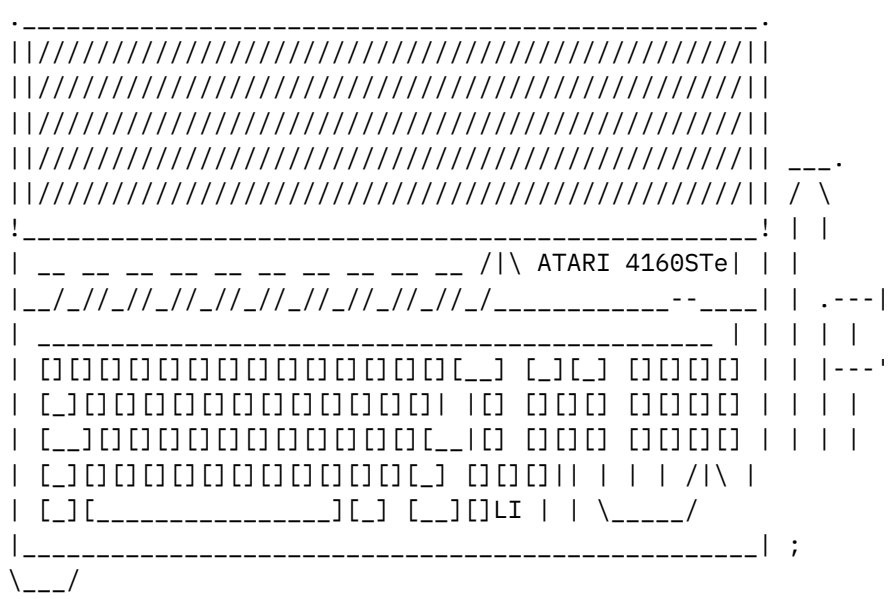
keyboard (being the smallest ST case in existance.)

Incidentally, the person who buys the 4160 STe will have that six foot chord to have an external keyboard whenever they choose. (and a SM124 monitor, and maybe a color monitor and monitor switch depending on the deal) :)

So I can say I've gone through what so many Atari users go through... to have the Atari STe go from the all in one boogle board, to a PC case and desktop computer. But in this case, there was a chance to go back, since it is all back together again. :)

(People like vintage STe's over re-cased ones.. I can see why I suppose..)

>octor <lu




(Original art: valkyrie http://www.ascii-art.de/ascii/ab/atari.txt)

# 3469. Re: Ultimate Ataris (more or less)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-21 03:52:32 UTC
From: E <e@e.com>
Message-ID: <ZDQIa.831$hY1.98636@news20.bellglobal.com>
Source record: 20982

it was dead to begin with, I think he revived it.

"TXG" <txg01@xs4all.nl> wrote in message
news:3ef38179$0$49107$e4fe514c@news.xs4all.nl...
> Hi,
>
> The French mod is pretty cool the first one is something I don't like
> sorry...
>
> I think people should never kill an Icon like the Atari 800...
>
> TXG/MNX
> "David A Paterson" <david_p@istop.com> wrote in message
> news:93A0A8C66davidpistopcom@66.11.168.195...
> > The ultimate Atari 800:
> >
> > http://members.cox.net/ofs_labs/atari.htm
> >
> > (though it does seem a tad sacreligious)
> >
> > Or, in French, the ultimate 600xl:
> >
> > http://www.jackypc.com/index2.php3?rub=articles&num=206
> >
> >
> > David P.
>
>

## 3470. Argh... CX 85 woes...

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-21 08:59:46 UTC
From: Undead Mechanic <davidb81@earthlink.net>
Message-ID: <68VIa.58004$Io.5416815@newsread2.prod.itd.earthlink.net>
Source record: 20983

I beseech thee... I come in search of long lost knowledge.

I have a CX85 keypad and I have been looking for a driver/handler (either in code or available for download) for this blasted thing for ages and, so far, have had squat for luck. I'd write my own, except for the fact that none of my memory maps say anything about the joystick ports aside from their up/down, right/left, and fire button locations.

I'm not sure about this, but I'm thinking that it (the CX85) may use various combinations of the fire and directional buttons to accomplish it's task.

If I could at least find a schematic of the thing, I think I may be able to program a routine to handle it.

Any and everything is very much appreciated.
David Bowden

## 3471. Re: Ultimate Ataris (more or less)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-21 11:06:20 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3ef43d08$0$49110$e4fe514c@news.xs4all.nl>
Source record: 20984

> it was dead to begin with, I think he revived it.

Still it's bad atari 8-bit machines never die they always can be repaired...

TXG/MNX

# 3472. Re: Me and My Big Faggy Pedophile Friend Benny!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-21 12:15:14 UTC
From: nick@1632systems.co.uk
Message-ID: <bd1i8k$h1l$1@thorium.cix.co.uk>
Source record: 20985
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

heh, well done..

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

# 3473. New eBay auctions: Atari Monitor Port to RCA Phono/SCART cables

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-21 14:00:24 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1056204136.63964.0@eunomia.uk.clara.net>
Source record: 20986

Hello All,

I have put another Atari 800/XL/XE Monitor Port to SCART cable up for auction on eBay. If your TV has a SCART socket (almost all TVs sold within the last 7 years in the UK/Europe will have one), you can connect your Atari to it and have almost perfect picture/sound without any tuning! NOT suitable for SECAM (France/Russia) machines.

I have also started a new auction for a Monitor Port to RCA Phono cable. This is suitable for any TV with RCA Phono (AV) inputs. It will work fine for PAL or NTSC systems, but NOT SECAM (France/Russia).

The link is below (this will split on to two lines, so please copy both lines into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangar
raghty

Dean Garraghty

# 3474. Re: Argh... CX 85 woes...

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-21 16:14:45 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vf9138883b113@corp.supernews.com>
Source record: 20987

the CTH archive has some files for the cx85, including
a driver for SpartaDOS.
ftp://ftp.spudster.org
I suggest you download the 'allfiles.zip or *.txt' and
search for cx85.
There's a cx85.m65, which I guess is a mac 65
source for a driver for it, in the programming
directory.
in utilities/files/misc there's a cx85d.arc which contains
the spartados driver.
russg

# 3475. Re: 1520 to PC ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-21 17:30:02 UTC
From: Leo <commodore128@hotmailspamcentral.com>
Message-ID: <uC0Ja.253335$ro6.6571643@news2.calgary.shaw.ca>
Source record: 20988
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy

"Patryk 'Silver Dream !' ogiewa" <silverdr@inet.remove.it.pl> wrote in
message news:3ef319f3$1@news.inet.com.pl...
> >
> >>BTW. Do you still have _working_ pens for the printer/plotter??!!
> >
> >
> > I've just put in my very last set :-(
> >
> >
> >
> >>Maybe you know where to buy those?!
> >
> >
> > Apparently, some Radio Shack's still have old stock of these and the
> > paper.
> >
> >
>
> Hm, I went to their online store but no relevant pens found there :-( If
> you know a place where I could buy online, or call and buy (I live in
> Europe), please let me know. Also if anyone could buy a box of those for
> me anywhere?! I would be very, very grateful. I really would love to
> revive my trustworthy printer/plotter and the only thing missing is the
> set of working pens... :-(
>

"Richard Hutchinson" <richard.hutchinson@dsl.pipex.com> wrote in message
news:3ef33b40$0$11376$cc9e4d1f@news.dial.pipex.com...
> >Hm, I went to their online store but no relevant pens found there
>
> These are the same as the 1520 -
>
> Atari 1020
> Oric MCP40
> Tandy CGP-115
>
> Here's the RS link with stock numbers -
>
> http://support.radioshack.com/support_accessories/5632.htm
>
> I would imagine any RS stock would now be just what's left in the
individual
> shop's store room.

>
>

These ink pens can be refilled!! And they can be refilled without drilling holes :) If anyone needs their pens refilled I can do it for them for $4.00/pen minimum 4 pens, shipping included. They should have caps on to help keep the ink from drying but testing so far has shown me that when refilled they are quite resilient to drying up. PLEASE hang on to your old dried up pens. They arent making these anymore, afaik, and once they are gone, thats it. Sources are dying up very quickly as alot of big industries still use these pens for their equipment and buy them in huge quantities.Even the mills around my town here uses them for their graph printers.Also, alot of the "new,old stock" ones are drying up inside the packages, so even if you buy them you arent necessarily guaranteed to get working pens, unfortunately. Remove spam block to email.

Leo
--
Check out my auction for GBA SP Headphone adapters.
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3528440827
Im looking for Commodore Cartridges! Got any?
Check out my tradelist at http://www.commodore64.allhell.com

# 3476. Re: 1520 to PC ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-21 17:44:28 UTC
From: Neil <whome@nothere.com>
Message-ID: <0Q0Ja.19767$T85.2681684@news1.telusplanet.net>
Source record: 20989
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy

"Leo" <commodore128@hotmailspamcentral.com> wrote in message
news:uC0Ja.253335$ro6.6571643@news2.calgary.shaw.ca...

> These ink pens can be refilled!! And they can be refilled
without
> drilling holes :) If anyone needs their pens refilled I can do it
for them
> for $4.00/pen minimum 4 pens, shipping included. They should have
caps on to
> help keep the ink from drying but testing so far has shown me that
when
> refilled they are quite resilient to drying up. PLEASE hang on to
your old
> dried up pens. They arent making these anymore, afaik, and once
they are
> gone, thats it. Sources are dying up very quickly as alot of big
industries
> still use these pens for their equipment and buy them in huge
> quantities.Even the mills around my town here uses them for their
graph
> printers.Also, alot of the "new,old stock" ones are drying up
inside the
> packages, so even if you buy them you arent necessarily guaranteed
to get
> working pens, unfortunately. Remove spam block to email.

Too bad someone can't get them made in China. The dollar stores seem
to have an endless supply of ball point pens from there - even 10
color pens for $1.00! These should be easier to make.

BTW, anyone try 1-800-THE-SHACK ?

N

# 3477. Re: Mini-ITX PC in an Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-21 21:41:51 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3ef4d1fd$0$49103$e4fe514c@news.xs4all.nl>
Source record: 20990

I saw it but this is something I don't like...

I hope no more real atari 8-bit machines will be killed for these kind of projects....

TXG/MNX
"William Kendrick" <bill@newbreedsoftware.com> wrote in message news:lPXIa.4289$%3.240221@typhoon.sonic.net...
> (This was over on Slashdot the other day. I'm surprised I didn't see it here.)
>
> Someone gutted a broken Atari 800, replaced it with a PC running Windows
> (sadly; at the LEAST it should be Linux! :^) ), and even put in a built-in
> SIO2PC cable which interfaces with the SIO port on the side (so he can connect
> real, living Atari 8-bit computers to it and boot up). APE is installed. :^)
>
> Apparently, the 800's keyboard was way too big, so he got an XL keyboard
> and threw it in there. (He had to widen the hole in the case for this.)
> At the moment, the keyboard doesn't work, but lots of people have sent him
> comments, so it sounds like he'll probably get it working... some day.
>
> Three of the four joystick ports in front have been replaced with a DVD drive.
> And he gutted a (HOPEFULLY NON-FUNCTIONAL!!!) Star Raiders cartridge and
> turned it into a USB mouse!!! (I'd've just taken an Atari 8-bit TrakBall
> and refitted it, but whatever ;^) )
>
>
> Here's the Slashdot article:
> http://slashdot.org/article.pl?sid=03/06/20/041246&mode=nocomment
>
> The guy's main website: (Andy Hutson)
> http://www.andylama.com/
>
> His page on the project:
> http://members.cox.net/ofs_labs/atari.htm
>
> And finally, a full rundown of the process: (at Mini-ITX.com)
> http://www.mini-itx.com/projects/atari800/
>
>
>
> Enjoy!

>
> -bill!
>
> --
> bill@newbreedsoftware.com Got kids? Get Tux
Paint!
> http://newbreedsoftware.com/bill/
http://newbreedsoftware.com/tuxpaint/

# 3478. Re: 1520 to PC ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-21 22:06:46 UTC
From: "\"Patryk 'Silver Dream !' Łogiewa\"" <silverdr@inet.remove.it.pl>
Message-ID: <3ef4d5bc@news.inet.com.pl>
Source record: 20991
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy

Leo wrote:
[...]

> These ink pens can be refilled!! And they can be refilled without
> drilling holes :)

Yes, I know that. I did it a few times in the late eighties (when they
became to be difficult to buy (in my place at least) and still in the
early nineties...

> If anyone needs their pens refilled I can do it for them
> for $4.00/pen minimum 4 pens, shipping included. They should have caps on to
> help keep the ink from drying but testing so far has shown me that when
> refilled they are quite resilient to drying up.

You mean that they dry-out faster than the original? That's exactly what
I experienced in the past.

> PLEASE hang on to your old
> dried up pens. They arent making these anymore, afaik, and once they are
> gone, thats it.

If those are no longer produced, then I think we have to go another
way... Continued in the next post

# 3479. Re: 1520 to PC ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-22 03:48:26 UTC
From: Leo <commodore128@hotmailspamcentral.com>
Message-ID: <eG9Ja.256513$3C2.7370333@news3.calgary.shaw.ca>
Source record: 20992
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy

"Patryk 'Silver Dream !' ogiewa" <silverdr@inet.remove.it.pl> wrote in
message news:3ef4d5bc@news.inet.com.pl...

> You mean that they dry-out faster than the original? That's exactly what
> I experienced in the past.

Actually I meant the opposite. So far I have left the refilled pen out
without a cap for 4 weeks and it still writes instantly as soon as it
touches the paper.I dont know how well original pens faired with the caps
off but this is a good thing so far. :)

Leo

--
Check out my auction for GBA SP Headphone adapters.
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3528440827
Im looking for Commodore Cartridges! Got any?
Check out my tradelist at http://www.commodore64.allhell.com

# 3480. Re: FA / FS : Many boxed ATARI XL/XE carts , new

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-22 05:14:45 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <f16cbc23.0306212114.4407f151@posting.google.com>
Source record: 20993

Slor <slor@comcast.net> wrote in message
news:<Xns939F6C4C3DAA1slorcomcastnet@130.133.1.4>...
> Despite all prevention efforts, Ulrich_Sternaxe@gmx.de (Mathias Grï¿½f)
> wrote in news:f16cbc23.0306181742.7db7c251@posting.google.com:
>
> > Look at :
> >
> > http://cgi6.ebay.de/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=klass
> > ische-videospiele&sort=3&page=1&rows=25&since=-1&showpics=1&stab=0
> >
> > I have the games for ATARI XL/XE on cartridge , all the games are new
> > , boxed + instructions and shrinkwrapped , never been used.
> >
> > You may bid for them on ebay or buy from me directly.
> >
>
> Still looking for a reply to the offer I made to buy a bunch of them.

Sorry , did not receive your last email.

MG

# 3481. Re: 1520 to PC ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-22 05:43:08 UTC
From: Neil <whome@nothere.com>
Message-ID: <MlbJa.25838$T85.2963605@news1.telusplanet.net>
Source record: 20994
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy

"Leo" <commodore128@hotmailspamcentral.com> wrote in message
news:eG9Ja.256513$3C2.7370333@news3.calgary.shaw.ca...
> Actually I meant the opposite. So far I have left the refilled pen
out
> without a cap for 4 weeks and it still writes instantly as soon as
it
> touches the paper.I dont know how well original pens faired with
the caps
> off but this is a good thing so far. :)

So did you build a special tool to disassemble the pens? I've had no
success with regular tools.

N

# 3482. Re: Mini-ITX PC in an Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-22 07:35:49 UTC
From: bill@newbreedsoftware.com
Message-ID: <p%cJa.4435$%3.248855@typhoon.sonic.net>
Source record: 20995

TXG <txg01@xs4all.nl> wrote:
> I saw it but this is something I don't like...
>
> I hope no more real atari 8-bit machines will be killed for these kind of
> projects....

IIRC, he said it was pretty much dead. IMO, an 800 is no loss. They're
a little dated. (Heheh)

If it were a 1200XL, though, I'd have been steaming!!!

Reminds me... Bob Woolley! I want to get my 1200XL back! ;^)
(I think I tried e-mailing you, but it bounced. I suppose I should
get off my butt and call ;) )

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

## 3483. Re: 1520 to PC ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-22 15:23:53 UTC
From: Mike Yetsko <joe@user.com>
Message-ID: <vfbip1ih0jre88@corp.supernews.com>
Source record: 20996
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy

I have the 'flat bed' plotter, the one that you have to manually change
the pens. I use it for graphing.

Anyway, I use 'stamp pad ink' to refill the pens. I got it in 'roll on'
bottles,
almost like deodorant. I popped the top and use an eye-dropper to refill
the pens. They don't dry out for a LONG time, and the ink is viscous
enough that it doesn't blob instantly if a pen is left down.

Mike

# 3484. Journey to the Planets...

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-22 15:50:57 UTC
From: pleasereplytogroups@hotmail.com
Message-ID: <66900ea6.0306220750.4beeeb3d@posting.google.com>
Source record: 20847

Hi everyone,

I've been playing Journey to the Planets recently, and I really like it.

Apart from Ghost Encounters, (another JV software title), are there any other games like it, in which you have a series of puzzles to solve? (It doesn't matter if the game is set in space or not - I just like the puzzle solving aspect of the game.)

Thanks for any information.

Best regards from Robert.

# 3485. Re: 1520 to PC ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-22 17:11:22 UTC
From: Leo <commodore128@hotmailspamcentral.com>
Message-ID: <_qlJa.258824$3C2.7427428@news3.calgary.shaw.ca>
Source record: 20848
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy

"Neil" <whome@nothere.com> wrote in message
news:MlbJa.25838$T85.2963605@news1.telusplanet.net...
>
>
> So did you build a special tool to disassemble the pens? I've had no
> success with regular tools.
>
> N

Nope, not yet anyway. I just checked my radio shack pens and they are a bit different than the commodore and atari pens. Maybe thats why you had trouble, Im assuming your working with RS pens, Neil? I havent tried to refill a RS pen.As of yet I dont have any dead RS pens to try to refill and I dont want to sacrifice one.Hopefully someone will send me some RS ones so ill get to experiment.Another thing is be gentle squeezing in the ink or you end up with it all over your hands. It can be messy for sure but worth it in the end.

Leo

--
Check out my auction for GBA SP Headphone adapters.
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3528440827
Im looking for Commodore Cartridges! Got any?
Check out my tradelist at http://www.commodore64.allhell.com

# 3486. Re: Argh... CX 85 woes...

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-22 18:11:02 UTC
From: f-schuster@gmx.net
Message-ID: <add8fcf3.0306221011.39ebd5ce@posting.google.com>
Source record: 20849

For a driver see as well

http://www.strotmann.de/twiki/bin/view/APG/PgmHardwDriverNumericKeypad

you'll find there a lot more interresting stuff

solong
Frank

"Undead Mechanic" <davidb81@earthlink.net> wrote in message
news:<68VIa.58004$Io.5416815@newsread2.prod.itd.earthlink.net>...
> I beseech thee... I come in search of long lost knowledge.
>
> I have a CX85 keypad and I have been looking for a driver/handler (either in
> code or available for download) for this blasted thing for ages and, so far,
> have had squat for luck. I'd write my own, except for the fact that none of
> my memory maps say anything about the joystick ports aside from their
> up/down, right/left, and fire button locations.
>
> I'm not sure about this, but I'm thinking that it (the CX85) may use various
> combinations of the fire and directional buttons to accomplish it's task.
>
> If I could at least find a schematic of the thing, I think I may be able to
> program a routine to handle it.
>
> Any and everything is very much appreciated.
> David Bowden

# 3487. Port of Atari800 emulator to the GP32

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-22 20:23:58 UTC
From: Mark Watson <newsAfoftDfsnetD@co.uk>
Message-ID: <yfoJa.2524589$uT2.378464@news.easynews.com>
Source record: 20850

Anyone here want to play with Atari 8-bit games on a handheld console? If so
you may be interested to know I just released the first version of my port
of the Atari800 emulator to the GP32. Take a look at
http://www.scrameta.net for more info.

Many thanks to the Atari800 authors for a fantastic emulator:-)

Thanks,

Mark
--
-----
(s/X/Y/g -> replace all X with Y in e-mail addr)
s/@//g; s/D/./g; s/A/@/g;

# 3488. Re: Me and My Big Faggy Pedophile Friend Benny!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-22 20:26:52 UTC
From: nick@1632systems.co.uk
Message-ID: <bd53ef$b2r$1@thorium.cix.co.uk>
Source record: 20851
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Seems our little creep from New York/Jersey has moved to this remailer....
having recvd a little email from him.

admin@italy-anonymous-remailer.it

Well, this is quite interesting because Italy is a EEC member and the data
protection/abuse laws are slightly different here... ie Web Services are
responsible for the usage of their services ( as per recent Demon case)....
I am obviously contacting them direct and will if I have to give them a
little legal nudge... keep you informed
--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

# 3489. Re: Me and My Big Faggy Pedophile Friend Benny!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-22 23:19:09 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3ef63635$0$59956$c30e37c6@lon-reader.news.telstra.net>
Source record: 20852
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

<nick@1632systems.co.uk> wrote in message
news:bd53ef$b2r$1@thorium.cix.co.uk...
> Seems our little creep from New York/Jersey has moved to this remailer....
> having recvd a little email from him.
>
>
> admin@italy-anonymous-remailer.it
>
>
> Well, this is quite interesting because Italy is a EEC member and the data
> protection/abuse laws are slightly different here... ie Web Services are
> responsible for the usage of their services ( as per recent Demon
case)....
> I am obviously contacting them direct and will if I have to give them a
> little legal nudge... keep you informed
> --

You are chasing your own tail here I suspect. Using multiple remailers means that the Italian remailer can only give you the name of the remailer they got the post from.

Nobody is going to bother with tracing back an anonymous email all the way back to the source because it is probably sent from a public computer (internet cafe, library or university or similar) if the poster is clever. Even if he isn't, there is a multitude of software and online mailers that will fake the originating ISP as well.

It's a waste of time, using a filter and not replying to his messages is an easier and smarter way of preventing this rubbish IMO.

## 3490. 130XE bad joystick port

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-22 23:32:37 UTC
From: "Neal E. Westfall" <nwestfal@dslextreme.com>
Message-ID: <20030622163049.X48435@Tolstoy.home.lan>
Source record: 20853

The second joystick port pulls to the left on my 130XE. Anybody know how to go about troubleshooting it?

Neal

# 3491. Re: Me and My Big Faggy Pedophile Friend Benny!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-22 23:51:59 UTC
From: nick@1632systems.co.uk
Message-ID: <bd5ff3$gs6$1@thorium.cix.co.uk>
Source record: 20854
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

yeah I appreicate that... but when my wife rcvs this email in her inbox I
get a little angry. I already kill file the slug and will continue too.

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

# 3492. Re: B.r.a.v.o. ... .S.i.e.r.r.a. ... .3.0.%. ... .O.f.f.!.

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-23 01:10:44 UTC
From: nospam9212@aol.commune
Message-ID: <20030622211044.04144.00001450@mb-m28.aol.com>
Source record: 20855

On 6/22/03 6:25 PM Eastern Daylight Time, starwars
nobody@tatooine.homelinux.net wrote...

>Hello, some of you may know me as Fagboy Benny. I'm that big fat 400lb
>shiteating pedophile fagot with shit for brains! Actually, I'm the

Thank you, anonymous coward a.k.a starwars nobody@tatooine.homelinux.net.... my kid reads this group. We've actually order from Ben (quite awhile ago) and we still use our Ataris.

Guess which one of you two appears problematic in the group?

---
http://www.mental-health-matters.com/disorders/list_alpha.php

Paranoid Personality Disorder

Description

Paranoid Personality Disorder essentially is an ongoing, unbased suspiciousness and distrust of people. Along with this, the person suffering from PPD is emotionally detached. In order to have this diagnosis, the person would have to have seen others as having malevolent intentions, by early adulthood in different situations, as indicated by a number of different factors. These factors include: suspicion that others are exploiting, or deceiving them, that others may not be loyal or trustworthy, believes there are threats or attacks on their character in innocent statements that others do not see, and bears persistent grudges.

Schizoid Personality Disorder

Description

A person with Schizoid Personality Disorder has minimal social relationships, expresses few emotions (especially those of warmth and tenderness), and appears to not care about the praise or criticism of others. They appear absentminded and aloof, but are actually very shy. While they do not do well while in contact in groups, they may excel when placed in positions where they have minimal contact with others.

Schizotypal Personality Disorder

Description

Schizotypal Personality Disorder is marked by a lack of, and reduced capacity for, social and interpersonal relationships. The person with this disorder also has cognitive distortions and eccentricities of behavior. They often have magical thinking (if I think this, I can make that happen), paranoia, and other

seemingly strange thoughts. They may talk to themselves, dress inappropriately, and are very sensitive to criticism.
---

When (if?) you mature, you'll realize you have become a manifestation of what you despise.

-= Francis Yarra =-
fyarraATjunoDOTcom
http://members.aol.com/fyarra001/ads - My drywall website
http://members.aol.com/fyarra001 - My C64 website
http://members.aol.com/prsnl99 - My personal website

# 3493. #wfpc -- ready for fun! "Classic Gaming at the Core!"

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-23 01:32:05 UTC
From: ppanks@juno.com
Message-ID: <cb0ed86a.0306221732.11670d67@posting.google.com>
Source record: 20856
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair

Dear Classic Video Gaming Fans:

A *new* IRC channel devoted to Classic Video Games, Interactive Fiction, Commodore 64/128, Atari and Apple has been set up on Afternet's IRC network.

The channel is #wfpc. "Classic Gaming at the Core!"

Login today to a random Afternet server using mIRC (www.mirc.org) or any one of the other popular IRC programs out there!

So if you're tired of the #rgvc and #c64 scenes (like me), hop on to Afternet's wonderful IRC network and join #wfpc today!!!

The channel is #wfpc. "Classic Gaming at the Core!"

Sincerely,

Paul Allen Panks
dunric@yahoo.com
ICQ# 12234336

# 3494. Re: #wfpc -- ready for fun! "Classic Gaming at the Core!"

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-23 02:55:22 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <220620032256243485%macsvolume@yahoo.com>
Source record: 20857
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair

In article <cb0ed86a.0306221732.11670d67@posting.google.com>, Paul
Allen Panks <ppanks@juno.com> wrote:

> Dear Classic Video Gaming Fans:

We KNOW all that you stupid prick! Maybe the reason no-one has joined
your little party is that we are all mentally stable enough to continue
using the channels you've been BANNED from! Besides, don't you have
enough personalities to have your own little chat all by yourself?

# 3495. Re: FA / FS : Many boxed ATARI XL/XE carts , new

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-23 03:34:51 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns93A2E5611C8DEslorcomcastnet@130.133.1.4>
Source record: 20858

Despite all prevention efforts, Ulrich_Sternaxe@gmx.de (Mathias Gr&#65533;f) wrote
in news:f16cbc23.0306212114.4407f151@posting.google.com:

> Ulrich_Sternaxe@gmx.de

I've resent my offer to your above address. If I should use a different
one, let me know.

--
Slor

# 3496. Re: #wfpc -- ready for fun! "Classic Gaming at the Core!"

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-23 04:53:48 UTC
From: ppanks@juno.com
Message-ID: <cb0ed86a.0306222053.2fd0cd2e@posting.google.com>
Source record: 20859
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair

Max,

I'm getting rather tired of your ridiculous insults. Why don't you go
find yourself a barn to milk cows in, or better yet, roll around in?
*oink* *oink*

Max Vomit? Turning Volume
DOOOOOOOOOOOOOWWWWWWWWWWWWWWWWWNNNNNNNNNNNNNN...

Much better,

Regards,

Paul Allen Panks
dunric@yahoo.com

Max Volume <macsvolume@yahoo.com> wrote in message
news:<220620032256243485%macsvolume@yahoo.com>...
> In article <cb0ed86a.0306221732.11670d67@posting.google.com>, Paul
> Allen Panks <ppanks@juno.com> wrote:
>
> > Dear Classic Video Gaming Fans:
>
> We KNOW all that you stupid prick! Maybe the reason no-one has joined
> your little party is that we are all mentally stable enough to continue
> using the channels you've been BANNED from! Besides, don't you have
> enough personalities to have your own little chat all by yourself?

# 3497. Re: #wfpc -- ready for fun! "Classic Gaming at the Core!"

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-23 07:07:52 UTC
From: Frodo Morris <graham.lee@wadham.ox.invalid.ac.uk>
Message-ID: <bd690k$no3$1@news.ox.ac.uk>
Source record: 20860
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair

Paul Allen Panks wrote:
> Max,
>
> I'm getting rather tired of your ridiculous insults. Why don't you go
> find yourself a barn to milk cows in, or better yet, roll around in?
> *oink* *oink*
>
> Max Vomit? Turning Volume
> DOOOOOOOOOOOOWWWWWWWWWWWWWWWWWNNNNNNNNNNNNNN...
>
> Much better,
>
<snip>

Is this an example of the level of conversation we have to expect if we
join the channel?

--
Frodo Morris http://users.ox.ac.uk/~wadh1342
All your bast are belong to us AKA Graham Lee, Wadham College
SpectrumSofts currently on show at URL/speccy/: Speccy@Home SETI Client
Also the home of iloveyou.bas, the first PC virus ported to the ZX82!!!

# 3498. Re: #wfpc -- ready for fun! "Classic Gaming at the Core!"

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-23 07:49:50 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <230620030350516601%macsvolume@yahoo.com>
Source record: 20861
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair

In article <bd690k$no3$1@news.ox.ac.uk>, Frodo Morris
<graham.lee@wadham.ox.invalid.ac.uk> wrote:

> Is this an example of the level of conversation we have to expect if we
> join the channel?

Yes, I'd say that's a pretty safe bet. That and endless tirades about
how he tried to kill himself. They say that a suicide attempt is often
a cry for help, but sometimes I wish he would have had a little help
with the suicide attempt.

# 3499. Re: 130XE bad joystick port

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-23 08:55:20 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3ef6c15b$0$49103$e4fe514c@news.xs4all.nl>
Source record: 20862

could be some soldering problems... or the Pia chip (6520)

"Neal E. Westfall" <nwestfal@dslextreme.com> wrote in message
news:20030622163049.X48435@Tolstoy.home.lan...
> The second joystick port pulls to the left on my 130XE. Anybody know how
> to go about troubleshooting it?
>
> Neal
>

# 3500. Re: #wfpc -- ready for fun! "Classic Gaming at the Core!"

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-23 09:01:02 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p141xxljhgx.fsf@panini.cling.gu.se>
Source record: 20863
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair

```
>>>>> "PAP" == Paul Allen Panks <ppanks@juno.com> writes:

PAP> I'm getting rather tired of your ridiculous insults. Why don't
PAP> you go find yourself a barn to milk cows in, or better yet, roll
PAP> around in? *oink* *oink*

PAP> Max Vomit? Turning Volume
PAP> DOOOOOOOOOOOOOWWWWWWWWWWWWWWWWWNNNNNNNNNNNNNN...

And, uh, why would I want to join an IRC channel on some godforsaken
network with you?

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/
```

# 3501. Re: #wfpc -- ready for fun! "Classic Gaming at the Core!"

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-23 09:42:45 UTC
From: Lister <fache@blueyonder.co.uk>
Message-ID: <8ridfvsq24penaqtq5vglq5m088l10kdi6@4ax.com>
Source record: 20864
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair

On Mon, 23 Jun 2003 07:49:50 GMT, Max Volume <macsvolume@yahoo.com>
wrote:

>In article <bd690k$no3$1@news.ox.ac.uk>, Frodo Morris
><graham.lee@wadham.ox.invalid.ac.uk> wrote:
>
>> Is this an example of the level of conversation we have to expect if we
>> join the channel?
>
>Yes, I'd say that's a pretty safe bet. That and endless tirades about
>how he tried to kill himself. They say that a suicide attempt is often
>a cry for help, but sometimes I wish he would have had a little help
>with the suicide attempt.

Ah, more crosspost wars

The C64 was crap!

--
www.ferg.tk - Oh, look, I just can't be arsed.

# 3502. Re: Me and My Big Faggy Pedophile Friend Benny!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-23 10:03:28 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3ef6cd34$0$59953$c30e37c6@lon-reader.news.telstra.net>
Source record: 20865
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

<nick@1632systems.co.uk> wrote in message
news:bd5ff3$gs6$1@thorium.cix.co.uk...
> yeah I appreicate that... but when my wife rcvs this email in her inbox I
> get a little angry. I already kill file the slug and will continue too.
>

It's annoying, that is certain... I'm not innocent when it comes to making
controversial and inflammatory comments but at least I'm not hiding behind
some anonymous remailer.

Regards,

Clockmeister.

# 3503. FA: Your Computer (xmas '83) and Popular Computing Weekly Mags

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-23 11:13:01 UTC
From: Josey <nospam@sandwich.ta>
Message-ID: <JdBJa.43511$xd5.2114678@stones.force9.net>
Source record: 20866
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair

Low starts, no reserve, I ship most places.

http://tinyurl.com/f0he

This is the last of my magazines I have for auction. Thanks for looking.

Jc.

## 3504. Free C= 1802 Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-23 12:14:07 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030623081407.09071.00001433@mb-m21.aol.com>
Source record: 20867

I have one (1) working Commodore 1802 monitor available for FREE, IF YOU PICK UP. I live in the central Indiana area, SW of Indianapolis. I got it used, and the composite video and audio have worked fine in my use, but the Separate Video inputs do *not* work. I have *not* tried to repair it, so I don't know WHY the separate inputs don't work.

It is offered AS IS, with no guarantee of any type.
I will *not* ship it (sorry). Send an email if interested.
In case of multiple interest, earliest email "wins".

Larry

# 3505. Re: 1520 to PC ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-23 13:06:42 UTC
From: "\"Patryk 'Silver Dream !' Łogiewa\"" <silverdr@inet.remove.it.pl>
Message-ID: <3ef6fa22$1@news.inet.com.pl>
Source record: 20868
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy

Barry OGrady wrote:
> On Sat, 21 Jun 2003 17:30:02 GMT, "Leo" <commodore128@hotmailspamcentral.com> wrote:
>
[...]
>>
>> These ink pens can be refilled!! And they can be refilled without
>>drilling holes :) If anyone needs their pens refilled I can do it for them
>>for $4.00/pen minimum 4 pens, shipping included. They should have caps on to
>>help keep the ink from drying but testing so far has shown me that when
>>refilled they are quite resilient to drying up. PLEASE hang on to your old
>>dried up pens. They arent making these anymore, afaik, and once they are
>>gone, thats it. Sources are dying up very quickly as alot of big industries
>>still use these pens for their equipment and buy them in huge
>>quantities.Even the mills around my town here uses them for their graph
>>printers.Also, alot of the "new,old stock" ones are drying up inside the
>>packages, so even if you buy them you arent necessarily guaranteed to get
>>working pens, unfortunately. Remove spam block to email.
>
>
> You say "alot" but you don't define that non-word. Do you mean not a lot
> in the way that atheist means not a theist?
> It would probably be better if you use only distionary words, but if you want to
> use made up words please define them.
>

Might it not be a persistent typo only? I also have one, which is
"recieve" instead of "recieve" :-)

--
There are three kinds of people: those who can count and those who can't

## 3506. CA-2001 and 1050-2-PC (or ProSystem)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-23 13:23:33 UTC
From: Jerzy Dudek <jurek@cnd.pl>
Message-ID: <bd6usj$n9g$1@taurus.webcorp.pl>
Source record: 20869

Does anybody knows if it is possible to use California Access CA-2001 (or LDW Super 2000) disk drives with 1050-2-PC or ProSystem?

# 3507. Re: Me and My Big Faggy Pedophile Friend Benny!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-23 15:47:44 UTC
From: Tim <tjlazer@nosmapmail.com>
Message-ID: <vfe890aoqs41e4@corp.supernews.com>
Source record: 20870
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
news:3ef6cd34$0$59953$c30e37c6@lon-reader.news.telstra.net...
>
> <nick@1632systems.co.uk> wrote in message
> news:bd5ff3$gs6$1@thorium.cix.co.uk...
> > yeah I appreicate that... but when my wife rcvs this email in her inbox
I
> > get a little angry. I already kill file the slug and will continue too.
> >
>
> It's annoying, that is certain... I'm not innocent when it comes to making
> controversial and inflammatory comments but at least I'm not hiding behind
> some anonymous remailer.
>
> Regards,
>
> Clockmeister.
>

The perpetrator definately has a lot of time on his hands thats for sure.
Must not have a life.

Tim
```

# 3508. Re: #wfpc -- ready for fun! "Classic Gaming at the Core!"

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-23 16:45:25 UTC
From: korax1214@mailandnews.co.uk
Message-ID: <fe420e86.0306230845.2c3b3588@posting.google.com>
Source record: 20871
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair

Lister <fache@blueyonder.co.uk> wrote in message
news:<8ridfvsq24penaqtq5vglq5m088l10kdi6@4ax.com>...

> Ah, more crosspost wars
>
> The C64 was crap!

YM Crap(s)[1] is often played on the C64[2]... :-)

[1] and other gambling simulations, of course...

[2] and the good old Speccy and CPC, of course. :-)

# 3509. Re: #wfpc -- ready for fun! "Classic Gaming at the Core!"

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-23 16:47:35 UTC
From: korax1214@mailandnews.co.uk
Message-ID: <fe420e86.0306230847.199dc48d@posting.google.com>
Source record: 20872
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair

Max Volume <macsvolume@yahoo.com> wrote in message
news:<230620030350516601%macsvolume@yahoo.com>...
> In article <bd690k$no3$1@news.ox.ac.uk>, Frodo Morris
> <graham.lee@wadham.ox.invalid.ac.uk> wrote:
>
> > Is this an example of the level of conversation we have to expect if we
> > join the channel?
>
> Yes, I'd say that's a pretty safe bet. That and endless tirades about
> how he tried to kill himself. They say that a suicide attempt is often
> a cry for help, but sometimes I wish he would have had a little help
> with the suicide attempt.

LOL! :-) Not only do you know how to post the right way up (unlike
the original poster), but you have a good line in dry humour as
well...

Welcome to css, even if you're just passing through...

# 3510. Re: #wfpc -- ready for fun! "Classic Gaming at the Core!"

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-23 18:47:56 UTC
From: Decimal Cat <wells@acadia.net>
Message-ID: <vfejr8drlmvb17@corp.supernews.com>
Source record: 20873
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair

I've gone there several times, and the only one who's been there has been
X2.

Kinda desolate, if you ask me. .

--Decimal Cat

"Paul Allen Panks" <ppanks@juno.com> wrote in message
news:cb0ed86a.0306221732.11670d67@posting.google.com...
> Dear Classic Video Gaming Fans:
>
> A *new* IRC channel devoted to Classic Video Games, Interactive
> Fiction, Commodore 64/128, Atari and Apple has been set up on
> Afternet's IRC network.
>
> The channel is #wfpc. "Classic Gaming at the Core!"
>
> Login today to a random Afternet server using mIRC (www.mirc.org) or
> any one of the other popular IRC programs out there!
>
> So if you're tired of the #rgvc and #c64 scenes (like me), hop on to
> Afternet's wonderful IRC network and join #wfpc today!!!
>
> The channel is #wfpc. "Classic Gaming at the Core!"
>
> Sincerely,
>
> Paul Allen Panks
> dunric@yahoo.com
> ICQ# 12234336

# 3511. Re: #wfpc -- ready for fun! "Classic Gaming at the Core!"

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-23 19:15:23 UTC
From: "Form@C" <mick@mixtel.co.uk>
Message-ID: <Xns93A3CE13D25F4mick0010mixtel0010co@193.38.113.46>
Source record: 20874
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair

ppanks@juno.com (Paul Allen Panks) wrote in
news:cb0ed86a.0306221732.11670d67@posting.google.com:

> Dear Classic Video Gaming Fans:
>

<advertising snipped>

>
> The channel is #wfpc. "Classic Gaming at the Core!"
>

Just the sort of advert that *really* puts me off. Don't hold your breath
waiting for me to turn up! :-)

--
Mick
http://www.mixtel.co.uk for Nascom & Gemini info.
Also now also at http://www.nascom.info

# 3512. Re: Free C= 1802 Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-23 19:42:47 UTC
From: ron <ron@m.com>
Message-ID: <bd7l4p$gng$1@hood.uits.indiana.edu>
Source record: 20875

Larry,

Hi, I would be interested in the monitor, if it is still avaiable. I work in bloomington (IU) so I would guess we are not too far apart.

Thanks,

Ron

my email is rreuter(at)indiana.edu

"LarryWhite" <llppwhite@aol.comnsp> wrote in message news:20030623081407.09071.00001433@mb-m21.aol.com...

> I have one (1) working Commodore 1802 monitor available for FREE, IF YOU PICK
> UP. I live in the central Indiana area, SW of Indianapolis. I got it used,
> and the composite video and audio have worked fine in my use, but the Separate
> Video inputs do *not* work. I have *not* tried to repair it, so I don't know
> WHY the separate inputs don't work.
>
> It is offered AS IS, with no guarantee of any type.
> I will *not* ship it (sorry). Send an email if interested.
> In case of multiple interest, earliest email "wins".
>
> Larry

# 3513. Re: Free C= 1802 Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-23 20:14:44 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns93A39B161493Bslorcomcastnet@130.133.1.4>
Source record: 20876

Despite all prevention efforts, "ron" <ron@m.com> wrote in
news:bd7l4p$gng$1@hood.uits.indiana.edu:

> Larry,
>
> Hi, I would be interested in the monitor, if it is still avaiable. I
> work in bloomington (IU) so I would guess we are not too far apart.
>
> Thanks,
>
> Ron
>
> my email is rreuter(at)indiana.edu
>
>
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>
>
> "LarryWhite" <llppwhite@aol.comnsp> wrote in message
> news:20030623081407.09071.00001433@mb-m21.aol.com...
>
>>
>> I have one (1) working Commodore 1802 monitor available for FREE, IF
>> YOU
> PICK
>> UP. I live in the central Indiana area, SW of Indianapolis. I got
>> it
> used,
>> and the composite video and audio have worked fine in my use, but the
> Separate
>> Video inputs do *not* work. I have *not* tried to repair it, so I
>> don't
> know
>> WHY the separate inputs don't work.
>>
>> It is offered AS IS, with no guarantee of any type.
>> I will *not* ship it (sorry). Send an email if interested.
>> In case of multiple interest, earliest email "wins".
>>
>> Larry

>
>
>

If you're interested in a Magnavox Color Monitor, you can swing by my place while you're in Indy as well! Same deal - free to anyone willing to come get it. However, I would ship if someone wanted to pay for the shipping.

--
Slor

# 3514. Re: Free C= 1802 Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-23 20:15:33 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns93A39B398BF8Cslorcomcastnet@130.133.1.4>
Source record: 20877

> 
> If you're interested in a Magnavox Color Monitor, you can swing by my
> place while you're in Indy as well! Same deal - free to anyone willing
> to come get it. However, I would ship if someone wanted to pay for the
> shipping.
> 

"Color Monitor 40", that is.

--
Slor

# 3515. Re: CA-2001 and 1050-2-PC (or ProSystem)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-23 23:14:16 UTC
From: Fox-1
Message-ID: <bd81kg$inp$1@news4.tilbu1.nb.home.nl>
Source record: 20878

"Jerzy Dudek" wrote

> Does anybody knows if it is possible to use California Access CA-2001 (or
> LDW Super 2000) disk drives with 1050-2-PC or ProSystem?

I guess if they are able to run at the same speed as a 1050 does it should work. If those droves are more like an XF551 (or XFD
drive) chances are that it'll not work.

The CA-2001 is one of the drives I still want to lay my hands up some time, just as a TOMS 710 diskdrive...

--

Grtx, Sysop Fox-1 / MNX http://www.fox-1.nl
mnx_at_fox-1_dot_nl
Remember what the Dormouse said...

## 3516. Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-23 23:42:33 UTC
From: ppanks@juno.com
Message-ID: <cb0ed86a.0306231542.2b604567@posting.google.com>
Source record: 20879
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

http://www.atari.com/

Quoting the website:

"Infogrames is now officially Atari, and through this site, you'll be able to access all Atari product information from around the world, as well as corporate information about Atari, Inc. (our North American operations) and our parent company, Infogrames Entertainment SA.

The Atari legacy of innovation lives on!"

Now all they need to do is bring back Commodore and the world will be right once more!

Sincerely,

Paul Allen Panks
dunric@yahoo.com

# 3517. Hard Disk Interface Card for ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-24 01:00:49 UTC
From: lfooch@bellsouth.net
Message-ID: <3ef7a253.121715587@newsgroups.bellsouth.net>
Source record: 20880

Does anyone have one of these ? I have one, but I'm noting an empty
16 pin socket towards the rear of the card and want to compare to see
if a working card also has this socket empty. Tks

ron

# 3518. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-24 02:24:43 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bd8cpb$clm$1@titan.btinternet.com>
Source record: 20881
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

Paul Allen Panks <ppanks@juno.com> wrote in message
news:cb0ed86a.0306231542.2b604567@posting.google.com...
> http://www.atari.com/
>
> Quoting the website:
>
> "Infogrames is now officially Atari, and through this site, you'll be
> able to access all Atari product information from around the world, as
> well as corporate information about Atari, Inc. (our North American
> operations) and our parent company, Infogrames Entertainment SA.
>
> The Atari legacy of innovation lives on!"
>
> Now all they need to do is bring back Commodore and the world will be
> right once more!
>

What a prick.

You think anyone one here isnt gonna know about this already???? Read the
existing threads first, then just move along.

Smeg.

## 3519. Re: Journey to the Planets...

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-24 03:22:48 UTC
From: Jeff Potter <jpotter@cfl.rr.com>
Message-ID: <cuPJa.157693$4y6.2451392@twister.tampabay.rr.com>
Source record: 20882

Action Quest is one of the 3 from JV Software. I forget if it was the
first or the second of the series. Same principles.

.NET Developer wrote:
> Hi everyone,
>
> I've been playing Journey to the Planets recently, and I really like
> it.
>
> Apart from Ghost Encounters, (another JV software title), are there
> any other games like it, in which you have a series of puzzles to
> solve? (It doesn't matter if the game is set in space or not - I just
> like the puzzle solving aspect of the game.)
>
> Thanks for any information.
>
> Best regards from Robert.

# 3520. Re: CA-2001 and 1050-2-PC (or ProSystem)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-24 05:27:32 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3ef7e229$0$49109$e4fe514c@news.xs4all.nl>
Source record: 20883

Hmm a CA-2001 / LDW 2000 and Toms 710/720 drives would be nice to have also
a Karin drive...

When people have them let me know.

TXG/MNX
"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:bd81kg$inp$1@news4.tilbu1.nb.home.nl...
>
> "Jerzy Dudek" wrote
>
> > Does anybody knows if it is possible to use California Access CA-2001
(or
> > LDW Super 2000) disk drives with 1050-2-PC or ProSystem?
>
> I guess if they are able to run at the same speed as a 1050 does it should
work. If those droves are more like an XF551 (or XFD
> drive) chances are that it'll not work.
>
> The CA-2001 is one of the drives I still want to lay my hands up some
time, just as a TOMS 710 diskdrive...
>
>
> --
>
> Grtx, Sysop Fox-1 / MNX http://www.fox-1.nl
> mnx_at_fox-1_dot_nl
> Remember what the Dormouse said...
>
>

## 3521. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-24 06:31:34 UTC
From: bill@newbreedsoftware.com
Message-ID: <afSJa.5007$%3.262786@typhoon.sonic.net>
Source record: 20884
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

In comp.sys.atari.8bit Smeg <smeg_007@nospam.hotmail.com> wrote:
>
> What a prick.

Yes... You were. >:^P

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 3522. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-24 08:26:13 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1056443135@rtfm.mit.edu>
Source record: 20885
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 26, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

# 3523. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-24 08:34:47 UTC
From: Peter de Vroomen <peterv@ditweghaluh.jaytown.com>
Message-ID: <3ef80d34$0$49111$e4fe514c@news.xs4all.nl>
Source record: 20886
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

> "Infogrames is now officially Atari, and through this site, you'll be
> able to access all Atari product information from around the world, as
> well as corporate information about Atari, Inc. (our North American
> operations) and our parent company, Infogrames Entertainment SA.

So, that makes Atari a French company, doesn't it?

Funny that before Atari turned French, Atari was a purely American company (and allmost dead), but now that it is French, all product information can be accessed from around the world.

> The Atari legacy of innovation lives on!

So, the Atari 2600 is coming back for it's third life? Or are they finally going to make a console that can compete with the rest? I do hope so. I also like the idea of finally having some innovative games again, when are they going to come out?

PeterV

# 3524. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-24 09:40:24 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <927gfv81fsiq4enuk8lhb60381rl5rjins@4ax.com>
Source record: 20887
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

On Tue, 24 Jun 2003 02:24:43 +0000 (UTC), "Smeg"
<smeg_007@NOSPAM.hotmail.com> wrote:

>What a prick.
>
>You think anyone one here isnt gonna know about this already???? Read the
>existing threads first, then just move along.
>
>Smeg.
>

School holidays again?
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 3525. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-24 10:45:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030624114531.35193A@ilaskey.cix.co.uk>
Source record: 20888

In article <3ef80d34$0$49111$e4fe514c@news.xs4all.nl>,
peterv@ditweghaluh.jaytown.com (Peter de Vroomen) wrote:

> So, that makes Atari a French company, doesn't it?
More like a French company has bought the Atari name and used it for a
rebranding excercise.

> (and allmost dead),
Totally dead.

> like the idea of finally having some innovative games again, when are
> they going to come out?
Just the same stuff as before but with a different name on the box.

# 3526. A few new eBay Atari auctions

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-24 12:54:14 UTC
From: dgs@clara.net
Message-ID: <3568e886.0306240454.1c6e5104@posting.google.com>
Source record: 20889

Hello All,

I've just started new auctions for some Atari 8-bit items, including some software I haven't put on before. I still have the Monitor Port to SCART and Monitor Port to RCA Phono cables for auction. These are great if you have an Atari with a poor output over the RF (TV) cable. They are suitable for NTSC/PAL 800/XL/XE machines, but not SECAM (France/Russia). The SCART version is mostly for UK/Europe, where all TVs sold within the last 8 years will have a SCART socket. The RCA Phono version will work for any TV with RCA inputs (Composite Video/Audio). This is suitable for use in non-SCART countries, but also for SCART enabled TVs with RCA as well. This will allow you to keep the SCART socket free for other things (DVD, VCR, Cable box, etc.). The improvement in picture and sound when using these cables can be amazing! I have an old 800 which just doesn't tune well, so it looks like watching through fog! With the SCART cable it looks like a new computer!

The link is below (if it splits onto multiple lines, you may need to cut/paste the whole link into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangarraghty

Dean Garraghty

# 3527. Ultima 3 using XFormer 2000 is Black and White with Color TV set in Defaults??

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-24 13:45:11 UTC
From: Larry Braswell <Jason>
Message-ID: <3blgfv0vbliopkslpncdvf619boqfgbt7e@4ax.com>
Source record: 20890

XFormer 2000 is very nice, it's just for some reason, Ultima 3 is in black and white, no color whatsoever? I have tried all of the settings.

Any suggestions?

TIA

# 3528. Re: Ultima 3 using XFormer 2000 is Black and White with Color TV set in Defaults??

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-24 14:08:14 UTC
From: Larry Richardson <rich5462@bellsouth.net>
Message-ID: <7MYJa.2606$IT4.471@fe04.atl2.webusenet.com>
Source record: 20891

I think Ultima 3 used color artifacts to get green and red. I don't know about XFormer 2000 options/settings, though. Might want to see if it has any that seem to enable or disable color artifacts.

Larry Braswell wrote:
> XFormer 2000 is very nice, it's just for some reason, Ultima 3 is in
> black and white, no color whatsoever? I have tried all of the
> settings.
>
> Any suggestions?
>
> TIA

# 3529. Re: Journey to the Planets...

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-24 15:11:33 UTC
From: pleasereplytogroups@hotmail.com
Message-ID: <66900ea6.0306240711.23310d4c@posting.google.com>
Source record: 20892

Thanks a lot Jeff.

I've now completed Journey to the Planets!

I only cheated once - I didn't know how to fly across the chasm on the
Ruby Chain planet.

I found it very handy to save my position (using an emulator) as I
went along.

I'm now trying to complete The Goonies.

Best regards from Robert.

Jeff Potter <jpotter@cfl.rr.com> wrote in message
news:<cuPJa.157693$4y6.2451392@twister.tampabay.rr.com>...
> Action Quest is one of the 3 from JV Software. I forget if it was the
> first or the second of the series. Same principles.
>
> .NET Developer wrote:
> > Hi everyone,
> >
> > I've been playing Journey to the Planets recently, and I really like
> > it.
> >
> > Apart from Ghost Encounters, (another JV software title), are there
> > any other games like it, in which you have a series of puzzles to
> > solve? (It doesn't matter if the game is set in space or not - I just
> > like the puzzle solving aspect of the game.)
> >
> > Thanks for any information.
> >
> > Best regards from Robert.

# 3530. Re: 1520 to PC ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-24 16:47:09 UTC
From: Neil <whome@nothere.com>
Message-ID: <hg%Ja.30262$T85.3754059@news1.telusplanet.net>
Source record: 20893
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy

"Leo" <commodore128@hotmailspamcentral.com> wrote in message
news:uC0Ja.253335$ro6.6571643@news2.calgary.shaw.ca...

> These ink pens can be refilled!! And they can be refilled
without
> drilling holes :)

I'm wondering if I can find suitable (but too long) pens or refills
locally, cut them down to length, and block the open end. That would
be an easier way to reload the printer.

Neil

# 3531. Re: Ultima 3 using XFormer 2000 is Black and White with Color TV set in Defaults??

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-24 17:54:32 UTC
From: Larry Braswell <Jason>
Message-ID: <ip3hfv4lc4o897t82o3an1d4ap687vs8ri@4ax.com>
Source record: 20894

Thanks Larry.

I tried AtariWinPlus 2.8 and used the color atifacting and now Ultima
looks just as I remember it.

One problem. AW2.8 keeps crashing. I've tried disabling the patches.

I hate to be a bother, but I would rather play Ultima 3 on the atari
than any other machine.

Any Ultima fans out there that can shed some light on my situation?
Should I use another emu?

Thanks!

On Tue, 24 Jun 2003 10:08:14 -0400, Larry Richardson
<rich5462@bellsouth.net> wrote:

>I think Ultima 3 used color artifacts to get green and red. I don't
>know about XFormer 2000 options/settings, though. Might want to see if
>it has any that seem to enable or disable color artifacts.
>
>Larry Braswell wrote:
>> XFormer 2000 is very nice, it's just for some reason, Ultima 3 is in
>> black and white, no color whatsoever? I have tried all of the
>> settings.
>>
>> Any suggestions?
>>
>> TIA
>

# 3532. Re: Ultima 3 using XFormer 2000 is Black and White with Color TV set in Defaults??

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-24 18:32:32 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <AD0Ka.7465$QC5.3602@fe02.atl2.webusenet.com>
Source record: 20895

Dude get the latest version AW Plus 3.0

"Larry Braswell" <Jason> wrote in message
news:ip3hfv4lc4o897t82o3an1d4ap687vs8ri@4ax.com...
> Thanks Larry.
>
> I tried AtariWinPlus 2.8 and used the color atifacting and now Ultima
> looks just as I remember it.
>
> One problem. AW2.8 keeps crashing. I've tried disabling the patches.
>
> I hate to be a bother, but I would rather play Ultima 3 on the atari
> than any other machine.
>
> Any Ultima fans out there that can shed some light on my situation?
> Should I use another emu?
>
> Thanks!
>
> On Tue, 24 Jun 2003 10:08:14 -0400, Larry Richardson
> <rich5462@bellsouth.net> wrote:
>
> >I think Ultima 3 used color artifacts to get green and red. I don't
> >know about XFormer 2000 options/settings, though. Might want to see if
> >it has any that seem to enable or disable color artifacts.
> >
> >Larry Braswell wrote:
> >> XFormer 2000 is very nice, it's just for some reason, Ultima 3 is in
> >> black and white, no color whatsoever? I have tried all of the
> >> settings.
> >>
> >> Any suggestions?
> >>
> >> TIA
> >>
>

# 3533. Re: Ultima 3 using XFormer 2000 is Black and White with Color TV set in Defaults??

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-24 18:46:07 UTC
From: BD <Jason>
Message-ID: <827hfv8c5lavisso9oqdp07kuna8b0jfje@4ax.com>
Source record: 20896

```
Will do!
I'm having no luck with AW2.8.

On Tue, 24 Jun 2003 14:32:32 -0400, "Son of man"
<bcozier@bellsouth.net> wrote:

>Dude get the latest version AW Plus 3.0
>
>"Larry Braswell" <Jason> wrote in message
>news:ip3hfv4lc4o897t82o3an1d4ap687vs8ri@4ax.com...
>> Thanks Larry.
>>
>> I tried AtariWinPlus 2.8 and used the color atifacting and now Ultima
>> looks just as I remember it.
>>
>> One problem. AW2.8 keeps crashing. I've tried disabling the patches.
>>
>> I hate to be a bother, but I would rather play Ultima 3 on the atari
>> than any other machine.
>>
>> Any Ultima fans out there that can shed some light on my situation?
>> Should I use another emu?
>>
>> Thanks!
>>
>> On Tue, 24 Jun 2003 10:08:14 -0400, Larry Richardson
>> <rich5462@bellsouth.net> wrote:
>>
>> >I think Ultima 3 used color artifacts to get green and red. I don't
>> >know about XFormer 2000 options/settings, though. Might want to see if
>> >it has any that seem to enable or disable color artifacts.
>> >
>> >Larry Braswell wrote:
>> >> XFormer 2000 is very nice, it's just for some reason, Ultima 3 is in
>> >> black and white, no color whatsoever? I have tried all of the
>> >> settings.
>> >>
>> >> Any suggestions?
>> >>
>> >> TIA
>> >
>>
>
```

>

# 3534. Re: Ultima 3 crashing Atari800Win 3.1

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-24 19:21:42 UTC
From: BD <Jason>
Message-ID: <av8hfv4uo3vo59e6tbb4dsjnc3d47t10bi@4ax.com>
Source record: 20897

Well, I've now tried AW3.1, several roms 800,xl,xe and with and without patches. I've set AW to PAL and NTSC.

Ultima 3 loads fine, I can create a party, which by the way isn't being saved and I have read/write enabled, and for it. It bombs when I try to 'Journey Onward' and load the main game.

Perhaps I'm not setting up the images correctly?

Thanks again for the help.

# 3535. Re: Ultima 3 crashing Atari800Win 3.1

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-24 19:30:00 UTC
From: BD <Jason>
Message-ID: <0h9hfvkmfofhmksju7liu0s4k34ht1mg5n@4ax.com>
Source record: 20898

I'M A COMPLETE IDIOT!!!

I forgot, (it's been a while) that you first load the main disk image
to create your party then load the player disk to play the game.

Thanks again for the quick responce!

On Tue, 24 Jun 2003 15:21:42 -0400, BD <Jason> wrote:

>Well, I've now tried AW3.1, several roms 800,xl,xe and with and
>without patches. I've set AW to PAL and NTSC.
>
>Ultima 3 loads fine, I can create a party, which by the way isn't
>being saved and I have read/write enabled, and for it. It bombs when I
>try to 'Journey Onward' and load the main game.
>
>Perhaps I'm not setting up the images correctly?
>
>Thanks again for the help.

# 3536. Re: #wfpc -- ready for fun! "Classic Gaming at the Core!"

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-24 19:40:51 UTC
From: korax1214@mailandnews.co.uk
Message-ID: <fe420e86.0306241140.2c7437e2@posting.google.com>
Source record: 20899
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair

"Form@C" <mick@mixtel.co.uk> wrote in message
news:<Xns93A3CE13D25F4mick0010mixtel0010co@193.38.113.46>...
> ppanks@juno.com (Paul Allen Panks) wrote in
> news:cb0ed86a.0306221732.11670d67@posting.google.com:
> >
> > The channel is #wfpc. "Classic Gaming at the Core!"
> >
>
> Just the sort of advert that *really* puts me off. Don't hold your breath
> waiting for me to turn up! :-)

Indeed -- "core" as in "core of a bog-roll"? :)

(When I POKEd my head around the door of #wfpc last night, there was
only one other person there...)

# 3537. Re: 1520 to PC ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-24 21:47:10 UTC
From: Leo <commodore128@hotmailspamcentral.com>
Message-ID: <yF3Ka.274278$3C2.7914835@news3.calgary.shaw.ca>
Source record: 20900
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy

"Neil" <whome@nothere.com> wrote in message
news:hg%Ja.30262$T85.3754059@news1.telusplanet.net...
>
> "Leo" <commodore128@hotmailspamcentral.com> wrote in message
> news:uC0Ja.253335$ro6.6571643@news2.calgary.shaw.ca...
>
> > These ink pens can be refilled!! And they can be refilled
> without
> > drilling holes :)
>
> I'm wondering if I can find suitable (but too long) pens or refills
> locally, cut them down to length, and block the open end. That would
> be an easier way to reload the printer.
>
> Neil
>
>
Sounds like pretty tricky work to me Neil. Good luck with it though and
please share with us if you have a good experience out of this :)

Leo
--
Check out my auction for GBA SP Headphone adapters.
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3530686078
Im looking for Commodore Cartridges! Got any?
Check out my tradelist at http://www.commodore64.allhell.com

# 3538. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-24 23:01:10 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <240620031902187035%macsvolume@yahoo.com>
Source record: 20901
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

In article <3ef80d34$0$49111$e4fe514c@news.xs4all.nl>, Peter de Vroomen
<peterv@ditweghaluh.jaytown.com> wrote:

> So, the Atari 2600 is coming back for it's third life? Or are they finally
> going to make a console that can compete with the rest? I do hope so. I also
> like the idea of finally having some innovative games again, when are they
> going to come out?

Uh, no. Infogrames (I don't care what they call themselves, they are
*not* ATARI) is strictly a software company. We've seen the ATARI
multi-game joystick thingy and an Activision gamepad doohicky
(Infogrames owns the Activision name too, I believe), but those were
licensed items produced by another company (Jakks Pacific, iirc). I
think it'd be really cool to see an even smaller 2600jr, or maybe the
same one again, but I doubt there will be any more cartridge-based
consoles bearing the ATARI name, and you can pretty much bet that this
incarnation of ATARI is *not* going to move in and challenge SONY and
Nintendo with an up-to-date console, either.

They're basically just trying to get a return on their investment, and
I don't think that was happening fast enough with the "classic" titles,
so now stuff like Enter The Matrix is being sold with the ATARI logo on
it (probably because ATARI is "hip" again, hence all the t-shirts,
etc.)

At any rate, it's all hype and very little substance. How very 21st
century.

# 3539. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-24 23:30:08 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bdamtv$2er$1@sparta.btinternet.com>
Source record: 20902
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

Max Volume <macsvolume@yahoo.com> wrote in message
news:240620031902187035%macsvolume@yahoo.com...
> In article <3ef80d34$0$49111$e4fe514c@news.xs4all.nl>, Peter de Vroomen
> <peterv@ditweghaluh.jaytown.com> wrote:
>
> > So, the Atari 2600 is coming back for it's third life? Or are they
finally
> > going to make a console that can compete with the rest? I do hope so. I
also
> > like the idea of finally having some innovative games again, when are
they
> > going to come out?
>
> Uh, no. Infogrames (I don't care what they call themselves, they are
> *not* ATARI) is strictly a software company. We've seen the ATARI
> multi-game joystick thingy and an Activision gamepad doohicky
> (Infogrames owns the Activision name too, I believe), but those were
> licensed items produced by another company (Jakks Pacific, iirc). I
> think it'd be really cool to see an even smaller 2600jr, or maybe the
> same one again, but I doubt there will be any more cartridge-based
> consoles bearing the ATARI name, and you can pretty much bet that this
> incarnation of ATARI is *not* going to move in and challenge SONY and
> Nintendo with an up-to-date console, either.
>
> They're basically just trying to get a return on their investment, and
> I don't think that was happening fast enough with the "classic" titles,
> so now stuff like Enter The Matrix is being sold with the ATARI logo on
> it (probably because ATARI is "hip" again, hence all the t-shirts,
> etc.)
>
> At any rate, it's all hype and very little substance. How very 21st
> century.

Thats exactly what I wanted to say, and would have if I'd have had so much
as an eggcup of patience left....

Smeg.

## 3540. Atari 5200 Diagnostic Pack/Service Manual on eBay!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-24 23:56:34 UTC
From: ppanks@juno.com
Message-ID: <cb0ed86a.0306241556.55a620b7@posting.google.com>
Source record: 20903
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3529657661&category=1250

# 3541. [#wfpc] 6pm-7pm MST/PST M-F weekly (clarification)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 01:14:47 UTC
From: ppanks@juno.com
Message-ID: <cb0ed86a.0306241714.9777dc8@posting.google.com>
Source record: 20904
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,rec.games.int-fiction

Dear Classic Gaming, Interactive Fiction, Commodore 64/128, Apple
II/IIe, and Atari 400/800/xl/xe Enthusiasts:

The new IRC channel (on Afternet's network), #wfpc, is now being
operated to run specifically during the 6pm-7pm MST/PST timeframe,
M-F, on a trial basis.

Once people start joining, I will expand it to a 24 hour channel.

As is it approximately 6:13pm Phoenix, Arizona time, the channel is
currently open for others to join and discuss the previously mentioned
topics of conversation.

See you there!

Sincerely,

Paul Allen Panks (a/k/a "Dunric")
dunric@yahoo.com
ICQ# 12234336
602-867-0202

## 3542. Re: Atari 5200 Diagnostic Pack/Service Manual on eBay!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 01:33:10 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <240620032134184242%macsvolume@yahoo.com>
Source record: 20905
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <cb0ed86a.0306241556.55a620b7@posting.google.com>, Paul
Allen Panks <ppanks@juno.com> wrote:

> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3529657661&category=1250

Wow, if you had an eBay ID for every one of your personalities, you
could probably win it!!!

# 3543. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 02:01:18 UTC
From: Rhindle The Red <Not@This.Time>
Message-ID: <bdb07s$ka9$1@slb9.atl.mindspring.net>
Source record: 20907
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

"Max Volume" <macsvolume@yahoo.com> wrote in message
news:240620031902187035%macsvolume@yahoo.com...
> In article <3ef80d34$0$49111$e4fe514c@news.xs4all.nl>, Peter de Vroomen
> <peterv@ditweghaluh.jaytown.com> wrote:
>
> > So, the Atari 2600 is coming back for it's third life? Or are they
finally
> > going to make a console that can compete with the rest? I do hope so. I
also
> > like the idea of finally having some innovative games again, when are
they
> > going to come out?
>
> Uh, no. Infogrames (I don't care what they call themselves, they are
> *not* ATARI)

Yes they are. Get over it.

is strictly a software company. We've seen the ATARI
> multi-game joystick thingy and an Activision gamepad doohicky
> (Infogrames owns the Activision name too, I believe),

*rolls eyes*
No, Activision owns the Activision name.
www.Activision.com

>but those were
> licensed items produced by another company (Jakks Pacific, iirc). I
> think it'd be really cool to see an even smaller 2600jr, or maybe the
> same one again, but I doubt there will be any more cartridge-based
> consoles bearing the ATARI name, and you can pretty much bet that this
> incarnation of ATARI is *not* going to move in and challenge SONY and
> Nintendo with an up-to-date console, either.

And why should they?

> They're basically just trying to get a return on their investment, and
> I don't think that was happening fast enough with the "classic" titles,
> so now stuff like Enter The Matrix is being sold with the ATARI logo on
> it (probably because ATARI is "hip" again, hence all the t-shirts,
> etc.)

If you knew anything about the current Atari, you'd know that they have
always valued the Atari name and began using it on their high-profile titles
almost immediately (but without a lot of fanfare). Highly thought of

titles such as "Neverwinter Nights", "Ikaruga" and "Godzilla: Destroy All Mosters - Melee" all carried the Atari brand (some crap did too, but what else is new in the world?). As the then Infogrames built up the profile of "Atari" as a name for modern games, they finally decided to take the mantle on themselves. And I don't care if they are still primarily French based, they are as worthy a successor to the Atari of old as anyone else. I'd rather have a company named Atari making games of all kinds for people to play then it just being a bunch of properites shuffling from company to company, stuck in people's minds as a thing of the past.

> At any rate, it's all hype and very little substance. How very 21st
> century.

I fail to see why this is hype. It might have been hype if they had no games to back the move up with, but the fact is they are very successful right now, both critically and commercially. (Not always both on the same games, but, again, what else is new?) It seems to me that the current Atari has a greater degree of respect for the Atari name (if not necessarily the totality of it's history) then you (and all other "new Atari" bashers) do. You would seem to only be happy if the Atari name was dead and gone, relegated to the ashcan of history. It's like you're jealous of anyone else getting ahold of "your" Atari.

Wake up, son.

Atari lives.

--
-
Philip R. Frey
a.k.a. 'Rhindle The Red'
Founder/Editor
The Hunt For Edward D. Wood, Jr.
www.angelfire.com/film/ed_wood/MAIN.html
http://groups.yahoo.com/group/Hunt_for_Ed/

# 3544. Re: [#wfpc] 6pm-7pm MST/PST M-F weekly (clarification)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 02:07:32 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <240620032208397876%macsvolume@yahoo.com>
Source record: 20906
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,rec.games.int-fiction

In article <cb0ed86a.0306241714.9777dc8@posting.google.com>, Paul Allen
Panks <ppanks@juno.com> wrote:

> Dear Classic Gaming, Interactive Fiction, Commodore 64/128, Apple
> II/IIe, and Atari 400/800/xl/xe Enthusiasts:

TRANSLATION: "Has anyone not already PLONKed me?"

> The new IRC channel (on Afternet's network), #wfpc, is now being
> operated to run specifically during the 6pm-7pm MST/PST timeframe,
> M-F, on a trial basis.

TRANSLATION: "I'm only allowed one hour of computer time per day,
doctor's orders."

> Once people start joining, I will expand it to a 24 hour channel.

TRANSLATION: "Come on, guys, where is everybody?!"

> As is it approximately 6:13pm Phoenix, Arizona time, the channel is
> currently open for others to join and discuss the previously mentioned
> topics of conversation.

TRANSLATION: "I am currently sitting here waiting for someone besides
me to log on. PLEASE talk to me, because I only have 47 more minutes
before I have to put on the jacket with the really long sleeves that
tie in the back and go back into the room with the nice soft walls."

## 3545. "In the Beginning..."

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 02:17:15 UTC
From: ppanks@juno.com
Message-ID: <cb0ed86a.0306241817.7f547420@posting.google.com>
Source record: 20908
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit

"In the Beginning..."
// A parody of Atari, Apple and Commodore based on Genesis and other
verses from the Bible (KJV).
By: Paul Allen Panks (dunric@yahoo.com)

"In the beginning, Nolan Bushnell created the Heaven and the Earth.
And Atari was without form, and void; and darkness was on the face of
the Nolan. And the Spirit of Nolan moved upon the face of the waters.

"And Nolan said, 'Let there be Syzygy' and there was Syzygy

"And Nolan saw the Syzygy, and saw that *it* was good.
and so Nolan divided the light from the darkness, calling it Atari."

"Nolan rested on the 7th day...to make Andy Capp full of pong!"

"And Nolan told Warner all that Steve Bristow had done, and withal how
he had slain all the Pong Clones with the Sword."

"Now Ray Kassar slept with his fathers, and was buried with his
fathers in the city of David. And Steve Morgan his son reigned in his
stead."

"And their father gave them great gifts of silver, and of rainbow, and
of precious games, with fenced cities in Silicon Valley: but the
kingdom gave he to Steve Morgan; because he *was* the first born."

"Then Morgan went forth with his princes, and all his chariots with
him; and he rose up by night, and smote the Coloeco-ites which
compassed him in, and the captains of the chariots."

"And it came to pass, *that* when Morgan had read three or four
leaves, he cut it with the penknife, and cast *it* into New Mexico
that was on the shelves, until all the games were consumed in the
desert that was on the earth."

"Tramiel answered and said unto him, "Verily, verily, I say unto thee,
Except a man be born again, he cannot see the kingdom of Atari."

"Tramiel answered him, "If I have spoken evil, bear witness of the
evil: but if well, why smitest thou me?"

"Tramiel answered, "Thou couldest have no power at all against me,
except it were given thee from above: therefore he that hath delivered
me unto thee hath the greater sin."

Sincerely,

Paul Allen Panks (a/k/a "Dunric")
dunric@yahoo.com
ICQ# 12234336

# 3546. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 02:19:43 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <240620032220511807%macsvolume@yahoo.com>
Source record: 20909
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

In article <bdb07s$ka9$1@slb9.atl.mindspring.net>, Rhindle The Red
<Not@This.Time> wrote:

> Atari lives.

With the name change, Info...grrr...ATARI is finally what most people
always thought it was... just a game company.

How would you like it if some guy grabbed a camcorder and re-did Plan 9
From Outer Space in his back yard because he wanted to "continue the
tradition" of Ed Wood, who was nothing more than some guy who made bad
movies? I don't think that would sit too well. To debase something by
perpetuating the myth that it really was as one-dimensional as it
seemed is NOT "respect".

# 3547. Re: "In the Beginning..."

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 02:23:13 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <240620032224204371%macsvolume@yahoo.com>
Source record: 20910
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit

In article <cb0ed86a.0306241817.7f547420@posting.google.com>, Paul
Allen Panks <ppanks@juno.com> wrote:

> "In the Beginning..."

...and God created Paul Allen Panks, and he saw that even though he was
God, he'd really fucked up.

# 3548. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 02:41:00 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <FY7Ka.78093$Pc5.32144@fed1read01>
Source record: 20911
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

"Max Volume" <macsvolume@yahoo.com> wrote in message
news:240620032220511807%macsvolume@yahoo.com...
> With the name change, Info...grrr...ATARI is finally what most people
> always thought it was... just a game company.

Atari started out as a game company. Only later, making computer (which, to me, were the well-equal of the gaming division). They're simply back at square one... gaming, just no "Atari hardware" to run it on. No arcade machines. No computers. No consoles.

But I honestly believe that, now that Infogrames has, in near totality, taken on the name of "Atari", we who would desire to bring back the "hardware" portion of Atari's legacy, are much closer to that goal than ever before.

We need only present a reasonably iron-clad plan of action and a prototype product. If all of Infogrames' (now Atari, Inc.'s) software subsidiaries are now called "Atari", what makes one division any different than another? Could not one or even two of them be devoted to writing software (apps, utilities, games, etc.) for a new Atari computer? Surely so! If Atari, Inc. has no desire to design or make hardware, let those who have the desire...do so!

I will write another message around this topic, for I am fired up once again to purpose!

Luposian

# 3549. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 02:54:01 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <S88Ka.78115$Pc5.59382@fed1read01>
Source record: 20912
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

Are you called 'Rhindle the Red" in tribute to that dragon of old on the 2600VCS?

"Rhindle The Red" <Not@This.Time> wrote in message news:bdb07s$ka9$1@slb9.atl.mindspring.net...
> I fail to see why this is hype. It might have been hype if they had no
> games to back the move up with, but the fact is they are very successful
> right now, both critically and commercially. (Not always both on the same
> games, but, again, what else is new?) It seems to me that the current Atari
> has a greater degree of respect for the Atari name (if not necessarily the
> totality of it's history) then you (and all other "new Atari" bashers) do.
> You would seem to only be happy if the Atari name was dead and gone,
> relegated to the ashcan of history. It's like you're jealous of anyone else
> getting ahold of "your" Atari.
>
> Wake up, son.
>
> Atari lives.

Atari is more alive, as never before, since the selloff from JTS to Hasbro and then off to Infogrames. What I once dreaded (the endless "namebrand graveyard scenario") has been decimated and the name once again holds substance and vitality!

"Atari" is "Atari" to me, so long as it is a company, right and proper. Atari is now a company once again (I really hated the languishing years between Hasbro and Infogrames, where "Atari" was nothing more than just another namebrand slapped on a game box), regardless who runs it and under what guise it is named therein. It may not be the Atari of old, wherein the 2600VCS and Atari 1040ST I loved so were created, but it now has substance again. Atari has presence (street addresses and phone numbers and URLs). And, as an added benefit... it has instantly returned... across the globe!!!

Luposian

## 3550. Re: "In the Beginning..."

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 02:56:09 UTC
From: Mo <momo@atariland.com>
Message-ID: <db8Ka.24393$hV.1090751@twister.austin.rr.com>
Source record: 20913
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit

"Paul Allen Panks" <ppanks@juno.com> wrote in message
news:cb0ed86a.0306241817.7f547420@posting.google.com...
> "In the Beginning..."

Wow, that was very good! It started out kind of Old Testament then drifted
into a Shakespearian sonnet then back to the new testament. I don't think
Nolan realized what he had started when he put together that first
machine...
Mo

## 3551. Atari's dead...

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 02:57:33 UTC
From: Mo <momo@atariland.com>
Message-ID: <xc8Ka.24400$hV.1091151@twister.austin.rr.com>
Source record: 20914

At least until I get a new power supply for my 2600.....
8-)
Mo

## 3552. Your input for the perfect computer!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 03:05:30 UTC
From: John Kavanagh <johnkavanagh@cpcoxygen.net>
Message-ID: <bdb4al$gp8$1@kermit.esat.net>
Source record: 20915

Your input for the perfect computer!

I'm the long time user of the Amstrad CPC and runs a online
magazine called 'CPC Oxygen' at www.cpcoxygen.net which is totally free to
view online which also contains past issues of Amstrad Action (with
permission
from Future publishing).

What does this got to do with the 8-bit Atari

Well, we are currently working on a new article for the next issue (Summer
03) discussing what would be the perfect computer, in terms of operating
system, hardware, design, style, price etc. with current or near-future
technology etc and we like to get the input from as many users of
alternative computers and operating systems as possible.

We're looking for anything from full blown thousand words essay to just a
few lines or even a graphical drawing. Even just an innovative idea (such as
having the OS on a ROM cart, with only drivers and other modifications
located on hard drive, allowing for easy upgrade and reducing piracy) would
be great. Basically anything you want.

It you that decides what direction the article takes, perhaps the perfect
computer is already with us, if so why?

So basically any input would be great :-)

Once the article is put together it will pit not only onto the next issue of
CPC Oxygen but any other online magazine/website/publication that request it
(as long as credits remains) as it will be of interest to many fans of
alternative computing.

Forward your ideas, text, drawings to johnkavanagh@cpcoxygen.net

Thanks,

John Kavanagh
Editor
CPC Oxygen
http://www.cpcoxygen.net

## 3553. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 03:14:29 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <240620032315377430%macsvolume@yahoo.com>
Source record: 20916
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

In article <FY7Ka.78093$Pc5.32144@fed1read01>, Luposian
<luposian@lycos.com> wrote:

> But I honestly believe that, now that Infogrames has, in near totality,
> taken on the name of "Atari", we who would desire to bring back the
> "hardware" portion of Atari's legacy, are much closer to that goal than ever
> before.

Don't kid yourself, it ain't gonna happen. If they had to bring
someone else in to create the little joystick thingy, they're not gonna
be able to create a console anywhere close to the PS2, GC or Xbox.
What will sell product now is the name, not the fact that Atari made
lots of 8-bit consoles and computers. No-one cares about that anymore.

# 3554. Re: "In the Beginning..."

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 05:53:17 UTC
From: ppanks@juno.com
Message-ID: <cb0ed86a.0306242153.87db1cd@posting.google.com>
Source record: 20917
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit

Max,

I loathe you.

Paul

Max Volume <macsvolume@yahoo.com> wrote in message
news:<240620032224204371%macsvolume@yahoo.com>...
> In article <cb0ed86a.0306241817.7f547420@posting.google.com>, Paul
> Allen Panks <ppanks@juno.com> wrote:
>
> > "In the Beginning..."
>
> ...and God created Paul Allen Panks, and he saw that even though he was
> God, he'd really fucked up.

# 3555. Re: [#wfpc] 6pm-7pm MST/PST M-F weekly (clarification)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 06:00:02 UTC
From: ppanks@juno.com
Message-ID: <cb0ed86a.0306242200.4d6b8199@posting.google.com>
Source record: 20918
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,rec.games.int-fiction

Max,

At least I've been in all the better psychiatric wards! Oh wait,
wasn't that your brother I saw on the news the other day? Oh yeah, the
guy in a pink sweater singing "I'm stupid"? Yeah, that's him.

Regards,

Paul Allen Panks
dunric@yahoo.com

Max Volume <macsvolume@yahoo.com> wrote in message
news:<240620032208397876%macsvolume@yahoo.com>...
> In article <cb0ed86a.0306241714.9777dc8@posting.google.com>, Paul Allen
> Panks <ppanks@juno.com> wrote:
>
> > Dear Classic Gaming, Interactive Fiction, Commodore 64/128, Apple
> > II/IIe, and Atari 400/800/xl/xe Enthusiasts:
>
> TRANSLATION: "Has anyone not already PLONKed me?"
>
> > The new IRC channel (on Afternet's network), #wfpc, is now being
> > operated to run specifically during the 6pm-7pm MST/PST timeframe,
> > M-F, on a trial basis.
>
> TRANSLATION: "I'm only allowed one hour of computer time per day,
> doctor's orders."
>
> > Once people start joining, I will expand it to a 24 hour channel.
>
> TRANSLATION: "Come on, guys, where is everybody?!"
>
> > As is it approximately 6:13pm Phoenix, Arizona time, the channel is
> > currently open for others to join and discuss the previously mentioned
> > topics of conversation.
>
> TRANSLATION: "I am currently sitting here waiting for someone besides
> me to log on. PLEASE talk to me, because I only have 47 more minutes
> before I have to put on the jacket with the really long sleeves that
> tie in the back and go back into the room with the nice soft walls."

# 3556. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 06:28:37 UTC
From: Rhindle The Red <Not@This.Time>
Message-ID: <bdbfv9$7go$1@slb6.atl.mindspring.net>
Source record: 20919
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

"Luposian" <luposian@lycos.com> wrote in message
news:S88Ka.78115$Pc5.59382@fed1read01...
> Are you called 'Rhindle the Red" in tribute to that dragon of old on the
> 2600VCS?

Absolutely. My favorite game then, my favorite game now. That, and the red
hair I used to have back then that sadly now has aged to auburn. :-(

Started using it on AtariAge when it switched over from being 2600 Nexus and
it has basically become my Internet identity. As far as I know there is no
one else who uses it, so if you see a "Rhindle" somewhere, it's probably me.
--
-
Philip R. Frey
a.k.a. 'Rhindle The Red'
Founder/Editor
The Hunt For Edward D. Wood, Jr.
www.angelfire.com/film/ed_wood/MAIN.html
http://groups.yahoo.com/group/Hunt_for_Ed/

# 3557. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 07:20:07 UTC
From: Rhindle The Red <Not@This.Time>
Message-ID: <bdbj05$d1q$1@slb6.atl.mindspring.net>
Source record: 20920
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

"Max Volume" <macsvolume@yahoo.com> wrote in message
news:240620032220511807%macsvolume@yahoo.com...
> In article <bdb07s$ka9$1@slb9.atl.mindspring.net>, Rhindle The Red
> <Not@This.Time> wrote:
>
> > Atari lives.
>
> With the name change, Info...grrr...ATARI is finally what most people
> always thought it was... just a game company.

I'm sorry, did you think it was a philanthropic organization? Of course it wasn't *just* a game company, it was the *best* game company. But still, a game company.

> How would you like it if some guy grabbed a camcorder and re-did Plan 9
> From Outer Space in his back yard because he wanted to "continue the
> tradition" of Ed Wood, who was nothing more than some guy who made bad
> movies?

Well, the fact people still talk about him proves he's more than that. And people have "continued the tradition", both authorized and not, with varying degrees of success. Check my Site, in the "Beyond Ed" section. Quite a lovely thing, I think. That people would want to bring forth more of Ed's work now that he can't.

>I don't think that would sit too well.

There are, of course, those who agree with that sentiment. I'm not one of them. Only shameless latchings on like "Barely Legal Lesbian Vampires" annoy me. Real attempts to bring new works of Ed's to the public are always welcomed by me.

>To debase something by
> perpetuating the myth that it really was as one-dimensional as it
> seemed is NOT "respect".

Not sure I understand this point, but maybe I do. In the case of one Ed-related film, "Devil Girls", the filmmaker purposely did things wrong, like had scenes out of synch and had the film break. This *was* annoying and *did* seem to insult Ed by doing things on purpose that Ed would never have done intentionally.

But I fail to see how this relates to the issue at hand. The new Atari isn't debasing the old. What would be the point of that? If you are talking about the recent "video game history is HISTORY" line, that's really getting blown out of proportion. One of the main problems facing Atari is

that most people still think of it as being a name from the 70s and 80s. Atari wants to let people who don't already know that Atari's place in history is now no longer settled. Atari is alive and well and has games for them to play.

The main problem with your Ed analogy, though, is that Ed was a person. Atari, no matter how we may have loved it, was always a company. It didn't stop existing when Nolan sold it to Warners. Nor when he left. Nor when it was split in two.

But Atari *did* die. Twice, in fact. The first death occurred with the JTS merger. JTS was not a video game company and had no intention of becoming one. Atari Corp. died and was reduced to a bundle of assets to be bought by Hasbro, then by Infogrames.

The second death was when Midway closed Midway Games West. Midway Games West, as you should know, had been Atari Games Corp. for many years. Passing from parent company to parent company, but always making arcade games. When Midway got out of the arcade business, the by then renamed Midway Games West really became superfluous. Atari Games Corp. is now reduced to what Atari Corp. was: a bundle of assets (in this case, owned by Midway).

And now Atari is reborn. The new Atari is what, at heart, the original Atari was: a video game company. Hardware was the main route the old Atari took because in those pre-Activision days, no one thought any other way was possible.

It's funny how the notion of the new Atari going into hardware is always the first thing people think of when they hear the news about the name change. But to me, Atari wasn't mainly about the 2600 or the 8-bits. The 2600 is my favorite console at least equally because of Activision as because of Atari. Atari to me was about "Asteroids" and "Adventure" and "Missile Command" and "Star Raiders": the games. And not just the originals. An important part of the old Atari were those licensed games: "Raiders of the Lost Ark", "Superman", and, yes, "E.T." And not just the games for Atari systems. "Donkey Kong" or "Defender" on the C64 or TI-99 4/A. "Centipede" on a VIC-20.

And the new Atari is *that* Atari. Not the one that dominated the console and arcade worlds, but the one that makes all those games. All those different games. Racers, fighters, RPGs, shooters, kid's games, etc., etc., etc.

Infogrames spent twenty years building up a solid reputation in the gaming world. They've had their share of crap, of course, but generally they are respected. Throwing away a name you've spent years building to take on the name of another, I think, shows tremendous respect.

I'm rambling on here. I don't think I can convince you to see this from a different perspective, so I'll just agree to disagree with you on this.

--
-
Philip R. Frey
a.k.a. 'Rhindle The Red'
Founder/Editor
The Hunt For Edward D. Wood, Jr.
www.angelfire.com/film/ed_wood/MAIN.html
http://groups.yahoo.com/group/Hunt_for_Ed/

# 3558. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 07:29:08 UTC
From: Rhindle The Red <Not@This.Time>
Message-ID: <bdbjh3$mas$1@slb9.atl.mindspring.net>
Source record: 20921
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

"Max Volume" <macsvolume@yahoo.com> wrote in message
news:240620032315377430%macsvolume@yahoo.com...
> In article <FY7Ka.78093$Pc5.32144@fed1read01>, Luposian
> <luposian@lycos.com> wrote:
>
> > But I honestly believe that, now that Infogrames has, in near totality,
> > taken on the name of "Atari", we who would desire to bring back the
> > "hardware" portion of Atari's legacy, are much closer to that goal than
ever
> > before.
>
> Don't kid yourself, it ain't gonna happen. If they had to bring
> someone else in to create the little joystick thingy, they're not gonna
> be able to create a console anywhere close to the PS2, GC or Xbox.
> What will sell product now is the name, not the fact that Atari made
> lots of 8-bit consoles and computers. No-one cares about that anymore.

I certainly agree with the idea that Atari will not be making any kind of
console or computer. I don't agree that they *couldn't* (theoretically
anyone *could* make hardware, you just need the right design partners) but
that they won't. Unless you're Nintendo, there's no money to be made in
hardware. And Atari doesn't have the kind of bankroll to even think about
trying such a thing.

But could you see *something*? Well, maybe. Gizmos and wacky little
handheld thingies are very popular these days. Heck, that Atari joystick
got almost universally lukewarm reviews and sold like crazy. I could see
Atari doing something like that. Partnering with a company to make a
doohickey to play either old games or new games based on their current
series. I'd be surprised not to see some Atari branded LCD games (beyond
those titles MGA keeps recycling) or more self-contained units like the
joystick.
--
-
Philip R. Frey
a.k.a. 'Rhindle The Red'
Founder/Editor
The Hunt For Edward D. Wood, Jr.
www.angelfire.com/film/ed_wood/MAIN.html
http://groups.yahoo.com/group/Hunt_for_Ed/

## 3559. What on EARTH is this drive?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 08:07:48 UTC
From: Undead Mechanic <davidb81@earthlink.net>
Message-ID: <oLcKa.64218$lo.6030063@newsread2.prod.itd.earthlink.net>
Source record: 20922

Ok, I'm a little confused by this, but I was hoping that someone may know what kind of beast I've gotten hold of.

I just acquired a very weird looking disk drive setup from a friend of mine who works at a college and found some old computer hardware they had in boxes. It has no identifying marks on it, but it has two 5.25" drives in it. I examined it and immediately realized that it's a drive for an Atari by it's I/O port, but I've never seen/heard of this one before. I tossed in a couple of floppies I had no important data on and tried to boot it. It will not boot any DS disk, but it will boot from any single sided disk. It appears to be in good condition aside from a scratch on the left side. Looks rather cumbersome though.

It's tan (almost a yellow), stacked drives, with a weird locking mechanism that you pull down and then out to lock the disks in place.

I know that isn't too much information to work with, but at least it may be enough for someone to ID it.

Thanks a lot,
--
David Bowden

The Undead Mechanic.

"Target: Axl Rose."
"Assessment: Waste of ammo" - Terminator T800
After 12/02, these words have new meaning.

AIM & Yahoo: UndeadMechanic

http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic

# 3560. Re: [#wfpc] 6pm-7pm MST/PST M-F weekly (clarification)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 08:21:44 UTC
From: rlb@hoekstra-uitgeverij.nl
Message-ID: <3ef95b7b.686672646@news.nl.net>
Source record: 20923
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,rec.games.int-fiction

Max Volume <macsvolume@yahoo.com> wrote:

> In article <cb0ed86a.0306241714.9777dc8@posting.google.com>, Paul Allen
> Panks <ppanks@juno.com> wrote:
>
> > The new IRC channel (on Afternet's network), #wfpc, is now being
> > operated to run specifically during the 6pm-7pm MST/PST timeframe,
> > M-F, on a trial basis.
>
> TRANSLATION: "I'm only allowed one hour of computer time per day,
> doctor's orders."

s/doctor/mum/, I think.

Richard

# 3561. Re: [#wfpc] 6pm-7pm MST/PST M-F weekly (clarification)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 09:22:41 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <250620030523488856%macsvolume@yahoo.com>
Source record: 20924
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,rec.games.int-fiction

In article <cb0ed86a.0306242200.4d6b8199@posting.google.com>, Paul
Allen Panks <ppanks@juno.com> wrote:

> At least I've been in all the better psychiatric wards! Oh wait,
> wasn't that your brother I saw on the news the other day? Oh yeah, the
> guy in a pink sweater singing "I'm stupid"? Yeah, that's him.

Uh... what? That doesn't make sense, but I suppose I should consider
the source.

I don't think I'd brag about the psycho thing if I were you, and even
if I *were* you, I doubt I'd be dumb enough to do that. I've never
seen the inside of a psycho ward, and don't think I ever will. How
that somehow makes you superior is beyond me.

In closing, fuck you right now. That's my new slogan. Thanks, Gerry!

# 3562. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 09:34:47 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <250620030535542371%macsvolume@yahoo.com>
Source record: 20925
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

In article <bdbj05$d1q$1@slb6.atl.mindspring.net>, Rhindle The Red
<Not@This.Time> wrote:

> I'm sorry, did you think it was a philanthropic organization? Of course it
> wasn't *just* a game company, it was the *best* game company. But still, a
> game company.

I really don't think you're getting the point, or you simply choose to
ignore it because it doesn't support your opinion. I think Curt Vendel
would have something to say about the issue, and it would probably be
closer to my point of view than yours. Regardless, if you're just
gonna do games, you might as well call it Syzygy, because that was just
a game company, and while their best games were made under the ATARI
name, "ATARI" grew to be much more than just a game company, in spite
of the fact that all they're remembered for now is games. Similarly,
Ed Wood is only remembered for making bad movies, and I think you'd
have a problem with anyone who said that's all he was.

Call Infogrames "ATARI Lite" or "ATARI stage one", hell, even "ATARI
Games" (Grames?), but the ATARI of today is but a lingering shadow of
what ATARI once was. I should point out that I'm glad that shadow is
still there, but I think there's a very good reason some people are
expecting them to go into the hardware field, which I doubt will ever
happen again, much like poor SEGA.

# 3563. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 09:45:59 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <250620030547062743%macsvolume@yahoo.com>
Source record: 20926
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

In article <bdbjh3$mas$1@slb9.atl.mindspring.net>, Rhindle The Red
<Not@This.Time> wrote:

> But could you see *something*? Well, maybe. Gizmos and wacky little
> handheld thingies are very popular these days. Heck, that Atari joystick
> got almost universally lukewarm reviews and sold like crazy. I could see
> Atari doing something like that. Partnering with a company to make a
> doohickey to play either old games or new games based on their current
> series. I'd be surprised not to see some Atari branded LCD games (beyond
> those titles MGA keeps recycling) or more self-contained units like the
> joystick.

Not to be pessimistic here, but I doubt we'll even see Joystick II,
although something that plays 5200 games would be nice. Still, would
anyone in their right mind (in the key demographic, anyway) buy
something that looked even remotely like a 5200 joystick? What would
the warranty be on that -- "guaranteed to break or your money back"???
I can see it now... "ATARI 5200 10-in-1 'joystick' TV game -- with
authentic 'intermittent operation' mode".

## 3564. Re: "In the Beginning..."

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 09:59:03 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <2506200306001198 01%macsvolume@yahoo.com>
Source record: 20927
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit

In article <cb0ed86a.0306242153.87db1cd@posting.google.com>, Paul Allen Panks <ppanks@juno.com> wrote:

> Max,
>
> I loathe you.
>
> Paul

Okay... "PAUL..." "...loathes me." Got that written down.

Now, how do the voices in your head feel about me?

# 3565. Re: Atari 5200 Diagnostic Pack/Service Manual on eBay!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 10:13:05 UTC
From: jrleek@soda.csua.berkeley.edu
Message-ID: <bdbsjh$d9m$1@agate.berkeley.edu>
Source record: 20928
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

I got yer 5200 diagnostic kit right here,

"The controller is broken. "

That'll be $5.
--
Jim Leek
jrleek@soda.berkeley.edu

# 3566. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 11:58:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030625125825.45009q@ilaskey.cix.co.uk>
Source record: 20929

In article <250620030535542371%macsvolume@yahoo.com>, macsvolume@yahoo.com
(Max Volume) wrote:
> Call Infogrames "ATARI Lite" or "ATARI stage one", hell, even "ATARI
> Games" (Grames?), but the ATARI of today is but a lingering shadow of
> what ATARI once was.
Indeed. Atari as it is now is nothing to do with Atari as we knew it. The
staff, building, products are all long gone. All they have done is bought
a name and a bunch of patents/licences and used it to rebrand an existing
and very successful company (no 2 behind EA I believe). To believe it is
anything else is foolishness and delusion.

## 3567. Re: What on EARTH is this drive?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 12:13:32 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030625081332.07717.00000933@mb-m24.aol.com>
Source record: 20930

How big is it (apx LxWxH)? Half-height drives? If it's real big (and very
long -- maybe 18") it might be a Micro Mainframe.
Z-80 processor in it, big PCB, 1797 FDC (IIRC).
Larry

# 3568. Re: What on EARTH is this drive?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 13:20:39 UTC
From: Jon-Paul <pockets@NO.SPAM.cix.co.uk>
Message-ID: <bdc7j8$vi$1@thorium.cix.co.uk>
Source record: 20931

"Undead Mechanic" <davidb81@earthlink.net> wrote in message
news:oLcKa.64218$Io.6030063@newsread2.prod.itd.earthlink.net...
> Ok, I'm a little confused by this, but I was hoping that someone may know
> what kind of beast I've gotten hold of.
>
> I just acquired a very weird looking disk drive setup from a friend of
mine
> who works at a college and found some old computer hardware they had in
> boxes. It has no identifying marks on it, but it has two 5.25" drives in
it.
> I examined it and immediately realized that it's a drive for an Atari by
> it's I/O port, but I've never seen/heard of this one before. I tossed in a
> couple of floppies I had no important data on and tried to boot it. It
will
> not boot any DS disk, but it will boot from any single sided disk. It
> appears to be in good condition aside from a scratch on the left side.
Looks
> rather cumbersome though.
>
> It's tan (almost a yellow), stacked drives, with a weird locking mechanism
> that you pull down and then out to lock the disks in place.
>
> I know that isn't too much information to work with, but at least it may
be
> enough for someone to ID it.
>
> Thanks a lot,
> --
> David Bowden
>
> The Undead Mechanic.
>
> "Target: Axl Rose."
> "Assessment: Waste of ammo" - Terminator T800
> After 12/02, these words have new meaning.
>
>
> AIM & Yahoo: UndeadMechanic
>
> http://home.earthlink.net/~davidb81/
> http://www.livejournal.com/users/undeadmechanic
>
> #

Sounds as if it could be an 815 disk drive. I bit of a rare item i belive (well i've not seen one in the UK)

i have an 810 which has a simmilar drive door to what i think you are describing, the case, a yellowish tan colour sounds right. It is a reletive monster of a drive in size, but only single sided, single density. The 815 was a stacked version, that is it has two drives, one on top of the other.

I understand a small quantity were made, but the price of floppy drives then made it beyond most peoples reach so only a very few were made (you can almost consider it as a made for order item).
--
Regards
Jon-Paul
Remove NO.SPAM to reply

# 3569. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 14:58:09 UTC
From: bill@newbreedsoftware.com
Message-ID: <5MiKa.5354$%3.272059@typhoon.sonic.net>
Source record: 20932

Iain Laskey <ilaskeyNOT@cix.co.uk> wrote:
> Indeed. Atari as it is now is nothing to do with Atari as we knew it.

Hehe... It hasn't been since some time in the last millenium. ;)

I agree with both sides:

1. It's good to see the name alive, even though it is just the name,
and not really the heart. I think it was more depressing back when
JTS had it; even when Hasbro had it, they weren't doing anything
good with it.

2. On the other hand, it almost definitely will never be where it was
'back in the day,' which is still sad... but again, not AS sad as when
it first died and got sucked up by JTS. (How the hell did THAT happen,
anyway!?)

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

## 3570. Re: "In the Beginning..."

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 15:22:00 UTC
From: Steppe <steppe_not_for@spam_demodungeon.com>
Message-ID: <3ef9be80$1@news.nefonline.de>
Source record: 20933
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit

Max Volume wrote:
> Okay... "PAUL..." "...loathes me." Got that written down.
>
> Now, how do the voices in your head feel about me?

Sorry Max, but can't you just stop this shit? Ignoring someone is ok, but
stop continuously insulting him! That doesn't help anyone, and believe me:
The c.s.c. crowd is not cheering up madly after any insult you throw at him,
we might rather turn our back to you as well...

Eat diz...

/Steppe

## 3571. Re: "In the Beginning..."

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 15:48:51 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <250620031150000605%macsvolume@yahoo.com>
Source record: 20934
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit

In article <3ef9be80$1@news.nefonline.de>, Steppe
<steppe_not_for@spam_demodungeon.com> wrote:

> Sorry Max, but can't you just stop this shit? Ignoring someone is ok, but
> stop continuously insulting him! That doesn't help anyone, and believe me:
> The c.s.c. crowd is not cheering up madly after any insult you throw at him,
> we might rather turn our back to you as well...

I'm not talking to the rest of the group -- that post was directed
squarely at Panks. Can't you fucking read???

## 3572. Re: "In the Beginning..."

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 16:08:14 UTC
From: Steppe <steppe_not_for@spam_demodungeon.com>
Message-ID: <3ef9c8e6$1@news.nefonline.de>
Source record: 20935
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit

Max Volume wrote:
> I'm not talking to the rest of the group -- that post was directed
> squarely at Panks. Can't you fucking read???

So you didn't??? Why don't you fucking use a fucking e-mail then???
Welcome to my killfilter...

# 3573. Re: "In the Beginning..."

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 16:15:10 UTC
From: Mike Lee <mldl21624@blueyonder.co.uk>
Message-ID: <lUjKa.3380$Nj3.1193@news-binary.blueyonder.co.uk>
Source record: 20936
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit

Whets the next step in this little feud? Ahhhhhh I know, "My dads biger than your dad", "My toy is better than your toy"

WTF is going in in these groups just lately?

Mike....

"Steppe" <steppe_not_for@spam_demodungeon.com> wrote in message news:3ef9c8e6$1@news.nefonline.de...
> Max Volume wrote:
> > I'm not talking to the rest of the group -- that post was directed
> > squarely at Panks. Can't you fucking read???
>
> So you didn't??? Why don't you fucking use a fucking e-mail then???
> Welcome to my killfilter...
>
>

---
Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.491 / Virus Database: 290 - Release Date: 18/06/2003

# 3574. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 16:28:31 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <P4kKa.67498$8f.21419241@news4.srv.hcvlny.cv.net>
Source record: 20937

Hello Bill,

How did it happen? I figure you asked a rhetorical question, but just in case you didn't:

The owner couldn't see past his nose that "Power Without The Price," and, "Business Is War," didn't make for good products. Meantime, other companies that did believe in such basics as quality products, delivering when promised, etc., jumped ahead. When the situation had deteriorated to the point that the company couldn't be sold, it was simply absorbed into one of the owner's other investments.

I have no illusions about the current Atari producing hardware. Sure, it would be nice, but ...

Meantime, the name, at least, is alive and doing well selling games.

Take care.

Alan

"William Kendrick" <bill@newbreedsoftware.com> wrote in message news:5MiKa.5354$%3.272059@typhoon.sonic.net...
> Iain Laskey <ilaskeyNOT@cix.co.uk> wrote:
> > Indeed. Atari as it is now is nothing to do with Atari as we knew it.
>
> Hehe... It hasn't been since some time in the last millenium. ;)
>
> I agree with both sides:
>
> 1. It's good to see the name alive, even though it is just the name,
> and not really the heart. I think it was more depressing back when
> JTS had it; even when Hasbro had it, they weren't doing anything
> good with it.
>
> 2. On the other hand, it almost definitely will never be where it was
> 'back in the day,' which is still sad... but again, not AS sad as when
> it first died and got sucked up by JTS. (How the hell did THAT happen,
> anyway!?)
>
> -bill!
>
> --
> bill@newbreedsoftware.com Got kids? Get Tux

Paint!
> http://newbreedsoftware.com/bill/
http://newbreedsoftware.com/tuxpaint/

# 3575. Re: "In the Beginning..."

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 16:30:09 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <l6kKa.67517$8f.21424088@news4.srv.hcvlny.cv.net>
Source record: 20938
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit

Max and Paul,

Please, PLEASE, take this thing to email.

Alan

"Max Volume" <macsvolume@yahoo.com> wrote in message
news:25062003l150000605%macsvolume@yahoo.com...
> In article <3ef9be80$1@news.nefonline.de>, Steppe
> <steppe_not_for@spam_demodungeon.com> wrote:
>
> > Sorry Max, but can't you just stop this shit? Ignoring someone is ok,
but
> > stop continuously insulting him! That doesn't help anyone, and believe
me:
> > The c.s.c. crowd is not cheering up madly after any insult you throw at
him,
> > we might rather turn our back to you as well...
>
> I'm not talking to the rest of the group -- that post was directed
> squarely at Panks. Can't you fucking read???

# 3576. Re: What on EARTH is this drive?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 16:34:33 UTC
From: Tim <tjlazer@nosmapmail.com>
Message-ID: <vfjjoo28jep2d5@corp.supernews.com>
Source record: 20939

"Undead Mechanic" <davidb81@earthlink.net> wrote in message
news:oLcKa.64218$Io.6030063@newsread2.prod.itd.earthlink.net...
> Ok, I'm a little confused by this, but I was hoping that someone may know
> what kind of beast I've gotten hold of.
>
> I just acquired a very weird looking disk drive setup from a friend of
mine
> who works at a college and found some old computer hardware they had in
> boxes. It has no identifying marks on it, but it has two 5.25" drives in
it.
> I examined it and immediately realized that it's a drive for an Atari by
> it's I/O port, but I've never seen/heard of this one before. I tossed in a
> couple of floppies I had no important data on and tried to boot it. It
will
> not boot any DS disk, but it will boot from any single sided disk. It
> appears to be in good condition aside from a scratch on the left side.
Looks
> rather cumbersome though.

A friend of mine also got one. I think it is a Percom or something
aftermarket drive setup? This one did not work though. These are rare but
junk really.

Tim

# 3577. Re: What on EARTH is this drive?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 17:23:34 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <UIkKa.16489$QC5.11204@fe02.atl2.webusenet.com>
Source record: 20940

"Tim" <tjlazer@nosmapmail.com> wrote in message
news:vfjjoo28jep2d5@corp.supernews.com...
>
> "Undead Mechanic" <davidb81@earthlink.net> wrote in message
> news:oLcKa.64218$Io.6030063@newsread2.prod.itd.earthlink.net...
> > Ok, I'm a little confused by this, but I was hoping that someone may
know
> > what kind of beast I've gotten hold of.
> >
> > I just acquired a very weird looking disk drive setup from a friend of
> mine
> > who works at a college and found some old computer hardware they had in
> > boxes. It has no identifying marks on it, but it has two 5.25" drives in
> it.
> > I examined it and immediately realized that it's a drive for an Atari by
> > it's I/O port, but I've never seen/heard of this one before. I tossed in
a
> > couple of floppies I had no important data on and tried to boot it. It
> will
> > not boot any DS disk, but it will boot from any single sided disk. It
> > appears to be in good condition aside from a scratch on the left side.
> Looks
> > rather cumbersome though.
>
> A friend of mine also got one. I think it is a Percom or something
> aftermarket drive setup?

I have the Astra 2001 dual drive system single sided but true double density
stacked, but in a single enclosure to save space. Uses motors and not
fanbelts so they are very reliable and still work flawlessy to this day. A
truly great buy and value.

What he has doesn't sound like it, I think Percom are the guys who made the
Astra?

> This one did not work though. These are rare but
> junk really.
>
> Tim

# 3578. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 17:56:18 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <hpnjfv4dvc771ihfmslf8paj54citvg7e7@4ax.com>
Source record: 20941

On Wed, 25 Jun 2003 14:58:09 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

> 2. On the other hand, it almost definitely will never be where it was
> 'back in the day,' which is still sad... but again, not AS sad as when
> it first died and got sucked up by JTS. (How the hell did THAT happen,
> anyway!?)

Atari was a public company traded on AMEX, had a positive balance sheet with cash on hand, but no selling product and no serious product in development.

JTS wanted to go public, but instead of doing the usual IPO thing they arranged with the Tramiels to be purchased by Atari Corp.

So Atari bought JTS, then the resulting entity was named JTS. Thus we all learned of the "reverse merger" maneuver.

-Michael

Michael Current mailto:hunmanik@earthlink.net
8-bit Atari FAQ & Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

# 3579. Re: "In the Beginning..."

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 19:06:19 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <LomKa.12943$Xb.7055@nwrddc02.gnilink.net>
Source record: 20942
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit

Max Volume wrote ...

>In article <cb0ed86a.0306241817.7f547420@posting.google.com>, Paul
>Allen Panks <ppanks@juno.com> wrote:
>
>> "In the Beginning..."
>
>...and God created Paul Allen Panks, and he saw that even though he was
>God, he'd really fucked up.

And it came to pass, so that He could prove that He could do it again, He
created Max Volume.

And mankind was cursed throughout all of Usenet. :(

# 3580. Re: "In the Beginning..."

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 19:06:20 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <MomKa.12944$Xb.12052@nwrddc02.gnilink.net>
Source record: 20943
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit

Mo wrote ...

>
>"Paul Allen Panks" <ppanks@juno.com> wrote in message
>news:cb0ed86a.0306241817.7f547420@posting.google.com...
>> "In the Beginning..."
>
>Wow, that was very good! It started out kind of Old Testament then drifted
>into a Shakespearian sonnet then back to the new testament. I don't think
>Nolan realized what he had started when he put together that first
>machine...

I guess the whole thing was on topic for atari.8bit

Only the last few paragraphs were on topic for .cbm when Tramiel was
mentioned. ;-)

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
Last 8-bit BBS in the Dallas area. Commodore lives!

## 3581. Re: "In the Beginning..."

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 20:39:51 UTC
From: Decimal Cat <wells@acadia.net>
Message-ID: <vfk22pikabcbbc@corp.supernews.com>
Source record: 20944
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit

If you weren't talking to the rest of the group, this should have been sent in private email. Otherwise, sport, any comments posted in a public unmoderated newsgroup are fair game for replies, thoughts, flames, insults, and accusations.

Panks's repetetive posts about his IRC channel are annoying, but yelling at him is going to do about as much good as ignoring them - none. And if you respond to an off-topic post, all you are doing is propagating it, and wasting more bandwidth and time.

Furthermore, from what I've seen, you had no basis upon which to criticize him for this post. In all of the groups I see in the headers here, it was on-topic. Can't you laugh at something written by someone you don't like?

Grow up, learn to use a killfile, and understand that usenet (unless otherwise specified) is an unmoderated medium. Your childish insults are not helping anything.

Sincerely,
--Decimal Cat

"Max Volume" <macsvolume@yahoo.com> wrote in message
news:25062003l150000605%macsvolume@yahoo.com...
> I'm not talking to the rest of the group -- that post was directed
> squarely at Panks. Can't you fucking read???

## 3582. Re: Atari's dead...

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 20:40:42 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vfk26cka7pu903@corp.supernews.com>
Source record: 20945

"Mo" <momo@atariland.com> wrote in message
news:xc8Ka.24400$hV.1091151@twister.austin.rr.com...
> At least until I get a new power supply for my 2600.....
> 8-)
> Mo
>
>
Ditto on my 520ST :(

Tim

## 3583. Re: "In the Beginning..."

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 20:57:32 UTC
From: "Michael J. Schülke" <news0306@mjschuelke.de>
Message-ID: <MPG.19642b273976aff1989727@News.CIS.DFN.DE>
Source record: 20946
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit

Decimal Cat wrote:
> If you weren't talking to the rest of the group, this should have been sent
> in private email. Otherwise, sport, any comments posted in a public
> unmoderated newsgroup are fair game for replies, thoughts, flames, insults,
> and accusations.

[...]

> Grow up, learn to use a killfile, and understand that usenet (unless
> otherwise specified) is an unmoderated medium. Your childish insults are not
> helping anything.

Hear, hear!

Michael

(Just couldn't resist a "me too" post...)

# 3584. Re: [#wfpc] 6pm-7pm MST/PST M-F weekly (clarification)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 21:44:16 UTC
From: Chuck Whitby <intvsama@verizon.net>
Message-ID: <Xns93A5B475D961Bintvsamaverizonnet@130.81.64.196>
Source record: 20747
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,rec.games.int-fiction

rlb@hoekstra-uitgeverij.nl (Richard Bos) wrote in
news:3ef95b7b.686672646@news.nl.net:

> Max Volume <macsvolume@yahoo.com> wrote:
>
>> In article <cb0ed86a.0306241714.9777dc8@posting.google.com>, Paul
>> Allen Panks <ppanks@juno.com> wrote:
>>
>> > The new IRC channel (on Afternet's network), #wfpc, is now being
>> > operated to run specifically during the 6pm-7pm MST/PST timeframe,
>> > M-F, on a trial basis.
>>
>> TRANSLATION: "I'm only allowed one hour of computer time per day,
>> doctor's orders."
>
> s/doctor/mum/, I think.
>
> Richard
>

Nah, mommy doesn't control his internet usage anymore since I got him
kicked out of his house. I'd again like to note how I am the most evil
man alive. 8*) BTW, if anyone wants to hear the story of how I got
Paul kicked out of his house send me an e-mail, it's a good story. 8*)

--

__
Chuck Whitby
Too Many Games
Buy - Sell - Trade
484-529-1449

Intellivision Gaming Network
http://intvgn.roarvgm.com

# 3585. Re: "In the Beginning..."

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 22:42:34 UTC
From: Decimal Cat <wells@acadia.net>
Message-ID: <vfk98si5opadd0@corp.supernews.com>
Source record: 20748
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit

Reminds me of that Mad Magazine issue. .

When you're kids: "My dad can beat up your dad!" "Yeah, when and where?!"
When you're adults: "I've got the best lawyer in the county, I'll sue you!"
"Yeah, well, bring it, I've got the best lawyer in the STATE!"

--Decimal Cat

"Mike Lee" <mldl21624@blueyonder.co.uk> wrote in message
news:lUjKa.3380$Nj3.1193@news-binary.blueyonder.co.uk...
> Whets the next step in this little feud? Ahhhhhh I know, "My dads biger
> than your dad", "My toy is better than your toy"
>
> WTF is going in in these groups just lately?
>
> Mike....
>
> "Steppe" <steppe_not_for@spam_demodungeon.com> wrote in message
> news:3ef9c8e6$1@news.nefonline.de...
> > Max Volume wrote:
> > > I'm not talking to the rest of the group -- that post was directed
> > > squarely at Panks. Can't you fucking read???
> >
> > So you didn't??? Why don't you fucking use a fucking e-mail then???
> > Welcome to my killfilter...
> >
> >
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.491 / Virus Database: 290 - Release Date: 18/06/2003
>
>

## 3586. Supermon

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-25 23:29:05 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <5fqKa.78$Py2.1396@news-server.bigpond.net.au>
Source record: 20749

Hi guy's, I was chatting of the designer of the super product's a couple of weeks ago. Ineed to get in touch with him, as my superram upgrade has a few issue's, and need some advice. I think his name is James, anyone have an e-mail address?

Mark

## 3587. Re: "In the Beginning..."

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 00:00:12 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <250620032001193527%macsvolume@yahoo.com>
Source record: 20750
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit

In article <l6kKa.67517$8f.21424088@news4.srv.hcvlny.cv.net>, Alan
Sharkis <asharkis@optonline.net> wrote:

> Please, PLEASE, take this thing to email.

I wouldn't give him the satisfaction of a personal e-mail. You don't
want to read it, you know what to do. Besides, the whole point is to
make this little wing-nut go away. If he ever does, then we don't have
to read sob stories about his suicidal tendencies.

## 3588. 600xl repair

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 00:11:35 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <XSqKa.95$Py2.2132@news-server.bigpond.net.au>
Source record: 20751

Doe's anybody know where I can get a 600XL schematic? I'm re-building an old one that has had all it's chips pulled. Or could some body tell me what U14, U7, U19, U24, U17, U9, U10, U21, and U20 are?

Thank's again

Mark

PS will upgrade this to 64k then 1088k when repair is complete:-)

# 3589. Re: 600xl repair

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 00:18:17 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <dZqKa.101$Py2.1881@news-server.bigpond.net.au>
Source record: 20752

Awe bugger, need U1 and U2 as well, sorry.

Mark again

"Mark Bedingfield" <mark@computercom.com.au> wrote in message
news:XSqKa.95$Py2.2132@news-server.bigpond.net.au...
> Doe's anybody know where I can get a 600XL schematic? I'm re-building an
old
> one that has had all it's chips pulled. Or could some body tell me what
U14,
> U7, U19, U24, U17, U9, U10, U21, and U20 are?
>
> Thank's again
>
> Mark
>
> PS will upgrade this to 64k then 1088k when repair is complete:-)
>
>

## 3590. Re: "In the Beginning..."

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 00:33:52 UTC
From: vairxpert@hotmail.com
Message-ID: <3efa3e73.3857088@news.netnitco.net>
Source record: 20753
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit

On Wed, 25 Jun 2003 16:39:51 -0400, "Decimal Cat" <wells@acadia.net>
wrote:

>Grow up, learn to use a killfile, and understand that usenet (unless
>otherwise specified) is an unmoderated medium. Your childish insults are not
>helping anything.

Yes, but his insults are friggin hilarious and make me laugh my ass
off.
Of course I then feel guilty for laughing....
Then I read his reply again and I start laughing again.

It puts me in a Homer Simpson cycle...Doh!!!!

## 3591. please help

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 01:33:06 UTC
From: belize boy <belizeboy@yahoo.com>
Message-ID: <m3sKa.20272$e26.13859@rwcrnsc52.ops.asp.att.net>
Source record: 20754

http://www.missbelize.bz/2003/pollvote/vote.php Vote for Delila Vanzie
shes hot she needs your votes.....:)

## 3592. Re: "In the Beginning..."

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 01:38:45 UTC
From: Jason Petersen <borg64@hotmail.com>
Message-ID: <F8sKa.19643$Fy6.7121@sccrnsc03>
Source record: 20755
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit

Max Volume wrote:
>
> I wouldn't give him the satisfaction of a personal e-mail. You don't
> want to read it, you know what to do. Besides, the whole point is to
> make this little wing-nut go away. If he ever does, then we don't have
> to read sob stories about his suicidal tendencies.

I know what to do with all your messages.

*plonk*

--
Jason

# 3593. Re: [#wfpc] 6pm-7pm MST/PST M-F weekly (clarification)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 01:53:11 UTC
From: Chris Alaimo <cpalaimo@excite.com>
Message-ID: <bddjm2$r5o$1@woodrow.ucdavis.edu>
Source record: 20756
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,rec.games.int-fiction

I went there. There was no one there. Your channel sucks a$$. Have a nice
day.

"Paul Allen Panks" <ppanks@juno.com> wrote in message
news:cb0ed86a.0306241714.9777dc8@posting.google.com...
> Dear Classic Gaming, Interactive Fiction, Commodore 64/128, Apple
> II/IIe, and Atari 400/800/xl/xe Enthusiasts:
>
> The new IRC channel (on Afternet's network), #wfpc, is now being
> operated to run specifically during the 6pm-7pm MST/PST timeframe,
> M-F, on a trial basis.
>
> Once people start joining, I will expand it to a 24 hour channel.
>
> As is it approximately 6:13pm Phoenix, Arizona time, the channel is
> currently open for others to join and discuss the previously mentioned
> topics of conversation.
>
> See you there!
>
> Sincerely,
>
> Paul Allen Panks (a/k/a "Dunric")
> dunric@yahoo.com
> ICQ# 12234336
> 602-867-0202

# 3594. Re: #wfpc -- ready for fun! "Classic Gaming at the Core!"

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 02:04:06 UTC
From: Chris Alaimo <cpalaimo@excite.com>
Message-ID: <bddkag$reg$1@woodrow.ucdavis.edu>
Source record: 20757
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair

If he kills himself, can I have his classic gaming systems?

Chris

"Max Volume" <macsvolume@yahoo.com> wrote in message
news:230620030350516601%macsvolume@yahoo.com...
> In article <bd690k$no3$1@news.ox.ac.uk>, Frodo Morris
> <graham.lee@wadham.ox.invalid.ac.uk> wrote:
>
> > Is this an example of the level of conversation we have to expect if we
> > join the channel?
>
> Yes, I'd say that's a pretty safe bet. That and endless tirades about
> how he tried to kill himself. They say that a suicide attempt is often
> a cry for help, but sometimes I wish he would have had a little help
> with the suicide attempt.

# 3595. Re: [#wfpc] 6pm-7pm MST/PST M-F weekly (clarification)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 02:42:04 UTC
From: Al Arduengo <exal@austin.rr.com>
Message-ID: <87r85hv9v0.fsf@exal.austin.rr.com>
Source record: 20758
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,rec.games.int-fiction

I hate to go against the flow, but why is there so much animosity against this fellow? All he is doing is trying to kick off a forum for IF fans to mingle. Is it really such a bother to all of the nay-sayers that they have to slam him on an open news group? So far Mr. Panks has been nothing but civil here. Why not afford him the same courtesy? If you don't like his channel, don't go there and keep the negativity to yourself. I'm not trying to pick a fight here, just intermediate.

THanks for listening.

> I went there. There was no one there. Your channel sucks a$$. Have a nice
> day.
>
>
> "Paul Allen Panks" <ppanks@juno.com> wrote in message
> news:cb0ed86a.0306241714.9777dc8@posting.google.com...
>> Dear Classic Gaming, Interactive Fiction, Commodore 64/128, Apple
>> II/IIe, and Atari 400/800/xl/xe Enthusiasts:
>>
>> The new IRC channel (on Afternet's network), #wfpc, is now being
>> operated to run specifically during the 6pm-7pm MST/PST timeframe,
>> M-F, on a trial basis.
>>
>> Once people start joining, I will expand it to a 24 hour channel.
>>

## 3596. Re: "In the Beginning..."

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 03:35:42 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <vfkqgj6as3944c@corp.supernews.com>
Source record: 20759
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit

*plonk*

# 3597. Re: [#wfpc] 6pm-7pm MST/PST M-F weekly (clarification)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 03:57:28 UTC
From: Florian <petafrog@evilemail.com>
Message-ID: <m31xxh5w47.fsf@tiainen.domain.invalid>
Source record: 20761
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,rec.games.int-fiction

Max Volume <macsvolume@yahoo.com> writes:

> In article <cb0ed86a.0306242200.4d6b8199@posting.google.com>, Paul
> Allen Panks <ppanks@juno.com> wrote:
>
> > At least I've been in all the better psychiatric wards! Oh wait,
> > wasn't that your brother I saw on the news the other day? Oh yeah,
> > the guy in a pink sweater singing "I'm stupid"? Yeah, that's him.
>
> Uh... what? That doesn't make sense, but I suppose I should consider
> the source.
>
> I don't think I'd brag about the psycho thing if I were you, and even
> if I *were* you, I doubt I'd be dumb enough to do that. I've never
> seen the inside of a psycho ward, and don't think I ever will.

This may well be the case. Quite possibly none of your children will
see the inside of a "psycho ward" either. And by the time any of your
grandchildren might need mental health services, one hopes that "psycho
wards" will no longer be needed at all.
--
odoratusque est Dominus odorem suavitatis

## 3598. Re: please help

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 04:05:52 UTC
From: Atari-Chart <SPAMMENOTatari-chart@shaw.ca>
Message-ID: <c8skfvg0ioafv525l0gqguih1gh3ojs7ud@4ax.com>
Source record: 20760

It's gotta be Nadine Lopez, for my money. ;)

On Thu, 26 Jun 2003 01:33:06 GMT, "belize boy" <belizeboy@yahoo.com>
wrote:

>http://www.missbelize.bz/2003/pollvote/vote.php Vote for Delila Vanzie
>shes hot she needs your votes.....:)
>

# 3599. Re: 600xl repair

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 05:37:44 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <IEvKa.368$Py2.4231@news-server.bigpond.net.au>
Source record: 20762

Don't worry guy's buzzed it out and had some help from Bob Newberry. Stuff
me if it dosent work perfectly:-)

Thanks again bob
Mark

"Mark Bedingfield" <mark@computercom.com.au> wrote in message
news:dZqKa.101$Py2.1881@news-server.bigpond.net.au...
> Awe bugger, need U1 and U2 as well, sorry.
>
> Mark again
>
>
> "Mark Bedingfield" <mark@computercom.com.au> wrote in message
> news:XSqKa.95$Py2.2132@news-server.bigpond.net.au...
> > Doe's anybody know where I can get a 600XL schematic? I'm re-building an
> old
> > one that has had all it's chips pulled. Or could some body tell me what
> U14,
> > U7, U19, U24, U17, U9, U10, U21, and U20 are?
> >
> > Thank's again
> >
> > Mark
> >
> > PS will upgrade this to 64k then 1088k when repair is complete:-)
> >
> >
>
>

## 3600. Re: "In the Beginning..."

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 05:47:25 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <260620030148308036%macsvolume@yahoo.com>
Source record: 20763
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit

In article <F8sKa.19643$Fy6.7121@sccrnsc03>, Jason Petersen
<borg64@hotmail.com> wrote:

> I know what to do with all your messages.
>
> *plonk*

Precisely! Now, I can speak out if I want without the profanity police
jumping all over my ass.

## 3601. Re: What on EARTH is this drive?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 05:47:57 UTC
From: Undead Mechanic <davidb81@earthlink.net>
Message-ID: <hOvKa.13000$C83.1257232@newsread1.prod.itd.earthlink.net>
Source record: 20765

```
"Son of man" <bcozier@bellsouth.net> wrote in message
news:UIkKa.16489$QC5.11204@fe02.atl2.webusenet.com...
> "Tim" <tjlazer@nosmapmail.com> wrote in message
> news:vfjjoo28jep2d5@corp.supernews.com...
> >
> > "Undead Mechanic" <davidb81@earthlink.net> wrote in message
> > news:oLcKa.64218$Io.6030063@newsread2.prod.itd.earthlink.net...
> > > Ok, I'm a little confused by this, but I was hoping that someone may
> know
> > > what kind of beast I've gotten hold of.
> > >
> > > I just acquired a very weird looking disk drive setup from a friend of
> > mine
> > > who works at a college and found some old computer hardware they had
in
> > > boxes. It has no identifying marks on it, but it has two 5.25" drives
in
> > it.
> > > I examined it and immediately realized that it's a drive for an Atari
by
> > > it's I/O port, but I've never seen/heard of this one before. I tossed
in
> a
> > > couple of floppies I had no important data on and tried to boot it. It
> > will
> > > not boot any DS disk, but it will boot from any single sided disk. It
> > > appears to be in good condition aside from a scratch on the left side.
> > Looks
> > > rather cumbersome though.
> >
> > A friend of mine also got one. I think it is a Percom or something
> > aftermarket drive setup?
>
> I have the Astra 2001 dual drive system single sided but true double
density
> stacked, but in a single enclosure to save space. Uses motors and not
> fanbelts so they are very reliable and still work flawlessy to this day. A
> truly great buy and value.
>
> What he has doesn't sound like it, I think Percom are the guys who made
the
> Astra?
>
> > This one did not work though. These are rare but
```

> > junk really.

Well, my friend found the manual to this drive and brought it to me today.
BTW: I did forget to mention that it had half height drives.

Anyways, it is an Astra 1620. I had never heard of these before now. I'll probably get rid of it, though. I have four 1050 drives and they have all been upgraded to "Happy" drives... (I look back now and I think it's a little bit crazy that I bought more than two of them in the first place...)

Oh, well. Thanks, guys.
--
David Bowden

The Undead Mechanic.

"Target: Axl Rose."
"Assessment: Waste of ammo" - Terminator T800
After 12/02, these words have new meaning.

AIM & Yahoo: UndeadMechanic

http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic

## 3602. Re: "In the Beginning..."

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 05:48:47 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <260620030149522928%macsvolume@yahoo.com>
Source record: 20764
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit

In article <3efa3e73.3857088@news.netnitco.net>, vairxpert
<vairxpert@hotmail.com> wrote:

> Yes, but his insults are friggin hilarious and make me laugh my ass
> off.

Thanks. Sorry about the guilt, but if you lose that, you're less than
human. Glad my frustration with this little prick is at least giving
someone a good laugh. ;)

## 3603. Re: #wfpc -- ready for fun! "Classic Gaming at the Core!"

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 05:52:10 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <260620030153145023%macsvolume@yahoo.com>
Source record: 20766
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair

In article <bddkag$reg$1@woodrow.ucdavis.edu>, Chris Alaimo
<cpalaimo@excite.com> wrote:

> If he kills himself, can I have his classic gaming systems?

You'll have to do the job yourself to get those.

# 3604. 130XE Keyboard prob

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 05:53:54 UTC
From: Tim <tjlazer@nospammail.com>
Message-ID: <vfl2jj6p3nls74@corp.supernews.com>
Source record: 20767

I have a 130XE and the following keys do not work: E,D,C. These are in a down row on the keyboard. What can cause this? I took the machine apart and cleaned the mylar sheet and the contacts on the KB ribbon cable. I made sure the contacts were good. Do I need a new mylar?

Tim

# 3605. Re: [#wfpc] 6pm-7pm MST/PST M-F weekly (clarification)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 06:27:35 UTC
From: ppanks@juno.com
Message-ID: <cb0ed86a.0306252227.35b970d0@posting.google.com>
Source record: 20768
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,rec.games.int-fiction

Chuck,

"Trying is the first step towards failure." - Homer Simpson

Paul

Chuck Whitby <intvsama@verizon.net> wrote in message
news:<Xns93A5B475D961Bintvsamaverizonnet@130.81.64.196>...
> rlb@hoekstra-uitgeverij.nl (Richard Bos) wrote in
> news:3ef95b7b.686672646@news.nl.net:
>
> > Max Volume <macsvolume@yahoo.com> wrote:
> >
> >> In article <cb0ed86a.0306241714.9777dc8@posting.google.com>, Paul
> >> Allen Panks <ppanks@juno.com> wrote:
> >>
> >> > The new IRC channel (on Afternet's network), #wfpc, is now being
> >> > operated to run specifically during the 6pm-7pm MST/PST timeframe,
> >> > M-F, on a trial basis.
> >>
> >> TRANSLATION: "I'm only allowed one hour of computer time per day,
> >> doctor's orders."
> >
> > s/doctor/mum/, I think.
> >
> > Richard
> >
>
> Nah, mommy doesn't control his internet usage anymore since I got him
> kicked out of his house. I'd again like to note how I am the most evil
> man alive. 8*) BTW, if anyone wants to hear the story of how I got
> Paul kicked out of his house send me an e-mail, it's a good story. 8*)
>
> --
> __
> Chuck Whitby
> Too Many Games
> Buy - Sell - Trade
> 484-529-1449
>
> Intellivision Gaming Network
> http://intvgn.roarvgm.com

# 3606. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 06:31:43 UTC
From: Rhindle The Red <Not@This.Time>
Message-ID: <bde4er$8av$1@slb4.atl.mindspring.net>
Source record: 20769
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

"Max Volume" <macsvolume@yahoo.com> wrote in message
news:250620030535542371%macsvolume@yahoo.com...
> In article <bdbj05$d1q$1@slb6.atl.mindspring.net>, Rhindle The Red
> <Not@This.Time> wrote:
>
> > I'm sorry, did you think it was a philanthropic organization? Of course
it
> > wasn't *just* a game company, it was the *best* game company. But
still, a
> > game company.
>
> I really don't think you're getting the point, or you simply choose to
> ignore it because it doesn't support your opinion.

You're going to have to start actually making a point if you want me to get
it. You say the name change is "hype". You don't explain why. You say
there won't be a "Joystick II", but give no justification. I can't say I've
noticed any point to ignore.

> I think Curt Vendel
> would have something to say about the issue, and it would probably be
> closer to my point of view than yours.

I'm sorry, am I supposed to feel bad about that, if true? Has Curt Vendel
become the end-all be-all of Atari? If so, I didn't get the memo. I
respect him for all he's done, but his opinion is still just one man's
opinion, like yours or mine. And please don't throw someone else's weight
around unless you know what his opinion is.

> Regardless, if you're just
> gonna do games, you might as well call it Syzygy, because that was just
> a game company, and while their best games were made under the ATARI
> name, "ATARI" grew to be much more than just a game company, in spite
> of the fact that all they're remembered for now is games.

You're really going to have to explain this point of view sometime. Atari
is and was a video game company. What makes you think it was something
more?

> Similarly,
> Ed Wood is only remembered for making bad movies, and I think you'd
> have a problem with anyone who said that's all he was.

Again, I don't see how your analogy works. Ed isn't *only* remembered for
making bad movies. Especially thanks to the movie, he's also remembered as

a maverick, heart-felt filmmaker. Of course, he's *mostly* remembered for making bad movies, but that's not nearly the same thing. And, no, I wouldn't have a "problem" with anyone who said that's all he was. If I did, I'd have a "problem" with most of his fans! I may disagree and I may try to educate, but I realize that Ed's fans (like Atari's) all come at it from their own angle.

> Call Infogrames "ATARI Lite" or "ATARI stage one", hell, even "ATARI
> Games" (Grames?), but the ATARI of today is but a lingering shadow of
> what ATARI once was.

Well, obviously. But the Atari of 1996 was too, and nobody acted like they weren't Atari.

> I should point out that I'm glad that shadow is
> still there, but I think there's a very good reason some people are
> expecting them to go into the hardware field, which I doubt will ever
> happen again, much like poor SEGA.

Why poor Sega? Do you realize the company is profitable for the first time in years? It *is* too bad they had to get out of hardware, but that's just the way it goes. At least now, Sega will continue to make games, which is what they are really all about. Remember, Sega made games for the 2600 and other systems before they got into consoles.

What you don't seem to get is that companies change. Sometimes they have to. Atari went through a strange period before rising from the ashes. Sega had a bit of a harder road, in some ways. It had to go through it's painful transition under the glaring spotlight of an industry it once dominated. Atari did it in the dim shadow of obscurity.

Anyway, I really am tiring of this. Unless you've got something substantial and new to add, I'm off.

--
-
Philip R. Frey
a.k.a. 'Rhindle The Red'
Founder/Editor
The Hunt For Edward D. Wood, Jr.
www.angelfire.com/film/ed_wood/MAIN.html
http://groups.yahoo.com/group/Hunt_for_Ed/

# 3607. Re: "In the Beginning..."

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 06:55:05 UTC
From: Dave Dahle <dd-ah-le@dtg.net>
Message-ID: <3ef946e5_1@newsfeed>
Source record: 20770
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit

"Max Volume" <macsvolume@yahoo.com> wrote in message
news:260620030148308036%macsvolume@yahoo.com...
> In article <F8sKa.19643$Fy6.7121@sccrnsc03>, Jason Petersen
> <borg64@hotmail.com> wrote:
>
> > I know what to do with all your messages.
> >
> > *plonk*
>
> Precisely! Now, I can speak out if I want without the profanity police
> jumping all over my ass.

Are you from Oregon or something?

*plonk*

# 3608. Re: #wfpc -- ready for fun! "Classic Gaming at the Core!"

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 07:16:18 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <PtycnQr8BdFFAGejXTWJgQ@comcast.com>
Source record: 20771
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair

> > If he kills himself, can I have his classic gaming systems?
>
> You'll have to do the job yourself to get those.

I'll do it, I have a fantasy about killing someone, and
the most worthless the party the better. ;-)

Bill @ GarberStreet Enterprises };-)
Web Site - http://garberstreet.netfirms.com
Email - willy46pa@comcast.net

---
This email ain't infected, dude!

Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.490 / Virus Database: 289 - Release Date: 6/16/03

# 3609. Atari Hangout Chatroom

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 08:04:54 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <001f3548@fmlynet.org>
Source record: 20775

FamilyNet Newsgate

Message: 50 (#1652)
Title: Atari Hangout Chat
Author: Doctor_Clu
To: All
Posted: Thu 26-Jun-03 at 8:57:00am
Replies: 0

This week marks the third anniversary of JYBOLAC's "Atari
HAngout Chat room"

Please join us tonight at 8 pm CST (Thursday) and 10 am (Sunday) CST at
our new location...
http://www.jrthompson.org/atari

Check out our club webpage for more details...
http://jybolac.atari.org

If you have problems with either, write me at drclu@swbell.net

Take care and see you tonight!

>octor <lu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

## 3610. Re: "In the Beginning..."

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 09:09:24 UTC
From: "\"Patryk 'Silver Dream !' Łogiewa\"" <silverdr@inet.remove.it.pl>
Message-ID: <3efab6fc$1@news.inet.com.pl>
Source record: 20772
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit

Max Volume wrote:

>>I know what to do with all your messages.
>>
>>*plonk*
>
>
> Precisely! Now, I can speak out if I want without the profanity police
> jumping all over my ass.

You can do the same in any desolate place.

# 3611. Re: [#wfpc] 6pm-7pm MST/PST M-F weekly (clarification)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 11:00:04 UTC
From: Joachim Froholt <jfroholt@c2i.net>
Message-ID: <3EFAD257.CD45716C@c2i.net>
Source record: 20773
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,rec.games.int-fiction

Paul Allen Panks wrote:
>
> Chuck,
>
> "Trying is the first step towards failure." - Homer Simpson
>

I've no idea what you mean (could you guys perhaps continue this
flamewar in your own groups?), but that was a damned good quote. It fits
my life philosophy perfectly. :-)

Joachim

## 3612. Re: "In the Beginning..."

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 11:36:45 UTC
From: "\"Patryk 'Silver Dream !' Łogiewa\"" <silverdr@inet.remove.it.pl>
Message-ID: <3efad982@news.inet.com.pl>
Source record: 20774
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit

Max Volume wrote:

>>Yes, but his insults are friggin hilarious and make me laugh my ass
>>off.
>
>
>[...] Glad my frustration with this little prick is at least giving
> someone a good laugh. ;)

I have to admit I had an excellent one after the first post. The later
posts spoiled the fun completely though.

## 3613. Re: "In the Beginning..."

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 14:47:09 UTC
From: Peter de Vroomen <peterv@ditweghaluh.jaytown.com>
Message-ID: <3efb076d$0$49112$e4fe514c@news.xs4all.nl>
Source record: 20776
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit

> I'm not talking to the rest of the group -- that post was directed
> squarely at Panks. Can't you fucking read???

Fuck you Max.

...I just had to unload that.

PeterV

# 3614. Re: [#wfpc] 6pm-7pm MST/PST M-F weekly (clarification)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 15:12:30 UTC
From: farvardin@1witch.com
Message-ID: <f1764690.0306260712.1eb23152@posting.google.com>
Source record: 20777
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,rec.games.int-fiction

I think those lame people who flames Paul Allen Panks without any
obvious reason simply don't appreciate the fact that he entitled this
channel #WFPC in reference to his website and projects (Westfront PC).
They probably don't like also that he programmed many games, and
releases them for free because they've never designed one in their
life, or they prefer modern ("cool") games.

Al Arduengo <exal@austin.rr.com> wrote in message
news:<87r85hv9v0.fsf@exal.austin.rr.com>...
> I hate to go against the flow, but why is there so much animosity
> against this fellow? All he is doing is trying to kick off a forum for
> IF fans to mingle. Is it really such a bother to all of the nay-sayers
> that they have to slam him on an open news group? So far Mr. Panks has
> been nothing but civil here. Why not afford him the same courtesy? If
> you don't like his channel, don't go there and keep the negativity to
> yourself. I'm not trying to pick a fight here, just intermediate.
>
> THanks for listening.
>
>
> > I went there. There was no one there. Your channel sucks a$$. Have a nice
> > day.
> >
> >

# 3615. Re: [#wfpc] 6pm-7pm MST/PST M-F weekly (clarification)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 15:36:46 UTC
From: Chris Alaimo <cpalaimo@excite.com>
Message-ID: <bdf3u4$bb0$1@woodrow.ucdavis.edu>
Source record: 20778
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,rec.games.int-fiction

```
Joachim was Nazi foreign minister Von Ribbentrop's first name.

"Joachim Froholt" <jfroholt@c2i.net> wrote in message
news:3EFAD257.CD45716C@c2i.net...
>
>
> Paul Allen Panks wrote:
> >
> > Chuck,
> >
> > "Trying is the first step towards failure." - Homer Simpson
> >
>
> I've no idea what you mean (could you guys perhaps continue this
> flamewar in your own groups?), but that was a damned good quote. It fits
> my life philosophy perfectly. :-)
>
> Joachim
```

# 3616. Re: #wfpc -- ready for fun! "Classic Gaming at the Core!"

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 15:38:03 UTC
From: Chris Alaimo <cpalaimo@excite.com>
Message-ID: <bdf40h$bbc$1@woodrow.ucdavis.edu>
Source record: 20779
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair

Plus you get cool gaming stuff.

"Bill Garber" <willy46pa@comcast.net> wrote in message
news:PtycnQr8BdFFAGejXTWJgQ@comcast.com...
>
> > > If he kills himself, can I have his classic gaming systems?
> >
> > You'll have to do the job yourself to get those.
>
> I'll do it, I have a fantasy about killing someone, and
> the most worthless the party the better. ;-)
>
> Bill @ GarberStreet Enterprises };-)
> Web Site - http://garberstreet.netfirms.com
> Email - willy46pa@comcast.net
>
>
>
> ---
> This email ain't infected, dude!
>
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.490 / Virus Database: 289 - Release Date: 6/16/03
>
>

# 3617. Re: [#wfpc] 6pm-7pm MST/PST M-F weekly (clarification)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 15:41:23 UTC
From: Chuck Whitby <intvsama@verizon.net>
Message-ID: <Xns93A676EF2F94Bintvsamaverizonnet@130.81.64.196>
Source record: 20780
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,rec.games.int-fiction

ppanks@juno.com (Paul Allen Panks) wrote in
news:cb0ed86a.0306252227.35b970d0@posting.google.com:

> Chuck,
>
> "Trying is the first step towards failure." - Homer Simpson
>
> Paul
>
> Chuck Whitby <intvsama@verizon.net> wrote in message
> news:<Xns93A5B475D961Bintvsamaverizonnet@130.81.64.196>...
>> rlb@hoekstra-uitgeverij.nl (Richard Bos) wrote in
>> news:3ef95b7b.686672646@news.nl.net:
>>
>> > Max Volume <macsvolume@yahoo.com> wrote:
>> >
>> >> In article <cb0ed86a.0306241714.9777dc8@posting.google.com>, Paul
>> >> Allen Panks <ppanks@juno.com> wrote:
>> >>
>> >> > The new IRC channel (on Afternet's network), #wfpc, is now being
>> >> > operated to run specifically during the 6pm-7pm MST/PST
>> >> > timeframe, M-F, on a trial basis.
>> >>
>> >> TRANSLATION: "I'm only allowed one hour of computer time per day,
>> >> doctor's orders."
>> >
>> > s/doctor/mum/, I think.
>> >
>> > Richard
>> >
>>
>> Nah, mommy doesn't control his internet usage anymore since I got him
>> kicked out of his house. I'd again like to note how I am the most
>> evil man alive. 8*) BTW, if anyone wants to hear the story of how I
>> got Paul kicked out of his house send me an e-mail, it's a good
>> story. 8*)
>>
>> --
>> __
>> Chuck Whitby
>> Too Many Games
>> Buy - Sell - Trade
>> 484-529-1449

>>
>> Intellivision Gaming Network
>> http://intvgn.roarvgm.com
>

Who needed to try, I called your house, you were a bitch and refused to
get on the phone, and then your parents kicked you out.

--
__
Chuck Whitby
Too Many Games
Buy - Sell - Trade
484-529-1449

Intellivision Gaming Network
http://intvgn.roarvgm.com

# 3618. Re: help copying disks to unix machine

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 15:50:12 UTC
From: Bob Woolley <ataribobdelete@alamedanet.net>
Message-ID: <3efb1a82$0$24486$2c56edd9@news.cablerocket.com>
Source record: 20781

You cannot use metal filings to develop the data on a diskette... you need tape developer, ferrite suspended in tape cleaner. Just cut the disk out of the jacket and dip it in a pan of developer. Let the disk dry (only takes a second - blow gently on it) and the bits will be visible on the surface. The hard part with an Atari disk is that it does not use Index so you have to scan all over the track for the MAM and Index Flag. You will discover that the track is laid out as a standard IBM System 34 format. Be sure to clean off the ferrite with tape cleaner before you try to read the disk in a drive!

Regardless of the destination, you will have to read the data on an Atari drive somewhere. Borrow a drive from one of us.

Bob

"Thomas A. Fine" <fine@head-cfa.harvard.edu> wrote in message news:3ef20142$1@cfanews.cfa.harvard.edu...
> Hi,
>
> I'd like to try to get what's left on my old Atari disks and copy them
> onto my Unix (Solaris) machine at work. I can hardly remember what's
> there, although I know I had a nice disassembler I wrote in basic, and
> my own vt100 emulator with an 80-column text display, and a custom
> protocol for viewing monochrome images. And a font editor (in basic).
> I also hacked my own level cheat into Jumpman Junior. Who knows what
> other wonders await me.
>
> I know there are various SIO to serial cables that can be had, and
> software that I can probably port to Solaris to do this, but perhaps
> there's a simpler way. I have an 850 interface. Can I just connect
> the serial port on the 850 to the serial port on my computer, and then
> copy files using R: as the destination? Would I just end up with the
> file on the unix side, or is there also some protocol involved?
>
> Can I do this for duplicating whole disks? Again, would I simply get
> a dump of disk contents, or is there some protocol like "send next
> sector"? And once I've done this, how do I turn the results into a .atr
> file?
>
> I may at some point want to use the Unix box as a disk drive for my
> Atari 800. Is there some software I can run on the unix side to make
> the R: port act as a disk drive? Or at that point am I better off with
> one of the SIO cable solutions?
>
> Finally, if the disks don't read well, or my 810 drive is shot, where

> can I go to "recover" the data? Or should I just sprinkle metal filings
> onto the surface of the disk, and decode it visually? :-)
>
> Thanks,
>
> tom

# 3619. Re: [#wfpc] 6pm-7pm MST/PST M-F weekly (clarification)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 18:22:48 UTC
From: Joachim Froholt <jfroholt@c2i.net>
Message-ID: <3EFB3A1C.40D5DD62@c2i.net>
Source record: 20782
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,rec.games.int-fiction

Chris Alaimo wrote:
>
> Joachim was Nazi foreign minister Von Ribbentrop's first name.
>

I know.

Joachim

# 3620. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 20:08:18 UTC
From: l.k.seitz@hiwaay.net
Message-ID: <vfmklif6oej081@corp.supernews.com>
Source record: 20783
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

In article <bdbj05$d1q$1@slb6.atl.mindspring.net>,
Rhindle The Red <Not@This.Time> wrote:
>And now Atari is reborn. The new Atari is what, at heart, the original
>Atari was: a video game company.

The one thing everyone in this thread seems to keep missing is that Atari was founded as a coin-op company. I've never read anything saying Nolan Bushnell ever had any idea of getting into the barely existent home video game market when he founded Atari. IIRC (and I may not), it was one of his employees that came forward with the idea to create a home Pong console. Atari had to have backing by Sears to do that. Then they needed the capital of Warner Communications to get the 2600 out the door.

So which Atari do you mourn for?

a) Atari, Inc., founded as a coin-op manufacturer, but later getting involved in pinball machines and dedicated home consoles.

b) Atari, Inc., a subsidiary of Warner Communications, which took the Atari 2600 unprecedented heights and brought us the Atari home computer line while continuing to create top-notch coin-ops.

c) Atari Corp., bought by Jack Tramiel and intended to be mainly a computer company, but grudgingly made home consoles because that's where they money was.

d) Atari Games, which continued creating innovative coin-ops while owned primarily by Warner, Namco, Warner, Time-Warner (became part of Time-Warner Interactive), WMS, and finally Midway. Midway eventually renamed it Midway Games West before exiting the coin-op business.

e) Atari, a label of Hasbro Interactive. (Rescued from JTS after JTS and Atari Corp.'s "reverse merger.")

On r.g.v.c, the predominant opionion seems to be b. It may be c on the comp.sys.atari.* newsgroups.

--
Lee K. Seitz * l.k.seitz@hiwaay.net * Remove dots in user name to reply!
"Gone are the simple home video games of the 1970's. Current machines have microprocessor 'brains' that endow them with computer-like speed and sophistication." -- Consumer Reports on home video games (1984)

# 3621. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 20:49:42 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <h%IKa.83404$Pc5.39503@fed1read01>
Source record: 20784
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

I mourn for c. Most *DEFINATELY* c.

Luposian
---
"Lee K. Seitz" <l.k.seitz@hiwaay.net> wrote in message
news:vfmklif6oej081@corp.supernews.com...
> In article <bdbj05$d1q$1@slb6.atl.mindspring.net>,
> Rhindle The Red <Not@This.Time> wrote:
> >And now Atari is reborn. The new Atari is what, at heart, the original
> >Atari was: a video game company.
>
> The one thing everyone in this thread seems to keep missing is that
> Atari was founded as a coin-op company. I've never read anything
> saying Nolan Bushnell ever had any idea of getting into the barely
> existent home video game market when he founded Atari. IIRC (and I
> may not), it was one of his employees that came forward with the idea
> to create a home Pong console. Atari had to have backing by Sears to
> do that. Then they needed the capital of Warner Communications to get
> the 2600 out the door.
>
> So which Atari do you mourn for?
>
> a) Atari, Inc., founded as a coin-op manufacturer, but later getting
> involved in pinball machines and dedicated home consoles.
>
> b) Atari, Inc., a subsidiary of Warner Communications, which took the
> Atari 2600 unprecedented heights and brought us the Atari home
> computer line while continuing to create top-notch coin-ops.
>
> c) Atari Corp., bought by Jack Tramiel and intended to be mainly a
> computer company, but grudgingly made home consoles because that's
> where they money was.
>
> d) Atari Games, which continued creating innovative coin-ops while
> owned primarily by Warner, Namco, Warner, Time-Warner (became part of
> Time-Warner Interactive), WMS, and finally Midway. Midway
> eventually renamed it Midway Games West before exiting the coin-op
> business.
>
> e) Atari, a label of Hasbro Interactive. (Rescued from JTS after JTS
> and Atari Corp.'s "reverse merger.")
>
> On r.g.v.c, the predominant opionion seems to be b. It may be c on

> the comp.sys.atari.* newsgroups.
>
> --
> Lee K. Seitz * l.k.seitz@hiwaay.net * Remove dots in user name to reply!
> "Gone are the simple home video games of the 1970's. Current machines
> have microprocessor 'brains' that endow them with computer-like speed
> and sophistication." -- Consumer Reports on home video games (1984)

# 3622. Re: [#wfpc] 6pm-7pm MST/PST M-F weekly (clarification)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 21:11:35 UTC
From: ppanks@juno.com
Message-ID: <cb0ed86a.0306261311.6882aad8@posting.google.com>
Source record: 20785
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,rec.games.int-fiction

Chuck,

At first, it looked like your "victory" in kicking me out was
complete. However, now that I am on my own, and working, and dating
again, I have to thank you. That phone call improved my love life
exponentially. The victory, then, is mine:

"Weaseling out of things is important to learn. It's what separates us
from the animals... Except the weasel." - Homer Simpson

Sincerely,

Paul Allen Panks
dunric@
Chuck Whitby <intvsama@verizon.net> wrote in message
news:<Xns93A676EF2F94Bintvsamaverizonnet@130.81.64.196>...
> ppanks@juno.com (Paul Allen Panks) wrote in
> news:cb0ed86a.0306252227.35b970d0@posting.google.com:
>
> > Chuck,
> >
> > "Trying is the first step towards failure." - Homer Simpson
> >
> > Paul
> >
> > Chuck Whitby <intvsama@verizon.net> wrote in message
> > news:<Xns93A5B475D961Bintvsamaverizonnet@130.81.64.196>...
> >> rlb@hoekstra-uitgeverij.nl (Richard Bos) wrote in
> >> news:3ef95b7b.686672646@news.nl.net:
> >>
> >> > Max Volume <macsvolume@yahoo.com> wrote:
> >> >
> >> >> In article <cb0ed86a.0306241714.9777dc8@posting.google.com>, Paul
> >> >> Allen Panks <ppanks@juno.com> wrote:
> >> >>
> >> >> > The new IRC channel (on Afternet's network), #wfpc, is now being
> >> >> > operated to run specifically during the 6pm-7pm MST/PST
> >> >> > timeframe, M-F, on a trial basis.
> >> >>
> >> >> TRANSLATION: "I'm only allowed one hour of computer time per day,
> >> >> doctor's orders."
> >> >
> >> > s/doctor/mum/, I think.
> >> >

> >> > Richard
> >> >
> >>
> >> Nah, mommy doesn't control his internet usage anymore since I got him
> >> kicked out of his house. I'd again like to note how I am the most
> >> evil man alive. 8*) BTW, if anyone wants to hear the story of how I
> >> got Paul kicked out of his house send me an e-mail, it's a good
> >> story. 8*)
> >>
> >> --
> >> __
> >> Chuck Whitby
> >> Too Many Games
> >> Buy - Sell - Trade
> >> 484-529-1449
> >>
> >> Intellivision Gaming Network
> >> http://intvgn.roarvgm.com
> >
>
> Who needed to try, I called your house, you were a bitch and refused to
> get on the phone, and then your parents kicked you out.
>
> --
> __
> Chuck Whitby
> Too Many Games
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> Intellivision Gaming Network
> http://intvgn.roarvgm.com

# 3623. Re: Ultima 3 crashing Atari800Win 3.1

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 21:25:35 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <KIJKa.21862$QC5.1168@fe02.atl2.webusenet.com>
Source record: 20786

"BD" <Jason> wrote in message
news:0h9hfvkmfofhmksju7liu0s4k34ht1mg5n@4ax.com...
> I'M A COMPLETE IDIOT!!!
>
> I forgot, (it's been a while) that you first load the main disk image
> to create your party then load the player disk to play the game.
>
> Thanks again for the quick responce!

Glad to be of help. BTW playing and winning ultima 3 on my atari 800 was and
still is my best computer gaming experience of all time.

:)

# 3624. Re: [#wfpc] 6pm-7pm MST/PST M-F weekly (clarification)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 22:13:00 UTC
From: Sheldon Simms <sheldonsimms@yahoo.com>
Message-ID: <pan.2003.06.26.22.12.57.805922@yahoo.com>
Source record: 20787
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,rec.games.int-fiction

On Thu, 26 Jun 2003 18:22:48 +0000, Joachim Froholt wrote:

> Chris Alaimo wrote:
>>
>> Joachim was Nazi foreign minister Von Ribbentrop's first name.
>>
> I know.
>
> Joachim

Ok, but who knows what Gï¿œring's first name was?

## 3625. I'm out...

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 22:53:21 UTC
From: Fox-1
Message-ID: <bdfth9$of3$1@news4.tilbu1.nb.home.nl>
Source record: 20788

My killfile takes up about half of my harddiskspace, and with 98% off-topic and flamewar postings, it's time for me to leave again.
I've never seen a more annoying newsgroup then csa8bit lately is.

If this is what's left of Atari, o.k. for me, but also without me...

--

Grtx, Sysop Fox-1 / MNX http://www.fox-1.nl
mnx_at_fox-1_dot_nl
Remember what the Dormouse said...

# 3626. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 23:49:58 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <260620031951043913%macsvolume@yahoo.com>
Source record: 20789
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

In article <bde4er$8av$1@slb4.atl.mindspring.net>, Rhindle The Red
<Not@This.Time> wrote:

> You're going to have to start actually making a point if you want me to get
> it. You say the name change is "hype". You don't explain why. You say
> there won't be a "Joystick II", but give no justification. I can't say I've
> noticed any point to ignore.

Simple. Because this new "ATARI" is a software company, not a hardware
company. THAT is the difference I'm trying to point out to you.

> I'm sorry, am I supposed to feel bad about that, if true? Has Curt Vendel
> become the end-all be-all of Atari? If so, I didn't get the memo. I
> respect him for all he's done, but his opinion is still just one man's
> opinion, like yours or mine. And please don't throw someone else's weight
> around unless you know what his opinion is.

I'm just saying that he seems to respect the legacy of ATARI, and that
included a lot more than just games. The consoles themselves and even
the computers are not unnecessary parts of the company that can easily
be overlooked, but that's just what you're choosing to do.

> You're really going to have to explain this point of view sometime. Atari
> is and was a video game company. What makes you think it was something
> more?

I think I've sufficiently explained above, but at the most basic level,
it's that ATARI wasn't just a software company like Infogrames is/was.
Pardon me for confusing you, but to me, a video game is software.

> Again, I don't see how your analogy works. Ed isn't *only* remembered for
> making bad movies. Especially thanks to the movie, he's also remembered as
> a maverick, heart-felt filmmaker. Of course, he's *mostly* remembered for
> making bad movies, but that's not nearly the same thing. And, no, I
> wouldn't have a "problem" with anyone who said that's all he was. If I did,
> I'd have a "problem" with most of his fans! I may disagree and I may try to
> educate, but I realize that Ed's fans (like Atari's) all come at it from
> their own angle.

Well, you obviously don't really care much about the man's legacy. In
other words, it's like saying that George Washington was that dude who
chopped down the cherry tree, Abraham Lincoln was an avid theatre-goer,
and that Bill Clinton was just Monica Lewinsky's boyfriend. For a
software-only company to assume the mantle of ATARI is an insult to all
the great hardware that bore the name, whether it was developed
in-house or not.

> Well, obviously. But the Atari of 1996 was too, and nobody acted like they
> weren't Atari.

And who was the ATARI of 1996? I don't recall there being a company
with that name then, only that Hasbro stuck the name on their "classic"
releases. I don't have a problem with that, because Hasbro didn't try
to change their name to ATARI.

> Why poor Sega? Do you realize the company is profitable for the first time
> in years? It *is* too bad they had to get out of hardware, but that's just
> the way it goes. At least now, Sega will continue to make games, which is
> what they are really all about. Remember, Sega made games for the 2600 and
> other systems before they got into consoles.

Wow, I learn more about you with every post. If the 2600 and those
other systems weren't consoles, what the fuck were they???

> What you don't seem to get is that companies change. Sometimes they have
> to. Atari went through a strange period before rising from the ashes. Sega
> had a bit of a harder road, in some ways. It had to go through it's painful
> transition under the glaring spotlight of an industry it once dominated.
> Atari did it in the dim shadow of obscurity.

To my knowledge, SEGA is still SEGA. ATARI all but died, yet
Infogrames is now pretending to *be* ATARI simply because they own the
trademark. I'm sure they're counting on no-one having any idea that
they aren't the company that produced the 2600. It's like someone
putting out a line of PCs under the AMIGA name. Sure, Gateway owns the
name (or at least they did at one point), but it wouldn't really be an
AMIGA.

> Anyway, I really am tiring of this. Unless you've got something substantial
> and new to add, I'm off.

Done with our trolling, are we? Well, I'm sure you won't consider my
clarifications above to be substantial, so feel free to be on your way.

# 3627. Re: [#wfpc] 6pm-7pm MST/PST M-F weekly (clarification)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 23:52:10 UTC
From: Chuck Whitby <intvsama@verizon.net>
Message-ID: <Xns93A6CA2424B0Dintvsamaverizonnet@130.81.64.196>
Source record: 20790
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,rec.games.int-fiction

ppanks@juno.com (Paul Allen Panks) wrote in
news:cb0ed86a.0306261311.6882aad8@posting.google.com:

> Chuck,
>
> At first, it looked like your "victory" in kicking me out was
> complete. However, now that I am on my own, and working, and dating
> again, I have to thank you. That phone call improved my love life
> exponentially. The victory, then, is mine:
>
> "Weaseling out of things is important to learn. It's what separates us
> from the animals... Except the weasel." - Homer Simpson

Welp, I'd like to make note that a) Russian mail order brides don't
count as dating, and b) Yahoo Personals also don't count as dating.
Sounds to me like another strike-out there, bud. Good luck on your
constant search for sex tho', be sure to have your new GF (when you
aquire one) e-mail me for some #rgvc logs describing your obsessive
'relationships' and how all you want out of them is sex.

--

__
Chuck Whitby
Too Many Games
Buy - Sell - Trade
484-529-1449

Intellivision Gaming Network
http://intvgn.roarvgm.com

# 3628. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-26 23:58:44 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <260620031959505459%macsvolume@yahoo.com>
Source record: 20791
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

In article <vfmklif6oej081@corp.supernews.com>, Lee K. Seitz
<l.k.seitz@hiwaay.net> wrote:

> In article <bdbj05$d1q$1@slb6.atl.mindspring.net>,
> Rhindle The Red <Not@This.Time> wrote:

> The one thing everyone in this thread seems to keep missing is that
> Atari was founded as a coin-op company.

Okay, so when is the next "ATARI" coin-op coming out?

> e) Atari, a label of Hasbro Interactive.

Exactly. A *label* of Hasbro Interactive, which was itself a division
of Hasbro. Up until now, ATARI has been a *label* of Infogrames. Now
they want to name the *company* "ATARI". THAT is my definition of
hype.

## 3629. open jpg in Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 00:03:26 UTC
From: Hon Tseng <pcuser45@yahoo.com>
Message-ID: <iRLKa.24318$pH3.4229@news2.east.cox.net>
Source record: 20792

I need to open the picture jpeg in Atari 8bit machine. Anyone know how to open it?

# 3630. Re: [#wfpc] 6pm-7pm MST/PST M-F weekly (clarification)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 00:06:20 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <260620032007272847%macsvolume@yahoo.com>
Source record: 20793
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,rec.games.int-fiction

In article <f1764690.0306260712.1eb23152@posting.google.com>, Eric Forgeot <farvardin@1witch.com> wrote:

> They probably don't like also that he programmed many games, and
> releases them for free because they've never designed one in their
> life, or they prefer modern ("cool") games.

I have one. Sometimes it wouldn't boot up, or it would run really slow, or sometimes it would just quit in the middle of a game. Just the other day I found that after a week of not wanting to run, it had deleted itself. Wow, Paul really puts a lot of himself in these games, doesn't he?

# 3631. Re: open jpg in Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 00:19:14 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <j73nfvgtoe6m9lvv1tj3859fm0t4lobnkc@4ax.com>
Source record: 20794

On Fri, 27 Jun 2003 00:03:26 GMT, "Hon Tseng" <pcuser45@yahoo.com>
wrote:

>I need to open the picture jpeg in Atari 8bit machine. Anyone know how to
>open it?

Flyball, woohoo! I got it, I got it! This is all mine baby, yeah!

Use A8JDPEG, Hon Tseng:

http://rjespino.tripod.com/8bit/a8jdpeg/a8jdpeg.html

It was last updated in September 2002.

# 3632. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 00:21:01 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <q5MKa.83436$Pc5.15503@fed1read01>
Source record: 20795
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

"Max Volume" <macsvolume@yahoo.com> wrote in message
news:260620031951043913%macsvolume@yahoo.com...
> To my knowledge, SEGA is still SEGA. ATARI all but died, yet
> Infogrames is now pretending to *be* ATARI simply because they own the
> trademark. I'm sure they're counting on no-one having any idea that
> they aren't the company that produced the 2600. It's like someone
> putting out a line of PCs under the AMIGA name. Sure, Gateway owns the
> name (or at least they did at one point), but it wouldn't really be an
> AMIGA.

Sega is still Sega, but do I really care? Not much. I liked their games,
but I liked their platforms more.

Like it or not, "Atari" is whoever owns the rights to the name and
trademarks and all. It's no longer a "pick up where the other's left off"
game, like it was with the Tramiel's. It's a "we want the namesake and to
build it back to popularity" game. But... Infogrames, having changed their
name TO Atari is now *fully and entirely responsible* to all that name has
ever meant, as well, what little it means today. This is why I think that
they have put themselves in a much more potential position than ever before.
I am reasonably certain, with a little bit of prep-work and planning, and
team work, we might well be able to "coerce" Atari, Inc. into selling
computers again... but, if nothing else, writing software for their new
computers would be a natural move, since they already do software, games,
and such.

We do all the prototype work FOR them and then present it TO them, with a
suitable business plan and strategy. It's money we'd have to spend to get
it done, but if they said yes... wouldn't the end result actually be worth
it? It would be for me.

A wee bit behind the "Amiga Times", are we? "Amiga" (and all it
represented) was sold to some people, who now call themselves "Amiga, Inc.".
The AmigaOne (the new PowerPC-based motherboard/system) is available, but
AmigaOS 4 (based on the AmigaOS 3.x sourcecode, but rewritten for PowerPC)
is still being worked on. Amiga, Inc. is having some rough times
financially, but the AmigaOne and AmigaOS 4 were farmed out to 3rd party
companies, so that, if anything happens to Amiga, Inc. (many predict doom,
as Amiga's legacy seems to be nothing but, since the day Commodore went
belly-up), it won't affect the AOne and AmigaOS4 directly. This is, quite
simply, the smartest move by ANYONE who has taken on the Amiga mantle since
Commodore's demise. I applaud them for looking ahead (prepare for the
worst, but hope for the best) and thinking of the user's for once.

Go to: www.amiga.com (main company), www.amiga.org (enthusiast site), or some other sites for the latest...

Luposian

# 3633. Re: I'm out...

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 00:28:58 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <fc3nfv4f47o4gppkoc5kgqks0atgi6a35j@4ax.com>
Source record: 20796

On Fri, 27 Jun 2003 00:53:21 +0200, "Fox-1" <MailMe@fox-1@home.nl>
wrote:

>My killfile takes up about half of my harddiskspace, and with 98% off-topic and flamewar postings, it's time for me to leave again.
>I've never seen a more annoying newsgroup then csa8bit lately is.
>
>If this is what's left of Atari, o.k. for me, but also without me...

It used to be a nice place without a lot of flames and fighting and anonymous sicko trolls. I would brag about how positive and easy going CSA.8bit was in other computer newsgroups where there was a lot of fighting. Oh well.

The anonymous remailers really do a disservice to people. I used to ponder the question of whether there was any legitimacy to anonymous speech and decided that there was, because governments can be oppressive. However then you get these awful abuses where the anonymous hero posts daily to call his target a pedophile, or accuse him of bestiality, or just spew profanity and the like. But the target has the ultimate revenge because the anonymous loser still has to live his own cruddy life.

As for the flames, I don't like them either. Who needs this type of thing. The Beatles sang that "life is very short, and there's no time, for fussing and fighting..."

# 3634. Re: "In the Beginning..."

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 00:37:16 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <614nfvkec5n82ehfuuombicefslgae6jbe@4ax.com>
Source record: 20797

On Wed, 25 Jun 2003 02:56:09 GMT, "Mo" <momo@atariland.com> wrote:

>"Paul Allen Panks" <ppanks@juno.com> wrote in message
>news:cb0ed86a.0306241817.7f547420@posting.google.com...
>> "In the Beginning..."
>
>Wow, that was very good! It started out kind of Old Testament then drifted
>into a Shakespearian sonnet then back to the new testament. I don't think
>Nolan realized what he had started when he put together that first
>machine...

I kind of liked it too. Weird and funny and a bit intense.

Nolan Bushnell is now part of a development group which focuses mainly
on creating content for a new desktop platform: the Pegasos PPC
computer. Pegasos runs a unique OS called MorphOS:

http://www.phinixi.com

# 3635. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 00:50:12 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bdg4c4$3jd$1@sparta.btinternet.com>
Source record: 20798
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

Luposian <luposian@lycos.com> wrote in message
news:q5MKa.83436$Pc5.15503@fed1read01...
>
> Like it or not, "Atari" is whoever owns the rights to the name and
> trademarks and all. It's no longer a "pick up where the other's left off"
> game, like it was with the Tramiel's. It's a "we want the namesake and to
> build it back to popularity" game. But... Infogrames, having changed
their
> name TO Atari is now *fully and entirely responsible* to all that name has
> ever meant, as well, what little it means today. This is why I think that
> they have put themselves in a much more potential position than ever
before.
> I am reasonably certain, with a little bit of prep-work and planning, and
> team work, we might well be able to "coerce" Atari, Inc. into selling
> computers again... but, if nothing else, writing software for their new

Reasonably certain???? HAHAHAHAHAHA. What computer is this then? even long established computer manufacturers have gone tits up, or had to merge with other large companies just to stay alive. Compaq and HP anyone? Where the hell is some 2-bit software house like infrogrammes gonna get the money or backing to even re-sell a re-badged PC?

I think its time you took the pink sunglasses off.

> computers would be a natural move, since the
y already do software, games,
> and such.
>
> We do all the prototype work FOR them and then present it TO them, with a
> suitable business plan and strategy. It's money we'd have to spend to get
> it done, but if they said yes... wouldn't the end result actually be worth
> it? It would be for me.

Just buy a cheap PC, put aranym on it and stop talking shite.

Smeg.

# 3636. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 01:06:54 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <qMMKa.83439$Pc5.62912@fed1read01>
Source record: 20799
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

"Max Volume" <macsvolume@yahoo.com> wrote in message
news:260620031959505459%macsvolume@yahoo.com...
> Okay, so when is the next "ATARI" coin-op coming out?

Not sure if... if ever. If "Atari, Inc." owns (or somehow reaquired) the arcade rights to the Atari Games division, then I think it might be possible. What if we designed a new arcade system and had "Atari, Inc." write the games for it? Hmm...

> > e) Atari, a label of Hasbro Interactive.
>
> Exactly. A *label* of Hasbro Interactive, which was itself a division
> of Hasbro. Up until now, ATARI has been a *label* of Infogrames. Now
> they want to name the *company* "ATARI". THAT is my definition of
> hype.

The Atari *label* within the company ("Infogrames sells 'Atari' games"), has now been taken on as the *banner* that the company now trumpets under ("Atari, Inc. sells games"). Unfortunately, the box for Enter the Matrix doesn't reflect this namechange, but I imagine the next ones will.

It does bring some sense of satisfaction that Infogrames saw fit to restore Atari as a business (never would've expected such a drastic change as this, but...), even if that business is just writing games for PC's and home consoles.

They are now going to be responsible for what they do and how they do it. "Atari" is no longer just a trinket in their pocket (or anyone elses) to try and make some money. THEY are now the trinket and, in so transforming INTO the trinket... make the trinket into a substantial PRIZE!

Think about it... it they sell out... the next owner are merging with/buying Atari, Inc.! It holds more weight and water than if Infogrames just tosses a buying company the "Atari assets". Or, if Infogrames were to go belly up, the Atari assets might well be the only thing the buyers want, leaving Infogrames to rot in their misfortune, while the new looters take the only "name" really worth much... And the cycle of doom and gloom goes on. I think Infogrames wants/wanted to break the cycle of "whoring off the bitch" as just a singular "asset" within a company. "Atari" means less to EVERYONE when it's just a name passed around like so much unwanted pocket change. They've now increased the value of "Atari" substancially. "You wanna buy "Atari"? You gotta buy EVERYTHING!" And that's gonna be a whole lotta hundred millions now!

No one can predict what may happen in the future, but this may be a subtle (but drastic) manuver to insure Atari's survival as a company! As Amiga, Inc. has insured the safety of the assets of the "Amiga", by farming out the techologies to 3rd party companies, so Infogrames saw fit to *become* Atari, Inc. to insure that, should anything happen, Atari would be not only worth more, since it's now an entire, vast company, but also MIGHT be put back into the hardware business someday!

Infogrames may have actually had the desire TO make Atari a hardware company again, but have not the finances nor facilities to do so. Thus, they change their name (and all underlying branches, subsidiaries, etc.) TO Atari, Inc. and, in so doing, make the name well known again (in time; the name *has* languished and whithered a good long while) and, should finances permit or a buyout be emminant, the likelihood of making Atari, Inc. into a hardware company again might well be far more possible! Were I in Infogrames position (with the money and ownership of the Atari rights, I'd do the same thing, in the hopes of achieving a higher goal than just selling more software titles). Stick "Atari" far enough out into the sunlight, and EVERYONE is gonna see it eventually. Fathers will tell of the good old days. And children will play/use the older things of by-gone days. And, possibly... just possibly... what is old will be new again!

Let's hope that Infogrames is doing the "namechange thing" for more noble reasons than just to milk the namesake into their coffers.

The namechange we've witnessed could well be but the first big step towards a new beginning of Atari, since the end of the "Tramiel Squander Age"! It's something to hope for, isn't it?

Luposian

# 3637. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 01:23:00 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <260620032124078882%macsvolume@yahoo.com>
Source record: 20800
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

In article <q5MKa.83436$Pc5.15503@fed1read01>, Luposian
<luposian@lycos.com> wrote:

> Sega is still Sega, but do I really care? Not much. I liked their games,
> but I liked their platforms more.

Exactly. Such is the case with ATARI in a lot of people's minds,
myself included.

> Like it or not, "Atari" is whoever owns the rights to the name and
> trademarks and all. It's no longer a "pick up where the other's left off"
> game, like it was with the Tramiel's.

Well, the thing is, the Tramiels bought the company, moved in, fired
80% of the workforce, and kept going. However, ATARI was nothing more
than a brand name for years, so while Infogrames has every right to the
name, I'm just saying that it's pretty hollow.

> This is why I think that
> they have put themselves in a much more potential position than ever
> before.

Er, what exactly is a "potential position"?

> I am reasonably certain, with a little bit of prep-work and planning,
> and
> team work, we might well be able to "coerce" Atari, Inc. into selling
> computers again... but, if nothing else, writing software for their new
> computers would be a natural move, since they already do software,
> games,
> and such.

Wow, you are beyond delusional. I wonder if this is the reaction
Infogrames was counting on, or even expected. Right now, the Mac and
the PC are the only two personal computer platforms, and I don't see
that changing. As much shit as Mac users get for not using Windows, I
really don't think the market would support a third platform. Hell,
even Linux is just an OS that runs on existing hardware, not a whole
new platform. Forget about the days when there were five different
computer platforms, those days are over. Besides, all we ever wished
for back then was to be able to run each other's software on our
different machines, anyway. Now that Windows dominates the
marketplace, compatibility is now a non-issue. We got our wish, but I
dare say we didn't exactly get the best possible outcome.

> A wee bit behind the "Amiga Times", are we?

Yeah, well, after a brief flirtation with PCs (more like a torture session), I switched to Macs after my A1200 wouldn't cut it anymore (basically I discovered MAME, and 28MHz wasn't even fast enough to run older games under the Amiga version). I do remember hearing about AmigaOne, etc., but never seriously considered keeping up with these new Amigas. From what I saw before everyone around here stopped carrying Amiga magazines, every complaint PC users had about the price of Macs vs. what you get was actually true of the new Amiga machines.

I'll check out the site and see what they're up to.

# 3638. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 01:39:32 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <260620032140398387%macsvolume@yahoo.com>
Source record: 20801
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

In article <qMMKa.83439$Pc5.62912@fed1read01>, Luposian
<luposian@lycos.com> wrote:

> Let's hope that Infogrames is doing the "namechange thing" for more noble
> reasons than just to milk the namesake into their coffers.

Dude, you really need to wake up. Even if Infogrames does decide to
sell the ATARI properties (and they WILL if they are hurting enough
financially), I'm pretty sure they'd change their name again and keep
on going rather than allowing the entire company to be bought out.

Look at how much skepticism Microsoft's attempt to enter the console
wars was met with -- and that was MICROSOFT! However, the Xbox has
proven successful enough that it might be possible for ATARI to
introduce another console. My opinion is that they don't have anywhere
near the resources to do that, and if there is ever another ATARI
console, it will most likely be a "licensed" product like the LYNX
rather than an in-house thing like the 2600. You never know, maybe
when Bill Gates tires of the Xbox, he might sell the rights to ATARI.
It already kinda looks like an ATARI product, doesn't it?

# 3639. Re: 130XE Keyboard prob

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 03:10:57 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <5BOKa.66861$Io.6273598@newsread2.prod.itd.earthlink.net>
Source record: 20802

Possibly or patch a trace with that silvery paint stuff; I would have to verify that the XL/XE has the same matrix as the 400/800 where C, D, E, and 3 are on the same branch (#14). You might look very closely where the mylar plugs into the mother board. Interestingly, zero, P, colon, and ] are also on 14; what is thei status..? If only the left side is out, you have a clue to finding the break.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Tim" <tjlazer@nospammail.com> wrote in message
news:vfl2jj6p3nls74@corp.supernews.com...
> I have a 130XE and the following keys do not work: E,D,C. These are in a
> down row on the keyboard. What can cause this? I took the machine apart
> and cleaned the mylar sheet and the contacts on the KB ribbon cable. I
made
> sure the contacts were good. Do I need a new mylar?
>
> Tim
>
>
>

# 3640. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 05:03:30 UTC
From: l.k.seitz@hiwaay.net
Message-ID: <vfnk12amm8s9b0@corp.supernews.com>
Source record: 20803
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

In article <260620031959505459%macsvolume@yahoo.com>,
Max Volume <macsvolume@yahoo.com> wrote:
>In article <vfmklif6oej081@corp.supernews.com>, Lee K. Seitz
><l.k.seitz@hiwaay.net> wrote:
>
>> In article <bdbj05$d1q$1@slb6.atl.mindspring.net>,
>> Rhindle The Red <Not@This.Time> wrote:
>
>> The one thing everyone in this thread seems to keep missing is that
>> Atari was founded as a coin-op company.
>
>Okay, so when is the next "ATARI" coin-op coming out?

Never. (Or whenever Midway either decides to start using the Atari
name in arcades again or sells those assets to someone else who does.)
What's your point? Mine was that many here are bemoaning the loss
of Atari consoles and computers, but that's not what Atari was
originally founded for.

And if Atari as a (PC) software company bothers you, I have four
words for you: AtariSoft and Atari Interactive. The former was
Atari's mid-80s effort to primarily cash in on the home computer
market. The latter was Atari Corp.'s last gasp before the
reverse-merger with JTS.

--
Lee K. Seitz * l.k.seitz@hiwaay.net * Remove dots in user name to reply!
"They that can give up essential liberty to obtain a little temporary
safety deserve neither liberty nor safety."
-- Ben Franklin

# 3641. Re: [#wfpc] 6pm-7pm MST/PST M-F weekly (clarification)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 05:07:10 UTC
From: Quartz <quartz@sneakertech.com>
Message-ID: <quartz-EA246E.01070427062003@netnews.attbi.com>
Source record: 20804
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,rec.games.int-fiction

> >> Joachim was Nazi foreign minister Von Ribbentrop's first name.
> >>
> > I know.
> >
> > Joachim
>
> Ok, but who knows what G&#65533;ring's first name was?

wasn't it 'herman'?

--
Quartz
--
"It's been a strange day...
it wasn't even a '2+2=5' kind of day,
more like '2+2= ...fish'."
--
http://www.sneakertech.com
--

# 3642. Re: [#wfpc] 6pm-7pm MST/PST M-F weekly (clarification)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 05:19:14 UTC
From: farvardin@1witch.com
Message-ID: <f1764690.0306262119.34caddf2@posting.google.com>
Source record: 20805
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,rec.games.int-fiction

"boot up..." ? Are you talking of your computer ?
The only criticism I could do to most of Paul's games is that they are
with a black background and white text while I prefer the opposite,
but otherwise all the ones I have (I've d/l 5-6 of them) run fine.
Yes, I think he's dedicated to his passion to program int-fiction
games and share his interest for them, in the same manner you're
dedicated to easily flame other people on newsgroup and share your
uninterest. I just hope you don't put a lot of yourself in this task,
or you're not like that in the real life, it'd be a pity to be such...

> I have one. Sometimes it wouldn't boot up, or it would run really
> slow, or sometimes it would just quit in the middle of a game. Just
> the other day I found that after a week of not wanting to run, it had
> deleted itself. Wow, Paul really puts a lot of himself in these games,
> doesn't he?

# 3643. Re: [#wfpc] 6pm-7pm MST/PST M-F weekly (clarification)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 05:55:21 UTC
From: ppanks@juno.com
Message-ID: <cb0ed86a.0306262155.be3068f@posting.google.com>
Source record: 20806
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,rec.games.int-fiction

Max,

Guess what? All of my games work fine. Go on over to google.com, do a
search for "Westfront PC: The Trials of Guilder" and download my game.
It will work. If you have Windows, that is.

Sincerely,

Paul Panks
dunric@yahoo.com

Max Volume <macsvolume@yahoo.com> wrote in message
news:<260620032007272847%macsvolume@yahoo.com>...
> In article <f1764690.0306260712.1eb23152@posting.google.com>, Eric
> Forgeot <farvardin@1witch.com> wrote:
>
> > They probably don't like also that he programmed many games, and
> > releases them for free because they've never designed one in their
> > life, or they prefer modern ("cool") games.
>
> I have one. Sometimes it wouldn't boot up, or it would run really
> slow, or sometimes it would just quit in the middle of a game. Just
> the other day I found that after a week of not wanting to run, it had
> deleted itself. Wow, Paul really puts a lot of himself in these games,
> doesn't he?

# 3644. World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 06:01:30 UTC
From: ppanks@juno.com
Message-ID: <cb0ed86a.0306262201.21691914@posting.google.com>
Source record: 20807
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Hello,

What are the "official" World-Wide computer sales of all-time for:

A) Commodore 64/128
B) Apple II series
C) Atari 400/800 series
D) Spectrum series
E) Coleco Adam
F) TI-99/4A

Thanks!

Sincerely,

Paul Allen Panks (a/k/a "Dunric")
dunric@yahoo.com
ICQ# 12234336
http://www.geocities.com/dunric/westfront.html

## 3645. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 06:26:35 UTC
From: Andy McFadden <fadden@fadden.com>
Message-ID: <vsRKa.6051$%3.285321@typhoon.sonic.net>
Source record: 20808
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

```
In comp.sys.apple2 Paul Allen Panks <ppanks@juno.com> wrote:
> What are the "official" World-Wide computer sales of all-time for:
>
> B) Apple II series

If memory serves it was 5 million II, ][+, and //e systems, and 1 million
IIgs systems.

--
Send mail to fadden@fadden.com (Andy McFadden) - http://www.fadden.com/
CD-Recordable FAQ - http://www.cdrfaq.org/
CiderPress Apple II archive utility for Windows - http://www.faddensoft.com/
Fight Internet Spam - http://spam.abuse.net/spam/ & http://spamcop.net/
```

# 3646. Re: 130XE Keyboard prob

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 07:02:57 UTC
From: Tim <tjlazer@nospammail.com>
Message-ID: <vfnr128oqetrdb@corp.supernews.com>
Source record: 20809

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:5BOKa.66861$Io.6273598@newsread2.prod.itd.earthlink.net...
> Possibly or patch a trace with that silvery paint stuff; I would have to
> verify that the XL/XE has the same matrix as the 400/800 where C, D, E,
and
> 3 are on the same branch (#14). You might look very closely where the
mylar
> plugs into the mother board. Interestingly, zero, P, colon, and ] are also
> on 14; what is thei status..? If only the left side is out, you have a
clue
> to finding the break.
>
Yes those are also out! Hmmm it looks good so I dont know where to look
now. Where is #14??

Thanks
Tim

## 3647. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 07:23:10 UTC
From: Phil-on-a-hill <malcnospam@gothcorp.co.uk>
Message-ID: <siSKa.1777$MO2.1534@newsfep4-winn.server.ntli.net>
Source record: 20810
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"Paul Allen Panks" <ppanks@juno.com> wrote in message
news:cb0ed86a.0306262201.21691914@posting.google.com...
> Hello,
>
> What are the "official" World-Wide computer sales of all-time for:
>
> A) Commodore 64/128
> B) Apple II series
> C) Atari 400/800 series
> D) Spectrum series
> E) Coleco Adam

17

> F) TI-99/4A

4 (but one was taken back)

# 3648. Re: [#wfpc] 6pm-7pm MST/PST M-F weekly (clarification)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 07:29:01 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <KISdnS50DMOYbmajXTWJgA@comcast.com>
Source record: 20811
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,rec.games.int-fiction

> Guess what? All of my games work fine. Go on over to google.com, do a
> search for "Westfront PC: The Trials of Guilder" and download my game.
> It will work. If you have Windows, that is.

I tried that game, and everything I tried to do it said I
was not able to do that and I had to keep going back.
I got absolutely nowhere fast so I uninstalled and
deleted it.

Bill @ GarberStreet Enterprises };-)
Web Site - http://garberstreet.netfirms.com
Email - willy46pa@comcast.net

---
This email ain't infected, dude!

Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.490 / Virus Database: 289 - Release Date: 6/16/03

# 3649. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 07:34:46 UTC
From: Jeff Thomas <a2forever@usa.net>
Message-ID: <3EFBF396.8FB48423@usa.net>
Source record: 20812
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Paul Allen Panks wrote:

> Hello,
> What are the "official" World-Wide computer sales of all-time for:
> A) Commodore 64/128

I have sales figures for Commodore 64 (C64) and Amiga, as released by Commodore before they went bust.

Concerning the C64, it holds the "Guinness Book Of Records" (not sure, which edition) record for best-selling computer of all-time with estimated sales of 30 million from 1982 till 1993.

> B) Apple II series

Again, I got a brochure from Apple computer which estimates sales of 5 million Apple II's covering 1977 till 1993. Everything else, would be far below that, largely due to a shorter product lifespan.

# 3650. Re: Rampage! available on cartridge....

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 07:45:04 UTC
From: Kraw <Kraw@bad.com>
Message-ID: <vfntg0enrcph6b@corp.supernews.com>
Source record: 20813

"Mark DiLuciano" <markdil@ix.netcom.com> wrote in news:Bhcza.76$ru5.53
@news.randori.com:

> Rampage is now available on cartridge and it works on
> both NTSC and PAL We are only making 50 carts,
> so get your orders in early. M.U.L.E. sold out in two
> days!
>
> http://www.sunmark.com
>
>
>
>
>

How much did the copyrights for Rampage cost?

## 3651. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 07:50:14 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gadc4yn61.fsf@legolas.mdh.se>
Source record: 20814
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"Phil-on-a-hill" <malcnospam@gothcorp.co.uk> writes:

>> What are the "official" World-Wide computer sales of all-time for:
>> F) TI-99/4A
> 4 (but one was taken back)

Heh, a little exaggerating surely. By the way, which computer or
game console has seen the largest drop in list price? IIRC, the
TI-99/4 was released at $1150 in 1979, and the improved TI-99/4A
was down at $99 in 1983ish when it finally was dropped.

--
Anders Carlsson

## 3652. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 08:38:09 UTC
From: Jeff Thomas <a2forever@usa.net>
Message-ID: <3EFC0271.753A07D6@usa.net>
Source record: 20815
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Anders Carlsson wrote:

> Heh, a little exaggerating surely. By the way, which computer or
> game console has seen the largest drop in list price? IIRC, the
> TI-99/4 was released at $1150 in 1979, and the improved TI-99/4A
> was down at $99 in 1983ish when it finally was dropped.

That's because of the great computer/video market crash of 1983, when
alot of companies went under!

# 3653. ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 08:38:49 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0306270121470.13008-100000@shell1.aracnet.com>
Source record: 20817
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://www.aracnet.com/~atari/specials.htm My Latest Specials!
Overstock Sale! Atari ST Games/Software 20% off the Top Sale!
I've just updated 5 of my Atari Catalogs covering Games/Software, Books/
References and Hardware/Accessories for Classic Atari 8 Bit and Atari ST
Computer Lines! I've sold some and added some like DooM for the Jaguar!
http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!

Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari
Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari
Dealers stick to just selling NEW, I also sell Used/2nd Hand Atari Goods!
So not only do I sell NEW Atari Goods at a competitive price, I also sell
used Atari Goods you may not be able to find anymore at Swap Meets, Thrift
Stores or even Auctions Sites! And I sell for less! And unlike those who
will remain anonymous! I test Goods before I sell them. I can afford to
sell for less because I keep overhead down, avoid making promises I cant
keep and avoid offering services I cant follow up on! So not only can I
sell you some Great New stuff! But I can sell you hard to find 2nd Hand
Goods, partly because I'm the guy most people come to when they want to
give their Ataris a New Home! I'm saving Orphaned Atari's from Oblivion!
Act Now,or I can't save you any Money! Goto http://BensCatalogs.Atari.org
Or http://BenSells.Atari.org or Call Ben@(503)256-9974! I'm not asking a
lot, I'm just trying to make a living and I'd like to earn your Business!
http://www.aracnet.com/~atari/numbers.htm Calling Hours and Info:

http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 3654. ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 08:42:22 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0306270138580.13008-100000@shell1.aracnet.com>
Source record: 20816
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 3655. ADV: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 08:47:18 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0306270142300.13008-100000@shell1.aracnet.com>
Source record: 20818
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently having a Christmas in July Sale! This is how it works. Buy the HardWare/Accessories for any Classic Atari 8 Bit and/or 16/32 Bit Atari ST System and I'll outfit your system with Games/SoftWare and/or Books/References. You be good to me and I'll be good to you! The more you spend on HardWare/Accessories, the better I outfit your system. The more HardWare you buy for your system, the more Games/Software and/or Books/References you receive! You choose the Atari Hardware you want to buy and we choose the Books/References and/or Games/Software I'll include in your Order.This will be a good opportunity to renew lost interest in collecting Atari or building a New Atari system for the first time. ReLive your Atari Youth! Offered While supplies last. Goto http://BensCatalogs.Atari.org or Call Ben anytime at (503)256-9974!!! To proceed with offer HotLink to:

http://www.aracnet.com/~atari/specials.htm Atari Specials!
http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/maillist.htm SignUp for Ben's Mail List!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 3656. FA: ALLEY CAT, DIMENSION X etc.

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 10:25:06 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3EFC1B82.30409@t-online.de>
Source record: 20819

Hello,

for those who might be interested in:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2737907852

I ship worldwide and I accept PayPal payments.

Andre

# 3657. Re: Journey to the Planets...

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 11:48:05 UTC
From: pleasereplytogroups@hotmail.com
Message-ID: <66900ea6.0306270348.13fb1eb2@posting.google.com>
Source record: 20820

I've completed The Goonies.
I thought it was really good. I used infinite lives, as I thought the
game was really hard.
I liked the puzzles, especially the last screen; with the ship.
Good graphics, good puzzles, good music.
- Robert.

pleasereplytogroups@hotmail.com (.NET Developer) wrote in message
news:<66900ea6.0306240711.23310d4c@posting.google.com>...
> Thanks a lot Jeff.
>
> I've now completed Journey to the Planets!
>
> I only cheated once - I didn't know how to fly across the chasm on the
> Ruby Chain planet.
>
> I found it very handy to save my position (using an emulator) as I
> went along.
>
> I'm now trying to complete The Goonies.
>
> Best regards from Robert.
>
>
> Jeff Potter <jpotter@cfl.rr.com> wrote in message
news:<cuPJa.157693$4y6.2451392@twister.tampabay.rr.com>...
> > Action Quest is one of the 3 from JV Software. I forget if it was the
> > first or the second of the series. Same principles.
> >
> > .NET Developer wrote:
> > > Hi everyone,
> > >
> > > I've been playing Journey to the Planets recently, and I really like
> > > it.
> > >
> > > Apart from Ghost Encounters, (another JV software title), are there
> > > any other games like it, in which you have a series of puzzles to
> > > solve? (It doesn't matter if the game is set in space or not - I just
> > > like the puzzle solving aspect of the game.)
> > >
> > > Thanks for any information.
> > >
> > > Best regards from Robert.

# 3658. Re: [#wfpc] 6pm-7pm MST/PST M-F weekly (clarification)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 15:08:15 UTC
From: Chris Alaimo <cpalaimo@excite.com>
Message-ID: <bdhmkl$aff$1@woodrow.ucdavis.edu>
Source record: 20821
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,rec.games.int-fiction

Hermann

"Quartz" <quartz@sneakertech.com> wrote in message
news:quartz-EA246E.01070427062003@netnews.attbi.com...
>
> > >> Joachim was Nazi foreign minister Von Ribbentrop's first name.
> > >>
> > > I know.
> > >
> > > Joachim
> >
> > Ok, but who knows what G�ring's first name was?
>
> wasn't it 'herman'?
>
> --
> Quartz
> --
> "It's been a strange day...
> it wasn't even a '2+2=5' kind of day,
> more like '2+2= ...fish'."
> --
> http://www.sneakertech.com
> --

# 3659. Re: [#wfpc] 6pm-7pm MST/PST M-F weekly (clarification)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 15:59:01 UTC
From: russotto@grace.speakeasy.net
Message-ID: <SKOcnZT7Qq1Y9GGjXTWc-g@speakeasy.net>
Source record: 20822
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,rec.games.int-fiction

In article <pan.2003.06.26.22.12.57.805922@yahoo.com>,
Sheldon Simms <sheldonsimms@yahoo.com> wrote:
>On Thu, 26 Jun 2003 18:22:48 +0000, Joachim Froholt wrote:
>
>> Chris Alaimo wrote:
>>>
>>> Joachim was Nazi foreign minister Von Ribbentrop's first name.
>>>
>> I know.
>>
>> Joachim
>
>Ok, but who knows what G&#65533;ring's first name was?

Heloise. He liked to go by Hermann, though.

--
Matthew T. Russotto mrussotto@speakeasy.net
"Extremism in defense of liberty is no vice, and moderation in pursuit
of justice is no virtue." But extreme restriction of liberty in pursuit of
a modicum of security is a very expensive vice.

## 3660. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 16:30:49 UTC
From: salfter@salfter.dyndns.org
Message-ID: <Zi_Ka.172223$eJ2.39038@fed1read07>
Source record: 20823
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

```
-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

In article <3EFC0271.753A07D6@usa.net>, Jeff Thomas <a2forever@usa.net> wrote:
>Anders Carlsson wrote:
>> Heh, a little exaggerating surely. By the way, which computer or
>> game console has seen the largest drop in list price? IIRC, the
>> TI-99/4 was released at $1150 in 1979, and the improved TI-99/4A
>> was down at $99 in 1983ish when it finally was dropped.
>
>That's because of the great computer/video market crash of 1983, when
>alot of companies went under!

That TI apparently didn't have a clue about how to sell computers didn't
help much, either. Also, while the computer was fairly cheap (my first
machine was a TI-99/4A purchased in early 1983 for (IIRC) about $150),
add-ons remained expen$ive. The cost of upgrading it to make it useful for
more than just games and tinkering around in BASIC led to it getting
replaced by an Apple IIe in mid-1985.

(I now have a 99/4A with all of the stuff that I didn't have back in the
day--48K, Extended BASIC, floppy drive, speech synth, etc. I think I have
no more than $100 in it. eBay 0wnz j00. :-) )

_/_ Scott Alfter
/ v \ salfter@salfter.dyndns.org
(IIGS( http://alfter.us Top-posting!
\_^_/ pkill -9 /bin/laden >What is the most annoying thing on Usenet?

-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.0.6 (Linux)
Comment: For info see http://www.gnupg.org

iD8DBQE+/HE4VgTKos01OwkRAsiuAKC0f86n8RLUYCvfjOgmf9W/KZdZsQCgrnj9
pV8uDD4Ia9Tvpxta8KJp7nQ=
=S3ao
-----END PGP SIGNATURE-----
```

# 3661. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 16:50:08 UTC
From: Exegete <millers@noneofyourbusiness.com>
Message-ID: <3EFC75C0.3030706@noneofyourbusiness.com>
Source record: 20824
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Jeff Thomas wrote:
> Anders Carlsson wrote:
>
>
>>Heh, a little exaggerating surely. By the way, which computer or
>>game console has seen the largest drop in list price? IIRC, the
>>TI-99/4 was released at $1150 in 1979, and the improved TI-99/4A
>>was down at $99 in 1983ish when it finally was dropped.
>
>
> That's because of the great computer/video market crash of 1983, when
> alot of companies went under!
>

Actually, the crash was the following year, 1984.

TI pulled the 99/4a because they were losing huge wads of cash on the machine, selling it far below it's value, hoping to make it all back on the PE BOX and the various things to stuff into it. Then, the straw that broke the camel's back: The Coleco ADAM was announced in the spring of 1983. $600 for a 64K (80K with video RAM - compare the 99/4a which ONLY had the 16K of video RAM!), a fast reliable random access tape system, and a letter quality daisy wheel printer with included word processing software. TI couldn't compete. Coleco hoped that no one could. But Coleco released it before the engineers were finished making the thing work reliably. Death to two systems.

Roy

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

# 3662. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 16:52:12 UTC
From: Exegete <millers@noneofyourbusiness.com>
Message-ID: <3EFC763C.3030802@noneofyourbusiness.com>
Source record: 20825
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Scott Alfter wrote:
> -----BEGIN PGP SIGNED MESSAGE-----
> Hash: SHA1
>
> In article <3EFC0271.753A07D6@usa.net>, Jeff Thomas <a2forever@usa.net> wrote:
>
>>Anders Carlsson wrote:
>>
>>>Heh, a little exaggerating surely. By the way, which computer or
>>>game console has seen the largest drop in list price? IIRC, the
>>>TI-99/4 was released at $1150 in 1979, and the improved TI-99/4A
>>>was down at $99 in 1983ish when it finally was dropped.
>>
>>That's because of the great computer/video market crash of 1983, when
>>alot of companies went under!
>
>
> That TI apparently didn't have a clue about how to sell computers didn't
> help much, either.

Part of the problem Scott, was that TI sold VERY expensive mini
computers that used the same CPU as the 99/4a, and that division didn't
want to see people buying the 99/4a for a few hundred bucks and then
using it to run the software that ran on their $25,000 systems.

Roy

Also, while the computer was fairly cheap (my first
> machine was a TI-99/4A purchased in early 1983 for (IIRC) about $150),
> add-ons remained expen$ive. The cost of upgrading it to make it useful for
> more than just games and tinkering around in BASIC led to it getting
> replaced by an Apple IIe in mid-1985.
>
> (I now have a 99/4A with all of the stuff that I didn't have back in the
> day--48K, Extended BASIC, floppy drive, speech synth, etc. I think I have
> no more than $100 in it. eBay 0wnz j00. :-) )
>
> _/_ Scott Alfter
> / v \ salfter@salfter.dyndns.org
> (IIGS( http://alfter.us Top-posting!
> _^_/ pkill -9 /bin/laden >What is the most annoying thing on Usenet?
>
> -----BEGIN PGP SIGNATURE-----
> Version: GnuPG v1.0.6 (Linux)

> Comment: For info see http://www.gnupg.org
>
> iD8DBQE+/HE4VgTKos01OwkRAsiuAKC0f86n8RLUYCvfjOgmf9W/KZdZsQCgrnj9
> pV8uDD4Ia9Tvpxta8KJp7nQ=
> =S3ao
> -----END PGP SIGNATURE-----

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

# 3663. Re: [#wfpc] 6pm-7pm MST/PST M-F weekly (clarification)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 16:59:37 UTC
From: Sheldon Simms <sheldonsimms@yahoo.com>
Message-ID: <pan.2003.06.27.16.59.35.478621@yahoo.com>
Source record: 20826
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,rec.games.int-fiction

> Sheldon Simms <sheldonsimms@yahoo.com> wrote:
>>On Thu, 26 Jun 2003 18:22:48 +0000, Joachim Froholt wrote:
>>
>>> Chris Alaimo wrote:
>>>>
>>>> Joachim was Nazi foreign minister Von Ribbentrop's first name.
>>>>
>>> I know.
>>>
>>> Joachim
>>
>>Ok, but who knows what Gï¿œring's first name was?
>
On Fri, 27 Jun 2003 05:07:10 +0000, Quartz wrote:
>
> wasn't it 'herman'?

On Fri, 27 Jun 2003 08:08:15 +0000, Chris Alaimo wrote:
>
> Hermann

On Fri, 27 Jun 2003 10:59:01 +0000, Matthew Russotto wrote:
>
> Heloise. He liked to go by Hermann, though.

Quartz: B+
Chris: A
Matthew: A+

For extra credit, what were the last names of famous Nazis called
'Adolf'?

This is so much more amusing and on-topic than all those insults
we were reading...

# 3664. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 17:02:48 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <BM_Ka.84287$Pc5.54167@fed1read01>
Source record: 20827
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Can I ask you a question?

If so many deride you for advertising on this newsgroup and call you gay and such, why do you advertise here?

Are you recieving sufficient orders for stuff to warrant the "personal war" against you that goes on? If so, then, great. But if not, seems a bit of a waste of time and energy.

Just a thought.

By the way... if you have an empty 1040ST case (with power supply and keyboard only), let me know what you want for it, plus shipping to 85635. I'm looking to create an interesting project later on down the road.

Luposian
---
"Bravo Sierra Computers" <atari@aracnet.com> wrote in message news:Pine.LNX.4.44.0306270142300.13008-100000@shell1.aracnet.com...
> I'm currently having a Christmas in July Sale! This is how it works. Buy
> the HardWare/Accessories for any Classic Atari 8 Bit and/or 16/32 Bit
> Atari ST System and I'll outfit your system with Games/SoftWare and/or
> Books/References. You be good to me and I'll be good to you! The more you
> spend on HardWare/Accessories, the better I outfit your system. The more
> HardWare you buy for your system, the more Games/Software and/or Books/
> References you receive! You choose the Atari Hardware you want to buy and
> we choose the Books/References and/or Games/Software I'll include in your
> Order.This will be a good opportunity to renew lost interest in collecting
> Atari or building a New Atari system for the first time. ReLive your Atari
> Youth! Offered While supplies last. Goto http://BensCatalogs.Atari.org or
> Call Ben anytime at (503)256-9974!!! To proceed with offer HotLink to:
>
> http://www.aracnet.com/~atari/specials.htm Atari Specials!
> http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
> http://www.aracnet.com/~atari/maillist.htm SignUp for Ben's Mail List!
> http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
> http://www.aracnet.com/~atari/whybuyben.htm Ben's References!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. Customers love the speedy service! I have
> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

# 3665. Re: [#wfpc] 6pm-7pm MST/PST M-F weekly (clarification)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 18:56:15 UTC
From: Chris Alaimo <cpalaimo@excite.com>
Message-ID: <bdi405$ghr$1@woodrow.ucdavis.edu>
Source record: 20828
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,rec.games.int-fiction

```
Only Adolf hitler and Adolf Eichmann come to mind.

Chris
```

"Sheldon Simms" <sheldonsimms@yahoo.com> wrote in message
news:pan.2003.06.27.16.59.35.478621@yahoo.com...
>
> > Sheldon Simms <sheldonsimms@yahoo.com> wrote:
> >>On Thu, 26 Jun 2003 18:22:48 +0000, Joachim Froholt wrote:
> >>
> >>> Chris Alaimo wrote:
> >>>>
> >>>> Joachim was Nazi foreign minister Von Ribbentrop's first name.
> >>>>
> >>> I know.
> >>>
> >>> Joachim
> >>
> >>Ok, but who knows what G�ring's first name was?
> >
> On Fri, 27 Jun 2003 05:07:10 +0000, Quartz wrote:
> >
> > wasn't it 'herman'?
>
> On Fri, 27 Jun 2003 08:08:15 +0000, Chris Alaimo wrote:
> >
> > Hermann
>
> On Fri, 27 Jun 2003 10:59:01 +0000, Matthew Russotto wrote:
> >
> > Heloise. He liked to go by Hermann, though.
>
> Quartz: B+
> Chris: A
> Matthew: A+
>
> For extra credit, what were the last names of famous Nazis called
> 'Adolf'?
>
> This is so much more amusing and on-topic than all those insults
> we were reading...
>
>

# 3666. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 18:58:45 UTC
From: Don Schmidt <RetiredEngr@BabyBell.com>
Message-ID: <vfp4v512amvo4a@corp.supernews.com>
Source record: 20829
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Do you think Ben should back down from the cowards?
Most folks see the harassers for what they are.

Ben provides a service to those who use the Atari Computers of which sources
for hardware and software are getting pretty scarce these days.

--
Don
Vancouver, USA, a great city in one of the 45+ countries in America!

"Luposian" <luposian@lycos.com> wrote in message
news:BM_Ka.84287$Pc5.54167@fed1read01...
> Can I ask you a question?
>
> If so many deride you for advertising on this newsgroup and call you gay
and
> such, why do you advertise here?
>
> Are you recieving sufficient orders for stuff to warrant the "personal
war"
> against you that goes on? If so, then, great. But if not, seems a bit of
a
> waste of time and energy.
>
> Just a thought.
>
> By the way... if you have an empty 1040ST case (with power supply and
> keyboard only), let me know what you want for it, plus shipping to 85635.
> I'm looking to create an interesting project later on down the road.
>
> Luposian
> ------------
> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0306270142300.13008-100000@shell1.aracnet.com...
> > I'm currently having a Christmas in July Sale! This is how it works. Buy
> > the HardWare/Accessories for any Classic Atari 8 Bit and/or 16/32 Bit
> > Atari ST System and I'll outfit your system with Games/SoftWare and/or
> > Books/References. You be good to me and I'll be good to you! The more
you
> > spend on HardWare/Accessories, the better I outfit your system. The more
> > HardWare you buy for your system, the more Games/Software and/or Books/
> > References you receive! You choose the Atari Hardware you want to buy
and

> > we choose the Books/References and/or Games/Software I'll include in
your
> > Order.This will be a good opportunity to renew lost interest in
collecting
> > Atari or building a New Atari system for the first time. ReLive your
Atari
> > Youth! Offered While supplies last. Goto http://BensCatalogs.Atari.org
or
> > Call Ben anytime at (503)256-9974!!! To proceed with offer HotLink to:
> >
> > http://www.aracnet.com/~atari/specials.htm Atari Specials!
> > http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
> > http://www.aracnet.com/~atari/maillist.htm SignUp for Ben's Mail List!
> > http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
> > http://www.aracnet.com/~atari/whybuyben.htm Ben's References!
> >
> > I've got a fast turnaround rate. Usually, Once I receive payment your
> > order goes out the same day. Customers love the speedy service! I have
> > lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
> >
> > Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> > Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
> >
> > Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
> References/
> > Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org
or
> at
> > http://BenSells.Atari.org Catalogs can be attached to,Requested by &
> Received
> > Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
> Specify
> > Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> (503)256-9974!!!
> >
>
>

# 3667. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 20:51:21 UTC
From: Bo Zimmerman <bo@zimmers.net>
Message-ID: <bdia61$tg3ja$1@ID-149169.news.dfncis.de>
Source record: 20830
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

> Actually, the crash was the following year, 1984.
>
> TI pulled the 99/4a because they were losing huge wads of cash on the
> machine, selling it far below it's value, hoping to make it all back on
> the PE BOX and the various things to stuff into it. Then, the straw that
> broke the camel's back: The Coleco ADAM was announced in the spring of
> 1983. $600 for a 64K (80K with video RAM - compare the 99/4a which ONLY
> had the 16K of video RAM!), a fast reliable random access tape system,
> and a letter quality daisy wheel printer with included word processing
> software. TI couldn't compete. Coleco hoped that no one could. But
> Coleco released it before the engineers were finished making the thing
> work reliably. Death to two systems.
>
> Roy

The mere annoucement of the Coleco ADAM caused the death of TI (and others no doubt) in 1984.

Hmm.. well, we Commodore users surely thank God daily for Coleco's mercy on us during that time.

- Bo
(Peddle is God, and Tramiel is his propheteer)

## 3668. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 21:12:21 UTC
From: korax1214@mailandnews.co.uk
Message-ID: <fe420e86.0306271312.4a131626@posting.google.com>
Source record: 20831
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Exegete <millers@noneofyourbusiness.com> wrote in message
news:<3EFC75C0.3030706@noneofyourbusiness.com>...

> > That's because of the great computer/video market crash of 1983, when
> > alot of companies went under!
> >
>
> Actually, the crash was the following year, 1984.

Actually, it was the year after that -- 1985. I remember because of
Live Aid. :p

(One computer magazine cartoon postulated the rescue of a certain
company by way of a "Clive Aid" event...)

# 3669. Re: [#wfpc] 6pm-7pm MST/PST M-F weekly (clarification)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 21:47:22 UTC
From: ppanks@juno.com
Message-ID: <cb0ed86a.0306271347.2b639a82@posting.google.com>
Source record: 20832
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,rec.games.int-fiction

Hello Bill,

Sorry you had a bad experience. The game isn't very easy to play,
which is my fault, but I did try to include instructions within the
game that had examples on how to play. There is also an extensive
walkthrough with specific screenshots from the game available at:

http://members.tripod.com/~panks/wftrans.html

The page takes awhile to load, as there are over 65 screenshots from
the game on the page.

Let me know if this is helpful.

Sincerely,

Paul Allen Panks (a/k/a "Dunric")
dunric@yahoo.com

"Bill Garber" <willy46pa@comcast.net> wrote in message
news:<KISdnS50DMOYbmajXTWJgA@comcast.com>...
> > Guess what? All of my games work fine. Go on over to google.com, do a
> > search for "Westfront PC: The Trials of Guilder" and download my game.
> > It will work. If you have Windows, that is.
>
> I tried that game, and everything I tried to do it said I
> was not able to do that and I had to keep going back.
> I got absolutely nowhere fast so I uninstalled and
> deleted it.
>
> Bill @ GarberStreet Enterprises };-)
> Web Site - http://garberstreet.netfirms.com
> Email - willy46pa@comcast.net
>
>
>
> ---
> This email ain't infected, dude!
>
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.490 / Virus Database: 289 - Release Date: 6/16/03

# 3670. Re: [#wfpc] 6pm-7pm MST/PST M-F weekly (clarification)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 22:18:21 UTC
From: email@luddite.ca
Message-ID: <1fx7zzq.1ijr0okr6zoakN%email@luddite.ca>
Source record: 20833
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,rec.games.int-fiction

Wasn't Eichmann an Adolph???

Chris Alaimo <cpalaimo@excite.com> wrote:

> Only Adolf hitler and Adolf Eichmann come to mind.
>
> Chris
>
> "Sheldon Simms" <sheldonsimms@yahoo.com> wrote in message
> news:pan.2003.06.27.16.59.35.478621@yahoo.com...
> >
> > > Sheldon Simms <sheldonsimms@yahoo.com> wrote:
> > >>On Thu, 26 Jun 2003 18:22:48 +0000, Joachim Froholt wrote:
> > >>
> > >>> Chris Alaimo wrote:
> > >>>>
> > >>>> Joachim was Nazi foreign minister Von Ribbentrop's first name.
> > >>>>
> > >>> I know.
> > >>>
> > >>> Joachim
> > >>
> > >>Ok, but who knows what Gï¿½ring's first name was?
> > >>
> > > On Fri, 27 Jun 2003 05:07:10 +0000, Quartz wrote:
> > >>
> > > > wasn't it 'herman'?
> > >
> > > On Fri, 27 Jun 2003 08:08:15 +0000, Chris Alaimo wrote:
> > >>
> > > > Hermann
> > >
> > > On Fri, 27 Jun 2003 10:59:01 +0000, Matthew Russotto wrote:
> > >>
> > > > Heloise. He liked to go by Hermann, though.
> > >
> > > Quartz: B+
> > > Chris: A
> > > Matthew: A+
> > >
> > > For extra credit, what were the last names of famous Nazis called
> > > 'Adolf'?
> > >
> > > This is so much more amusing and on-topic than all those insults

> > we were reading...
> >
> >

--
=LUDDITE ENTERPRISES=
http://www.luddite.ca

# 3671. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 22:36:39 UTC
From: Exegete <millers@noneofyourbusiness.com>
Message-ID: <3EFCC6F7.2040002@noneofyourbusiness.com>
Source record: 20834
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Bo Zimmerman wrote:
>>Actually, the crash was the following year, 1984.
>>
>>TI pulled the 99/4a because they were losing huge wads of cash on the
>>machine, selling it far below it's value, hoping to make it all back on
>>the PE BOX and the various things to stuff into it. Then, the straw that
>>broke the camel's back: The Coleco ADAM was announced in the spring of
>>1983. $600 for a 64K (80K with video RAM - compare the 99/4a which ONLY
>>had the 16K of video RAM!), a fast reliable random access tape system,
>>and a letter quality daisy wheel printer with included word processing
>>software. TI couldn't compete. Coleco hoped that no one could. But
>>Coleco released it before the engineers were finished making the thing
>>work reliably. Death to two systems.
>>
>>Roy
>
>
> The mere annoucement of the Coleco ADAM caused the death of TI (and others no
> doubt) in 1984.

No, I guess you don't read very well.

1. It was 1983, not 1984 that the Coleco was announced, and the TI died.

2. TI was losing millions already. The Coleco announcement was merely
the "final straw", there was no way TI could put together a bundle like
Coleco did at anywhere near $600 and still make money.

>
> Hmm.. well, we Commodore users surely thank God daily for Coleco's mercy on us
> during that time.

Consumer's Reports did a comparison of the Coleco, C-64, TRS-80 CoCo and
Atari 600XL.

The Atari won.

But the reason they did the comparison was because of the Coleco bundle.

The C-64 couldn't touch the Coleco, because at the price they had only a
VERY poor DMP, and their infamous tape system.

And it wasn't Coleco's "mercy", it was the toy company's incompetence in
selling such a complex, expensive machine. By the time the bugs were
worked out, no one would touch the machine. That, and the video
game/home computer shake out caused Coleco to pull the machine in

January 1985, less than 18 months after going on the market.

Roy

>
> - Bo
> (Peddle is God, and Tramiel is his propheteer)
>
>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

# 3672. Re: [#wfpc] 6pm-7pm MST/PST M-F weekly (clarification)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 22:58:14 UTC
From: Chris Alaimo <cpalaimo@excite.com>
Message-ID: <bdii28$m3a$1@woodrow.ucdavis.edu>
Source record: 20835
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,rec.games.int-fiction

I never saw it spelled that way. I'm up for being corrected though if you find a source that says Adolph.

Chris

"Simon Williams" <email@luddite.ca> wrote in message news:1fx7zzq.1ijr0okr6zoakN%email@luddite.ca...
> Wasn't Eichmann an Adolph???
>
> Chris Alaimo <cpalaimo@excite.com> wrote:
>
> > Only Adolf hitler and Adolf Eichmann come to mind.
> >
> > Chris
> >
> > "Sheldon Simms" <sheldonsimms@yahoo.com> wrote in message
> > news:pan.2003.06.27.16.59.35.478621@yahoo.com...
> > >
> > > > Sheldon Simms <sheldonsimms@yahoo.com> wrote:
> > > >>On Thu, 26 Jun 2003 18:22:48 +0000, Joachim Froholt wrote:
> > > >>
> > > >>> Chris Alaimo wrote:
> > > >>>>
> > > >>>> Joachim was Nazi foreign minister Von Ribbentrop's first name.
> > > >>>>
> > > >>> I know.
> > > >>>
> > > >>> Joachim
> > > >>
> > > >>Ok, but who knows what G�ring's first name was?
> > > >
> > > > On Fri, 27 Jun 2003 05:07:10 +0000, Quartz wrote:
> > > >
> > > > > wasn't it 'herman'?
> > > >
> > > > On Fri, 27 Jun 2003 08:08:15 +0000, Chris Alaimo wrote:
> > > >
> > > > > Hermann
> > > >
> > > > On Fri, 27 Jun 2003 10:59:01 +0000, Matthew Russotto wrote:
> > > >
> > > > > Heloise. He liked to go by Hermann, though.
> > > >

> > > Quartz: B+
> > > Chris: A
> > > Matthew: A+
> > >
> > > For extra credit, what were the last names of famous Nazis called
> > > 'Adolf'?
> > >
> > > This is so much more amusing and on-topic than all those insults
> > > we were reading...
> > >
> > >
>
>
> --
> =LUDDITE ENTERPRISES=
> http://www.luddite.ca

# 3673. Re: 600xl repair

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 23:25:31 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <bc0vs-j2j.ln1@don.localnet>
Source record: 20719

On Thu, 26 Jun 2003 00:11:35 GMT, Mark Bedingfield
<mark@computercom.com.au> wrote:
> Doe's anybody know where I can get a 600XL schematic? I'm re-building an old
> one that has had all it's chips pulled. Or could some body tell me what U14,
> U7, U19, U24, U17, U9, U10, U21, and U20 are?
>
With so many missing parts wouldn't it be easier just to find another XL
and use whatever's left of this one as spare parts?

--
It is often the case that the man who can't tell a lie thinks he is the best
judge of one.
-- Mark Twain, "Pudd'nhead Wilson's Calendar"

# 3674. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-27 23:45:38 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <270620031946444274%macsvolume@yahoo.com>
Source record: 20836
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

In article <vfnk12amm8s9b0@corp.supernews.com>, Lee K. Seitz
<l.k.seitz@hiwaay.net> wrote:

> Never.
> What's your point?

That *IS* my point.

## 3675. Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 00:49:55 UTC
From: ppanks@juno.com
Message-ID: <cb0ed86a.0306271649.3b557668@posting.google.com>
Source record: 20837
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

Hello,

What is your favorite musical score in classic video games? For me, Gyruss is the top of the mountain. That musical score is hypnotically heteroclitic, aberrantly anomalous and capriciously conspicuous. In other words, values, symbols, and terminations, that is one hell of a sound track.

Sincerely,

Paul Allen Panks (a/k/a "Dunric")
dunric@yahoo.com

# 3676. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 00:51:01 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <270620032052079682%macsvolume@yahoo.com>
Source record: 20838
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

In article <cb0ed86a.0306271649.3b557668@posting.google.com>, Paul
Allen Panks <ppanks@juno.com> wrote:

> What is your favorite musical score in classic video games? For me,
> Gyruss is the top of the mountain. That musical score is hypnotically
> heteroclitic, aberrantly anomalous and capriciously conspicuous. In
> other words, values, symbols, and terminations, that is one hell of a
> sound track.

Yeah, but you also probably like the soundtrack from "Sybil".

# 3677. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 01:09:39 UTC
From: Jason Petersen <borg64@hotmail.com>
Message-ID: <nV5La.40565$nG.38349@rwcrnsc51.ops.asp.att.net>
Source record: 20839
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Bo Zimmerman wrote:

> (Peddle is God, and Tramiel is his propheteer)

Blasphmeny! Yates delivered unto us the SID, and yea; it was good.

--
Jason

# 3678. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 01:36:19 UTC
From: Larry Anderson <larry@portcommodore.com>
Message-ID: <4ecc236fd89912c82dc7fd79dcab38a9@free.teranews.com>
Source record: 20840
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

Couldn't pick just ome,,, Some of the Commodore 64 scores I like:
Rambo(really give a good example of the SID's quality)
Master of Magic
Agent USA (nicely in time with the game)
Wizard of Wor - Donkey Kong - Dig Dug - gives a good arcade flavor
Times of Lore intro

Paul Allen Panks wrote:

> Hello,
>
> What is your favorite musical score in classic video games? For me,
> Gyruss is the top of the mountain. That musical score is hypnotically
> heteroclitic, aberrantly anomalous and capriciously conspicuous. In
> other words, values, symbols, and terminations, that is one hell of a
> sound track.
>
> Sincerely,
>
> Paul Allen Panks (a/k/a "Dunric")
> dunric@yahoo.com

# 3679. Re: I'm out...

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 02:13:34 UTC
From: bill@newbreedsoftware.com
Message-ID: <iR6La.6367$%3.292390@typhoon.sonic.net>
Source record: 20841

Fox-1 <MailMe@fox-1@home.nl> wrote:
> My killfile takes up about half of my harddiskspace, and with 98% off-topic and flamewar postings, it's time for me to leave again.
> I've never seen a more annoying newsgroup then csa8bit lately is.
>
> If this is what's left of Atari, o.k. for me, but also without me...

Heh - I've just been ignoring it... of course, I also ignore questions about
broken keyboards and RAM upgrades, so there's not MUCH left to read. ;)

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 3680. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 02:32:34 UTC
From: anoneds@netscape.net
Message-ID: <8c160850.0306271832.ab2301a@posting.google.com>
Source record: 20842
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"Bo Zimmerman" <bo@zimmers.net> wrote in message
news:<bdia61$tg3ja$1@ID-149169.news.dfncis.de>...
> > Actually, the crash was the following year, 1984.
> >
> > TI pulled the 99/4a because they were losing huge wads of cash on the
> > machine, selling it far below it's value, hoping to make it all back on
> > the PE BOX and the various things to stuff into it. Then, the straw that
> > broke the camel's back: The Coleco ADAM was announced in the spring of
> > 1983. $600 for a 64K (80K with video RAM - compare the 99/4a which ONLY
> > had the 16K of video RAM!), a fast reliable random access tape system,
> > and a letter quality daisy wheel printer with included word processing
> > software. TI couldn't compete. Coleco hoped that no one could. But
> > Coleco released it before the engineers were finished making the thing
> > work reliably. Death to two systems.
> >
> > Roy
>
> The mere annoucement of the Coleco ADAM caused the death of TI (and others no
> doubt) in 1984.
>
> Hmm.. well, we Commodore users surely thank God daily for Coleco's mercy on us
> during that time.
>
> - Bo
> (Peddle is God, and Tramiel is his propheteer)

No, firstly the crash STARTED in 1983. Christmas sales that year were
dismal.

Did the Coleco cause TI to pull out? No, the Coleco had a pretty
crappy daisy wheel, with a slow "hi-speed" tape unit and a terrible
Basic (Applesoft compatible that loaded from tape) without an
underlying Apple making it not so compatible. Hey, I have a Coleco, I
know...
TI had already lost money from the start, when the 9985 failed to be
produced so they were required to use the 9900 with static ram to
replace the 9985's on-board 256 byte cache. Then they had to add a 16
to 8 bit multiplexer.
And the original price of about $1150 included a monitor (TV), it
dropped to around $500 when they got approval for the TV modulator.
TI's tactic of selling you the console cheap and hoping you will add
on more expensive peripherals isn't unlike the telecom industry of
today. Sign-up for a 1 or 2 year contract, you get a free phone. They
just didn't realize how cheap (oops, I mean frugal) TI users were/are.

I bought my TI in 1982 for $300, in '83 they were going for half that. $600 for 64k would have been too much. For about $200 in 1983, I added the P-box with 32k and disk drive & controller. I also got a free speech unit for buying some game carts I already wanted. So, in '83 you could have a TI system with 32k + 16k video ram (48k) + disk drive + speech for a mere $350, almost half of a Coleco that had a "hi-speed" tape unit.
And if they hadn't pulled the unit, a hex-bus interface was being released to allow you to add TI's own "hi-speed" tape unit, and cheaper peripherals.

Ben

# 3681. Re: Rampage! available on cartridge....

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 02:34:58 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3efcfcd5.806045@news>
Source record: 20843

Kraw <Kraw@bad.com>:
>"Mark DiLuciano" <markdil@ix.netcom.com> wrote in news:Bhcza.76$ru5.53
>@news.randori.com:
>
>> Rampage is now available on cartridge and it works on
>> both NTSC and PAL We are only making 50 carts,
>> so get your orders in early. M.U.L.E. sold out in two
>> days!

>How much did the copyrights for Rampage cost?

Zilch.

---
Shawn Jefferson
(fix reply to for email)

# 3682. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 03:03:19 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <hgudnQsFlZSmmmCjXTWJhg@comcast.com>
Source record: 20844
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

> > What is your favorite musical score in classic video games? For me,
> > Gyruss is the top of the mountain. That musical score is hypnotically
> > heteroclitic, aberrantly anomalous and capriciously conspicuous. In
> > other words, values, symbols, and terminations, that is one hell of a
> > sound track.
>
> Yeah, but you also probably like the soundtrack from "Sybil".

Max,

Do you have something personal against Paul?, or are you
merely a friggin DICKHEAD! Please take it elsewhere, I,
frankly, am sick of hearing your shit.

Bill @ GarberStreet Enterprises };-)
Web Site - http://garberstreet.netfirms.com
Email - willy46pa@comcast.net

---
This email ain't infected, dude!

Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.490 / Virus Database: 289 - Release Date: 6/16/03

# 3683. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 04:04:02 UTC
From: Exegete <millers@noneofyourbusiness.com>
Message-ID: <3EFD13B2.9080000@noneofyourbusiness.com>
Source record: 20845
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Ben Yates wrote:
> "Bo Zimmerman" <bo@zimmers.net> wrote in message
news:<bdia61$tg3ja$1@ID-149169.news.dfncis.de>...
>
>>>Actually, the crash was the following year, 1984.
>>>
>>>TI pulled the 99/4a because they were losing huge wads of cash on the
>>>machine, selling it far below it's value, hoping to make it all back on
>>>the PE BOX and the various things to stuff into it. Then, the straw that
>>>broke the camel's back: The Coleco ADAM was announced in the spring of
>>>1983. $600 for a 64K (80K with video RAM - compare the 99/4a which ONLY
>>>had the 16K of video RAM!), a fast reliable random access tape system,
>>>and a letter quality daisy wheel printer with included word processing
>>>software. TI couldn't compete. Coleco hoped that no one could. But
>>>Coleco released it before the engineers were finished making the thing
>>>work reliably. Death to two systems.
>>>
>>>Roy
>>
>>The mere annoucement of the Coleco ADAM caused the death of TI (and others no
>>doubt) in 1984.
>>
>>Hmm.. well, we Commodore users surely thank God daily for Coleco's mercy on us
>>during that time.
>>
>>- Bo
>>(Peddle is God, and Tramiel is his propheteer)
>
>
>
> No, firstly the crash STARTED in 1983. Christmas sales that year were
> dismal.

No. 1983 wasn't that bad. 1984 was poor, and by 1985 "orphan" was
becoming all too come for 8 bit users.

>
> Did the Coleco cause TI to pull out? No, the Coleco had a pretty
> crappy daisy wheel, with a slow "hi-speed" tape unit and a terrible
> Basic (Applesoft compatible that loaded from tape) without an
> underlying Apple making it not so compatible. Hey, I have a Coleco, I
> know...

I have one too. Actually several. I bought my first in 1986. As poor as the daisy wheel was, it was far better than most dot matrix printers of the time (at least the ones attached to C-64s, CoCos, etc.

The tape unit was slow - compared to anyone's disk drive, but far faster than nearly anyone else's tape units, and far more reliable (once the bugs were worked out)

Byte thought the SmartBASIC was one of the best BASICs, and certainly the fastest for any 8 bit machine. It was code compatible with AppleSoft, but that was excluding peek and poke locations.

Again, as you point out - TI was losing millions on the 99/4a. It wasn't so much the ADAM, as the *bundle* and the price that made TI realize they would never get the 99/4a market to make any money. They could never had delivered for c. $600 what Coleco and Atari promised (esp. after Atari released the 800XL) so they would never recover what they lost with the basic machine.

> TI had already lost money from the start, when the 9985 failed to be
> produced so they were required to use the 9900 with static ram to
> replace the 9985's on-board 256 byte cache. Then they had to add a 16
> to 8 bit multiplexer.

The TI 99 used the 9900 from the 70's. And the 9900 was designed to use either 8 or 16 bit memory.

> And the original price of about $1150 included a monitor (TV), it
> dropped to around $500 when they got approval for the TV modulator.
> TI's tactic of selling you the console cheap and hoping you will add
> on more expensive peripherals isn't unlike the telecom industry of
> today. Sign-up for a 1 or 2 year contract, you get a free phone. They
> just didn't realize how cheap (oops, I mean frugal) TI users were/are.
> I bought my TI in 1982 for $300, in '83 they were going for half that.
> $600 for 64k would have been too much. For about $200 in 1983, I added
> the P-box with 32k and disk drive & controller. I also got a free
> speech unit for buying some game carts I already wanted. So, in '83
> you could have a TI system with 32k + 16k video ram (48k) + disk drive
> + speech for a mere $350, almost half of a Coleco that had a
> "hi-speed" tape unit.

All prices quoted from Consumer's Reports, September 1983

TI 99/4a $100
PE Box $250
32K card $300
Total $650

No parallel or serial card
No printer
No word processing software

C-64 $200
Disk drive $399

Total $599

Atari 800 $300
Disk drive $450
Total $750

CR October 1984

Atari 800XL $200
Disk drive $350
Printer $297
Total $847

C-64 $250
disk drive $275
printer $250 (Commodore 1525)
Total $775

As you can see, TI could never have put together a system with printer
and interface for anywhere near what Coleco, Commodore and Atari did.

> And if they hadn't pulled the unit, a hex-bus interface was being
> released to allow you to add TI's own "hi-speed" tape unit, and
> cheaper peripherals.

And if bulls had tits that wouldn't make them cows.

Roy

>
> Ben

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

# 3684. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 05:13:59 UTC
From: Slor <slor@not.net>
Message-ID: <Xns93A820D0D197slorcomcastnet@130.133.1.4>
Source record: 20846

Despite all prevention efforts, Max Volume <macsvolume@yahoo.com> wrote
in news:270620032052079682%macsvolume@yahoo.com:

> In article <cb0ed86a.0306271649.3b557668@posting.google.com>, Paul
> Allen Panks <ppanks@juno.com> wrote:
>
>> What is your favorite musical score in classic video games? For me,
>> Gyruss is the top of the mountain. That musical score is hypnotically
>> heteroclitic, aberrantly anomalous and capriciously conspicuous. In
>> other words, values, symbols, and terminations, that is one hell of a
>> sound track.
>
> Yeah, but you also probably like the soundtrack from "Sybil".
>

At the risk of breaking the "no feeding" rules, I'm posting a humble
request:

Give it a rest.

I don't post in here too often, but some of you know me, and those of
you that do know that I'm generally the last to get involved in flame
wars. This is a great group devoted to a great passtime - is there any
chance we could try leaving it at that? Between your personal vendetta
against the originator of this topic and that other guy who likely runs
around his house yelling "I'm hunting Benny" in the best Elmer Fudd
voice he can muster, the pollution factor here is headed swiftly in the
wrong direction.

Now, back to business... Gyruss has a great sound track. Just the
mention of hit has it running through my head and puts me back in one of
my younger days haunts. Matter of fact, I think I may have to (OT
warning) go play a game of it in MAME.

--
Slor

# 3685. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 05:30:07 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <zJ9La.8890$Ei4.4060@nwrddc02.gnilink.net>
Source record: 20697
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Exegete wrote ...

>2. TI was losing millions already. The Coleco announcement was merely
>the "final straw", there was no way TI could put together a bundle like
>Coleco did at anywhere near $600 and still make money.
>
>>
>> Hmm.. well, we Commodore users surely thank God daily for Coleco's mercy
>> on us during that time.
>
>The C-64 couldn't touch the Coleco, because at the price they had only a
>VERY poor DMP, and their infamous tape system.

The C64 does not have a poor DMP, whatever a DMP is. If it has anything to do with display, the VIC (Video Interface Chip) in the C64 was the most advanced display processor available in a low cost home computer in 1983. As for the tape system, at least it worked in a reliable fashion. And, for the $600 price tag you mentioned for the Coleco, by 1984 you could get a C64 and a disk drive.

>And it wasn't Coleco's "mercy", it was the toy company's incompetence in
>selling such a complex, expensive machine. By the time the bugs were
>worked out, no one would touch the machine. That, and the video
>game/home computer shake out caused Coleco to pull the machine in
>January 1985, less than 18 months after going on the market.

Coleco just couldn't compete with Commodore I guess. The C64 was alive and well for many years after that.

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
Last 8-bit BBS in the Dallas area. Commodore lives!

# 3686. Re: open jpg in Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 06:23:23 UTC
From: Hon Tseng <pcuser45@yahoo.com>
Message-ID: <vvaLa.30677$pH3.1199@news2.east.cox.net>
Source record: 20698

I tried to open all the Jpg in A8JDPEG but jpeg program cannot open the jpg
because error message says unsupport jpg and the screen is blue and blank.
When I open jpg in PC, it looks fine. Anyone have solutions?

"Daniel Miller" <daclmi@mediakingx.com> wrote in message
news:j73nfvgtoe6m9lvv1tj3859fm0t4lobnkc@4ax.com...
> On Fri, 27 Jun 2003 00:03:26 GMT, "Hon Tseng" <pcuser45@yahoo.com>
> wrote:
>
> >I need to open the picture jpeg in Atari 8bit machine. Anyone know how to
> >open it?
>
> Flyball, woohoo! I got it, I got it! This is all mine baby, yeah!
>
> Use A8JDPEG, Hon Tseng:
>
> http://rjespino.tripod.com/8bit/a8jdpeg/a8jdpeg.html
>
> It was last updated in September 2002.

# 3687. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 06:32:51 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <280620030233571846%macsvolume@yahoo.com>
Source record: 20699
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

In article <hgudnQsFlZSmmmCjXTWJhg@comcast.com>, Bill Garber
<willy46pa@comcast.net> wrote:

> Do you have something personal against Paul?, or are you
> merely a friggin DICKHEAD! Please take it elsewhere, I,
> frankly, am sick of hearing your shit.

What, GarberStreet Enterprises can't afford a newsreader with filtering
capability? Sorry to hear that. Besides, would you prefer another one
of Dumpric's tell-all posts? Seems like he's off his meds and ready to
pop, so we should be seeing another one any day now. I tell ya,
nothing like TMI to the nth degree.

# 3688. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 06:56:28 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <GxudnanMU-K_o2CjXTWJjw@comcast.com>
Source record: 20700
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

> > Do you have something personal against Paul?, or are you
> > merely a friggin DICKHEAD! Please take it elsewhere, I,
> > frankly, am sick of hearing your shit.
>
> What, GarberStreet Enterprises can't afford a newsreader with filtering
> capability? Sorry to hear that. Besides, would you prefer another one
> of Dumpric's tell-all posts? Seems like he's off his meds and ready to
> pop, so we should be seeing another one any day now. I tell ya,
> nothing like TMI to the nth degree.

Just I presumed, merely a friggin DICKHEAD!

Bill @ GarberStreet Enterprises };-)
Web Site - http://garberstreet.netfirms.com
Email - willy46pa@comcast.net

---
This email ain't infected, dude!

Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.490 / Virus Database: 289 - Release Date: 6/16/03

# 3689. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 06:58:02 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <gcGdnTcGZLDio2CjXTWJhQ@comcast.com>
Source record: 20701
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

> >The C-64 couldn't touch the Coleco, because at the price they had only a
> >VERY poor DMP, and their infamous tape system.
>
> The C64 does not have a poor DMP, whatever a DMP is. If it has anything
to
> do with display, the VIC (Video Interface Chip) in the C64 was the most
> advanced display processor available in a low cost home computer in 1983.
> As for the tape system, at least it worked in a reliable fashion. And,
for
> the $600 price tag you mentioned for the Coleco, by 1984 you could get a
C64
> and a disk drive.

DMP, I believe, is Dot Matrix Printer. ;-)

Bill @ GarberStreet Enterprises };-)
Web Site - http://garberstreet.netfirms.com
Email - willy46pa@comcast.net

---
This email ain't infected, dude!

Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.490 / Virus Database: 289 - Release Date: 6/16/03

## 3690. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 07:02:45 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <OOScnetp66QBomCjXTWJjQ@comcast.com>
Source record: 20703
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

> > Just I presumed, merely a friggin DICKHEAD!
>
> Hey, sticks and stones, pal.

Wow, you finally said SOMETHING I can agree with.
And, I'm not your PAL.

Bill @ GarberStreet Enterprises };-)
Web Site - http://garberstreet.netfirms.com
Email - willy46pa@comcast.net

---
This email ain't infected, dude!

Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.490 / Virus Database: 289 - Release Date: 6/16/03

# 3691. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 07:07:50 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <280620030308567755%macsvolume@yahoo.com>
Source record: 20702
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

In article <GxudnanMU-K_o2CjXTWJjw@comcast.com>, Bill Garber
<willy46pa@comcast.net> wrote:

> Just I presumed, merely a friggin DICKHEAD!

Hey, sticks and stones, pal.

# 3692. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 07:11:01 UTC
From: Phil-on-a-hill <malcnospam@gothcorp.co.uk>
Message-ID: <5dbLa.9$i95.83@newsfep4-glfd.server.ntli.net>
Source record: 20704
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

"Paul Allen Panks" <ppanks@juno.com> wrote in message
news:cb0ed86a.0306271649.3b557668@posting.google.com...
> Hello,
>
> What is your favorite musical score in classic video games? For me,
> Gyruss is the top of the mountain. That musical score is hypnotically
> heteroclitic, aberrantly anomalous and capriciously conspicuous. In
> other words, values, symbols, and terminations, that is one hell of a
> sound track.

Stormbringer (Spectrum) was excelent.
Rastan (arcade) was fantastic.

# 3693. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 07:16:18 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <280620030317197960%macsvolume@yahoo.com>
Source record: 20705
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

In article <gcGdnTcGZLDio2CjXTWJhQ@comcast.com>, Bill Garber
<willy46pa@comcast.net> wrote:

> > >The C-64 couldn't touch the Coleco, because at the price they had only a
> > >VERY poor DMP, and their infamous tape system.

> DMP, I believe, is Dot Matrix Printer. ;-)

Right, and the "poor DMP and infamous tape system" sounds like a knock
on Coleco, not Commodore, except that the ADAM printer was a daisywheel
or other form of impact printer, not a dot-matrix. So how exactly do
those two undesirable features mean the C-64 "couldn't touch" the ADAM?

Besides, I think history has shown us which was the more succesful of
the two machines. Wait, let me rephrase that. I think history has
shown us which ONE of the two machines was actually SUCCESSFUL.

Sorry to hijack your post, Bill, but you made a good point about the
"DMP" and I wanted to expand on it. See, I'm not a *total* dickhead.

# 3694. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 07:55:53 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <aoCdnZ4_IMSI0WCjXTWJkg@comcast.com>
Source record: 20707
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

> Besides, I think history has shown us which was the more succesful of
> the two machines. Wait, let me rephrase that. I think history has
> shown us which ONE of the two machines was actually SUCCESSFUL.
>
>
> Sorry to hijack your post, Bill, but you made a good point about the
> "DMP" and I wanted to expand on it. See, I'm not a *total* dickhead.

No, I guess you're not so bad. BTW, what's an ADAM? ;-)

Bill @ GarberStreet Enterprises };-)
Web Site - http://garberstreet.netfirms.com
Email - willy46pa@comcast.net

---
This email ain't infected, dude!

Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.490 / Virus Database: 289 - Release Date: 6/16/03

# 3695. Re: open jpg in Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 08:00:25 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3efd4c0b$0$49117$e4fe514c@news.xs4all.nl>
Source record: 20706

Hi,

Read the manual you need to convert the jpeg's to greyscale with a program like paintshop pro. (trail version is free). Secondly make the resolution of this jpeg about 320x200 bigger is not usefull because only a part is decoded.
The Quality of this decoder is briliant, I use it to convert pictures to HIP. Very easy...

Color will be supported in the near future.

Maybe progressive packed jpegs also gives problems but I never tryed that...

TXG/MNX

"Hon Tseng" <pcuser45@yahoo.com> wrote in message
news:vvaLa.30677$pH3.1199@news2.east.cox.net...
> I tried to open all the Jpg in A8JDPEG but jpeg program cannot open the
jpg
> because error message says unsupport jpg and the screen is blue and blank.
> When I open jpg in PC, it looks fine. Anyone have solutions?
>
>
>
> "Daniel Miller" <daclmi@mediakingx.com> wrote in message
> news:j73nfvgtoe6m9lvv1tj3859fm0t4lobnkc@4ax.com...
> > On Fri, 27 Jun 2003 00:03:26 GMT, "Hon Tseng" <pcuser45@yahoo.com>
> > wrote:
> >
> > >I need to open the picture jpeg in Atari 8bit machine. Anyone know how
to
> > >open it?
> >
> > Flyball, woohoo! I got it, I got it! This is all mine baby, yeah!
> >
> > Use A8JDPEG, Hon Tseng:
> >
> > http://rjespino.tripod.com/8bit/a8jdpeg/a8jdpeg.html
> >
> > It was last updated in September 2002.
>
>

# 3696. Re: [#wfpc] 6pm-7pm MST/PST M-F weekly (clarification)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 08:25:19 UTC
From: email@luddite.ca
Message-ID: <1fx8r90.fsan5ubk6pu8N%email@luddite.ca>
Source record: 20713
Cross-posted to: rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,rec.games.int-fiction

Nah... looks like I was wrong :(

Chris Alaimo <cpalaimo@excite.com> wrote:

> I never saw it spelled that way. I'm up for being corrected though if you
> find a source that says Adolph.
>
> Chris
>
> "Simon Williams" <email@luddite.ca> wrote in message
> news:1fx7zzq.1ijr0okr6zoakN%email@luddite.ca...
> > Wasn't Eichmann an Adolph???
> >
> > Chris Alaimo <cpalaimo@excite.com> wrote:
> >
> > > Only Adolf hitler and Adolf Eichmann come to mind.
> > >
> > > Chris
> > >
> > > "Sheldon Simms" <sheldonsimms@yahoo.com> wrote in message
> > > news:pan.2003.06.27.16.59.35.478621@yahoo.com...
> > > >
> > > > > Sheldon Simms <sheldonsimms@yahoo.com> wrote:
> > > > >>On Thu, 26 Jun 2003 18:22:48 +0000, Joachim Froholt wrote:
> > > > >>
> > > > >>> Chris Alaimo wrote:
> > > > >>>>
> > > > >>>> Joachim was Nazi foreign minister Von Ribbentrop's first name.
> > > > >>>>
> > > > >>> I know.
> > > > >>>
> > > > >>> Joachim
> > > > >>
> > > > >>Ok, but who knows what Gï¿½ring's first name was?
> > > > >
> > > > > On Fri, 27 Jun 2003 05:07:10 +0000, Quartz wrote:
> > > > >
> > > > > > wasn't it 'herman'?
> > > > >
> > > > > On Fri, 27 Jun 2003 08:08:15 +0000, Chris Alaimo wrote:
> > > > >
> > > > > > Hermann
> > > > >
> > > > > On Fri, 27 Jun 2003 10:59:01 +0000, Matthew Russotto wrote:

> > > > >
> > > > > Heloise. He liked to go by Hermann, though.
> > > > >
> > > > > Quartz: B+
> > > > > Chris: A
> > > > > Matthew: A+
> > > > >
> > > > > For extra credit, what were the last names of famous Nazis called
> > > > > 'Adolf'?
> > > > >
> > > > > This is so much more amusing and on-topic than all those insults
> > > > > we were reading...
> > > > >
> > > > >
> > >
> > >
> > > --
> > > =LUDDITE ENTERPRISES=
> > > http://www.luddite.ca

--
=LUDDITE ENTERPRISES=
http://www.luddite.ca

# 3697. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 08:25:22 UTC
From: email@luddite.ca
Message-ID: <1fx8rje.59tilemn5zswN%email@luddite.ca>
Source record: 20712
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

The incidental music from Galaga still gives me goosebumps... and the
Space Invaders bassline is a classic (minimal but effective).

Paul Allen Panks <ppanks@juno.com> wrote:

> Hello,
>
> What is your favorite musical score in classic video games? For me,
> Gyruss is the top of the mountain. That musical score is hypnotically
> heteroclitic, aberrantly anomalous and capriciously conspicuous. In
> other words, values, symbols, and terminations, that is one hell of a
> sound track.
>
> Sincerely,
>
> Paul Allen Panks (a/k/a "Dunric")
> dunric@yahoo.com

--
=LUDDITE ENTERPRISES=
http://www.luddite.ca

## 3698. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 08:25:23 UTC
From: email@luddite.ca
Message-ID: <1fx8rwt.19ro02s1cfxc5oN%email@luddite.ca>
Source record: 20714
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Exegete <millers@noneofyourbusiness.com> wrote:

> And if bulls had tits that wouldn't make them cows.

"udders" or "teats" might...

## 3699. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 08:29:58 UTC
From: wildstar <wildstar128@hotmail.com>
Message-ID: <Xns93A8F40E4F1Awildstar128hotmailco@216.168.3.44>
Source record: 20708
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"Bo Zimmerman" <bo@zimmers.net> wrote in
news:bdia61$tg3ja$1@ID-149169.news.dfncis.de:

> The mere annoucement of the Coleco ADAM caused the death of TI (and
> others no doubt) in 1984.
>
> Hmm.. well, we Commodore users surely thank God daily for Coleco's
> mercy on us during that time.
>
> - Bo
> (Peddle is God, and Tramiel is his propheteer)

Well, Commodore also slashed prices of the C64 to mere $300 and the Vic-20 to under $100 ($99). So Commodore was merely competitive to Coleco and in the long run took Coleco out of the water since by 1985/1986 the death of Atari (CBM's last fighting competitor in the low-end computer market) and its resurrection. This was one wild time.

# 3700. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 08:35:01 UTC
From: "Flavio \"Senesino\" FBG" <flavioREMOVE@ffbg.net>
Message-ID: <bdjjvo$tdtin$1@ID-118982.news.dfncis.de>
Source record: 20709
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

Hi Paul,

what about C64's "Last Ninja 2"? Amazing arrangements.

Flavio

# 3701. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 08:40:05 UTC
From: wildstar <wildstar128@hotmail.com>
Message-ID: <Xns93A810F7BB7CAwildstar128hotmailco@216.168.3.44>
Source record: 20710
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"Sam Gillett" <samgillett@msn.com> wrote in
news:zJ9La.8890$Ei4.4060@nwrddc02.gnilink.net:

> The C64 does not have a poor DMP, whatever a DMP is. If it has
> anything to do with display, the VIC (Video Interface Chip) in the C64
> was the most advanced display processor available in a low cost home
> computer in 1983. As for the tape system, at least it worked in a
> reliable fashion. And, for the $600 price tag you mentioned for the
> Coleco, by 1984 you could get a C64 and a disk drive.
>

> Coleco just couldn't compete with Commodore I guess. The C64 was
> alive and well for many years after that.

I seriously think it was all a matter of what month. In early 1983, a C64 with disk drive cost $600. In 1982, A c64 cost $600. (w/tape) = $ 700 and with drive was around $750. By Summer 1983, the C64 dropped 20% on price and by Christmas time dropped another 15-16%. This all depended on when the survey was made on the prices and what was compared. I saw the chart but the comparison was made but the comparison was never a clear and true debate. Sounds like fancy term like Chromashadowing. Wow, a little spray paint job. Bunch of fancy words but meant utterly nothing.

## 3702. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 08:41:35 UTC
From: wildstar <wildstar128@hotmail.com>
Message-ID: <Xns93A81138B9CD4wildstar128hotmailco@216.168.3.44>
Source record: 20711
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"Bill Garber" <willy46pa@comcast.net> wrote in
news:gcGdnTcGZLDio2CjXTWJhQ@comcast.com:

> DMP, I believe, is Dot Matrix Printer. ;-)
>
> Bill @ GarberStreet Enterprises };-)
> Web Site - http://garberstreet.netfirms.com
> Email - willy46pa@comcast.net

I thought CBM had a dot-matrix and it was rather decent. Whole system cost
something like $595 in 1983.

# 3703. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 09:55:25 UTC
From: Peter Thomas <see-my-sig@hotmail.com>
Message-ID: <scpqfvkgq38h9vf8qsidi7q6tf36juulmr@4ax.com>
Source record: 20715
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

On Sat, 28 Jun 2003 06:32:51 GMT, Max Volume <macsvolume@yahoo.com>
wrote:

>> Do you have something personal against Paul?, or are you
>> merely a friggin DICKHEAD! Please take it elsewhere, I,
>> frankly, am sick of hearing your shit.
>What, GarberStreet Enterprises can't afford a newsreader with filtering
>capability? Sorry to hear that. Besides, would you prefer another one
>of Dumpric's tell-all posts? Seems like he's off his meds and ready to
>pop, so we should be seeing another one any day now. I tell ya,
>nothing like TMI to the nth degree.

I don't know who you are exactly, I'm from another newsgroup, but the
accusations of you being a trouble-maker appear to be very
well-founded when you come up with stuff like this.

--
pete [at] ï¿½ In development: Beer Chaos.
horseshoe ï¿½ You buy a shot of vodka or water.
[hyphen] ï¿½ Anyone choosing to disbelieve it has to
inn [dot] ï¿½ down it.
co [dot] ukï¿½

# 3704. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 10:57:53 UTC
From: Steppe <steppe_not_for@spam_demodungeon.com>
Message-ID: <3efd74b1$1@news.nefonline.de>
Source record: 20716
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

Peter Thomas wrote:
> I don't know who you are exactly, I'm from another newsgroup, but the
> accusations of you being a trouble-maker appear to be very
> well-founded when you come up with stuff like this.

He's just a troll, you can safely plonk him, just like half of c.s.c seem to have already done.

/Steppe

# 3705. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 11:05:45 UTC
From: anoneds@netscape.net
Message-ID: <8c160850.0306280305.73e5e89c@posting.google.com>
Source record: 20717
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Exegete <millers@noneofyourbusiness.com> wrote in message
news:<3EFD13B2.9080000@noneofyourbusiness.com>...
> Ben Yates wrote:
<snip>
> > No, firstly the crash STARTED in 1983. Christmas sales that year were
> > dismal.
>
> No. 1983 wasn't that bad. 1984 was poor, and by 1985 "orphan" was
> becoming all too come for 8 bit users.

Overall, 1983 wqas ok, but the crash started at Christmas. Software
releases like Atari's ET finally woke the consumer up to what kind of
crap was being turned out.

>
> >
> > Did the Coleco cause TI to pull out? No, the Coleco had a pretty
> > crappy daisy wheel, with a slow "hi-speed" tape unit and a terrible
> > Basic (Applesoft compatible that loaded from tape) without an
> > underlying Apple making it not so compatible. Hey, I have a Coleco, I
> > know...
>
> I have one too. Actually several. I bought my first in 1986. As poor as
> the daisy wheel was, it was far better than most dot matrix printers of
> the time (at least the ones attached to C-64s, CoCos, etc.

I have ads for daisy-wheels from Triton Products where I could get a
Daisy wheel for $100...

>
> The tape unit was slow - compared to anyone's disk drive, but far faster
> than nearly anyone else's tape units, and far more reliable (once the
> bugs were worked out)
>
> Byte thought the SmartBASIC was one of the best BASICs, and certainly
> the fastest for any 8 bit machine. It was code compatible with
> AppleSoft, but that was excluding peek and poke locations.

Applesoft sucks compared to the better Basics of the day.

>
> Again, as you point out - TI was losing millions on the 99/4a. It wasn't
> so much the ADAM, as the *bundle* and the price that made TI realize
> they would never get the 99/4a market to make any money. They could
> never had delivered for c. $600 what Coleco and Atari promised (esp.

> after Atari released the 800XL) so they would never recover what they
> lost with the basic machine.

I'll reply below the price list that follows...
>
> > TI had already lost money from the start, when the 9985 failed to be
> > produced so they were required to use the 9900 with static ram to
> > replace the 9985's on-board 256 byte cache. Then they had to add a 16
> > to 8 bit multiplexer.
>
> The TI 99 used the 9900 from the 70's. And the 9900 was designed to use
> either 8 or 16 bit memory.

The TI had a 16-bit databus, it was _not_ designed for 8-bit memories
without a multiplexer circuit.

>
> > And the original price of about $1150 included a monitor (TV), it
> > dropped to around $500 when they got approval for the TV modulator.
> > TI's tactic of selling you the console cheap and hoping you will add
> > on more expensive peripherals isn't unlike the telecom industry of
> > today. Sign-up for a 1 or 2 year contract, you get a free phone. They
> > just didn't realize how cheap (oops, I mean frugal) TI users were/are.
> > I bought my TI in 1982 for $300, in '83 they were going for half that.
> > $600 for 64k would have been too much. For about $200 in 1983, I added
> > the P-box with 32k and disk drive & controller. I also got a free
> > speech unit for buying some game carts I already wanted. So, in '83
> > you could have a TI system with 32k + 16k video ram (48k) + disk drive
> > + speech for a mere $350, almost half of a Coleco that had a
> > "hi-speed" tape unit.
>
> All prices quoted from Consumer's Reports, September 1983
>
> TI 99/4a $100
> PE Box $250
> 32K card $300
> Total $650

And you would buy a product without taking advantage of product
promotions?
Ok, take your report of a $100 TI. I got a P-box package for $200
containing the 32k card with the disk drive and controller that summer
as part of a nationwide promotion where you buy the box and get your
choice of two cards free (choose from disk controller, 32k or RS232).
$100 for RS232 card (serial/parallel). $100 for Daisy wheel.
$500 for the full package.
TI-Writer versions could be had for free in 1983 (TK-Writer)...
>
> No parallel or serial card
> No printer
> No word processing software

>
> C-64 $200
> Disk drive $399
> Total $599
>
> Atari 800 $300
> Disk drive $450
> Total $750
>
> CR October 1984
>
> Atari 800XL $200
> Disk drive $350
> Printer $297
> Total $847
>
> C-64 $250
> disk drive $275
> printer $250 (Commodore 1525)
> Total $775
>
> As you can see, TI could never have put together a system with printer
> and interface for anywhere near what Coleco, Commodore and Atari did.

>
>
> > And if they hadn't pulled the unit, a hex-bus interface was being
> > released to allow you to add TI's own "hi-speed" tape unit, and
> > cheaper peripherals.
>
> And if bulls had tits that wouldn't make them cows.

The hexbus peripherals _were_ released for the CC-40. The hexbus
interface was already prototyped and ready to release.

Ben

# 3706. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 11:08:23 UTC
From: anoneds@netscape.net
Message-ID: <8c160850.0306280308.51984e4a@posting.google.com>
Source record: 20718
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

ppanks@juno.com (Paul Allen Panks) wrote in message
news:<cb0ed86a.0306262201.21691914@posting.google.com>...
> Hello,
>
> What are the "official" World-Wide computer sales of all-time for:
>
> A) Commodore 64/128
> B) Apple II series
> C) Atari 400/800 series
> D) Spectrum series
> E) Coleco Adam
> F) TI-99/4A

The TI sold between 2 and 2.5 million units in the four years it
existed as both the 99/4 and 99/4A (1979-1983).

>
> Thanks!
>
> Sincerely,
>
> Paul Allen Panks (a/k/a "Dunric")
> dunric@yahoo.com
> ICQ# 12234336
> http://www.geocities.com/dunric/westfront.html

# 3707. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 11:51:01 UTC
From: RaYzor <no@no.no.net.org.tv.com.edu.welf>
Message-ID: <FifLa.3558$4J6.2511@twister.nyroc.rr.com>
Source record: 20722
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

"Paul Allen Panks" <ppanks@juno.com> wrote in message
news:cb0ed86a.0306271649.3b557668@posting.google.com...
> Hello,
>
> What is your favorite musical score in classic video games? For me,
> Gyruss is the top of the mountain. That musical score is hypnotically
> heteroclitic, aberrantly anomalous and capriciously conspicuous. In
> other words, values, symbols, and terminations, that is one hell of a
> sound track.

Even tho after about a minute it gets annoying to the point I need to turn
it off, the best music is PARALLAX

RaYzor

# 3708. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 11:51:41 UTC
From: RaYzor <no@no.no.net.org.tv.com.edu.welf>
Message-ID: <hjfLa.3574$4J6.2684@twister.nyroc.rr.com>
Source record: 20720
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

"RaYzor" <no@no.no.net.org.tv.com.edu.welf> wrote in message
news:FifLa.3558$4J6.2511@twister.nyroc.rr.com...
>
> "Paul Allen Panks" <ppanks@juno.com> wrote in message
> news:cb0ed86a.0306271649.3b557668@posting.google.com...
> > Hello,
> >
> > What is your favorite musical score in classic video games? For me,
> > Gyruss is the top of the mountain. That musical score is hypnotically
> > heteroclitic, aberrantly anomalous and capriciously conspicuous. In
> > other words, values, symbols, and terminations, that is one hell of a
> > sound track.
>
> Even tho after about a minute it gets annoying to the point I need to turn
> it off, the best music is PARALLAX
>
> RaYzor
>

I did not see the cross post to other groups .. so I will clarify..

Parallax on the Commodore 64

RaYzor

# 3709. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 11:54:34 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <ikfLa.2631$os2.38889@news2.e.nsc.no>
Source record: 20721
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

"Paul Allen Panks" <ppanks@juno.com> skrev i melding
news:cb0ed86a.0306271649.3b557668@posting.google.com...
> Hello,
>
> What is your favorite musical score in classic video games? For me,
> Gyruss is the top of the mountain. That musical score is hypnotically
> heteroclitic, aberrantly anomalous and capriciously conspicuous. In
> other words, values, symbols, and terminations, that is one hell of a
> sound track.

International Karate or World Karate Championship, Warhawk and Jet Set Willy
(game sucks though) all on Atari 8-bit. And I like the power of Ballblazer
with the jazzy theme, lovely. Also when connected to an amp, the Masters of
Time sounds really awesome.

## 3710. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 12:18:02 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <bbicnYOxbIg5FGCjU-KYvQ@comcast.com>
Source record: 20723
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

> I don't know who you are exactly, I'm from another newsgroup, but the
> accusations of you being a trouble-maker appear to be very
> well-founded when you come up with stuff like this.

First of all, I am no one to you, as you are to me, and
second, this happens to be a cross post. I am not the trouble-maker,
the people who continuously cross-post are as far as I am concerned.

Bill @ GarberStreet Enterprises };-)
Web Site - http://garberstreet.netfirms.com
Email - willy46pa@comcast.net

---
This email ain't infected, dude!

Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.490 / Virus Database: 289 - Release Date: 6/16/03

# 3711. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 12:19:24 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <Q-idnYUDqqNrFGCjXTWJkQ@comcast.com>
Source record: 20724
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

> > I don't know who you are exactly, I'm from another newsgroup, but the
> > accusations of you being a trouble-maker appear to be very
> > well-founded when you come up with stuff like this.
>
> He's just a troll, you can safely plonk him, just like half of c.s.c seem
to
> have already done.

Trolls live under bridges, and cross-posts are just that, so
since you live under cross-posts, then you must be the troll.

Bill @ GarberStreet Enterprises };-)
Web Site - http://garberstreet.netfirms.com
Email - willy46pa@comcast.net

---
This email ain't infected, dude!

Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.490 / Virus Database: 289 - Release Date: 6/16/03

# 3712. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 13:08:58 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bdk419$91j$1@titan.btinternet.com>
Source record: 20725
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

Hi "Luposian"

> I mourn for c. Most *DEFINATELY* c.

Its spelt ' m a s t u r b a t e ' actually

> > c) Atari Corp., bought by Jack Tramiel and intended to be mainly a
> > computer company, but grudgingly made home consoles because that's
> > where they money was.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

---
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.493 / Virus Database: 292 - Release Date: 25/06/2003

# 3713. Re: 130XE bad joystick port

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 14:11:41 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3efd4d5213ac303@attbi.com>
Source record: 20726

>The second joystick port pulls to the left on my 130XE. Anybody know how
>to go about troubleshooting it?
>
>Neal

Well Best Electronics sells that joystick port They could fix
replace it.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 3714. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 15:05:03 UTC
From: paul s <nospam@nospam.forme>
Message-ID: <z8iLa.9273$sC2.66399377@news-text.cableinet.net>
Source record: 20727
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

Paul Allen Panks wrote:

> Hello,
>
> What is your favorite musical score in classic video games? For me,
> Gyruss is the top of the mountain. That musical score is hypnotically
> heteroclitic, aberrantly anomalous and capriciously conspicuous. In
> other words, values, symbols, and terminations, that is one hell of a
> sound track.

Gyruss's version of Toccata and Fugue is also a favourite of mine. Also I
liked the version in the pinball game Haunted House.

For my favourite sound effects and music, it's got to be Exidy's Chiller.
--
Paul S

# 3715. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 15:18:21 UTC
From: Android <androvich@NaOtStPbAiM.com>
Message-ID: <1IiLa.41673$R73.6791@sccrnsc04>
Source record: 20728
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

"Paul Allen Panks" <ppanks@juno.com> wrote in message
news:cb0ed86a.0306271649.3b557668@posting.google.com...
> Hello,
>
> What is your favorite musical score in classic video games? For me,
> Gyruss is the top of the mountain. That musical score is hypnotically
> heteroclitic, aberrantly anomalous and capriciously conspicuous. In
> other words, values, symbols, and terminations, that is one hell of a
> sound track.
>
> Sincerely,
>
> Paul Allen Panks (a/k/a "Dunric")
> dunric@yahoo.com

Bach will be delighted to know that you enjoyed his Toccata and Fugue in D
Minor...at least, I am assuming that's what you meant to say by your antic
alliteration.

# 3716. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 15:21:57 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <1oiLa.84672$Pc5.11929@fed1read01>
Source record: 20729
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bdk419$91j$1@titan.btinternet.com...
> Hi "Luposian"
>
> > I mourn for c. Most *DEFINATELY* c.
>
> Its spelt ' m a s t u r b a t e ' actually

No, I'm sorry, you're wrong. "Spelt" is a type of grain (like wheat, rice, etc.). "Spelled" is a word.

I try to be nice. You like to be mean. But, in the end... I will catch and squash you, like the tiny insect you are, on EVERY MISTAKE YOU MAKE!

So, who's the smarter one, hmm?

Oh, and you want another nugget of wisdom? Type in "Vitamin B17", "Wheatgrass", or "Apricot kernel" into Google and learn that there is a natural *CURE* to many types of cancer that the FDA and outside world don't want you to know about, because they can't make any money from it.

Off-topic, I know, but... just like I helping people wake up (just as I did a few days ago) to the knowledge that the "governed world" is NOT our friend, but the plants in it, ARE!

Luposian

# 3717. Re: 130XE Keyboard prob

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 16:14:42 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <S9jLa.16603$C83.1551701@newsread1.prod.itd.earthlink.net>
Source record: 20730

The ribbon from the keyboard plugs into a connector on the mother board and the contacts are numbered. The problem is either a bad contact or a crack in the trace going to #14. We need a schematic for the numbering layout unless there is a mark on the MB near the connector indicating #1. Normally the contacts are numbered from one corner down one side, U-turn around the corner and back up the other side just like chips and sockets.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
> >
> Yes those are also out! Hmmm it looks good so I don't know where to look
> now. Where is #14??
>
> Thanks
> Tim

# 3718. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 17:08:26 UTC
From: Kurt Koller <kk@coinop.org>
Message-ID: <42fcb3ef4efdcbab785f936f4d1c7fd4@free.teranews.com>
Source record: 20731
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

Gyruss is a variation, a big variation, on Bach.

Kurt Koller Developer / Hacker Minimalist, Inc. http://minimalist.com/
Coinop.org http://coinop.org/

"Android" <androvich@NaOtStPbAiM.com> wrote in message
news:1liLa.41673$R73.6791@sccrnsc04...
>
> "Paul Allen Panks" <ppanks@juno.com> wrote in message
> news:cb0ed86a.0306271649.3b557668@posting.google.com...
> > Hello,
> >
> > What is your favorite musical score in classic video games? For me,
> > Gyruss is the top of the mountain. That musical score is hypnotically
> > heteroclitic, aberrantly anomalous and capriciously conspicuous. In
> > other words, values, symbols, and terminations, that is one hell of a
> > sound track.
> >
> > Sincerely,
> >
> > Paul Allen Panks (a/k/a "Dunric")
> > dunric@yahoo.com
>
> Bach will be delighted to know that you enjoyed his Toccata and Fugue in D
> Minor...at least, I am assuming that's what you meant to say by your antic
> alliteration.
>
>
>

# 3719. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 17:17:33 UTC
From: Adam Dawes <adam@adamdawes_nospamplease.com>
Message-ID: <R4kLa.3089$MO2.653@newsfep4-winn.server.ntli.net>
Source record: 20732
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

Paul Allen Panks wrote:
> What is your favorite musical score in classic video games?

No. 1 for me without a doubt is the arcade Outrun music. Still enjoy
listening to that immensely today.

Also LED Storm, and most of Rob Hubbard's masterpieces (especially the Delta
in-game music).

They don't make 'em like that any more. :/

--

Adam.
www.adamdawes.com

# 3720. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 18:24:00 UTC
From: Exegete <millers@noneofyourbusiness.com>
Message-ID: <3EFDDD40.5030903@noneofyourbusiness.com>
Source record: 20733
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Sam Gillett wrote:
> Exegete wrote ...
>
>
>>2. TI was losing millions already. The Coleco announcement was merely
>>the "final straw", there was no way TI could put together a bundle like
>>Coleco did at anywhere near $600 and still make money.
>>
>>
>>>Hmm.. well, we Commodore users surely thank God daily for Coleco's mercy
>>>on us during that time.
>>
>>The C-64 couldn't touch the Coleco, because at the price they had only a
>>VERY poor DMP, and their infamous tape system.
>
>
> The C64 does not have a poor DMP, whatever a DMP is.

Dot Matrix printer.

And they did at that time.

Remember, the bundle was, CPU, storage system, printer, and WP software
suitable for letters, and school papers.

If it has anything to
> do with display, the VIC (Video Interface Chip) in the C64 was the most
> advanced display processor available in a low cost home computer in 1983.
> As for the tape system, at least it worked in a reliable fashion. And, for
> the $600 price tag you mentioned for the Coleco, by 1984 you could get a C64
> and a disk drive.
>
>
>>And it wasn't Coleco's "mercy", it was the toy company's incompetence in
>>selling such a complex, expensive machine. By the time the bugs were
>>worked out, no one would touch the machine. That, and the video
>>game/home computer shake out caused Coleco to pull the machine in
>>January 1985, less than 18 months after going on the market.
>
>
> Coleco just couldn't compete with Commodore I guess. The C64 was alive and
> well for many years after that.

You guessed wrong.

How many people will buy a computer when they hear that the machine destroys it's storage? The major weakness with the ADAM in the fall of 1983 was that the high speed tape system wasn't debugged yet. It would sometimes turn both spindles in opposite directions (not good!) or lose blocks, so that the 256K tapes could quickly be 128K tapes, etc. All the bugs were worked out, disk drives were released as well as CP/M (the ADAM used a Z-80 at 3.56 mhz) software other than games was being release, but the machine had earned a bad rep, because management wouldn't listen to the engineers.

Roy

> 
> Best regards,
> 
> Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
> Last 8-bit BBS in the Dallas area. Commodore lives!
> 
> 
> 
> 
> 
> 
> 
> 
> 

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

# 3721. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 18:30:06 UTC
From: Exegete <millers@noneofyourbusiness.com>
Message-ID: <3EFDDEAE.2070401@noneofyourbusiness.com>
Source record: 20734
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Max Volume wrote:
> In article <gcGdnTcGZLDio2CjXTWJhQ@comcast.com>, Bill Garber
> <willy46pa@comcast.net> wrote:
>
>
>>>>The C-64 couldn't touch the Coleco, because at the price they had only a
>>>>VERY poor DMP, and their infamous tape system.
>>>
>
>>DMP, I believe, is Dot Matrix Printer. ;-)
>
>
> Right, and the "poor DMP and infamous tape system" sounds like a knock
> on Coleco, not Commodore, except that the ADAM printer was a daisywheel
> or other form of impact printer, not a dot-matrix. So how exactly do
> those two undesirable features mean the C-64 "couldn't touch" the ADAM?
>
> Besides, I think history has shown us which was the more succesful of
> the two machines. Wait, let me rephrase that. I think history has
> shown us which ONE of the two machines was actually SUCCESSFUL.
>
>
> Sorry to hijack your post, Bill, but you made a good point about the
> "DMP" and I wanted to expand on it. See, I'm not a *total* dickhead.

Well, Richard, for corresponence and school papers, a daisywheel is far
superior to a DMP, esp. one as poor as Commodore offered with the C-64.

I'm not saying the C-64 was junk, not at all. Coleco simply had a great
idea, at a great price, and failed to impliment it properly. They were a
toy company trying to make it in the low cost home computer market
(where even IBM failed - remember Junior?)

Consumer's Reports went with the Atari over CoCo, C-64, and ADAM, for
two reasons: the Atari printer (1027 I think) and AtariWriter. But they
did the comparision because of the ADAM. It was a new idea in that market.

Sheesh. Lighten up a little.

Roy

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

# 3722. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 18:36:46 UTC
From: Exegete <millers@noneofyourbusiness.com>
Message-ID: <3EFDE03E.5010709@noneofyourbusiness.com>
Source record: 20735
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Simon Williams wrote:
> Exegete <millers@noneofyourbusiness.com> wrote:
>
>
>
>>And if bulls had tits that wouldn't make them cows.
>
>
> "udders" or "teats" might...

The farmers I've worked with called them "tits"

Roy

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

# 3723. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 18:37:28 UTC
From: Bryan Villados <news003@macgeek.org>
Message-ID: <IflLa.88019$49.3268756@twister.socal.rr.com>
Source record: 20736
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

"Paul Allen Panks" <ppanks@juno.com> wrote in message
news:cb0ed86a.0306271649.3b557668@posting.google.com...
> Hello,
>
> What is your favorite musical score in classic video games? For me,
> Gyruss is the top of the mountain. That musical score is hypnotically
> heteroclitic, aberrantly anomalous and capriciously conspicuous. In
> other words, values, symbols, and terminations, that is one hell of a
> sound track.
>
> Sincerely,
>
> Paul Allen Panks (a/k/a "Dunric")
> dunric@yahoo.com

For coin-operated video games, my favorite music is the beginning audio from
Galaga.

For PC-oriented video games, the opening theme song from Leisure Suit Larry
1.

--- Bryan

# 3724. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 19:09:25 UTC
From: Exegete <millers@noneofyourbusiness.com>
Message-ID: <3EFDE7E5.7070200@noneofyourbusiness.com>
Source record: 20737
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

```
>
>>>TI had already lost money from the start, when the 9985 failed to be
>>>produced so they were required to use the 9900 with static ram to
>>>replace the 9985's on-board 256 byte cache. Then they had to add a 16
>>>to 8 bit multiplexer.
>>
>>The TI 99 used the 9900 from the 70's. And the 9900 was designed to use
>>either 8 or 16 bit memory.
>
>
> The TI had a 16-bit databus, it was _not_ designed for 8-bit memories
> without a multiplexer circuit.
>
>
Perhaps you're right.

However, I've seen TI 9900 and 99/4a sites that said the 99/4a had an 8
bit memory bus.

Further I suggest you read the 990 Computer Family Systems Handbook By
Texas Instruments published in 1975.

The manual covers the models of the 990 family, the 990/10, using a TTL
implimentation, which could have through "memory mapping" up to 1
million 16 bits words; the 990/4 which used the 9900 chip.

"990 instructions build a 16-bit address word which may be views as
describing a 64K X 8 CPU address space. The LSB is used inside the CPU
to address bytes...." pg 2-8

"16 bit machines with bit, byte, and word capabilites" pg 2-1

This seems to suggest that 8 bit operations and addressing is possible.

Roy

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----
```

# 3725. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 19:36:13 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <N6mLa.13971$Ei4.2798@nwrddc02.gnilink.net>
Source record: 20738
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

Bill Garber wrote in message ...
>
>> I don't know who you are exactly, I'm from another newsgroup, but the
>> accusations of you being a trouble-maker appear to be very
>> well-founded when you come up with stuff like this.
>
>First of all, I am no one to you, as you are to me, and
>second, this happens to be a cross post. I am not the trouble-maker,
>the people who continuously cross-post are as far as I am concerned.

You jump on Peter Thomas for agreeing that Max Volume is a trouble-maker.
You call Steppe a troll for telling Peter to ignore Max as Max is a troll.

You need to calm down a little Bill. Go take your blood pressure. You
could be dangerously close to having a stroke.

BTW, don't bother flaming me. I am wearing my fireproof suit today.
Godzilla needs Altoids. Maybe you do too.

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
Last 8-bit BBS in the Dallas area. Commodore lives!

# 3726. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 20:11:56 UTC
From: Peter Thomas <see-my-sig@hotmail.com>
Message-ID: <nitrfv8msvinupic91m9i13l9kh3svbchh@4ax.com>
Source record: 20739
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

On Sat, 28 Jun 2003 08:18:02 -0400, "Bill Garber"
<willy46pa@comcast.net> wrote:

>> I don't know who you are exactly, I'm from another newsgroup, but the
>> accusations of you being a trouble-maker appear to be very
>> well-founded when you come up with stuff like this.
>First of all, I am no one to you, as you are to me, and
>second, this happens to be a cross post. I am not the trouble-maker,
>the people who continuously cross-post are as far as I am concerned.

1 = Number of cross-posts by myself in this thread at time you wrote
the above.

4 = Number of cross-posts by yourself in this thread at time you wrote
the above.

More irony, anyone?

--
pete [at] ï¿½ In development: Beer Chaos.
horseshoe ï¿½ You buy a shot of vodka or water.
[hyphen] ï¿½ Anyone choosing to disbelieve it has to
inn [dot] ï¿½ down it.
co [dot] ukï¿½

# 3727. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 20:31:46 UTC
From: korax1214@mailandnews.co.uk
Message-ID: <fe420e86.0306281231.1db87ff4@posting.google.com>
Source record: 20740
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

"Bill Garber" <willy46pa@comcast.net> wrote in message
news:<bbicnYOxbIg5FGCjU-KYvQ@comcast.com>...
> > I don't know who you are exactly, I'm from another newsgroup, but the
> > accusations of you being a trouble-maker appear to be very
> > well-founded when you come up with stuff like this.
>
> First of all, I am no one to you, as you are to me, and
> second, this happens to be a cross post. I am not the trouble-maker,
> the people who continuously cross-post are as far as I am concerned.

You misread Peter's post; he was replying to Max Volume (in a post in
which MV happened to be replying to you), not to you or to the post of
yours MV was quoting...

And I agree with Peter, MV is an obvious troll...

## 3728. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 20:57:09 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <280620031658172670%macsvolume@yahoo.com>
Source record: 20741
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

In article <1liLa.41673$R73.6791@sccrnsc04>, Android
<androvich@NaOtStPbAiM.com> wrote:

> Bach will be delighted to know that you enjoyed his Toccata and Fugue in D
> Minor...at least, I am assuming that's what you meant to say by your antic
> alliteration.

It's not alliteration, it's assonance.

# 3729. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 21:02:16 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <280620031703231036%macsvolume@yahoo.com>
Source record: 20742
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

In article <3EFDDEAE.2070401@noneofyourbusiness.com>, Exegete
<millers@noneofyourbusiness.com> wrote:

> Well, Richard, for corresponence and school papers, a daisywheel is far
> superior to a DMP, esp. one as poor as Commodore offered with the C-64.

I'm not Richard. Besides, we aren't talking print quality here, it's
about overall performance and usability. The Coleco piece of shit was
loud as hell, and if I remember correctly it had a problem with
character alignment. I don't know about you, but I'd rather have 60dpi
dot-matrix output that's in nice straight lines than impact-printed
output that looks like it was printed by Gutenberg.

I can't believe I have to explain to someone why the ADAM was useless.
Only on Usenet. :/

# 3730. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 21:06:44 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <280620031707517116%macsvolume@yahoo.com>
Source record: 20743
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

In article <1oiLa.84672$Pc5.11929@fed1read01>, Luposian
<luposian@lycos.com> wrote:

> So, who's the smarter one, hmm?

The one who doesn't split hairs over meaningless shit.

> Off-topic, I know, but... just like I helping people wake up (just as I did
> a few days ago) to the knowledge that the "governed world" is NOT our
> friend, but the plants in it, ARE!

Yes, and apparently your best friend goes by many names, but prefers to
be called CANNABIS.

## 3731. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 21:49:09 UTC
From: Decimal Cat <wells@acadia.net>
Message-ID: <vfs380ronbocd2@corp.supernews.com>
Source record: 20744
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

Well, at least that's better than not being able to handle any music more complex than "Bubble Bobble". . .

--Decimal Cat

"Max Volume" <macsvolume@yahoo.com> wrote in message news:27062003205207968 2%macsvolume@yahoo.com...
> Yeah, but you also probably like the soundtrack from "Sybil".

# 3732. Re: open jpg in Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 21:49:43 UTC
From: bill@newbreedsoftware.com
Message-ID: <X3oLa.6530$%3.300332@typhoon.sonic.net>
Source record: 20745

TXG <txg01@xs4all.nl> wrote:
> Hi,
>
> Read the manual you need to convert the jpeg's to greyscale with a program
> like paintshop pro.

If you don't have a Windows box, but do have access to a Linux or Unix system (e.g., you dial in to a Unix account using a term program on your Atari :^) ), you can use either ImageMagick or NetPBM to convert files before transferring them to your Atari.

For example:

djpeg ORIG.jpg | ppmtopgm | pnmscale -xysize 300 200 | cjpeg > GREY.jpg

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 3733. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 21:52:06 UTC
From: Decimal Cat <wells@acadia.net>
Message-ID: <vfs3dibcngem5f@corp.supernews.com>
Source record: 20746
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

My favorite game score is probably from "Street Beat". Those of you who haven't played this game might want to do so, it's awesome.. you wander around the streets collecting tapes for your "Ghettoblaster" and try to get people to dance to them by throwing notes at them, while avoiding the cops and serial killers. Excellent SID tunes. Commando was good, as was Spy vs. Spy, Ghosts and Goblins, Stealth, Burger Time. . lotsa stuff.

--Decimal Cat

"Paul Allen Panks" <ppanks@juno.com> wrote in message
news:cb0ed86a.0306271649.3b557668@posting.google.com...
> Hello,
>
> What is your favorite musical score in classic video games? For me,
> Gyruss is the top of the mountain. That musical score is hypnotically
> heteroclitic, aberrantly anomalous and capriciously conspicuous. In
> other words, values, symbols, and terminations, that is one hell of a
> sound track.
>
> Sincerely,
>
> Paul Allen Panks (a/k/a "Dunric")
> dunric@yahoo.com

# 3734. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 21:57:09 UTC
From: bill@newbreedsoftware.com
Message-ID: <VaoLa.6532$%3.300337@typhoon.sonic.net>
Source record: 20598
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

In comp.sys.atari.8bit Bryan Villados <news003@macgeek.org> wrote:
>
> For coin-operated video games, my favorite music is the beginning audio from
> Galaga.

I always liked the 'round-up' music from Galaga (when it shows how well
you did in a challenging stage). It's pretty much the same song, but it's
slower, echoey, and just kind of ghostly sounding. ;)

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 3735. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 21:58:17 UTC
From: bill@newbreedsoftware.com
Message-ID: <ZboLa.6533$%3.300144@typhoon.sonic.net>
Source record: 20599
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

In comp.sys.atari.8bit Decimal Cat <wells@acadia.net> wrote:
> My favorite game score is probably from "Street Beat". Those of you who
> haven't played this game might want to do so, it's awesome.. you wander
> around the streets collecting tapes for your "Ghettoblaster"

WOAH! My brother had that game! Was it C=64 only?

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 3736. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 21:59:35 UTC
From: Tim <tjlazer@nospammail.com>
Message-ID: <vfs3u5hvqla612@corp.supernews.com>
Source record: 20597
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

My all time Fav: Ghosts and Goblins!, Commando, Rambo, Yie Ar Kung-Fu,
Exploding Fist

Tim

"Paul Allen Panks" <ppanks@juno.com> wrote in message
news:cb0ed86a.0306271649.3b557668@posting.google.com...
> Hello,
>
> What is your favorite musical score in classic video games? For me,
> Gyruss is the top of the mountain. That musical score is hypnotically
> heteroclitic, aberrantly anomalous and capriciously conspicuous. In
> other words, values, symbols, and terminations, that is one hell of a
> sound track.
>
> Sincerely,
>
> Paul Allen Panks (a/k/a "Dunric")
> dunric@yahoo.com

## 3737. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 22:02:59 UTC
From: dunxuk@aol.commercial
Message-ID: <20030628180259.27067.00002231@mb-m06.aol.com>
Source record: 20600

I was wondering why this post had so many replies, then one message in I see why! :o)

OK my vote goes to Master of the Lamps.

## 3738. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 22:35:27 UTC
From: Decimal Cat <wells@acadia.net>
Message-ID: <vfs5urd6rkl3c5@corp.supernews.com>
Source record: 20601
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

Not sure. . I've only ever played the C64 version, I don't know if there is another version. If there is I'd be interested, but the game kinda centered around the SID music. Each tape you collected played a different tune.

--Decimal Cat

"William Kendrick" <bill@newbreedsoftware.com> wrote in message news:ZboLa.6533$%3.300144@typhoon.sonic.net...
> WOAH! My brother had that game! Was it C=64 only?
>
> -bill!
>
> --
> bill@newbreedsoftware.com Got kids? Get Tux Paint!
> http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

## 3739. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 22:37:41 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <VMoLa.14639$Ei4.13509@nwrddc02.gnilink.net>
Source record: 20602
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Bill Garber wrote ...

>No, I guess you're not so bad. BTW, what's an ADAM? ;-)

ADAM was the name Coleco gave to their computer. Todays manufacturers give
their computers names too. For example, the HP Pavilion. And there is
someone in one of these newsgroups that has names I can't repeat in public
for Compaq computers. ;-)

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
Last 8-bit BBS in the Dallas area. Commodore lives!

# 3740. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 22:37:42 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <WMoLa.14640$Ei4.12663@nwrddc02.gnilink.net>
Source record: 20603
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Exegete wrote ...

>Well, Richard, for corresponence and school papers, a daisywheel is far
>superior to a DMP, esp. one as poor as Commodore offered with the C-64.

Well, I'll have to admit that the print quality of the bottom of the line Commodore printers left a lot to be desired. Commodore did sell a daisywheel printer, but it was priced a bit on the high side. There were third party daisywheels for Commodore at reasonable prices. The brand name "Blue Chip" seems to come to mind.

And Star sold an excellent NLQ dot matrix with a builtin Commodore interface

>I'm not saying the C-64 was junk, not at all. Coleco simply had a great
>idea, at a great price, and failed to impliment it properly. They were a
>toy company trying to make it in the low cost home computer market
>(where even IBM failed - remember Junior?)

As I remember, the only advantage the PC Junior had over lower priced systems was the IBM name on a decal. Most people wanting a home computer went with the lower cost of Atari, Commodore, and on the other side of the pond, Sinclair.

Meanwhile, those wanting a small business computer bypassed the Junior in favor of the XT Clones selling at about the same price as the Junior. Some small business owners, of course, opted for the Apple II.

The Coleco Adam did make it to market. But, most potential buyers connected the name Coleco with the word toy. They stayed away from it in droves! The connection may have been what killed the Adam.

Just as people chose The Atari 2600 over Intellivision(sp?). The name connection. Mattel was a _toy_ company, not an _electronics_ company.

>Consumer's Reports went with the Atari over CoCo, C-64, and ADAM, for
>two reasons: the Atari printer (1027 I think) and AtariWriter. But they
>did the comparision because of the ADAM. It was a new idea in that market.

A manufacturer offering a package was a new idea. Retailers were already offering complete "home computer" packages featuring Atari and Commodore computers. And I'm sure English retailers offered Sinclair package deals.

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
Last 8-bit BBS in the Dallas area. Commodore lives!

## 3741. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 23:21:55 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <2806200319230165 76%macsvolume@yahoo.com>
Source record: 20604
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

In article <WMoLa.14640$Ei4.12663@nwrddc02.gnilink.net>, Sam Gillett
<samgillett@msn.com> wrote:

> The connection may have been what killed the Adam.

No, poor design killed the ADAM, pure and simple.

> Just as people chose The Atari 2600 over Intellivision(sp?). The name
> connection. Mattel was a _toy_ company, not an _electronics_ company.

Again, poor design (those stupid disc controllers), plus a lack of
arcade titles, which was almost the whole point of owning a video game
console -- so you could play the arcade hits at home.

# 3742. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 23:52:28 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <FSpLa.84837$Pc5.58991@fed1read01>
Source record: 20605
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

"Max Volume" <macsvolume@yahoo.com> wrote in message
news:280620031707517116%macsvolume@yahoo.com...
> In article <1oiLa.84672$Pc5.11929@fed1read01>, Luposian
> <luposian@lycos.com> wrote:
>
> > So, who's the smarter one, hmm?
>
> The one who doesn't split hairs over meaningless shit.

"But... but... he's the one who started it!"

> > Off-topic, I know, but... just like I helping people wake up (just as I
did
> > a few days ago) to the knowledge that the "governed world" is NOT our
> > friend, but the plants in it, ARE!
>
> Yes, and apparently your best friend goes by many names, but prefers to
> be called CANNABIS.

Thanks for the laugh, M...M...Max H... H... Head... room!

Luposian

# 3743. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-28 23:58:53 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bdla3t$3b4$1@sparta.btinternet.com>
Source record: 20606
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

Max Volume <macsvolume@yahoo.com> wrote in message
news:280620031707517116%macsvolume@yahoo.com...
> In article <1oiLa.84672$Pc5.11929@fed1read01>, Luposian
> <luposian@lycos.com> wrote:
>
> > So, who's the smarter one, hmm?
>
> The one who doesn't split hairs over meaningless shit.
>
> > Off-topic, I know, but... just like I helping people wake up (just as I
did
> > a few days ago) to the knowledge that the "governed world" is NOT our
> > friend, but the plants in it, ARE!
>
> Yes, and apparently your best friend goes by many names, but prefers to
> be called CANNABIS.

ROTFL.

Smeg.

## 3744. Self Test;)

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 00:01:38 UTC
From: janb@kompakt.pl
Message-ID: <e0f5fbdc.0306281601.13afea71@posting.google.com>
Source record: 20607

http://www.irata.republika.pl/STSS.zip i'ts a screen saver for PC, i
am waiting for opinions!
Attract Mode is not very realistic, in wersion 1.0 it will be better.

# 3745. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 00:07:40 UTC
From: gozarcollins@NOSPAMPLEASEhotmail.com
Message-ID: <bdlakc04ln@enews4.newsguy.com>
Source record: 20609

William Kendrick <bill@newbreedsoftware.com> wrote:
> 2. On the other hand, it almost definitely will never be where it was
> 'back in the day,' which is still sad... but again, not AS sad as when
> it first died and got sucked up by JTS. (How the hell did THAT happen,
> anyway!?)

IIRC, JTS wanted to become a public company without jumping through all hoops. The Tramiels just wanted to screw with people and make a buck. By buying Atari, JTS then became a publicly traded company.

--
Access:Organize:Share Your Bookmarks Online - http://flyrt.com/?u
Ryan 'Gozar' Collins

## 3746. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 00:07:54 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <u5qLa.15024$Ei4.10627@nwrddc02.gnilink.net>
Source record: 20608
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Max Volume wrote ...

>> The connection may have been what killed the Adam.
>
>No, poor design killed the ADAM, pure and simple.

Ok, so the Adam had more than one strike against it.

>> Just as people chose The Atari 2600 over Intellivision(sp?). The name
>> connection. Mattel was a _toy_ company, not an _electronics_ company.
>
>Again, poor design (those stupid disc controllers), plus a lack of
>arcade titles, which was almost the whole point of owning a video game
>console -- so you could play the arcade hits at home.

Pacman and Donkey Kong were a _must_ have back then.
I played River Raid on the 2600 a lot too.

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
Last 8-bit BBS in the Dallas area. Commodore lives!

# 3747. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 01:57:10 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3efe46c2$0$59956$c30e37c6@lon-reader.news.telstra.net>
Source record: 20610
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Don Schmidt" <RetiredEngr@BabyBell.com> wrote in message
news:vfp4v512amvo4a@corp.supernews.com...
> Do you think Ben should back down from the cowards?
> Most folks see the harassers for what they are.
>
> Ben provides a service to those who use the Atari Computers of which
sources
> for hardware and software are getting pretty scarce these days.
>

If he put up a webpage with his rambling idiocy and just posted a link to it everyone would be happy. But no, he doesn't listen to his potential customers, puts them offside and is quite happy to lose potential business in the process.

Regards,

Clockmeister.

# 3748. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 02:03:03 UTC
From: salfter@salfter.dyndns.org
Message-ID: <rNrLa.172501$eJ2.68206@fed1read07>
Source record: 20611
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

```
-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

In article <280620030317197960%macsvolume@yahoo.com>,
Max Volume <macsvolume@yahoo.com> wrote:
>In article <gcGdnTcGZLDio2CjXTWJhQ@comcast.com>, Bill Garber
><willy46pa@comcast.net> wrote:
>> > >The C-64 couldn't touch the Coleco, because at the price they had only a
>> > >VERY poor DMP, and their infamous tape system.
>
>> DMP, I believe, is Dot Matrix Printer. ;-)
>
>Right, and the "poor DMP and infamous tape system" sounds like a knock
>on Coleco, not Commodore, except that the ADAM printer was a daisywheel
>or other form of impact printer, not a dot-matrix. So how exactly do
>those two undesirable features mean the C-64 "couldn't touch" the ADAM?

Yes, the Adam used a daisy-wheel printer. For cranking out documents in the
era before laser and inkjet printers (afforable ones, anyway), a daisy-wheel
printer would've delivered far superior print quality. (Not everybody
wasted time with games and demos...some of us did real work with our
computers.) Dot-matrix printers generally did only a usable job with text,
but had the advantage of being able to do graphics as well as text.

BTW, dot-matrix printers are also impact printers. (If you want to be
pedantic, laser and inkket printers use smaller dots in a matrix to form
images and text, but "dot-matrix printer" typically refers to a heavy, noisy
beast that uses 9 or 24 small pins poking at a ribbon to put ink on paper.)

IIRC, the Adam also had some sort of high-speed tape drive, not merely a
cassette recorder with nonstandard connectors (what Commodore did to lock
you into paying extra for theirs). A disk drive would've been better, but
it may have been a bit much to expect one in a computer system that cost
less than $1000. That's one reason why Apple II and IBM PC systems often
started well over $1000 (over $2000 wasn't uncommon, and that's what you
continued to pay for a decent computer system through the mid-to-late-'90s).
They were proof that you get what you pay for.

_/_ Scott Alfter
/ v \ salfter@salfter.dyndns.org
(IIGS( http://alfter.us Top-posting!
\_^_/ pkill -9 /bin/laden >What is the most annoying thing on Usenet?

-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.0.6 (Linux)
```

```
Comment: For info see http://www.gnupg.org

iD8DBQE+/kjYVgTKos01OwkRAojIAJ0XG1/3DKiKH4v8/xMoChEsl6A9UgCbBIGA
ot3v3m9rX3Rp1UrVoDakWXk=
=DuPA
-----END PGP SIGNATURE-----
```

# 3749. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 05:24:48 UTC
From: vairxpert@hotmail.com
Message-ID: <3efe6507.32386248@news.netnitco.net>
Source record: 20612
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

On Sat, 28 Jun 2003 13:24:00 -0500, Exegete
<millers@noneofyourbusiness.com> wrote:

>
>
>Sam Gillett wrote:
>> Exegete wrote ...
>>
>>
>>>2. TI was losing millions already. The Coleco announcement was merely
>>>the "final straw", there was no way TI could put together a bundle like
>>>Coleco did at anywhere near $600 and still make money.
>>>
>>>
>>>>Hmm.. well, we Commodore users surely thank God daily for Coleco's mercy
>>>>on us during that time.
>>>
>>>The C-64 couldn't touch the Coleco, because at the price they had only a
>>>VERY poor DMP, and their infamous tape system.
>>
>>
>> The C64 does not have a poor DMP, whatever a DMP is.

hehe...he knows it does not have a poor DMP yet he doesn't know what a
DMP is?

>Dot Matrix printer.
>
>And they did at that time.

Agreed, I don't know of any DMP's that were worth a shit at that time.
I remember saving for an eternity and buying a Radio Shack DMP-110 for
my Model III. Special two strike hammer system with multi font....NLQ
my ass, the print out was downright horrible. I threw away $400 on
that thing. Daisy wheel was the only way to go at that time.

Towards the late 80's manufacturers got it right. I purchased a Star
NX1000 II for around $200 mail order. Fast, beautiful letter quality
print and the ribbons last forever. That printer is 2' away from me
and hooked up this computer. Still works as good as the day it
arrived nearly 15 years ago. For about a year I replaced it with a
new Xerox ink jet. Replacement cartridges cost more than the printer
(which included the ink) and the print head lasted about 1 year. Imo
ink jets are the biggest consumer scam. Practically give the printer
away but rape the customer when it comes time to replace the ink,

which lasts about a week.

>Remember, the bundle was, CPU, storage system, printer, and WP software
>suitable for letters, and school papers.
>
>If it has anything to
>> do with display, the VIC (Video Interface Chip) in the C64 was the most
>> advanced display processor available in a low cost home computer in 1983.
>> As for the tape system, at least it worked in a reliable fashion. And, for
>> the $600 price tag you mentioned for the Coleco, by 1984 you could get a C64
>> and a disk drive.
>>
>>
>>>And it wasn't Coleco's "mercy", it was the toy company's incompetence in
>>>selling such a complex, expensive machine. By the time the bugs were
>>>worked out, no one would touch the machine. That, and the video
>>>game/home computer shake out caused Coleco to pull the machine in
>>>January 1985, less than 18 months after going on the market.
>>
>>
>> Coleco just couldn't compete with Commodore I guess. The C64 was alive and
>> well for many years after that.
>
>You guessed wrong.
>
>How many people will buy a computer when they hear that the machine
>destroys it's storage? The major weakness with the ADAM in the fall of
>1983 was that the high speed tape system wasn't debugged yet. It would
>sometimes turn both spindles in opposite directions (not good!) or lose
>blocks, so that the 256K tapes could quickly be 128K tapes, etc. All the
>bugs were worked out, disk drives were released as well as CP/M (the
>ADAM used a Z-80 at 3.56 mhz) software other than games was being
>release, but the machine had earned a bad rep, because management
>wouldn't listen to the engineers.

How many consumers back then actually knew it destroyed its data
packs? I was very much into computers and this thread is the first
I've heard of the ADAM having a flaky storage system. There was no
internet and the average mom and dad buying their kids a new computer
didn't research a dozen different magazines. Did the ADAM have a high
rate of returns due to this problem?

I used to drool over the ADAMS tape drive system. Compared to my
Model III's 1500 baud cassette, the ADAM was light years ahead. Plus
it was upgradable to a dual drive system. The one kid I knew who had
one never had a problem with the tape drive.

Atari and Commodore were dedicated computers that already owned the
market. The ADAM was a great idea released at the wrong time. Also
there was all the hype of the Colecovision's expansion slot accepting
a real computer system. With all that hype and the confusing sales

flyers I doubt most consumers even knew there was a stand alone system and thought they automatically had to own a CV in order to use the ADAM. I'm sure the thought of having to purchase a CV for an additional $200 was a big turn off for many people.

Also look at other game systems that had the computer hype of the time attached to them.
The impressive looking O2 with the full membrane keyboard which was nothing but an inferior game system.
All the crap surrounding the Intellivisions computer add on which resulted in the joke known as the ECS.

After that how could anyone take a game consoles "computer add on" seriously?

George

# 3750. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 05:40:21 UTC
From: Exegete <millers@noneofyourbusiness.com>
Message-ID: <3EFE7BC5.10308@noneofyourbusiness.com>
Source record: 20613
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Max Volume wrote:
> In article <3EFDDEAE.2070401@noneofyourbusiness.com>, Exegete
> <millers@noneofyourbusiness.com> wrote:
>
>
>>Well, Richard, for corresponence and school papers, a daisywheel is far
>>superior to a DMP, esp. one as poor as Commodore offered with the C-64.
>
>
> I'm not Richard.

Richard - Dick - Dickhead

You're so dense you didn't even get the allusion to your own statement.

Besides, we aren't talking print quality here, it's
> about overall performance and usability.

You're changing the subject. Print quality was very much the issue.
Instead our arguing from the air, go and read the Consumer's Report
article - 1984. Then you won't be so ignorant about the issue under
discussion.

The Coleco piece of shit was
> loud as hell, and if I remember correctly it had a problem with
> character alignment.

Not on mine. And it was a fine little machine.

I don't know about you, but I'd rather have 60dpi
> dot-matrix output that's in nice straight lines than impact-printed
> output that looks like it was printed by Gutenberg.

Well, some of my class mates in grad school, using C-64's with their
printers were told to no longer turn their papers in until they had a
type that wasn't giving the prof's eye strain. My Coleco's print was
just fine thank you.

>
> I can't believe I have to explain to someone why the ADAM was useless.
> Only on Usenet. :/

You'd have to explain it to me. I used it for two years in grad school.
It did the job for me, nicely. Of all the "home computers" only the
Atari was any better for the purpose.

Roy

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

# 3751. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 05:43:34 UTC
From: Exegete <millers@noneofyourbusiness.com>
Message-ID: <3EFE7C86.8070107@noneofyourbusiness.com>
Source record: 20614
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Max Volume wrote:
> In article <WMoLa.14640$Ei4.12663@nwrddc02.gnilink.net>, Sam Gillett
> <samgillett@msn.com> wrote:
>
>
>
>>The connection may have been what killed the Adam.
>
>
> No, poor design killed the ADAM, pure and simple.

The ADAM's design was great. Once again, the weakness was letting a
machine hit the market before it had been debugged. By the time the bugs
were worked out, well, Edsels never sold well either.

Roy

>
>
>>Just as people chose The Atari 2600 over Intellivision(sp?). The name
>>connection. Mattel was a _toy_ company, not an _electronics_ company.
>
>
> Again, poor design (those stupid disc controllers), plus a lack of
> arcade titles, which was almost the whole point of owning a video game
> console -- so you could play the arcade hits at home.

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

# 3752. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 05:51:46 UTC
From: Exegete <millers@noneofyourbusiness.com>
Message-ID: <3EFE7E72.8080705@noneofyourbusiness.com>
Source record: 20615
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Scott Alfter wrote:
> -----BEGIN PGP SIGNED MESSAGE-----
> Hash: SHA1
>
> In article <280620030317197960%macsvolume@yahoo.com>,
> Max Volume <macsvolume@yahoo.com> wrote:
>
>>In article <gcGdnTcGZLDio2CjXTWJhQ@comcast.com>, Bill Garber
>><willy46pa@comcast.net> wrote:
>>
>>>>>The C-64 couldn't touch the Coleco, because at the price they had only a
>>>>>VERY poor DMP, and their infamous tape system.
>>>>
>>>DMP, I believe, is Dot Matrix Printer. ;-)
>>
>>Right, and the "poor DMP and infamous tape system" sounds like a knock
>>on Coleco, not Commodore, except that the ADAM printer was a daisywheel
>>or other form of impact printer, not a dot-matrix. So how exactly do
>>those two undesirable features mean the C-64 "couldn't touch" the ADAM?
>
>
> Yes, the Adam used a daisy-wheel printer. For cranking out documents in the
> era before laser and inkjet printers (afforable ones, anyway), a daisy-wheel
> printer would've delivered far superior print quality. (Not everybody
> wasted time with games and demos...some of us did real work with our
> computers.) Dot-matrix printers generally did only a usable job with text,
> but had the advantage of being able to do graphics as well as text.
>
> BTW, dot-matrix printers are also impact printers. (If you want to be
> pedantic, laser and inkket printers use smaller dots in a matrix to form
> images and text, but "dot-matrix printer" typically refers to a heavy, noisy
> beast that uses 9 or 24 small pins poking at a ribbon to put ink on paper.)
>
> IIRC, the Adam also had some sort of high-speed tape drive, not merely a
> cassette recorder with nonstandard connectors (what Commodore did to lock
> you into paying extra for theirs). A disk drive would've been better, but
> it may have been a bit much to expect one in a computer system that cost
> less than $1000. That's one reason why Apple II and IBM PC systems often
> started well over $1000 (over $2000 wasn't uncommon, and that's what you
> continued to pay for a decent computer system through the mid-to-late-'90s).
> They were proof that you get what you pay for.

Dead on the money Scott. An Apple was a far superior machine for the purposes that CR did their comparison, but the Apple and the IBM cost far more than the c. $600 a Coleco was priced at.

Some haven't gotten the point, which you did. An inexpensive home computer that would do light weight word processing, and that was completely bundled for c. $600. CR put together systems based on the CoCo 2, Atari 600XL (later in the year an article covered the 800XL), the C-64, and the Coleco. CR did the comparison because of Coleco's marketing - one box, one price, one complete system. How did the competition stack up. The C-64 was a fine machine, but because of it's poor dmp and software, it came in behind the ADAM and the Atari. That didn't mean the C-64 was junk, or couldn't do other fine things. Nor did it mean that you couldn't get better printers for the C-64. It only meant that you couldn't put together a Commodore badged system for that price that did the job of word processing as nicely as the Atari or the Coleco.

Sheesh, people, if you'd read the posts, like Scott did, you'd not argue about things that are on the table.

Roy

> 
> _/_ Scott Alfter
> / v \ salfter@salfter.dyndns.org
> (IIGS( http://alfter.us Top-posting!
> _^_/ pkill -9 /bin/laden >What is the most annoying thing on Usenet?
> 
> -----BEGIN PGP SIGNATURE-----
> Version: GnuPG v1.0.6 (Linux)
> Comment: For info see http://www.gnupg.org
> 
> iD8DBQE+/kjYVgTKos01OwkRAojIAJ0XG1/3DKiKH4v8/xMoChEsl6A9UgCbBIGA
> ot3v3m9rX3Rp1UrVoDakWXk=
> =DuPA
> -----END PGP SIGNATURE-----

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http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

# 3753. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 06:01:20 UTC
From: Exegete <millers@noneofyourbusiness.com>
Message-ID: <3EFE80B0.4030905@noneofyourbusiness.com>
Source record: 20616
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

vairxpert wrote:
> On Sat, 28 Jun 2003 13:24:00 -0500, Exegete
> <millers@noneofyourbusiness.com> wrote:
>
>
>>
>>Sam Gillett wrote:
>>
>>>Exegete wrote ...
>>>
>>>
>>>
>>>>2. TI was losing millions already. The Coleco announcement was merely
>>>>the "final straw", there was no way TI could put together a bundle like
>>>>Coleco did at anywhere near $600 and still make money.
>>>>
>>>>
>>>>
>>>>>Hmm.. well, we Commodore users surely thank God daily for Coleco's mercy
>>>>>on us during that time.
>>>>
>>>>The C-64 couldn't touch the Coleco, because at the price they had only a
>>>>VERY poor DMP, and their infamous tape system.
>>>
>>>
>>>The C64 does not have a poor DMP, whatever a DMP is.
>>
>
> hehe...he knows it does not have a poor DMP yet he doesn't know what a
> DMP is?
>
>
>
>>Dot Matrix printer.
>>
>>And they did at that time.
>
>
> Agreed, I don't know of any DMP's that were worth a shit at that time.

Some were only 7 pin printers. That may have been what the Commodore in
the article was equipped with.

> I remember saving for an eternity and buying a Radio Shack DMP-110 for
> my Model III. Special two strike hammer system with multi font....NLQ
> my ass, the print out was downright horrible. I threw away $400 on
> that thing. Daisy wheel was the only way to go at that time.
>
> Towards the late 80's manufacturers got it right. I purchased a Star
> NX1000 II for around $200 mail order.

Nice printer. I still have one (and the wide carriage version)

Fast, beautiful letter quality
> print and the ribbons last forever. That printer is 2' away from me
> and hooked up this computer. Still works as good as the day it
> arrived nearly 15 years ago. For about a year I replaced it with a
> new Xerox ink jet. Replacement cartridges cost more than the printer
> (which included the ink) and the print head lasted about 1 year. Imo
> ink jets are the biggest consumer scam. Practically give the printer
> away but rape the customer when it comes time to replace the ink,
> which lasts about a week.
>
>
>>Remember, the bundle was, CPU, storage system, printer, and WP software
>>suitable for letters, and school papers.
>>
>>If it has anything to
>>
>>>do with display, the VIC (Video Interface Chip) in the C64 was the most
>>>advanced display processor available in a low cost home computer in 1983.
>>>As for the tape system, at least it worked in a reliable fashion. And, for
>>>the $600 price tag you mentioned for the Coleco, by 1984 you could get a C64
>>>and a disk drive.
>>>
>>>
>>>
>>>>And it wasn't Coleco's "mercy", it was the toy company's incompetence in
>>>>selling such a complex, expensive machine. By the time the bugs were
>>>>worked out, no one would touch the machine. That, and the video
>>>>game/home computer shake out caused Coleco to pull the machine in
>>>>January 1985, less than 18 months after going on the market.
>>>
>>>
>>>Coleco just couldn't compete with Commodore I guess. The C64 was alive and
>>>well for many years after that.
>>
>>You guessed wrong.
>>
>>How many people will buy a computer when they hear that the machine
>>destroys it's storage? The major weakness with the ADAM in the fall of
>>1983 was that the high speed tape system wasn't debugged yet. It would
>>sometimes turn both spindles in opposite directions (not good!) or lose
>>blocks, so that the 256K tapes could quickly be 128K tapes, etc. All the
>>bugs were worked out, disk drives were released as well as CP/M (the

>>ADAM used a Z-80 at 3.56 mhz) software other than games was being
>>release, but the machine had earned a bad rep, because management
>>wouldn't listen to the engineers.
>
>
> How many consumers back then actually knew it destroyed its data
> packs? I was very much into computers and this thread is the first
> I've heard of the ADAM having a flaky storage system. There was no
> internet and the average mom and dad buying their kids a new computer
> didn't research a dozen different magazines. Did the ADAM have a high
> rate of returns due to this problem?

Yes! Byte covered the problem. My memory of the CR article mentioned
that the problem had been worked out. I never experienced any of the
problems. Coleco stockholders sued management over the issue.

>
> I used to drool over the ADAMS tape drive system. Compared to my
> Model III's 1500 baud cassette, the ADAM was light years ahead. Plus
> it was upgradable to a dual drive system. The one kid I knew who had
> one never had a problem with the tape drive.

I loved it. It was slow - compared to an IBM disk drive. From what I've
seen of Commodore disk drives, well.... I never had ANY problem with
mine. But all the ADAM's I've ever seen had the warning not to leave the
tapes on top of a color TV, or it would be erased. Perhaps, or perhaps
that was a "cover" for tapes that did go bad.

>
> Atari and Commodore were dedicated computers that already owned the
> market. The ADAM was a great idea released at the wrong time. Also
> there was all the hype of the Colecovision's expansion slot accepting
> a real computer system. With all that hype and the confusing sales
> flyers I doubt most consumers even knew there was a stand alone system
> and thought they automatically had to own a CV in order to use the
> ADAM. I'm sure the thought of having to purchase a CV for an
> additional $200 was a big turn off for many people.

There were two "versions" one expanded the CV into and ADAM (I have one
of those) and the stand alone version (that's what I owned in the 80's,
and I now (again) have one of those.

>
> Also look at other game systems that had the computer hype of the time
> attached to them.
> The impressive looking O2 with the full membrane keyboard which was
> nothing but an inferior game system.
> All the crap surrounding the Intellivisions computer add on which
> resulted in the joke known as the ECS.
>
> After that how could anyone take a game consoles "computer add on"
> seriously?

I've wondered it that's why neither Sony nor Nintendo ever released
add-ons that would make their game systems into full computers.

Roy

>
> George
>
>

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http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

# 3754. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 06:17:42 UTC
From: wildstar <wildstar128@hotmail.com>
Message-ID: <Xns93A8ECF812641wildstar128hotmailco@216.168.3.44>
Source record: 20617
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Exegete <millers@noneofyourbusiness.com> wrote in news:3EFDE7E5.7070200
@noneofyourbusiness.com:

> "16 bit machines with bit, byte, and word capabilites" pg 2-1
>
> This seems to suggest that 8 bit operations and addressing is possible.
>
> Roy

The 9900 series was a 16 bit chip but the rest of the MB was 8 bit. 9900 had local 16 bit SRAM because of the way the 9900 was designed around the philosophy in the TI Minicomputer processors. It had nothing to do with bus but the SRAM needed to be 16 bit because the standard DRAMs where 8 bit RAM and be too slow. TI wanted to speed things up a bit (despite how slow its BASIC was due to the double interpreting). The SRAM was a 16 bit memory which acted like a quasi cache. The 9900 was based around the 990 controller board. The local SRAM was not multiplexed but the rest of the RAM is multiplexed. They simply wanted to speed up execution at machine level. What TI should have done is provided GPL as the programming language or made BASIC interpret directly to Assembly. Thus eliminating that double-interpreting and the machine would have been easily a bit faster than even the c64. If they did that, things may have been a bit different. Technically TI had a fairly decent computer despite most of the computer was 8 bit but CPU instruction and the local SRAM circuit was decent. TI assembly language program execute a bit faster than 6502 programs. So TI would have had a decent design. They were hoping they can make the rest of the system 16 bit but that was not the case.

# 3755. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 06:24:27 UTC
From: wildstar <wildstar128@hotmail.com>
Message-ID: <Xns93A8EE1CCD927wildstar128hotmailco@216.168.3.44>
Source record: 20618
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Exegete <millers@noneofyourbusiness.com> wrote in
news:3EFDDEAE.2070401@noneofyourbusiness.com:

> Well, Richard, for corresponence and school papers, a daisywheel is
> far superior to a DMP, esp. one as poor as Commodore offered with the
> C-64.
>
> I'm not saying the C-64 was junk, not at all. Coleco simply had a
> great idea, at a great price, and failed to impliment it properly.
> They were a toy company trying to make it in the low cost home
> computer market (where even IBM failed - remember Junior?)
>
> Consumer's Reports went with the Atari over CoCo, C-64, and ADAM, for
> two reasons: the Atari printer (1027 I think) and AtariWriter. But
> they did the comparision because of the ADAM. It was a new idea in
> that market.
>
> Sheesh. Lighten up a little.

Well, the 1526 wan't that bad at all. I still have that printer and it
still works. It was just simply a bit slow compared to modern printers.

It only depends on which model DMP you chose. CBM offered various models
of DMPs at the time. The 1526 was one of them and did a fairly decent
job.

# 3756. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 07:59:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0306290029140.16664-100000@shell1.aracnet.com>
Source record: 20620
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

On Fri, 27 Jun 2003, Luposian wrote:

> Can I ask you a question?
>
> If so many deride you for advertising on this newsgroup and call you gay and
> such, why do you advertise here?

Despite the few who attack me, trying to hurt me. All they succeed in
doing is draw more attention to my Atari Sales and Services. Most of my
potential, current and repeat customers read these Newsgroups and are
happy to find me and my Ads. Even though they dont post to avoid Flames!
As far as the personal attacks and why do I advertise here? Mr Anonymous's
continued attacks are the best Avertising I get for free. And the guy is
try to put me out of Business. All I have to do is ignore the troll and
the Madness drives him deeper into his insanity!

> Are you recieving sufficient orders for stuff to warrant the "personal war"
> against you that goes on? If so, then, great. But if not, seems a bit of a
> waste of time and energy.
>
> Just a thought.
>
> By the way... if you have an empty 1040ST case (with power supply and
> keyboard only), let me know what you want for it, plus shipping to 85635.
> I'm looking to create an interesting project later on down the road.

I may have a 1040ST with a bad drive I can sell you for parts. E-Mail me
if your interested.

> Luposian
> ------------

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 3757. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 08:06:38 UTC
From: Great Hierophant <great_hierophant@hotmail.com>
Message-ID: <3efe9fbb$2_4@corp.newsgroups.com>
Source record: 20619
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

"Paul Allen Panks" <ppanks@juno.com> wrote in message
news:cb0ed86a.0306271649.3b557668@posting.google.com...
> Hello,
>
> What is your favorite musical score in classic video games? For me,
> Gyruss is the top of the mountain. That musical score is hypnotically
> heteroclitic, aberrantly anomalous and capriciously conspicuous. In
> other words, values, symbols, and terminations, that is one hell of a
> sound track.
>
> Sincerely,
>
> Paul Allen Panks (a/k/a "Dunric")
> dunric@yahoo.com

For me, the best video game music of all time is the title theme to Skate or Die 2 - The Search for Double Trouble. Those heavy rock riffs, sounding like its coming from a psuedo-amp, is great. And then the lyrics, which go like this:

"Skate - or - Die!"
"Skate - or - Die, Die! Die! Die! Die! Die!"
"Skate - or - Die!"
"Skate, Skate - Skate, Skate - or - Die, Ddddddddd Die!"

Very inventive, don't you think? Its much better than the game that comes with it. Truly, Skate or Die 2 has aged very poorly.

Actually, it sounds far too strange and derivative to be my favorite. So I would probably put my favorite classic video game tune as the soundtrack for Ultima IV - Quest of the Avatar, on the Apple II with a two chip Mockingboard. Like Gyruss, it uses multiple AY-8910s (two as opposed to five.) This also gives it stereo sounds, with 3 voices per speaker. The themes composed for each part of the game as perfect. The dungeon music is a descent into darkness, the castle music imposing, the town/main theme music a thoughtful evoking of virtue, the shrine music meditative, the wandering music is one of high adventure, the combat them rousing, and even the smaller pieces, the shopping and Lord British themes, are pleasantly appropriate.

If you want a single music piece, then I would pick "Stones (by Iolo & Gweno)" from Ultima V - Warriors of Destiny, which sounds best using two Mockingboards with 4 AY-8910s, but is particularly adaptable to Midi. Dramatic, haunting, well-paced, appropriate length, it is worthy of inclusion into a classical library.

GH

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http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
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# 3758. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 08:07:45 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0306290100350.16664-100000@shell1.aracnet.com>
Source record: 20621
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

On Sun, 29 Jun 2003, Clockmeister wrote:

> "Don Schmidt" <RetiredEngr@BabyBell.com> wrote in message
> news:vfp4v512amvo4a@corp.supernews.com...
> > Do you think Ben should back down from the cowards?
> > Most folks see the harassers for what they are.
> >
> > Ben provides a service to those who use the Atari Computers of which
> sources
> > for hardware and software are getting pretty scarce these days.
> >
>
> If he put up a webpage with his rambling idiocy and just posted a link to it
> everyone would be happy.

It does not matter what a person does, you can't make everyone happy!
By the way, who made you the spokesperson for everyone?

> But no, he doesn't listen to his potential customers, puts them offside
> and is quite happy to lose potential business in the process.
>
> Regards,
>
> Clockmeister.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 3759. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 08:38:29 UTC
From: Jason Petersen <borg64@hotmail.com>
Message-ID: <9AxLa.48562$Bg.30204@rwcrnsc54>
Source record: 20622
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Exegete wrote:

> The ADAM's design was great.

LOL! Tell us another one..

--
Jason

## 3760. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 09:20:51 UTC
From: bill@newbreedsoftware.com
Message-ID: <TbyLa.6654$%3.308027@typhoon.sonic.net>
Source record: 20623
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

In comp.sys.atari.8bit Exegete <millers@noneofyourbusiness.com> wrote:
> I've wondered it that's why neither Sony nor Nintendo ever released
> add-ons that would make their game systems into full computers.
>

Uhhh...

http://www.playstation2-linux.com/

Official sony product, fyi ;)

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 3761. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 09:30:52 UTC
From: Peter Thomas <see-my-sig@hotmail.com>
Message-ID: <o9ctfvc6143n8sqi01f6lpode89p5stnki@4ax.com>
Source record: 20624
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

On Sun, 29 Jun 2003 01:01:20 -0500, Exegete
<millers@noneofyourbusiness.com> wrote:

>I loved it. It was slow - compared to an IBM disk drive. From what I've
>seen of Commodore disk drives, well.... I never had ANY problem with
>mine. But all the ADAM's I've ever seen had the warning not to leave the
>tapes on top of a color TV, or it would be erased. Perhaps, or perhaps
>that was a "cover" for tapes that did go bad.

Leaving *any* kind of magnetic storage on top of a television is never
a good thing. I'm not sure why Coleco specified a colour television
either. All TVs, to my knowledge, play around with magnetic fields,
and can damage magnetic media.

>> After that how could anyone take a game consoles "computer add on"
>> seriously?
>I've wondered it that's why neither Sony nor Nintendo ever released
>add-ons that would make their game systems into full computers.

There's a keyboard for the PS2, as well as hard-drive coming soon.

I would bring up Sega's Dreamcast, but that doesn't exactly strengthen
my case :)

--
pete [at] ï¿½ In development: Beer Chaos.
horseshoe ï¿½ You buy a shot of vodka or water.
[hyphen] ï¿½ Anyone choosing to disbelieve it has to
inn [dot] ï¿½ down it.
co [dot] ukï¿½

# 3762. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 10:38:18 UTC
From: Frodo Morris <graham.lee@wadham.ox.invalid.ac.uk>
Message-ID: <bdmfka$p6s$1@news.ox.ac.uk>
Source record: 20625
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

Paul Allen Panks wrote:
> Hello,
>
> What is your favorite musical score in classic video games? For me,
> Gyruss is the top of the mountain. That musical score is hypnotically
> heteroclitic, aberrantly anomalous and capriciously conspicuous. In
> other words, values, symbols, and terminations, that is one hell of a
> sound track.
>
Aside from loving the Bubble Bobble in-game music, and of course Galaga, most of my fave music is from Amiga games. The Zeewolf theme was a classic, and Project-X had good music too. I seem to remember liking the Disposable Hero music, though can't remember it right now. And of course the Pot Black-style piano janglings on Team 17's Arcade ["Pool"|"Snooker"]. Other than that, my favourite 'in-game' musics were as follows:

On the Dragon 32, load a text adventure with "CLOAD:MOTORON:RUN" then stick a tape in whilst playing. So Black Sanctum would be played to, of course, Black Sabbath, El Diablero would be Alberto Y Lost Trios Paranoias, Franklin's Tomb[1] would be Frankie Goes to Hollywood, and so forth.

Bored of the in-game music on your favourite Amiga game[2]? Well, if it runs in Workbench (i.e. is OS-friendly), then chances are a quick scoot through with a hex editor will sooner or later throw up a mod file embedded into the code (if you're very lucky, it'll be in its own file). You know what to do from here...

[1]Franklin's Tomb loaded with a brief - and probably in the octave equivalent to PLAY "O2" on the Speccy - rendition of Pink Panther. Salamander did this a lot, one of their Star Trek style games had a brief snatch of the Thunderbirds theme.
[2]One of my all-time favourite games is Zool, which had some fantastic beats. The only problem was you chose which track to play at the beginning of the game and you couldn't change it until you had to start again.
--
Frodo Morris http://users.ox.ac.uk/~wadh1342
All your bast are belong to us AKA Graham Lee, Wadham College
SpectrumSofts currently on show at URL/speccy/: Speccy@Home SETI Client
Also the home of iloveyou.bas, the first PC virus ported to the ZX82!!!

# 3763. Re: I'm out...

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 11:17:17 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <1VzLa.77$bW.5410@news.optus.net.au>
Source record: 20626

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:iR6La.6367$%3.292390@typhoon.sonic.net...
> Fox-1 <MailMe@fox-1@home.nl> wrote:
> > My killfile takes up about half of my harddiskspace, and with 98%
off-topic and flamewar postings, it's time for me to leave again.
> > I've never seen a more annoying newsgroup then csa8bit lately is.
> >
> > If this is what's left of Atari, o.k. for me, but also without me...
>

hey guys. this lot of meassages appeared under supermon tree in my news
reader. was just woundering if my news reader stuffed up (typical micky
soft) or some people don't realise that supermon is an 8 bit product.

James

# 3764. ISO: Tetris game with Jean Michel Jarre music

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 11:21:45 UTC
From: bill@newbreedsoftware.com
Message-ID: <dZzLa.6659$%3.308664@typhoon.sonic.net>
Source record: 20628

There was a simple Tetris-style game I played years ago on the Atari
that included renditions of songs by Jean Michel Jarre
(e.g., Oxygene, Popcorn, etc.)

Anyone remember what it's called?

Thx!

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 3765. Re: Supermon

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 11:23:28 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <Q_zLa.78$bW.5404@news.optus.net.au>
Source record: 20627

"Mark Bedingfield" <mark@computercom.com.au> wrote in message
news:5fqKa.78$Py2.1396@news-server.bigpond.net.au...
> Hi guy's, I was chatting of the designer of the super product's a couple
of
> weeks ago. Ineed to get in touch with him, as my superram upgrade has a
few
> issue's, and need some advice. I think his name is James, anyone have an
> e-mail address?

yea. I do :) Will send ya my email off line

I'm not the orignal designer of the super products, but I have upgraded the
1050 supermax rom to accept the format command from Spartados. took a bit
too because the guy didn't have the orignal source. also had to pull apart
the usd to see what numbers where accepted in the format command etc.
discovered that usd can format any number of tracks you tell it to.

James

# 3766. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 11:40:17 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <BeALa.80$bW.5454@news.optus.net.au>
Source record: 20629
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

"Paul Allen Panks" <ppanks@juno.com> wrote in message
news:cb0ed86a.0306271649.3b557668@posting.google.com...
> Hello,
>
> What is your favorite musical score in classic video games? For me,
> Gyruss is the top of the mountain. That musical score is hypnotically
> heteroclitic, aberrantly anomalous and capriciously conspicuous. In
> other words, values, symbols, and terminations, that is one hell of a
> sound track.
>
> Sincerely,

what about the music scores from most zeplian games? they weere good.
air ball is good, but no way to turn it off. Ball blazer is also up there.
too many to list.

James

# 3767. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 13:15:18 UTC
From: Exegete <millers@noneofyourbusiness.com>
Message-ID: <3EFEE666.9020204@noneofyourbusiness.com>
Source record: 20630
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

```
Jason Petersen wrote:
> Exegete wrote:
>
>> The ADAM's design was great.
>
>
> LOL! Tell us another one..
>
Byte's review seemed to think so. Argue with them.

Roy

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----
```

# 3768. Re: ISO: Tetris game with Jean Michel Jarre music

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 14:30:35 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gk7b56jn8.fsf@legolas.mdh.se>
Source record: 20631

bill@newbreedsoftware.com (William Kendrick) writes:

> There was a simple Tetris-style game I played years ago on the Atari
> that included renditions of songs by Jean Michel Jarre
> (e.g., Oxygene, Popcorn, etc.)

<besserwisser>
Popcorn is not by Jarre (although he might've performed it as a cover),
it is by Hot Butter from the early 70'ties. :-)
</besserwisser>

But no, I don't know the game you're looking for.

--
Anders Carlsson

# 3769. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 14:33:03 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <cMCLa.84964$Pc5.9568@fed1read01>
Source record: 20632
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

It's nice to see that the people that seem to hate you, are so ineffective at doing do. If you can pick a few pearls (sales) out of an otherwise stinky trashcan of garbage (flames and hate replies from anonymous cowards and other "believers of the lies"), why not endure the stench to do so, I figure. :-)

BTW, assuming you've been reading any of my posts, if Atari, Inc. decided to start selling computers again, would you be interested in selling them? In other words, are you just trying to get rid of current inventory and get out of the Atari business or would you continue to "sell Atari" if more, new stuff arrived? Just curious.

Luposian
---
"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0306290029140.16664-100000@shell1.aracnet.com...
> On Fri, 27 Jun 2003, Luposian wrote:
>
> > Can I ask you a question?
> >
> > If so many deride you for advertising on this newsgroup and call you gay
and
> > such, why do you advertise here?
>
> Despite the few who attack me, trying to hurt me. All they succeed in
> doing is draw more attention to my Atari Sales and Services. Most of my
> potential, current and repeat customers read these Newsgroups and are
> happy to find me and my Ads. Even though they dont post to avoid Flames!
> As far as the personal attacks and why do I advertise here? Mr Anonymous's
> continued attacks are the best Avertising I get for free. And the guy is
> try to put me out of Business. All I have to do is ignore the troll and
> the Madness drives him deeper into his insanity!
>
> > Are you recieving sufficient orders for stuff to warrant the "personal
war"
> > against you that goes on? If so, then, great. But if not, seems a bit
of a
> > waste of time and energy.
> >
> > Just a thought.
> >
> > By the way... if you have an empty 1040ST case (with power supply and
> > keyboard only), let me know what you want for it, plus shipping to

85635.
> > I'm looking to create an interesting project later on down the road.
>
> I may have a 1040ST with a bad drive I can sell you for parts. E-Mail me
> if your interested.
>
> > Luposian
> > ------------
>
>
> ==Thanx==
> ===Ben===
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>
>

# 3770. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 15:08:38 UTC
From: vairxpert@hotmail.com
Message-ID: <3efef98b.1626532@news.netnitco.net>
Source record: 20633
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

On Sun, 29 Jun 2003 09:20:51 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>In comp.sys.atari.8bit Exegete <millers@noneofyourbusiness.com> wrote:
>> I've wondered it that's why neither Sony nor Nintendo ever released
>> add-ons that would make their game systems into full computers.
>>
>
>Uhhh...
>
> http://www.playstation2-linux.com/
>
>Official sony product, fyi ;)

Apples and Oranges. The early 80's were about convincing parents that brand X game console had educational properties and could later on be converted into an inexpensive full fledged computer. These were huge selling points on TV commercials, magazines, Sunday sales flyers and even product boxes. Mattel was actually sued over it resulting in the ECS.

For some reason I don't think we'll ever see that unknown PS2 dev kit advertised on TV or be able to purchase it at Best Buy, Walmart or Target.

Education and game consoles just don't go together and probably never will. Even the browsing abilities of the DC was nothing more than a novelty and everything was included except a $15 keyboard.
At least in the early 80's the hype had a chance to work since computers were rare items that few people owned and there was no standard OS on the market. Today it would be a huge joke since PC's are just as common as color TV's.

George

# 3771. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 15:31:12 UTC
From: pausch@saaf.se
Message-ID: <bdn0o0$11qo$1@merope.saaf.se>
Source record: 20635
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

In article <o9ctfvc6143n8sqi01f6lpode89p5stnki@4ax.com>,
Peter Thomas <see-my-sig@hotmail.com> wrote:

> On Sun, 29 Jun 2003 01:01:20 -0500, Exegete
> <millers@noneofyourbusiness.com> wrote:
>
>> I loved it. It was slow - compared to an IBM disk drive. From what I've
>> seen of Commodore disk drives, well.... I never had ANY problem with
>> mine. But all the ADAM's I've ever seen had the warning not to leave the
>> tapes on top of a color TV, or it would be erased. Perhaps, or perhaps
>> that was a "cover" for tapes that did go bad.
>
> Leaving *any* kind of magnetic storage on top of a television is never
> a good thing. I'm not sure why Coleco specified a colour television
> either. All TVs, to my knowledge, play around with magnetic fields,
> and can damage magnetic media.

Which is why you should never get some models of the Apple Macintosh:
a CRT display as well as a floppy and a harddisk inside the same
cover..... *shudder*.....

--
---------------------------------------------------------------
Paul Schlyter, Grev Turegatan 40, SE-114 38 Stockholm, SWEDEN
e-mail: pausch at stockholm dot bostream dot se
WWW: http://www.stjarnhimlen.se/
http://home.tiscali.se/pausch/

# 3772. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 15:44:49 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3eff08be$0$59957$c30e37c6@lon-reader.news.telstra.net>
Source record: 20634
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0306290029140.16664-100000@shell1.aracnet.com...
> On Fri, 27 Jun 2003, Luposian wrote:
>
> > Can I ask you a question?
> >
> > If so many deride you for advertising on this newsgroup and call you gay
and
> > such, why do you advertise here?
>
> Despite the few who attack me, trying to hurt me. All they succeed in
> doing is draw more attention to my Atari Sales and Services.

Negative attention. Positive attention can be attained by posting a link to
your ads. That keeps everybody happy, it minimizes the amount of spam in
this group to those who are not interested and yet makes it easy for people
to find you should they need something. Which part of this don't you
understand?

Most of my
> potential, current and repeat customers read these Newsgroups and are
> happy to find me and my Ads. Even though they dont post to avoid Flames!
> As far as the personal attacks and why do I advertise here? Mr Anonymous's
> continued attacks are the best Avertising I get for free. And the guy is
> try to put me out of Business. All I have to do is ignore the troll and
> the Madness drives him deeper into his insanity!

All you are doing is dividing your potential customer base. Not a very smart
move from a "businessperson" attempting to make some money from a niche
market.

Regards,

Clockmeister.

# 3773. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 16:30:59 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <LuELa.84970$Pc5.49767@fed1read01>
Source record: 20636
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
news:3eff08be$0$59957$c30e37c6@lon-reader.news.telstra.net...
> Negative attention. Positive attention can be attained by posting a link
to
> your ads. That keeps everybody happy, it minimizes the amount of spam in
> this group to those who are not interested and yet makes it easy for
people
> to find you should they need something. Which part of this don't you
> understand?

It's not so much what I don't understand about Ben... it's what I don't understand about why there are people using SLANDER to drive him off. They claim Ben is gay... akin to some huge, 800lb. male gorilla-humping homosexual, when it is more than 100% likely that they are simply clueless about him personally and doing ANYTHING they can to drive him off, because they are tired of his repeated advertizing posts.

I think the device is known as a "kill file" (not sure how you use one or what they are exactly), but the offended people should just use them, so the messages he posts simply don't appear on their end.

Think of this (or any other newsgroup) as a TV. You advertise X number of times on TV to try and get your product into the eyes and minds of potential customers. Advertising here is free, so in encourages him to post more often.

Can you image what Atari's business success rate might have been like if they had been able to advertise as cheaply as they could today, across the Internet?

Do we rant and rave everytime we see a Procter & Gamble commerical selling Crest or whatever and say "Yeah, those guys at P&G are all a bunch of 800lb HOMOSEXUAL FAGGOTS, THAT HUMP GORILLAS ALL DAY LONG!" No. We either IGNORE the commerical, tune the volumn down./off, change channels, or, at the very least, walk out of the room!

Personally, I have little to no interest in what Brovao (wha... huh? What typo monster typed THAT? I mean Bravo) Sierra is pitching to sell. Why? I'm out of the Atari arena. Atari doesn't sell hardware anymore, so I'm not buying anything Atari anymore. The only reason I want an Atari 1040ST case is for my own strange ideas of possibly creating a pseudo-prototype of some whacky Atari PC I want to see happen.. Nothing more. Nothing less.

But I kinda like seeing someone... ANYONE... selling (or trying to sell) Atari stuff. It shows that there is still someone in the vast desert known as Ataridom, trying to keep the spirit alive... or at least get rid of what they've got so they can close their doors forever! :-)

> All you are doing is dividing your potential customer base. Not a very smart
> move from a "businessperson" attempting to make some money from a niche
> market.

At least he has product to sell. Look at me... I get attacked because I'm pitching nothing but a DREAM! An IDEA! I've got Steve Sweet going after me like I'm some sheep he wants to rope and make happy! At least Ben's trying to sell something tangible!

'Tis easy enough to ignore or avoid him, if ye like. Why waste effort and energy attacking him?

Luposian

## 3774. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 18:14:53 UTC
From: Frank Schr&#65533;der-H&#65533;ftmann <bgtzhn@NoSPAM.gmx.de>
Message-ID: <478d3$3eff277b$d527ad57$31697@nf1.news-service.com>
Source record: 20637
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

> Gyruss is a variation, a big variation, on Bach.

Actually, the Gyruss version is based on the arrangement by
rock-classical-jazz-fusion group Sky, who had a big hit with "Toccata" (off
their album "Sky 2") in, I guess, 1981.

Highly recommended stuff!

# 3775. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 18:20:47 UTC
From: Halo- <muhhh@nospam.freeplayuk.co.uk>
Message-ID: <q2bufv0p682o1pic0sn964stgg712jfbfk@4ax.com>
Source record: 20638
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

On 27 Jun 2003 17:49:55 -0700, ppanks@juno.com (Paul Allen Panks)
wrote:

>Hello,
>
>What is your favorite musical score in classic video games? For me,
>Gyruss is the top of the mountain. That musical score is hypnotically
>heteroclitic, aberrantly anomalous and capriciously conspicuous. In
>other words, values, symbols, and terminations, that is one hell of a
>sound track.

Sonic 1/2. It's not classic though. But I don't care. 'cos I like it.

# 3776. Just a reminder

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 18:46:01 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vfucud653bsn3a@corp.supernews.com>
Source record: 20639

I remember when csa8 had multiple posts of people
running auctions. These posts bothered me. Then
Ebay became a major internet company and all the
auction posts in usenet groups went there.
Now we're getting, in my opinion, excessive cross-posts.
Some threads are common to our 8-bit machines, a lot
are about Ben Smith.
Just a reminder, before you 'reply group', check to
see the cross-posts and be sure you really want to
post to multiple groups. It isn't hard to edit the
newsgroup list.
Regards,
Russg

# 3777. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 19:59:20 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bdngen$q9$1@sparta.btinternet.com>
Source record: 20640
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Bravo Sierra Computers <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0306290100350.16664-100000@shell1.aracnet.com...
> On Sun, 29 Jun 2003, Clockmeister wrote:
>
> > "Don Schmidt" <RetiredEngr@BabyBell.com> wrote in message
> > news:vfp4v512amvo4a@corp.supernews.com...
> > > Do you think Ben should back down from the cowards?
> > > Most folks see the harassers for what they are.
> > >
> > > Ben provides a service to those who use the Atari Computers of which
> > sources
> > > for hardware and software are getting pretty scarce these days.
> > >
> >
> > If he put up a webpage with his rambling idiocy and just posted a link
to it
> > everyone would be happy.
>
> It does not matter what a person does, you can't make everyone happy!
> By the way, who made you the spokesperson for everyone?

I think he speaks for a lot of us. I certainly resent your relentless
advertising crap on this board and as youre reading this thread im taking
the opportunity of telling you (Again).

Smeg.

# 3778. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 20:08:44 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bdnh0c$h6m$1@titan.btinternet.com>
Source record: 20641
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Luposian <luposian@lycos.com> wrote in message
news:LuELa.84970$Pc5.49767@fed1read01...

SNIP
> At least he has product to sell. Look at me... I get attacked because I'm
> pitching nothing but a DREAM! An IDEA! I've got Steve Sweet going after
me
> like I'm some sheep he wants to rope and make happy! At least Ben's
trying
> to sell something tangible!

The reason why people like myself, and Steve S dont like your shit is I
guess is because weve had this "I had a dream" crap for like nearly the past
10 years. All you do is succeed in opening old wounds in people who have
seen thier beloved Atari platform flatline on the operating table, and
everybody has come along and stripped out the organs and just raped it of
what little was left, and then f**ked off to look for another target.
Infrogrammes is just the next in a long line...

Smeg.

# 3779. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 20:28:56 UTC
From: Don Schmidt <RetiredEngr@BabyBell.fake_address>
Message-ID: <vfuj03hck7un85@corp.supernews.com>
Source record: 20642
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Are you people retarded? If you don't like it, don't read it. It's not your
internet or news group.

--
Don
Vancouver, USA, a great city in one of the 45+ countries in America!

"Smeg" <smeg_007@NOSPAM.hotmail.com> wrote in message
news:bdngen$q9$1@sparta.btinternet.com...
>
> Bravo Sierra Computers <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0306290100350.16664-100000@shell1.aracnet.com...
> > On Sun, 29 Jun 2003, Clockmeister wrote:
> >
> > > "Don Schmidt" <RetiredEngr@BabyBell.com> wrote in message
> > > news:vfp4v512amvo4a@corp.supernews.com...
> > > > Do you think Ben should back down from the cowards?
> > > > Most folks see the harassers for what they are.
> > > >
> > > > Ben provides a service to those who use the Atari Computers of which
> > > sources
> > > > for hardware and software are getting pretty scarce these days.
> > > >
> > >
> > > If he put up a webpage with his rambling idiocy and just posted a link
> to it
> > > everyone would be happy.
> >
> > It does not matter what a person does, you can't make everyone happy!
> > By the way, who made you the spokesperson for everyone?
>
> I think he speaks for a lot of us. I certainly resent your relentless
> advertising crap on this board and as youre reading this thread im taking
> the opportunity of telling you (Again).
>
> Smeg.
>
>

## 3780. Re: Just a reminder

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 20:38:34 UTC
From: Tim <tjlazer@nospammail.com>
Message-ID: <vfujibk2p4qn51@corp.supernews.com>
Source record: 20643

"Russ Gilbert" <russg@en.com> wrote in message
news:vfucud653bsn3a@corp.supernews.com...
> I remember when csa8 had multiple posts of people
> running auctions. These posts bothered me. Then
^^^^^^^^^^^^^^^^^^^

Well let me apologize for all the people that have bothered you so much by
posting auctions on YOUR forum...

Damn why do some people get so freaking anal on here?

Tim

# 3781. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 20:48:30 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <01kufvg2ngabifcqdvd222s89pf21nlh3b@4ax.com>
Source record: 20644
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

On Sun, 29 Jun 2003 20:08:44 +0000 (UTC), "Smeg"
<smeg_007@NOSPAM.hotmail.com> wrote:

>The reason why people like myself, and Steve S dont like your shit is I
>guess is because weve had this "I had a dream" crap for like nearly the past
>10 years. All you do is succeed in opening old wounds in people who have
>seen thier beloved Atari platform flatline on the operating table, and
>everybody has come along and stripped out the organs and just raped it of
>what little was left, and then f**ked off to look for another target.
>Infrogrammes is just the next in a long line...

What a load of cobblers....Sorry but it is..

Steve does not like the adverts because of frequency & spamming I
think you'll find...
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 3782. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 22:01:13 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bdnnj8$29i$2@titan.btinternet.com>
Source record: 20646
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Why its...

"Luposian"

> It's not so much what I don't understand about Ben... it's what I don't
> understand about why there are people using SLANDER to drive him off.
They
> claim Ben is gay... akin to some huge, 800lb. male gorilla-humping
> homosexual,

So you've met him.

> when it is more than 100% likely that they are simply clueless
> about him personally and doing ANYTHING they can to drive him off, because
> they are tired of his repeated advertizing posts.

I hate having to agree with you, but... < choke, gag>

> I think the device is known as a "kill file" (not sure how you use one or
> what they are exactly), but the offended people should just use them, so
the
> messages he posts simply don't appear on their end.

The shitte shouldnt be here to have to kill.

--

Regards Steve

Rope me a sheep and I'll make it smile.

---
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.493 / Virus Database: 292 - Release Date: 25/06/2003

# 3783. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 22:01:15 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bdnnj9$29i$3@titan.btinternet.com>
Source record: 20645
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi Smeg

> > At least he has product to sell. Look at me... I get attacked because
I'm
> > pitching nothing but a DREAM! An IDEA! I've got Steve Sweet going
after me
> > like I'm some sheep he wants to rope and make happy! At least Ben's
trying
> > to sell something tangible!

Refurbished sex aids for 800lb gorilla's??.

> The reason why people like myself, and Steve S dont like your shit is I
> guess is because weve had this "I had a dream" crap for like nearly the
past
> 10 years. All you do is succeed in opening old wounds in people who have
> seen thier beloved Atari platform flatline on the operating table, and
> everybody has come along and stripped out the organs and just raped it of
> what little was left, and then f**ked off to look for another target.
> Infrogrammes is just the next in a long line...

You keep cruising dude, I'll kick back and pop the tinnies..

--

Regards Steve

Rope me a sheep and I'll make it smile.

---
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.493 / Virus Database: 292 - Release Date: 25/06/2003

# 3784. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 22:01:16 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bdnnjb$29i$4@titan.btinternet.com>
Source record: 20647
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi Paul

> >The reason why people like myself, and Steve S dont like your shit is I
> >guess is because weve had this "I had a dream" crap for like nearly the
past
> >10 years. All you do is succeed in opening old wounds in people who have
> >seen thier beloved Atari platform flatline on the operating table, and
> >everybody has come along and stripped out the organs and just raped it of
> >what little was left, and then f**ked off to look for another target.
> >Infrogrammes is just the next in a long line...
>
> What a load of cobblers....Sorry but it is..
>
> Steve does not like the adverts because of frequency & spamming I
> think you'll find...

Yes to that statement, but also yes to Smeg's comment re Luposuctions
resurrecting Atari ramblings as well.

--

Regards Steve

Rope me a sheep and I'll make it smile.

---
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.493 / Virus Database: 292 - Release Date: 25/06/2003

# 3785. New eBay auction: Atari 8-bit Monitor Port->SCART and RCA Deluxe version

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 22:13:08 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1056924938.19596.0@echo.uk.clara.net>
Source record: 20648

Hello All,

I have just started a new eBay auction for an Atari 800/XL/XE Monitor Port to SCART and RCA Phono cable. This new deluxe version will connect to both SCART and RCA Phono, so it will work in almost any country, except France/Russia who use SECAM (different type of Monitor Port). This deluxe version is made from high spec translucent double insulated cable, with gold plated plugs.

I also still have some items of software for auction, which are due to end soon. This includes the Atari Unusual DOS Pack, which includes Atari DOS 1,3,4, and XE.

The link is below (this will split on to two lines, so please copy both lines into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangarraghty

Dean Garraghty

# 3786. Re: ISO: Tetris game with Jean Michel Jarre music

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-29 22:51:25 UTC
From: bill@newbreedsoftware.com
Message-ID: <N3KLa.6777$%3.313664@typhoon.sonic.net>
Source record: 20649

Anders Carlsson <anders.carlsson@mds.mdh.se> wrote:
> <besserwisser>
> Popcorn is not by Jarre (although he might've performed it as a cover),
> it is by Hot Butter from the early 70'ties. :-)
> </besserwisser>

You learn somethin' new every day! ;^)

> But no, I don't know the game you're looking for.

Damn! :^)

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 3787. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 00:12:16 UTC
From: wgungfu@alpha2.csd.uwm.edu
Message-ID: <bdnv90$2iq$1@uwm.edu>
Source record: 20650
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

l.k.seitz@hiwaay.net (Lee K. Seitz) says:
>Max Volume <macsvolume@yahoo.com> wrote:
>
>Okay, so when is the next "ATARI" coin-op coming out?
>
>Never. (Or whenever Midway either decides to start using the Atari
>name in arcades again or sells those assets to someone else who does.)

Actually, that's not true. The Atari 3-in-1 from last year (Centipede, Millipede, Missile Command) was an officialy released Atari coin-op released through cooperation between Midway and Infogrames, and manufactured through Team Play, Inc. The original deal was for a coordinated US (Midway, Team Play) and European release (through Infogrames' coin-op subsidiary). However it was released here before the deal went through - consequently the Atari name (which Ingrames fully ownes) didn't go directly on the coin-op. Instead Team Play put the Infogrames name to cover all bases. On a side note - the Atari copyright in the roms were replaced with a Midway copyright when the roms were delivered. Hence they were to change them back to an Atari copyright, but instead did Infogrames because of the same previously mentioned problem.

Marty
Atari Gaming Headquarters
www.atarihq.com

# 3788. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 00:21:33 UTC
From: vairxpert@hotmail.com
Message-ID: <3eff7fb0.35967984@news.netnitco.net>
Source record: 20651
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

On Sun, 29 Jun 2003 15:31:12 +0000 (UTC), pausch@saaf.se (Paul
Schlyter) wrote:

>In article <o9ctfvc6143n8sqi01f6lpode89p5stnki@4ax.com>,
>Peter Thomas <see-my-sig@hotmail.com> wrote:
>
>> On Sun, 29 Jun 2003 01:01:20 -0500, Exegete
>> <millers@noneofyourbusiness.com> wrote:
>>
>>> I loved it. It was slow - compared to an IBM disk drive. From what I've
>>> seen of Commodore disk drives, well.... I never had ANY problem with
>>> mine. But all the ADAM's I've ever seen had the warning not to leave the
>>> tapes on top of a color TV, or it would be erased. Perhaps, or perhaps
>>> that was a "cover" for tapes that did go bad.
>>
>> Leaving *any* kind of magnetic storage on top of a television is never
>> a good thing. I'm not sure why Coleco specified a colour television
>> either. All TVs, to my knowledge, play around with magnetic fields,
>> and can damage magnetic media.
>
>Which is why you should never get some models of the Apple Macintosh:
>a CRT display as well as a floppy and a harddisk inside the same
>cover..... *shudder*.....

Have you ever owned a one piece computer system? Those systems were
designed to work that way so there is no reason people shouldn't have
bought one. Just about every high end serious business computer was
all one piece with either 5&#65533;" or 8" floppy drives back in the early
80's. The floppy drives on my TRS-80 Model III still work fine till
this day and have never had a problem with losing data. My guess is
the Apple systems had a shielded drive tower just as my Model III
does.

Toss a disc or cassette right over any monitor (where there is no
shielding) and there's going to be problems, especially at start up
when the degausing coil is activated for a few seconds.

George

# 3789. Re: 600xl repair

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 00:32:16 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <kyLLa.125$VH3.3031@news-server.bigpond.net.au>
Source record: 20652

Part's wern't missing just removed, and broken, I got it working;-), I even had to repair a few broken pin's. Now all I need is some 4464 ram chips.

Mark

"Bill Marcum" <bmarcum@iglou.com> wrote in message news:bc0vs-j2j.ln1@don.localnet...
> On Thu, 26 Jun 2003 00:11:35 GMT, Mark Bedingfield
> <mark@computercom.com.au> wrote:
> > Doe's anybody know where I can get a 600XL schematic? I'm re-building an old
> > one that has had all it's chips pulled. Or could some body tell me what U14,
> > U7, U19, U24, U17, U9, U10, U21, and U20 are?
> >
> With so many missing parts wouldn't it be easier just to find another XL
> and use whatever's left of this one as spare parts?
>
>
> --
> It is often the case that the man who can't tell a lie thinks he is the best
> judge of one.
> -- Mark Twain, "Pudd'nhead Wilson's Calendar"

## 3790. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 00:43:41 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <1JLLa.16291$Ei4.13882@nwrddc02.gnilink.net>
Source record: 20653
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

Halo- wrote ...

>Sonic 1/2. It's not classic though. But I don't care. 'cos I like it.

If we are going to list some non-classic stuff, I like the background music
in Age of Empires.

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
Last 8-bit BBS in the Dallas area. Commodore lives!

# 3791. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 00:43:42 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <2JLLa.16293$Ei4.12080@nwrddc02.gnilink.net>
Source record: 20655
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Exegete wrote ...

>The ADAM's design was great. Once again, the weakness was letting a
>machine hit the market before it had been debugged. By the time the bugs
>were worked out, well, Edsels never sold well either.

But, as I remember the Edsel didn't have any bugs. It was just a Ford with different sheetmetal, dashboard, etc. Edsel had the same engines, chassis, electrical system, etc. as Ford did. People just didn't like it.

I still think the connection to a toy company that the ADAM had was more responsible for its demise than any bugs.

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
Last 8-bit BBS in the Dallas area. Commodore lives!

# 3792. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 00:43:43 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <3JLLa.16294$Ei4.9199@nwrddc02.gnilink.net>
Source record: 20654
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Peter Thomas wrote ...

>Leaving *any* kind of magnetic storage on top of a television is never
>a good thing. I'm not sure why Coleco specified a colour television
>either. All TVs, to my knowledge, play around with magnetic fields,
>and can damage magnetic media.

Nearly all color television sets have an automatic degaussing circuit, the purpose of which, is to demagnetize the picture tube (CRT). If the picture tube becomes magnetized, it will result in convergence problems. Black and white TV's don't have a degausser as there is no need to worry about convergence with a single electron gun.

BTW, most color monitors have a degausser also.

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
Last 8-bit BBS in the Dallas area. Commodore lives!

# 3793. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 01:07:10 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <F2MLa.85275$Pc5.12654@fed1read01>
Source record: 20656
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bdnnj8$29i$2@titan.btinternet.com...
> So you've met him.

No, I haven't, but I dare *ANYONE* to PROVE he is the gay, butt-humping 300lb. monstrocity they portray him to be. That, to me, is nothing but pure, vile SLANDER! And, all just to try and get rid of him. Obviously, he's far above any of those slanderous remarks and continues posting. I guess he practices the addage "Sticks and stones may break my bones, but words will never hurt me." (to put it one way), but if he WERE gay and overweight, you make yourselves no more than worms to ridicule him so cruelly on those two points.

> > when it is more than 100% likely that they are simply clueless
> > about him personally and doing ANYTHING they can to drive him off, because
> > they are tired of his repeated advertizing posts.
>
> I hate having to agree with you, but... < choke, gag>

Hey, Steve broke his mold... he agrees with me! Yay! I am thus verily vindicated! My life has purpose now! I am happy!

> > I think the device is known as a "kill file" (not sure how you use one or
> > what they are exactly), but the offended people should just use them, so
> the
> > messages he posts simply don't appear on their end.
>
> The shitte shouldnt be here to have to kill.

This is a public newsgroup. Not some private clique! As long as he follows newsgroup protocol and any rules therein, he has just as much right to be here as any of us. Do as I do (though I'm sure you'll avoid that as much as possible, for personal reasons)... ignore what you don't need or want and read what you do, if present.

I "read" very few posts here. Mostly ones relating to threads I've posted in and expect replies in. I know how to randomly search and find what material I'm looking for. I don't "batch read" (nor am I forced to) every single message and reply. That's stupid!

You, of all Atari newsgroup denizens, should know that, if a low-life, scum-sucking, pork bladder, lice-infested nobody like me (dang... I'm soooo

good at self-depreciative comments! I should demand money for doing this!)
can do it, surely you can, too.

Or are you admitting that you're lower than I am on the evolutionary scale?
:-)

> Regards Steve
>
> Rope me a sheep and I'll make it smile.

... and what do *YOUR* children look like, Steve? Little, white afro-haired
kids that go "Baaaaa"?

Luposian

# 3794. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 01:10:15 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <x5MLa.85276$Pc5.29638@fed1read01>
Source record: 20657
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Don Schmidt" <RetiredEngr@BabyBell.fake_address> wrote in message
news:vfuj03hck7un85@corp.supernews.com...
> Are you people retarded? If you don't like it, don't read it. It's not
your
> internet or news group.

AMEN!

Or, as Steve Sweet likes to say... "BAAAAAAA... MEN!!!" (he has *SUCH* an
ungulate fetish, don'tcha know!) :-)

Luposian

## 3795. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 01:27:58 UTC
From: paul s <nospam@nospam.forme>
Message-ID: <ymMLa.10906$LO1.78626908@news-text.cableinet.net>
Source record: 20658
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Sam Gillett wrote:

>
> Peter Thomas wrote ...
>
>>Leaving *any* kind of magnetic storage on top of a television is never
>>a good thing. I'm not sure why Coleco specified a colour television
>>either. All TVs, to my knowledge, play around with magnetic fields,
>>and can damage magnetic media.
>
> Nearly all color television sets have an automatic degaussing circuit, the
> purpose of which, is to demagnetize the picture tube (CRT). If the
> picture
> tube becomes magnetized, it will result in convergence problems. Black
> and white TV's don't have a degausser as there is no need to worry about
> convergence with a single electron gun.
>
> BTW, most color monitors have a degausser also.

Or rather all CRT colour monitors have a degausser, LCD ones dont.
--
Paul S

# 3796. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 01:34:10 UTC
From: paul s <nospam@nospam.forme>
Message-ID: <msMLa.10908$e62.78731388@news-text.cableinet.net>
Source record: 20659
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

vairxpert wrote:

> On Sun, 29 Jun 2003 15:31:12 +0000 (UTC), pausch@saaf.se (Paul
> Schlyter) wrote:
>
>>In article <o9ctfvc6143n8sqi01f6lpode89p5stnki@4ax.com>,
>>Peter Thomas <see-my-sig@hotmail.com> wrote:
>>
>>> On Sun, 29 Jun 2003 01:01:20 -0500, Exegete
>>> <millers@noneofyourbusiness.com> wrote:
>>>
>>>> I loved it. It was slow - compared to an IBM disk drive. From what I've
>>>> seen of Commodore disk drives, well.... I never had ANY problem with
>>>> mine. But all the ADAM's I've ever seen had the warning not to leave
>>>> the tapes on top of a color TV, or it would be erased. Perhaps, or
>>>> perhaps that was a "cover" for tapes that did go bad.
>>>
>>> Leaving *any* kind of magnetic storage on top of a television is never
>>> a good thing. I'm not sure why Coleco specified a colour television
>>> either. All TVs, to my knowledge, play around with magnetic fields,
>>> and can damage magnetic media.
>>
>>Which is why you should never get some models of the Apple Macintosh:
>>a CRT display as well as a floppy and a harddisk inside the same
>>cover..... *shudder*.....
>
> Have you ever owned a one piece computer system? Those systems were
> designed to work that way so there is no reason people shouldn't have
> bought one. Just about every high end serious business computer was
> all one piece with either 5i¿½" or 8" floppy drives back in the early
> 80's. The floppy drives on my TRS-80 Model III still work fine till
> this day and have never had a problem with losing data. My guess is
> the Apple systems had a shielded drive tower just as my Model III
> does.

Nearly all those machines had monochrome monitors, no shadowmask so
degaussing is not needed. But 'one-piece' machines still needed some form
of shielding to protect the floppy-drives from the strong magnetic fields
of the deflection coils on the CRT.

--
Paul S

# 3797. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 01:44:21 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <vBMLa.85280$Pc5.21885@fed1read01>
Source record: 20660
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bdnnj9$29i$3@titan.btinternet.com...
> Refurbished sex aids for 800lb gorilla's??.

No, remanufacturered artificial vaginas for Sheep Molesters like you! What
do you think? :-)

> > The reason why people like myself, and Steve S dont like your shit is I
> > guess is because weve had this "I had a dream" crap for like nearly the
> past
> > 10 years. All you do is succeed in opening old wounds in people who have
> > seen thier beloved Atari platform flatline on the operating table, and
> > everybody has come along and stripped out the organs and just raped it
of
> > what little was left, and then f**ked off to look for another target.
> > Infrogrammes is just the next in a long line...
>
> You keep cruising dude, I'll kick back and pop the tinnies..

Kick back and pop the... whats? You've been inhaling too much lanolin from
all those poor sheep... it's given you sheep mold on the brain!

> Regards Steve
>
> Rope me a sheep and I'll make it smile.

"... I'm BAAAAAAAAD, you're BAAAAAAAAAD, we're so very BAAAAA....AAAAH...was
it as good for you as it was for me, my little lambchop?"

Luposian

# 3798. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 01:55:25 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <TLMLa.85282$Pc5.3708@fed1read01>
Source record: 20661
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bdnnjb$29i$4@titan.btinternet.com...
> Yes to that statement, but also yes to Smeg's comment re Luposuctions
> resurrecting Atari ramblings as well.

If I don't SPAM this newsgroup with my posts of how to bring Atari back...
what purpose do I have on this earth?

Oh, wait... Atari IS back... uh, excuse me...

[BANG!]

Drat, I missed! No, actually, my skull is too thick! Rats! Oh, but
wait... Atari doesn't make hardware...

I HAVE PURPOSE AGAIN!!!

WHEEEEEEE!

> Regards Steve
>
> Rope me a sheep and I'll make it smile.

Don't rope 'em so fast, Steve! That's not a smile on it's face... you just
roped it's testicles! It's grimacing in agony! Poor thing is gonna be
sterile forever, now, you cruel bugger! :-)

Luposian

# 3799. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 02:30:33 UTC
From: Mo <momo@atariland.com>
Message-ID: <dhNLa.27579$XV.1724997@twister.austin.rr.com>
Source record: 20662
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

"Bryan Villados" <news003@macgeek.org> wrote in message
news:IflLa.88019$49.3268756@twister.socal.rr.com...
>
> "Paul Allen Panks" <ppanks@juno.com> wrote in message
> news:cb0ed86a.0306271649.3b557668@posting.google.com...
> > Hello,
> >
> > What is your favorite musical score in classic video games? For me,
> > Gyruss is the top of the mountain. That musical score is hypnotically
> > heteroclitic, aberrantly anomalous and capriciously conspicuous. In
> > other words, values, symbols, and terminations, that is one hell of a
> > sound track.
> >
> > Sincerely,
> >
> > Paul Allen Panks (a/k/a "Dunric")
> > dunric@yahoo.com
>
> For coin-operated video games, my favorite music is the beginning audio
from
> Galaga.
>
> For PC-oriented video games, the opening theme song from Leisure Suit
Larry
> 1.
>
> --- Bryan
>
>
We've got a Galaga and a Ms.Pacman where I work. When I'm around everyone
knows NOT to KICK the machines! I know they do when I'm gone though, I see
the shoe marks....
Mo

# 3800. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 04:25:15 UTC
From: salfter@salfter.dyndns.org
Message-ID: <LYOLa.172993$eJ2.65003@fed1read07>
Source record: 20663
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

In article <3efe6507.32386248@news.netnitco.net>,
vairxpert <vairxpert@hotmail.com> wrote:
>Agreed, I don't know of any DMP's that were worth a shit at that time.
>I remember saving for an eternity and buying a Radio Shack DMP-110 for
>my Model III. Special two strike hammer system with multi font....NLQ
>my ass, the print out was downright horrible. I threw away $400 on
>that thing. Daisy wheel was the only way to go at that time.

The Apple Imagewriter was fairly decent, as far as 9-pin printers went. It
didn't have a built-in NLQ mode like many others of the time, but software
for the Apple II (and, I suspect, the standard Imagewriter driver for the
Macintosh) delivered print quality as good or better by basically running
the printer in graphics mode at 144x144 or 160x144 dpi. Text output on an
Imagewriter from AppleWorks 3.0 with SuperFonts was pretty good, and you
could use any of the hundreds of bitmapped fonts that were available for the
IIGS (which were, in turn, largely borrowed from the Mac).

>Towards the late 80's manufacturers got it right. I purchased a Star
>NX1000 II for around $200 mail order. Fast, beautiful letter quality
>print and the ribbons last forever. That printer is 2' away from me
>and hooked up this computer. Still works as good as the day it
>arrived nearly 15 years ago. For about a year I replaced it with a
>new Xerox ink jet. Replacement cartridges cost more than the printer
>(which included the ink) and the print head lasted about 1 year. Imo
>ink jets are the biggest consumer scam. Practically give the printer
>away but rape the customer when it comes time to replace the ink,
>which lasts about a week.

The first inkjets weren't as obvious a ripoff. A $30 cartridge for a $500
printer isn't so bad. A $30 cartridge for a $50 printer is more
questionable.

I've had thoughts of hauling one of my dot-matrix printers in to work, for
sh*ts and grins if for nothing else. Continuous feeding would be kinda nice
for browsing source-code printouts...

_/_ Scott Alfter
/ v \ salfter@salfter.dyndns.org
(IIGS( http://alfter.us Top-posting!
_^_/ pkill -9 /bin/laden >What is the most annoying thing on Usenet?

```
-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.0.6 (Linux)
Comment: For info see http://www.gnupg.org

iD8DBQE+/7urVgTKos01OwkRAlIjAKCRGHnmhYohlwmN32XaY0HCowMB0QCeJGtY
iv/t24VC5Cu39vKFQIbk7Io=
=K96i
-----END PGP SIGNATURE-----
```

# 3801. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 04:30:38 UTC
From: salfter@salfter.dyndns.org
Message-ID: <O1PLa.172994$eJ2.62894@fed1read07>
Source record: 20664
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

```
-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

In article <o9ctfvc6143n8sqi01f6lpode89p5stnki@4ax.com>,
Peter Thomas <see-my-sig@hotmail.com> wrote:
>On Sun, 29 Jun 2003 01:01:20 -0500, Exegete
><millers@noneofyourbusiness.com> wrote:
>>I loved it. It was slow - compared to an IBM disk drive. From what I've
>>seen of Commodore disk drives, well.... I never had ANY problem with
>>mine. But all the ADAM's I've ever seen had the warning not to leave the
>>tapes on top of a color TV, or it would be erased. Perhaps, or perhaps
>>that was a "cover" for tapes that did go bad.
>
>Leaving *any* kind of magnetic storage on top of a television is never
>a good thing. I'm not sure why Coleco specified a colour television
>either. All TVs, to my knowledge, play around with magnetic fields,
>and can damage magnetic media.

Color TVs (and monitors) have degaussing coils built in around the edge of
the screen, to get rid of the magnetization that can build up on the shadow
mask. (That's the source of the buzzing/humming sound when you switch on
your monitor.) The magnetic field put out by the coil is a Bad Thing for
your data. Black-and-white TVs, green-screen monitors, and other monochrome
displays don't have degaussing coils because the tubes have no shadow mask
to demagnetize. (They still have electromagnetic deflection coils at the
back of the tube, but they're not located just under the top front edge of
the monitor case.)

_/_ Scott Alfter
/ v \ salfter@salfter.dyndns.org
(IIGS( http://alfter.us Top-posting!
\_^_/ pkill -9 /bin/laden >What is the most annoying thing on Usenet?

-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.0.6 (Linux)
Comment: For info see http://www.gnupg.org

iD8DBQE+/7ztVgTKos01OwkRApO8AJ0V7x1aeXCUnikgkdSb3nyAA9xvtgCg+RI7
wbEdXgZrusyC/j0LyLa/2n0=
=TbL2
-----END PGP SIGNATURE-----
```

## 3802. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 05:27:45 UTC
From: sentinel <sentinel@graffitti.net>
Message-ID: <ITPLa.71453$lo.6707202@newsread2.prod.itd.earthlink.net>
Source record: 20665
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

hard to say, but bubble bobble, fantasy world dizzy and oriental games i
like alot.

i think the music in silkworm is really cool, best version of all ive heard
in my opinion, even better than amiga version, really raw.

( all spectrum )

"Paul Allen Panks" <ppanks@juno.com> wrote in message
news:cb0ed86a.0306271649.3b557668@posting.google.com...
> Hello,
>
> What is your favorite musical score in classic video games? For me,
> Gyruss is the top of the mountain. That musical score is hypnotically
> heteroclitic, aberrantly anomalous and capriciously conspicuous. In
> other words, values, symbols, and terminations, that is one hell of a
> sound track.
>
> Sincerely,
>
> Paul Allen Panks (a/k/a "Dunric")
> dunric@yahoo.com

# 3803. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 07:20:02 UTC
From: wildstar <wildstar128@hotmail.com>
Message-ID: <Xns93AA3655E7FAwildstar128hotmailco@216.168.3.44>
Source record: 20666
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

bill@newbreedsoftware.com (William Kendrick) wrote in news:TbyLa.6654$%
3.308027@typhoon.sonic.net:

> In comp.sys.atari.8bit Exegete <millers@noneofyourbusiness.com> wrote:
>> I've wondered it that's why neither Sony nor Nintendo ever released
>> add-ons that would make their game systems into full computers.
>>
>
> Uhhh...
>
> http://www.playstation2-linux.com/
>
> Official sony product, fyi ;)
>
>

Well, PS2 incorporated USB ports and thus - you can hook up any USB
keyboard & Mouse so Sony doesn't have to make special keyboards. Add a
2.5" Laptop style HD to your PS2 (I believe is also the same style HD as
used on the Amiga 1200) and an OS such as Linux and it is a full computer.

Just add the HD, OS & Keyboard/Mouse and a USB Zip Drive or CD-RW and Bingo
a computer.

# 3804. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 07:24:05 UTC
From: wildstar <wildstar128@hotmail.com>
Message-ID: <Xns93AA415C82BCwildstar128hotmailco@216.168.3.44>
Source record: 20667
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

vairxpert@hotmail.com (vairxpert) wrote in news:3efef98b.1626532
@news.netnitco.net:

> 
> Apples and Oranges. The early 80's were about convincing parents that
> brand X game console had educational properties and could later on be
> converted into an inexpensive full fledged computer. These were huge
> selling points on TV commercials, magazines, Sunday sales flyers and
> even product boxes. Mattel was actually sued over it resulting in the
> ECS.
> 
> For some reason I don't think we'll ever see that unknown PS2 dev kit
> advertised on TV or be able to purchase it at Best Buy, Walmart or
> Target.
> 
> Education and game consoles just don't go together and probably never
> will. Even the browsing abilities of the DC was nothing more than a
> novelty and everything was included except a $15 keyboard.
> At least in the early 80's the hype had a chance to work since
> computers were rare items that few people owned and there was no
> standard OS on the market. Today it would be a huge joke since PC's
> are just as common as color TV's.
> 
> George
> 

Not really because PS2 had USB ports so you can use USB keyboards & Mouse
right away and a Zip Drive and add an HD and have a Linux OS and use it
for education. The difference may be an HD in contrast to older Atari
2600 but doesn't make it really any different. Simply, Linux is often too
big with all the software available to fit on a floppy disk. What do you
expect in 20 years.

So, I don't think it is any different.

# 3805. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 07:28:56 UTC
From: pausch@saaf.se
Message-ID: <bdooro$1mgc$1@merope.saaf.se>
Source record: 20670
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

In article <3eff7fb0.35967984@news.netnitco.net>,
vairxpert <vairxpert@hotmail.com> wrote:

> On Sun, 29 Jun 2003 15:31:12 +0000 (UTC), pausch@saaf.se (Paul
> Schlyter) wrote:
>
>>In article <o9ctfvc6143n8sqi01f6lpode89p5stnki@4ax.com>,
>>Peter Thomas <see-my-sig@hotmail.com> wrote:
>>
>>> On Sun, 29 Jun 2003 01:01:20 -0500, Exegete
>>> <millers@noneofyourbusiness.com> wrote:
>>>
>>>> I loved it. It was slow - compared to an IBM disk drive. From what I've
>>>> seen of Commodore disk drives, well.... I never had ANY problem with
>>>> mine. But all the ADAM's I've ever seen had the warning not to leave the
>>>> tapes on top of a color TV, or it would be erased. Perhaps, or perhaps
>>>> that was a "cover" for tapes that did go bad.
>>>
>>> Leaving *any* kind of magnetic storage on top of a television is never
>>> a good thing. I'm not sure why Coleco specified a colour television
>>> either. All TVs, to my knowledge, play around with magnetic fields,
>>> and can damage magnetic media.
>>
>>Which is why you should never get some models of the Apple Macintosh:
>>a CRT display as well as a floppy and a harddisk inside the same
>>cover..... *shudder*.....
>
> Have you ever owned a one piece computer system?

Only some laptops with LED or LCD screens, where this problem with
magnetic fields doesn't exist. I always thought 1-piece computers
systems with CRT displays either were too bulky or had a screen
too small.

> Those systems were
> designed to work that way so there is no reason people shouldn't have
> bought one. Just about every high end serious business computer was
> all one piece with either 5.25" or 8" floppy drives back in the early
> 80's.

...I don't think so. CP/M machines were the most common micros used
by businesses back, and they usually had a separate terminal. And
minis and mainframes (which were the most serious computers back
then) _definitely_ had separate terminals !!!!

> The floppy drives on my TRS-80 Model III still work fine till
> this day and have never had a problem with losing data. My guess is
> the Apple systems had a shielded drive tower just as my Model III
> does.
>
> Toss a disc or cassette right over any monitor (where there is no
> shielding) and there's going to be problems, especially at start up
> when the degausing coil is activated for a few seconds.

No thanks... :-( ....but here you provide an explanation why these
integrated CRT terminals didn't pose a problem to magnetic storage:
back then, degaussing coils were rare.

--
---------------------------------------------------------------
Paul Schlyter, Grev Turegatan 40, SE-114 38 Stockholm, SWEDEN
e-mail: pausch at stockholm dot bostream dot se
WWW: http://www.stjarnhimlen.se/
http://home.tiscali.se/pausch/

# 3806. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 07:29:25 UTC
From: wildstar <wildstar128@hotmail.com>
Message-ID: <Xns93AA4FD45C29wildstar128hotmailco@216.168.3.44>
Source record: 20668
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

vairxpert@hotmail.com (vairxpert) wrote in
news:3eff7fb0.35967984@news.netnitco.net:

> Have you ever owned a one piece computer system? Those systems were
> designed to work that way so there is no reason people shouldn't have
> bought one. Just about every high end serious business computer was
> all one piece with either 5" or 8" floppy drives back in the early
> 80's. The floppy drives on my TRS-80 Model III still work fine till
> this day and have never had a problem with losing data. My guess is
> the Apple systems had a shielded drive tower just as my Model III
> does.
>
> Toss a disc or cassette right over any monitor (where there is no
> shielding) and there's going to be problems, especially at start up
> when the degausing coil is activated for a few seconds.
>
> George
>

Put a quarter inch metal plate inbetween and you can reflect any of the
magnetics. It was as simple as that. If you reflect the magnetics away
from the disk drive mechanism. You will be just fine. Just keep the disk
away from the back of the tube and away from speakers. The field is about
4". A metal plate can take care of that.

# 3807. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 07:37:44 UTC
From: wildstar <wildstar128@hotmail.com>
Message-ID: <Xns93AA6662DF5Dwildstar128hotmailco@216.168.3.44>
Source record: 20669
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

salfter@salfter.dyndns.org (Scott Alfter) wrote in
news:O1PLa.172994$eJ2.62894@fed1read07:

> Color TVs (and monitors) have degaussing coils built in around the
> edge of the screen, to get rid of the magnetization that can build up
> on the shadow mask. (That's the source of the buzzing/humming sound
> when you switch on your monitor.) The magnetic field put out by the
> coil is a Bad Thing for your data. Black-and-white TVs, green-screen
> monitors, and other monochrome displays don't have degaussing coils
> because the tubes have no shadow mask to demagnetize. (They still
> have electromagnetic deflection coils at the back of the tube, but
> they're not located just under the top front edge of the monitor
> case.)

Yep, shadowmask. Hmmm.... magnetizable paint. Well, Lord Ronin knows all
about this stuff as he worked on this TV crap. Just put a 1/4" metal
shielding plate and you won't have to worry about it. Add that with
enclosed Drive Mechanisms and you will be just fine.

# 3808. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 07:57:47 UTC
From: Steppe <steppe_not_for@spam_demodungeon.com>
Message-ID: <3effef73@news.nefonline.de>
Source record: 20671
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

Sam Gillett wrote:
> If we are going to list some non-classic stuff, I like the background
> music in Age of Empires.

Ok, so here comes my best choice of non-classic videogames:
Deus Ex (done by MCA, the same as in HVSC directory /VARIOUS/M-R/MCA)
Diablo (such a nice and relaxing guitar tune in the town, never gets boring
even on the 24th loop)

And while we're at it, the latest Metallica needs a few listens. Really
powerful album after the last 3 really softwashed ones. :-)

Regards,
Steppe

# 3809. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 11:55:46 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3f002489$0$59959$c30e37c6@lon-reader.news.telstra.net>
Source record: 20672
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Don Schmidt" <RetiredEngr@BabyBell.fake_address> wrote in message
news:vfuj03hck7un85@corp.supernews.com...
> Are you people retarded? If you don't like it, don't read it. It's not
your
> internet or news group.
>

It's OUR newsgroup and as such it's perfectly acceptable for anyone to
express their opinion on the subject. This would be obvious unless you have
some retarded view on freedom of speech.

This is not however a trading forum and Benny's posts are completely OT, in
fact SPAM.

Regards,

Clockmeister.

# 3810. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 12:50:51 UTC
From: vairxpert@hotmail.com
Message-ID: <3f002b4d.813040@news.netnitco.net>
Source record: 20673
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

On Mon, 30 Jun 2003 07:28:56 +0000 (UTC), pausch@saaf.se (Paul
Schlyter) wrote:

>In article <3eff7fb0.35967984@news.netnitco.net>,
>vairxpert <vairxpert@hotmail.com> wrote:
>
>> On Sun, 29 Jun 2003 15:31:12 +0000 (UTC), pausch@saaf.se (Paul
>> Schlyter) wrote:
>>
>>>In article <o9ctfvc6143n8sqi01f6lpode89p5stnki@4ax.com>,
>>>Peter Thomas <see-my-sig@hotmail.com> wrote:
>>>
>>>> On Sun, 29 Jun 2003 01:01:20 -0500, Exegete
>>>> <millers@noneofyourbusiness.com> wrote:
>>>>
>>>>> I loved it. It was slow - compared to an IBM disk drive. From what I've
>>>>> seen of Commodore disk drives, well.... I never had ANY problem with
>>>>> mine. But all the ADAM's I've ever seen had the warning not to leave the
>>>>> tapes on top of a color TV, or it would be erased. Perhaps, or perhaps
>>>>> that was a "cover" for tapes that did go bad.
>>>>
>>>> Leaving *any* kind of magnetic storage on top of a television is never
>>>> a good thing. I'm not sure why Coleco specified a colour television
>>>> either. All TVs, to my knowledge, play around with magnetic fields,
>>>> and can damage magnetic media.
>>>
>>>Which is why you should never get some models of the Apple Macintosh:
>>>a CRT display as well as a floppy and a harddisk inside the same
>>>cover..... *shudder*.....
>>
>> Have you ever owned a one piece computer system?
>
>Only some laptops with LED or LCD screens, where this problem with
>magnetic fields doesn't exist. I always thought 1-piece computers
>systems with CRT displays either were too bulky or had a screen
>too small.

Full blown laptop computers with LCD screens didn't exist back in the
late 70's/early 80's. If you were around and able to use a computer
back then you had no choice. Towards '83 there was the Tandy 100 but
that was more or less a fancy rolladex.

>> Those systems were
>> designed to work that way so there is no reason people shouldn't have

>> bought one. Just about every high end serious business computer was
>> all one piece with either 5.25" or 8" floppy drives back in the early
>> 80's.
>
>...I don't think so. CP/M machines were the most common micros used
>by businesses back, and they usually had a separate terminal. And
>minis and mainframes (which were the most serious computers back
>then) _definitely_ had separate terminals !!!!

We're not talking about terminals, mini's and mainframes.

I can give you a mile long list of popular systems (most CPM
compatible) that were all in one, including every TRS-80 (model II,
III, 4, 4P, 12, 16), Kaypro's, Osbornes, macs, ect.

What business systems from 1982 and earlier do you recall that used a
separate CPU, keyboard and monitor? Something that you would walk
into a persons office and see sitting on a desk?

>> The floppy drives on my TRS-80 Model III still work fine till
>> this day and have never had a problem with losing data. My guess is
>> the Apple systems had a shielded drive tower just as my Model III
>> does.
>>
>> Toss a disc or cassette right over any monitor (where there is no
>> shielding) and there's going to be problems, especially at start up
>> when the degausing coil is activated for a few seconds.
>
>No thanks... :-( ....but here you provide an explanation why these
>integrated CRT terminals didn't pose a problem to magnetic storage:
>back then, degaussing coils were rare.

It's not just the degausing coil, a b&w CRT will easily scramble data
on a cassette or floppy. The degausing coil was aimed at the ADAM
warning lablel post about color TV's. I also don't know of any
terminals from back then that used any type of storage. All I picture
is the little amber or green screen monitor with a separate keyboard
or the one piece mostly hollow Service Merchandise "Silent Sam"
terminals.

# 3811. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 13:23:19 UTC
From: Don Schmidt <RetiredEngr@BabyBell.fake_address>
Message-ID: <vg0ee73hov4s78@corp.supernews.com>
Source record: 20674
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

It would appear the criticism of Ben's ads is spam for they far out number
his ads.

Anyone who can't bypass messages that are obliviously of no value to them
has a serious mental health problem.

--
Don
Egad! The Earth is Alive!... People are its fleas.

"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
news:3f002489$0$59959$c30e37c6@lon-reader.news.telstra.net...
>
> "Don Schmidt" <RetiredEngr@BabyBell.fake_address> wrote in message
> news:vfuj03hck7un85@corp.supernews.com...
> > Are you people retarded? If you don't like it, don't read it. It's not
> your
> > internet or news group.
> >
>
> It's OUR newsgroup and as such it's perfectly acceptable for anyone to
> express their opinion on the subject. This would be obvious unless you
have
> some retarded view on freedom of speech.
>
> This is not however a trading forum and Benny's posts are completely OT,
in
> fact SPAM.
>
> Regards,
>
> Clockmeister.
>
>
>
>

# 3812. Re: L.EGAL C.A.B.L.E TV DE-S.C.R.A.M.B.L.E.R

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 13:47:31 UTC
From: dunxuk@aol.commercial
Message-ID: <20030630094731.08955.00001798@mb-m21.aol.com>
Source record: 20675

Piss this guy off, go directly to his order page at;

https://secure.actionwebs.biz/transsecure/secureordering/att10order.htm

..and type any abuse you like in the comments box. It doesn't even check to see if the other forms are empty or not.

Do so as many times as you wish! Have fun!

## 3813. 2nd try: Let the Minigames begin!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 14:19:35 UTC
From: sjudd@swcp.com
Message-ID: <bdpgtn$a5u$1@iruka.swcp.com>
Source record: 20676
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.apple2.programmer

Apparently my first attempt never made it past the local news server, so I call do-over:

Howdy all,

The 2003 Minigame contest is now officially open:

http://www.ffd2.com/minigame/

Last year's contest was a huge success, with 62 entries. This year's contest has two categories, 1k and 4k. There's also a BBS for discussions and getting help with games, and several other changes and nifty things.

Last year there were no Atari entries, and there's NEVER been an Apple ][ or CoCo entry. What's up with that? We need you too!

Come on, your computer isn't THAT inferior to the Commodore 64

(I'm JUST KIDDINGsort of -- no, really! Hah hah, no need to email!)

Anyways, it's totally fun, so hop on over to the webpage and check it all out, spread the word around, and get working on those games!

-Steve

(And sorry about the delay :)

(And I really would love to play some Apple games again!)

(And that goes for the rest of you!)

# 3814. Re: ISO: Tetris game with Jean Michel Jarre music [OT]

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 15:46:48 UTC
From: Someone <someone@somewhere.com>
Message-ID: <bdpltq$1tl$1@newsg4.svr.pol.co.uk>
Source record: 20677

jarre did have something to do with popcorn.

all i know is the b-side to the 7" of popcorn is called "blackbird" which is
a jean michel jarre song (from les grange brulees)

therfore hot buter = jean michel jarre(?)

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:N3KLa.6777$%3.313664@typhoon.sonic.net...
> Anders Carlsson <anders.carlsson@mds.mdh.se> wrote:
> > <besserwisser>
> > Popcorn is not by Jarre (although he might've performed it as a cover),
> > it is by Hot Butter from the early 70'ties. :-)
> > </besserwisser>
>
> You learn somethin' new every day! ;^)
>
>
> > But no, I don't know the game you're looking for.
>
> Damn! :^)
>
> -bill!
>
> --
> bill@newbreedsoftware.com Got kids? Get Tux
Paint!
> http://newbreedsoftware.com/bill/
http://newbreedsoftware.com/tuxpaint/

## 3815. Re: Just a reminder

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 15:54:54 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vg0n9gs7jnk788@corp.supernews.com>
Source record: 20678

I don't think Tim underestands what I'm talking about auction posts in csa8, oh, two or three years ago. These weren't notices of auctions being held someplace else, like ebay or a web site, these were like 10 to 20 auction posts in csa8. They haven't occured here for years. There would be maybe 40 or 50 auction posts, making it very inconvenient to read non-auction posts. Our European, some, participants were especially bothered by the auctions because they would take maybe 2 or 3 minutes to load the group to read it every day, much longer if 2 or 3 days. Most European participants pay per minute for internet connections.

Besides, I said 'in my opinion', and I don't think you know what I'm was talking about.
Russg

# 3816. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 16:24:16 UTC
From: Calagan <calagan@NOSPAMbeer.com>
Message-ID: <3f00642e@shknews01>
Source record: 20679
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

Microsoft proved that it was technically very easy to build a console: put the latest PC hardware in a fat green box, build a proprietary SDK and you've got an Xbox! The rest is all about the cash and marketing.

It takes skills and inspiration to design beautiful and compact systems like the Sega Dreamcast or the Atari 800XL, but the success of consoles will always depend on the quality of the software for them, which is Infogrames's specialty.

I'd like to point out that Bruno Bonnell and Infogrames have been around for a long time and have a long list of quality classic games developped for french and british platforms like the Thomson, Sinclair, Oric and Amstrad (and later the Atari ST). Needless to say the Atari name is in better hands with Infogrammes than with Hasbro or even the Tramiels and that if they keep afloat with their finances, they might as well come up with some decent Atari hardware in the next few years.

Calagan

"Max Volume" <macsvolume@yahoo.com> wrote in message
news:260620032140398387%macsvolume@yahoo.com...
> In article <qMMKa.83439$Pc5.62912@fed1read01>, Luposian
> <luposian@lycos.com> wrote:
>
> > Let's hope that Infogrames is doing the "namechange thing" for more
noble
> > reasons than just to milk the namesake into their coffers.
>
> Dude, you really need to wake up. Even if Infogrames does decide to
> sell the ATARI properties (and they WILL if they are hurting enough
> financially), I'm pretty sure they'd change their name again and keep
> on going rather than allowing the entire company to be bought out.
>
> Look at how much skepticism Microsoft's attempt to enter the console
> wars was met with -- and that was MICROSOFT! However, the Xbox has
> proven successful enough that it might be possible for ATARI to
> introduce another console. My opinion is that they don't have anywhere
> near the resources to do that, and if there is ever another ATARI
> console, it will most likely be a "licensed" product like the LYNX
> rather than an in-house thing like the 2600. You never know, maybe
> when Bill Gates tires of the Xbox, he might sell the rights to ATARI.
> It already kinda looks like an ATARI product, doesn't it?

# 3817. Re: ISO: Tetris game with Jean Michel Jarre music [OT]

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 16:48:12 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gfzlr5x6b.fsf@legolas.mdh.se>
Source record: 20680

"Someone" <someone@somewhere.com> writes:

> all i know is the b-side to the 7" of popcorn is called
> "blackbird" which is a jean michel jarre song (from les grange brulees)
>
> therfore hot buter = jean michel jarre(?)

<offtopic>

All Music Guide (www.allmusic.com) tells the story of Popcorn: it was written in 1969 by Gershon Kingsley, but made popular by Hot Butter, a.k.a. keyboard virtuoso Stan Free and some support musicians (may have included Kingsley himself). Unfortunately, AMG has no record of a Blackbird song.

Jarre on the other hand is born in 1948, so theoretically he is old enough to have heard Popcorn when it was released, whatever difference it does.

There are roughly 700 songs in AMG's database where "Blackbird" is included in the title, so if your assumption is correct, I would also assume Jarre is a pseudonym for Paul McCartney, John Lennon, Crosby/Stills/Nash & Young, Jos&#65533; Feliciano, Modern Talking and Nina Simone, to mention a few. :-)

Hmm, that might be something. Jos&#65533; Feliciano sings Jarre...

</offtopic>

Nah, I should save my efforts in programming for the MiniGame compo instead (free plug).

--
Anders Carlsson

## 3818. Atari Roots on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 19:39:59 UTC
From: Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com>
Message-ID: <usenet-DELETEthisPART-1482E8.12395930062003@news.west.cox.net>
Source record: 20681

The folks at atariarchives.org are thrilled to announce that the full text of Atari Roots is now available on the Web.

Published in 1984, Atari Roots is perhaps the best guide to Atari 8-bit assembly language ever written. The site includes the full text of the book, plus downloadable software and source code, at:
http://www.atariarchives.org/roots/

This is the 16th classic computing book to be made available at atariarchives.org.
--
Kevin Savetz - http://www.savetz.com/contact/
Curator of Classic Computer Magazine Archive - www.atarimagazines.com
& Atariarchives.org - www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

## 3819. FA: EA "Seven Cities of Gold" Atari 8-bit version

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 21:15:35 UTC
From: agent57@yahoo.com
Message-ID: <sp91gv0csfmqd9om1q51i3b8eh2dsu72fp@4ax.com>
Source record: 20682

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3533189760&category=3528&rd=1

## 3820. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 21:35:58 UTC
From: pausch@saaf.se
Message-ID: <bdqafu$2cmu$1@merope.saaf.se>
Source record: 20685
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

In article <3f002b4d.813040@news.netnitco.net>,
vairxpert <vairxpert@hotmail.com> wrote:
> On Mon, 30 Jun 2003 07:28:56 +0000 (UTC), pausch@saaf.se (Paul
> Schlyter) wrote:
>
>> In article <3eff7fb0.35967984@news.netnitco.net>,
>> vairxpert <vairxpert@hotmail.com> wrote:
>>>
>>> Have you ever owned a one piece computer system?
>>
>> Only some laptops with LED or LCD screens, where this problem with
>> magnetic fields doesn't exist. I always thought 1-piece computers
>> systems with CRT displays either were too bulky or had a screen
>> too small.
>
> Full blown laptop computers with LCD screens didn't exist back in the
> late 70's/early 80's.

I know..... there was only the Osbourne, with a small CRT display....

> If you were around and able to use a computer back then you had
> no choice.

Sure I had a choice! My choice was to use only desktop computes... :-)

>>> Those systems were
>>> designed to work that way so there is no reason people shouldn't have
>>> bought one. Just about every high end serious business computer was
>>> all one piece with either 5.25" or 8" floppy drives back in the early
>>> 80's.
>>
>> ...I don't think so. CP/M machines were the most common micros used
>> by businesses back, and they usually had a separate terminal. And
>> minis and mainframes (which were the most serious computers back
>> then) _definitely_ had separate terminals !!!!
>
> We're not talking about terminals, mini's and mainframes.

You were talking about "systems" -- they include mini's and mainframes,
which back then was dominant among serious computer users, who often
regarded micros as just toys....

> I can give you a mile long list of popular systems (most CPM
> compatible) that were all in one, including every TRS-80 (model II,
> III, 4, 4P, 12, 16), Kaypro's, Osbornes, macs, ect.

>
> What business systems from 1982

Was Trash-80 really a _business_ system?

> and earlier do you recall that used a separate CPU, keyboard and
> monitor? Something that you would walk into a persons office and
> see sitting on a desk?

The Altair, IMSAI 8080 and most S-100 computers, including brands
advertised specifically as business computers, such as the North Star
Horizon. And, of course, the Apple II which got used as a business
system too..... and the Apple ///....

Later the VIC-20, Commodore-64, Sinclair ZX-80, ZX-81 and Spectru,
the Jupiter Ace and many more appeared, which had separate displays.
But they were not business systems.

In 1985 I started working at a computer consultat company who ran
their internal business system on a MP/M computer to which 4 terminals
were connected.

--
---------------------------------------------------------------
Paul Schlyter, Grev Turegatan 40, SE-114 38 Stockholm, SWEDEN
e-mail: pausch at stockholm dot bostream dot se
WWW: http://www.stjarnhimlen.se/
http://home.tiscali.se/pausch/

# 3821. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 21:51:08 UTC
From: nick aldridge <nickswebshite@hotmail.com>
Message-ID: <bdqbda$io1$1@newsg1.svr.pol.co.uk>
Source record: 20683
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

(Plugs Speccy music page)

http://www.aldridge98.fsnet.co.uk/specmusic.html

As far as arcade games go, Galaga has very cool music. I put it on my mobile phone. Cool? Ironically geeky? Sad? Who knows? (The answer's sad - but I don't care).

I always liked the music from Super Mario World on the SNES - the only computer game I know to feature what sounds like a ukelele!

'Tail's theme' from Sonic Adventure 1 is a very cheesy song, but I like it nonetheless.

Also, the song 'Change' from Grand Theft Auto 3. Sometimes, when I'm playing, I'll park the car and just listen to that song when it comes on, waiting until it ends before continuing.

"Paul Allen Panks" <ppanks@juno.com> wrote in message news:cb0ed86a.0306271649.3b557668@posting.google.com...
> Hello,
>
> What is your favorite musical score in classic video games? For me,
> Gyruss is the top of the mountain. That musical score is hypnotically
> heteroclitic, aberrantly anomalous and capriciously conspicuous. In
> other words, values, symbols, and terminations, that is one hell of a
> sound track.
>
> Sincerely,
>
> Paul Allen Panks (a/k/a "Dunric")
> dunric@yahoo.com

# 3822. New Email Address for Me

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 21:53:25 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f005cc0cb90a0@comcast.net>
Source record: 20684

Hello,

I wanted to mention that since AT&T was bought out by ComCast, my email address changed from edbaizjr@attbi.com to edbaizjr@comcast.net. The old address will work until the end of this year. If you have me in your email address book, please make this change. Thank you....
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 3823. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 23:23:56 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3f00c5d4$0$59950$c30e37c6@lon-reader.news.telstra.net>
Source record: 20686
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Don Schmidt" <RetiredEngr@BabyBell.fake_address> wrote in message
news:vg0ee73hov4s78@corp.supernews.com...
> It would appear the criticism of Ben's ads is spam for they far out number
> his ads.
>
> Anyone who can't bypass messages that are obliviously of no value to them
> has a serious mental health problem.
>

Spam has no place in this group, which part of that don't you understand?

# 3824. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-06-30 23:29:33 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <9J3Ma.85598$Pc5.84170@fed1read01>
Source record: 20687
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
news:3f00c5d4$0$59950$c30e37c6@lon-reader.news.telstra.net...
> Spam has no place in this group, which part of that don't you understand?

Probably the part that says, "[Getting] *some* SPAM is unavoidable, but
[ignoring] *all* SPAM is entirely possible".

I do it all the time.

Luposian

# 3825. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-01 00:23:21 UTC
From: vairxpert@hotmail.com
Message-ID: <3f00cbfd.3788766@news.netnitco.net>
Source record: 20688
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

On Mon, 30 Jun 2003 21:35:58 +0000 (UTC), pausch@saaf.se (Paul
Schlyter) wrote:

>In article <3f002b4d.813040@news.netnitco.net>,
>vairxpert <vairxpert@hotmail.com> wrote:
>> On Mon, 30 Jun 2003 07:28:56 +0000 (UTC), pausch@saaf.se (Paul
>> Schlyter) wrote:
>>
>>> In article <3eff7fb0.35967984@news.netnitco.net>,
>>> vairxpert <vairxpert@hotmail.com> wrote:
>>>>
>>>> Have you ever owned a one piece computer system?
>>>
>>> Only some laptops with LED or LCD screens, where this problem with
>>> magnetic fields doesn't exist. I always thought 1-piece computers
>>> systems with CRT displays either were too bulky or had a screen
>>> too small.
>>
>> Full blown laptop computers with LCD screens didn't exist back in the
>> late 70's/early 80's.
>
>I know..... there was only the Osbourne, with a small CRT display....

And don't forget about the TRS-80 Model 4P. The P standing for
"portable" since it only weighed about 25 lbs : )

>> If you were around and able to use a computer back then you had
>> no choice.
>
>Sure I had a choice! My choice was to use only desktop computes... :-)
>
>
>>>> Those systems were
>>>> designed to work that way so there is no reason people shouldn't have
>>>> bought one. Just about every high end serious business computer was
>>>> all one piece with either 5.25" or 8" floppy drives back in the early
>>>> 80's.
>>>
>>> ...I don't think so. CP/M machines were the most common micros used
>>> by businesses back, and they usually had a separate terminal. And
>>> minis and mainframes (which were the most serious computers back
>>> then) _definitely_ had separate terminals !!!!
>>
>> We're not talking about terminals, mini's and mainframes.

>
>You were talking about "systems" -- they include mini's and mainframes,
>which back then was dominant among serious computer users, who often
>regarded micros as just toys....

I guess system can mean a bunch of different things...I consider my
Emachine that I'm typing this message on to be a system. An no wise
cracks about the E...out of the dozens of computers I've owned it's
been the most reliable : )

>> I can give you a mile long list of popular systems (most CPM
>> compatible) that were all in one, including every TRS-80 (model II,
>> III, 4, 4P, 12, 16), Kaypro's, Osbornes, macs, ect.
>>
>> What business systems from 1982
>
>Was Trash-80 really a _business_ system?

All except the CoCo's. The model I was more of a ground breaking
hobbiest system. The III's popped up everywhere from homes, schools
and businesses (I still laugh everytime I watch Airport and see the
III's at the terminal). The 2, 12, 16 were very expensive heavy duty
office type systems not designed for home use. They used the big ol'
8" floppies and were available early on with hard drives. I think a
few of those depending on options hit well over $10 grand.

I owned a very basic 16K cassette based model III. It was $1,000 plus
the cost of the cassette recorder. Fully loaded with dual floppies,
48K, RS232 board and Orchestra 90 sound board brought the price up
towards $3,000.00. I eventually got there but only after all the
parts were heavily discounted. I know the original price of the Drive
0 kit was $1,000.00 alone.

>
>> and earlier do you recall that used a separate CPU, keyboard and
>> monitor? Something that you would walk into a persons office and
>> see sitting on a desk?
>
>The Altair, IMSAI 8080 and most S-100 computers, including brands
>advertised specifically as business computers, such as the North Star
>Horizon. And, of course, the Apple II which got used as a business
>system too........ and the Apple ///....

I'll give ya that...I'll say there's a fair share of both.

>Later the VIC-20, Commodore-64, Sinclair ZX-80, ZX-81 and Spectru,
>the Jupiter Ace and many more appeared, which had separate displays.
>But they were not business systems.

Considering when they were released I never understood why the C64 and
Atari 800's never made it as real business machines? I would say
either one was able to hold it own against the first 4.77 mhz XT's and
they cost a fraction of the price.

# 3826. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-01 02:13:27 UTC
From: Max Volume <macsvolume@yahoo.com>
Message-ID: <3006200322143525 91%macsvolume@yahoo.com>
Source record: 20689
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

In article <3f00642e@shknews01>, Calagan <calagan@NOSPAMbeer.com> wrote:

> It takes skills and inspiration to design beautiful and compact systems

...and the inclination to do so, which Infogrames lacks.

> they might as well come up with some decent
> Atari hardware in the next few years.

Yeah, you just keep thinking that.

# 3827. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-01 02:41:29 UTC
From: Don Schmidt <RetiredEngr@BabyBell.fake_address>
Message-ID: <vg1t6ocmgv1j90@corp.supernews.com>
Source record: 20690
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Spam is unsolicited e-mail. But the continued criticism of an individual's
ad comes close to spam.

--
Don
Egad! The Earth is Alive!... People are its fleas.

"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
news:3f00c5d4$0$59950$c30e37c6@lon-reader.news.telstra.net...
>
> "Don Schmidt" <RetiredEngr@BabyBell.fake_address> wrote in message
> news:vg0ee73hov4s78@corp.supernews.com...
> > It would appear the criticism of Ben's ads is spam for they far out
number
> > his ads.
> >
> > Anyone who can't bypass messages that are obliviously of no value to
them
> > has a serious mental health problem.
> >
>
> Spam has no place in this group, which part of that don't you understand?
>
>

## 3828. Never mind the Heat, it's the humidity!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-01 04:00:09 UTC
From: Mo <momo@atariland.com>
Message-ID: <dH7Ma.35285$hV.2173398@twister.austin.rr.com>
Source record: 20691

Sweatin' all over the Atari! Just thought I'd share that.....
(110 w/heat index here in Houston!)
Mo

# 3829. Re: ISO: Tetris game with Jean Michel Jarre music

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-01 05:35:50 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <tc72gvcckid0d0fmkpclngvbat2pafpsld@4ax.com>
Source record: 20692

On 29 Jun 2003 16:30:35 +0200, Anders Carlsson <anders.carlsson@mds.mdh.se>
wrote:

>bill@newbreedsoftware.com (William Kendrick) writes:
>
>> There was a simple Tetris-style game I played years ago on the Atari
>> that included renditions of songs by Jean Michel Jarre
>> (e.g., Oxygene, Popcorn, etc.)
>
><besserwisser>
>Popcorn is not by Jarre (although he might've performed it as a cover),
>it is by Hot Butter from the early 70'ties. :-)
></besserwisser>
>
I still have that 45 RPM record here...

--
__________ ____---____ Marco Antonio Checa Funcke
_________D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

# 3830. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-01 06:36:57 UTC
From: pausch@saaf.se
Message-ID: <bdra69$2otr$1@merope.saaf.se>
Source record: 20693
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

In article <3f00cbfd.3788766@news.netnitco.net>,
vairxpert <vairxpert@hotmail.com> wrote:

>> Later the VIC-20, Commodore-64, Sinclair ZX-80, ZX-81 and Spectru,
>> the Jupiter Ace and many more appeared, which had separate displays.
>> But they were not business systems.
>
> Considering when they were released I never understood why the C64 and
> Atari 800's never made it as real business machines? I would say
> either one was able to hold it own against the first 4.77 mhz XT's and
> they cost a fraction of the price.

At the very beginning, IBM considered the PC to be a game machine for
home use.....

BTW the XT had a hard disk (10 MBytes -- tiny by today's standards but
enormous back then), which probably partly explains why the XT was so
expensive (the other reason it was so expensive was of course the
brand name "IBM". Otoh, when Apple released the Lisa, and later the
first Macs, they did the same thing: these were _not_ cheap machines!).

--
---------------------------------------------------------------
Paul Schlyter, Grev Turegatan 40, SE-114 38 Stockholm, SWEDEN
e-mail: pausch at stockholm dot bostream dot se
WWW: http://www.stjarnhimlen.se/
http://home.tiscali.se/pausch/

# 3831. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-01 09:55:35 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3f0159dc$0$59954$c30e37c6@lon-reader.news.telstra.net>
Source record: 20694
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Don Schmidt" <RetiredEngr@BabyBell.fake_address> wrote in message
news:vg1t6ocmgv1j90@corp.supernews.com...
> Spam is unsolicited e-mail. But the continued criticism of an individual's
> ad comes close to spam.
>

Rubbish. Benny's crap is as on topic as the fat homo (or whatever) posts but
they do have one thing in common, they don't belong in this group.

# 3832. Re: Atari's dead...

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-01 13:02:07 UTC
From: Roy G Biv <8-bitter@joysticks.R.us>
Message-ID: <Pine.GSO.4.53.0307010854160.1038@shell1>
Source record: 20695

Mo scribbled:
->> At least until I get a new power supply for my 2600.....

To which, on Wed, 25 Jun 2003 at 13:40:42 -0700, "Tim" replied:
->Ditto on my 520ST :(

You people do know, don't you?, that you can buy new power supplies
for only a few bucks?
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* ATARI -- Love it or leave it! *

(Headers munged to foil spammers; real info in taglines)

## 3833. Sorry, I'm gone unless...

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-01 14:07:21 UTC
From: Roy G Biv <8-bitter@joysticks.R.us>
Message-ID: <Pine.GSO.4.53.0307010924570.1038@shell1>
Source record: 20497

On Sun, 29 Jun 2003 at 15:29:19 GMT, L Levy scribbled:
->... over the past few days, large numbers of objectionable posts
->are appearing that I do not want on my computer. I cannot remove
->them because I'm not the author.

The computer world doesn't work the way you think it does, or
to put it another way, it doesn't have to work that way.

Postings on the Usenet aren't stored on your computer (or if they
are, you would do well to change your programs and/or your methods).
A few days' worth are stored by your ISP, and whatever newsreading
program you're using is merely viewing those postings. Different
ISPs use different filtering software to weed out spam and porn ads.
On your end you also have a choice of software (newsreaders, filters,
etc.), with different possibilities for how you set it, and a variety
of choices for what modes you use for selecting which postings to
read. Also, it wouldn't matter if you were the poster: for practical
purposes, once a message is publicly posted, it's out there for pos-
terity.

-> Unless someone can offer me a suggestion soon, I will unsubscribe.

Possibilities include: Change the way you read newsgroups. Be
selective. Set your newsreader to display only the new postings
posted since your last session. Then rather than read everything,
read only those threads or those individual postings that you think
might be of interest to you. Make that determination based on the
subject or the name of the poster, or a combination thereof, or
maybe some other factor or data listed on the message list. I use
different methods for reading different newsgroups, because many
hobby or special interest newsgroups have their own patterns and
personalities, and the amount and type of interest I have in each
subject is also different. Finally, set your program so that when
you exit the newsgroup, all postings (both read and unread) are
deleted. That way next time you log on you'll know all the postings
are new.

To do all this you may need to investigate more thoroughly how
your software works, as well as delve into such things as filters
and killfiles.
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *

(Headers munged to foil spammers; real info in taglines)

## 3834. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-01 14:17:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030701151711.26445A@ilaskey.cix.co.uk>
Source record: 20696

In article <bdra69$2otr$1@merope.saaf.se>, pausch@saaf.se (Paul Schlyter)
wrote:
> BTW the XT had a hard disk (10 MBytes -- tiny by today's standards but
> enormous back then), which probably partly explains why the XT was so
> expensive (the other reason it was so expensive was of course the
> brand name "IBM". Otoh, when Apple released the Lisa, and later the
> first Macs, they did the same thing: these were _not_ cheap machines!).
I thought the XT was 5Mb and the AT was 10Mb?

# 3835. Re: help copying disks to unix machine

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-01 14:48:55 UTC
From: Roy G Biv <8-bitter@joysticks.R.us>
Message-ID: <Pine.GSO.4.53.0307011014070.1038@shell1>
Source record: 20498

"Thomas A. Fine" scribbled:
->>Is there some software I can run on the unix side to make the R:
->>port act as a disk drive?

There's all kinds of Unix software out there. I haven't looked into this sort of thing lately, but there may well be Unix programs that handle file transfering between Unix and the Atari 8-bit transfer protocols.

As for "making the R: port act as a disk drive" (being controlled from the Unix platform?!), that sounds like it would require the Atari to be running a program allowing it to be operated remotely, or in reverse doorway mode, so to speak. Did Atari BBS programs do that? You might need to write your own software for that!
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* 2 bits, 4 bits, 8 bits... Burma Shave! *

(Headers munged to foil spammers; real info in taglines)

(...and writing this on a Unix platform using a Unix program!)

# 3836. Re: help copying disks to unix machine

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-01 15:50:14 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bdsajm$cit$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 20499

Hi,

> Can I just connect
> the serial port on the 850 to the serial port on my computer, and then
> copy files using R: as the destination?

Unfortunately, no. This is due to the way how the serial port of the
Atari works: It cannot access the disk and R: simultaneously. Thus, it
is not a simple copy operation from R: to D: to be done on the
Atari side. The other way 'round is simpler (disk to R:) since R:
provides a "short block mode" that just pushes data out. Thus, it would
at least require a simple basic program that puts R: into concurrent mode,
performs a block read on R: and stops whenever all data has been delivered.

In case you're interested, I once wrote transfer program for
serial data ("TTP, trivial transfer protocol") that works with a
compiled basic program on the atari side and a C program on the host
side. The original program is for the Amiga, porting it to a PC should
be possible.

> Can I do this for duplicating whole disks? Again, would I simply get
> a dump of disk contents, or is there some protocol like "send next
> sector"? And once I've done this, how do I turn the results into a .atr
> file?

Not "as is". It would require a simple program do to that.

> I may at some point want to use the Unix box as a disk drive for my
> Atari 800.

Yes, Matthias Reichl's AtariSIO can do that for you.

> Is there some software I can run on the unix side to make
> the R: port act as a disk drive?

No, since R: speaks a different language, and the handler has no idea
about "files".

> Or at that point am I better off with one of the SIO cable solutions?

Shrug. I personally used R: and the "TTP" program to transmit all my
atari disks to my Linux box, but then I already had a serial terminal
program and an 850 interface box. (Actually, an 850XL).

> Finally, if the disks don't read well, or my 810 drive is shot, where
> can I go to "recover" the data? Or should I just sprinkle metal filings
> onto the surface of the disk, and decode it visually? :-)

Actually, Atari disks are rather hard to break, don't worry. Too primitive technology. (-;

Greetings,
Thomas

# 3837. Re: 130XE Keyboard prob

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-01 16:13:30 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vg3cp831es3687@corp.supernews.com>
Source record: 20500

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:S9jLa.16603$C83.1551701@newsread1.prod.itd.earthlink.net...
> The ribbon from the keyboard plugs into a connector on the mother board
and
> the contacts are numbered. The problem is either a bad contact or a crack
in
> the trace going to #14. We need a schematic for the numbering layout
unless
> there is a mark on the MB near the connector indicating #1. Normally the
> contacts are numbered from one corner down one side, U-turn around the
> corner and back up the other side just like chips and sockets.
>
> --
> Ron

Man I butchered my cable last night!!! I used some silver conductive paint
to try to fix it and ended up messing it all up! It is just not worth it.
I will have to order up a new mylar from B&C. Is there 2 diff versions of a
mylar???

Tim

# 3838. Help on Atari 800XL required

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-01 17:09:45 UTC
From: Gerhard Pirker <digriz@gmx.net>
Message-ID: <bdsf8m$10jhur$1@ID-198914.news.dfncis.de>
Source record: 20501

Hello Folks!

Recently I got a very old Atari 800XL. I never had such a machine and so
it's something new for me.

Unfortunately I encountered the following problem:

After turning it on, there comes something like a merory-test on the screen.
It reads ROM, then there come 2 green bars.
Then it reads RAM and there come a lot of green and red squares.
I'd like to bypass this test somehow, but I do not succed.
It reads something like: 'Press reset or help to exit'.
If I press 'reset', the test starts from beginning, when I press 'help',
nothing happens...

Does anybody know what that means?
Does anybody know if there's something wrong?

Thanks in advance,
gerhard.

# 3839. APE in XP

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-01 17:14:56 UTC
From: "Neal E. Westfall" <nwestfal@dslextreme.com>
Message-ID: <20030701100640.O4275@Tolstoy.home.lan>
Source record: 20502

Hi folks,

I've been trying to get the trial version of APE for Windows working in XP, but it doesn't seem to be talking to the Atari. When I try to boot, it receives a drive status command, but then just hangs. It works with no problems in Win98 (same SIO2PC cable), but I would really like to get this working in XP so I don't have to keep a Win98 machine around. Do you have to get the registered version for XP in order to use it on XP?

Also, I upraded my dos version of APE to the Windows XP version about a week ago, but have not heard from Steven at all, even after sending him a couple of emails. I'm using the address classics@atarimax.com, this is his current email address, correct?

Thanks,
Neal

# 3840. Re: Help on Atari 800XL required

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-01 17:35:11 UTC
From: Ian McLaughlin <ian@platinum.net>
Message-ID: <jDjMa.25981$ZS3.2482689@news2.telusplanet.net>
Source record: 20504

You;ve got bad RAM. The screne coming up is the self test. It's coming up because it's detecting something wrong with your machine. The red squares are showing you that you've got bad RAM. On some (most?) models of the 800XL, the memory is in sockets. You might want to open up your machine and make sure that all of the chips, especailly the RAM, is seated in its sockets properly. The RAM is the 8 small chips all in a row down the left side of the board.

Good luck!

"Gerhard Pirker" <digriz@gmx.net> wrote in message
news:bdsf8m$10jhur$1@ID-198914.news.dfncis.de...
> Hello Folks!
>
> Recently I got a very old Atari 800XL. I never had such a machine and so
> it's something new for me.
>
> Unfortunately I encountered the following problem:
>
> After turning it on, there comes something like a merory-test on the
screen.
> It reads ROM, then there come 2 green bars.
> Then it reads RAM and there come a lot of green and red squares.
> I'd like to bypass this test somehow, but I do not succed.
> It reads something like: 'Press reset or help to exit'.
> If I press 'reset', the test starts from beginning, when I press 'help',
> nothing happens...
>
> Does anybody know what that means?
> Does anybody know if there's something wrong?
>
> Thanks in advance,
> gerhard.

# 3841. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-01 17:45:24 UTC
From: Don Schmidt <RetiredEngr@BabyBell.fake_address>
Message-ID: <vg3i5khkodlee8@corp.supernews.com>
Source record: 20503
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Well, I'm going to let you go now. I'll return to my secret government work in my Buzz Lightyear uniform and you can get on with your policing the internet in your Andy cowboy outfit with the little tin Sheriff's badge. I know it will be a safer Internet with your dedication and perseverance.

--
Don
Egad! The Earth is Alive!... People are its fleas.

P.S. Ben your ads are always welcome on that portion of the Internet that serves the other six continents. It's been O.K.'s by Space Command.

"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
news:3f0159dc$0$59954$c30e37c6@lon-reader.news.telstra.net...
>
> "Don Schmidt" <RetiredEngr@BabyBell.fake_address> wrote in message
> news:vg1t6ocmgv1j90@corp.supernews.com...
> > Spam is unsolicited e-mail. But the continued criticism of an
individual's
> > ad comes close to spam.
> >
>
> Rubbish. Benny's crap is as on topic as the fat homo (or whatever) posts
but
> they do have one thing in common, they don't belong in this group.
>
>

# 3842. Re: Who is Ben Smith? [Was: Do as I say, not as I do]

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-01 19:16:59 UTC
From: doidy1@juno.com
Message-ID: <3a26ea1.0307011116.41fb36d5@posting.google.com>
Source record: 20505
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Doctor Clu <drclu@swbell.net> wrote in message news:<BB115158.3006%drclu@swbell.net>...
> Can someone answer me on who Ben Smith is?

I am probably one of the few people on this newsgroup who has actually
met Ben. Actually I am not a reader of this newsgroup but one of his
ads was crossposted on another group and I followed over here.

I went to his home probably like 3 or 4 years ago to buy a computer
monitor and I had and still have no real interest in Atari beyond just
general interest and am not a collector. My first impression of Ben
was of a very eccentric person, maybe even a bit "slow" as in learing
impaired or however you want to put it. He lives (lived) in a small
home that was in pretty bad disrepair and was frankly pretty filthy
with Atari stuff virtually in every nook and cranny, with a small
office setup in his kitchen.

He was proffesional as far as the deal went and while the product
seemed a bit overpriced it worked fine so I have no complaints there.
The only thing I really remember was wanting to get out of there
fairly quick because of the condition of the house.

So there...a real unbiased opinion on who Ben Smith really is.

lp

# 3843. Re: APE in XP

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-01 20:49:39 UTC
From: jaseinblack <no@ta.com>
Message-ID: <LxmMa.44916$9C6.2168170@wards.force9.net>
Source record: 20506

"Neal E. Westfall" <nwestfal@dslextreme.com> wrote in message
news:20030701100640.O4275@Tolstoy.home.lan...
> Hi folks,
>
> I've been trying to get the trial version of APE for Windows working
> in XP, but it doesn't seem to be talking to the Atari. When I try to
> boot, it receives a drive status command, but then just hangs. It
> works with no problems in Win98 (same SIO2PC cable), but I would
> really like to get this working in XP so I don't have to keep a Win98
> machine around. Do you have to get the registered version for XP in
> order to use it on XP?

No, the trial works fine on this XP machine.

I'd register, but it's a bit steep IMHO.

jase

# 3844. Re: Who is Ben Smith? [Was: Do as I say, not as I do]

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-01 21:05:57 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <jqt3gvor7rkvgg26torgd162bhj6ubng8u@4ax.com>
Source record: 20507
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On 1 Jul 2003 12:16:59 -0700, doidy1@juno.com (Luke Perry) wrote:

>So there...a real unbiased opinion on who Ben Smith really is.
>
Perhaps one that was best not posted to the Net imho...

Describing a person's home as filthy was not one I'd have posted
myself regardless of what I thought.
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's removed already.

# 3845. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-01 21:07:58 UTC
From: email@luddite.ca
Message-ID: <1fxbkku.ve14pc6tpffoN%email@luddite.ca>
Source record: 20508
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Paul Schlyter <pausch@saaf.se> wrote:

> In article <o9ctfvc6143n8sqi01f6lpode89p5stnki@4ax.com>,
> Peter Thomas <see-my-sig@hotmail.com> wrote:
>
> > On Sun, 29 Jun 2003 01:01:20 -0500, Exegete
> > <millers@noneofyourbusiness.com> wrote:
> >
> >> I loved it. It was slow - compared to an IBM disk drive. From what I've
> >> seen of Commodore disk drives, well.... I never had ANY problem with
> >> mine. But all the ADAM's I've ever seen had the warning not to leave the
> >> tapes on top of a color TV, or it would be erased. Perhaps, or perhaps
> >> that was a "cover" for tapes that did go bad.
> >
> > Leaving *any* kind of magnetic storage on top of a television is never
> > a good thing. I'm not sure why Coleco specified a colour television
> > either. All TVs, to my knowledge, play around with magnetic fields,
> > and can damage magnetic media.
>
> Which is why you should never get some models of the Apple Macintosh:
> a CRT display as well as a floppy and a harddisk inside the same
> cover..... *shudder*.....
>

Never thought of that... is it an actual issue, or just a percieved one?
I can't see it being that much different than say a DuoDisk with a
monitor stacked on top...

--
=LUDDITE ENTERPRISES=
http://www.luddite.ca

## 3846. dying 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-01 23:24:33 UTC
From: Spike's Systems <jpittz@mikrotec.com>
Message-ID: <3F021831.9B35956C@mikrotec.com>
Source record: 20532

I turn my 1050 drive on now and the lights come on and it fires up right, then the leds get dim and it just dies. It doesn't matter what power supply I try.

# 3847. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-01 23:26:31 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3f0217ec$0$59957$c30e37c6@lon-reader.news.telstra.net>
Source record: 20509
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Don Schmidt" <RetiredEngr@BabyBell.fake_address> wrote in message
news:vg3i5khkodlee8@corp.supernews.com...
> Well, I'm going to let you go now. I'll return to my secret government
work
> in my Buzz Lightyear uniform and you can get on with your policing the
> internet in your Andy cowboy outfit with the little tin Sheriff's badge. I
> know it will be a safer Internet with your dedication and perseverance.
>
> --
> Don
> Egad! The Earth is Alive!... People are its fleas.
>
> P.S. Ben your ads are always welcome on that portion of the Internet that
> serves the other six continents. It's been O.K.'s by Space Command.
>

You are only speaking for yourself, his ads do not belong in this forum. No
amount of rhetoric on your part will change that fact any time soon.

Regards,

Clockmeister.

## 3848. Ram tester

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-01 23:26:36 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <MMoMa.110$CI4.4405@news-server.bigpond.net.au>
Source record: 20510

Hi guy's doe's anybody know where I can get hold of a few different ram testers for the 800xl that support 256k?

Thanks

Mark

# 3849. Re: Who is Ben Smith? [Was: Do as I say, not as I do]

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-01 23:35:27 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bdt5rm$9e$1@hercules.btinternet.com>
Source record: 20511
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Luke

> > Can someone answer me on who Ben Smith is?

> I am probably one of the few people on this newsgroup who has actually
> met Ben. Actually I am not a reader of this newsgroup but one of his
> ads was crossposted on another group and I followed over here.
>
> I went to his home probably like 3 or 4 years ago to buy a computer
> monitor and I had and still have no real interest in Atari beyond just
> general interest and am not a collector. My first impression of Ben
> was of a very eccentric person, maybe even a bit "slow" as in learing
> impaired or however you want to put it.

Its called 'Retarded'

> He lives (lived) in a small home that was in pretty bad disrepair and was
frankly pretty filthy
> with Atari stuff virtually in every nook and cranny, with a small office
setup in his kitchen.

Thats similar to the mental picture i get from his ads and his website.

> He was proffesional as far as the deal went and while the product
> seemed a bit overpriced it worked fine so I have no complaints there.
> The only thing I really remember was wanting to get out of there
> fairly quick because of the condition of the house.
>
> So there...a real unbiased opinion on who Ben Smith really is.

<Flame bait> i hope you have an asbestos suit, people don't like facts
around here!.

--

Regards Steve

Rope me a sheep and I'll make it smile.

---
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.495 / Virus Database: 294 - Release Date: 01/07/2003

# 3850. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-02 00:03:21 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bdt7g8$2f6$1@hercules.btinternet.com>
Source record: 20512
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Why, no, its Lyposuction

"Luposian" <luposian@lycos.com> wrote in message
news:TLMLa.85282$Pc5.3708@fed1read01...

> > Rope me a sheep and I'll make it smile.
>
> Don't rope 'em so fast, Steve! That's not a smile on it's face... you
just
> roped it's testicles! It's grimacing in agony! Poor thing is gonna be
> sterile forever, now, you cruel bugger! :-)

If i was fussy i wouldn't be porking your missus would i.

--

Regards Steve

Rope me a sheep and I'll make it smile.

---
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.495 / Virus Database: 294 - Release Date: 01/07/2003

# 3851. Re: I'm out...

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-02 00:07:24 UTC
From: Bob Woolley <ataribobdelete@alamedanet.net>
Message-ID: <3f022697$0$22273$2c56edd9@news.cablerocket.com>
Source record: 20513

How can you ignore broken RAM upgrades and keyboard questions? This is where it's at!!

Bob

"William Kendrick" <bill@newbreedsoftware.com> wrote in message news:iR6La.6367$%3.292390@typhoon.sonic.net...
> Fox-1 <MailMe@fox-1@home.nl> wrote:
> > My killfile takes up about half of my harddiskspace, and with 98% off-topic and flamewar postings, it's time for me to leave again.
> > I've never seen a more annoying newsgroup then csa8bit lately is.
> >
> > If this is what's left of Atari, o.k. for me, but also without me...
>
> Heh - I've just been ignoring it... of course, I also ignore questions about
> broken keyboards and RAM upgrades, so there's not MUCH left to read. ;)
>
> -bill!
>
> --
> bill@newbreedsoftware.com Got kids? Get Tux Paint!
> http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 3852. Re: Supermon

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-02 00:09:42 UTC
From: Bob Woolley <ataribobdelete@alamedanet.net>
Message-ID: <3f022720$0$22280$2c56edd9@news.cablerocket.com>
Source record: 20514

So, you have a commented source for the 1050?? Care to share?

Bob

"jim" <sup8pdct@mail.cth.com.au> wrote in message
news:Q_zLa.78$bW.5404@news.optus.net.au...
>
> "Mark Bedingfield" <mark@computercom.com.au> wrote in message
> news:5fqKa.78$Py2.1396@news-server.bigpond.net.au...
> > Hi guy's, I was chatting of the designer of the super product's a couple
> of
> > weeks ago. Ineed to get in touch with him, as my superram upgrade has a
> few
> > issue's, and need some advice. I think his name is James, anyone have an
> > e-mail address?
>
> yea. I do :) Will send ya my email off line
>
> I'm not the orignal designer of the super products, but I have upgraded
the
> 1050 supermax rom to accept the format command from Spartados. took a bit
> too because the guy didn't have the orignal source. also had to pull apart
> the usd to see what numbers where accepted in the format command etc.
> discovered that usd can format any number of tracks you tell it to.
>
> James
>
>

# 3853. Re: Just a reminder

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-02 00:11:36 UTC
From: Bob Woolley <ataribobdelete@alamedanet.net>
Message-ID: <3f022793$0$22280$2c56edd9@news.cablerocket.com>
Source record: 20516

Check the who? Can you explain that to an Outlook user? Please?

Bob

"Russ Gilbert" <russg@en.com> wrote in message
news:vfucud653bsn3a@corp.supernews.com...
> I remember when csa8 had multiple posts of people
> running auctions. These posts bothered me. Then
> Ebay became a major internet company and all the
> auction posts in usenet groups went there.
> Now we're getting, in my opinion, excessive cross-posts.
> Some threads are common to our 8-bit machines, a lot
> are about Ben Smith.
> Just a reminder, before you 'reply group', check to
> see the cross-posts and be sure you really want to
> post to multiple groups. It isn't hard to edit the
> newsgroup list.
> Regards,
> Russg
>
>

# 3854. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-02 00:16:23 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <zhadnSxQ7KJWvp-iU-KYgg@comcast.com>
Source record: 20515
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

> > > Leaving *any* kind of magnetic storage on top of a television is never
> > > a good thing. I'm not sure why Coleco specified a colour television
> > > either. All TVs, to my knowledge, play around with magnetic fields,
> > > and can damage magnetic media.
> >
> > Which is why you should never get some models of the Apple Macintosh:
> > a CRT display as well as a floppy and a harddisk inside the same
> > cover..... *shudder*.....
> >
> Never thought of that... is it an actual issue, or just a percieved one?
> I can't see it being that much different than say a DuoDisk with a
> monitor stacked on top...

Actually it isn't. Most floppy drives are shielded anyway, plus they
add shielding between the components that are susceptible to the
magnetic fields inside the case. If you are concerned, simply remove
the cover and if the drive is not encased in itself, then it probably has
a piece of coated paper between it and the CRT.

Bill @ GarberStreet Enterprises };-)
Web Site - http://garberstreet.netfirms.com
Email - willy46pa@comcast.net

---
This email ain't infected, dude!

Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.495 / Virus Database: 294 - Release Date: 6/30/03

# 3855. Re: APE in XP

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-02 01:14:15 UTC
From: Craig Hart <no@spam.thanks>
Message-ID: <HIqMa.194$CI4.5059@news-server.bigpond.net.au>
Source record: 20517

try holding down combinations of shift and option on the atari as you power it up.

shift disables turbo-loader, and option disables basic (XL/XE's only). some software requires this.

generally, APE works well. never had issues with it on any platform, XP included.

Also, ensure you have APE configured correctly for your variant of the SIO2PC interface.

Craig

"Neal E. Westfall" <nwestfal@dslextreme.com> wrote in message news:20030701100640.O4275@Tolstoy.home.lan...
> Hi folks,
>
> I've been trying to get the trial version of APE for Windows working
> in XP, but it doesn't seem to be talking to the Atari. When I try to
> boot, it receives a drive status command, but then just hangs. It
> works with no problems in Win98 (same SIO2PC cable), but I would
> really like to get this working in XP so I don't have to keep a Win98
> machine around. Do you have to get the registered version for XP in
> order to use it on XP?
>
> Also, I upraded my dos version of APE to the Windows XP version about
> a week ago, but have not heard from Steven at all, even after sending
> him a couple of emails. I'm using the address classics@atarimax.com,
> this is his current email address, correct?
>
> Thanks,
> Neal

## 3856. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-02 01:25:30 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <ewqMa.196$aD6.195@nwrddc03.gnilink.net>
Source record: 20518
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Paul Schlyter wrote ...

>BTW the XT had a hard disk (10 MBytes -- tiny by today's standards but
>enormous back then), which probably partly explains why the XT was so
>expensive (the other reason it was so expensive was of course the
>brand name "IBM". Otoh, when Apple released the Lisa, and later the
>first Macs, they did the same thing: these were _not_ cheap machines!).

The hard drive was an option on most of the XT clones. Not sure if the IBM
was available without it or not. Back in the mid 1980's a lot of home users
bought a bare bones machine and added a hard drive later. By buying an RLL
drive controller card instead of an MFM card, you could end up with 35
megabytes of drive space for the price of a 20 megabyte drive. :-)

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
Last 8-bit BBS in the Dallas area. Commodore lives!

# 3857. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-02 01:25:31 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <fwqMa.197$aD6.151@nwrddc03.gnilink.net>
Source record: 20519
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Simon Williams wrote >...

>> Which is why you should never get some models of the Apple Macintosh:
>> a CRT display as well as a floppy and a harddisk inside the same
>> cover..... *shudder*.....
>>
>
>Never thought of that... is it an actual issue, or just a percieved one?
>I can't see it being that much different than say a DuoDisk with a
>monitor stacked on top...

IMHO, the drives in a Mac have enough shielding to protect data from any degaussing that occurs at power-on time.

In the case of a monitor sitting on top of a desktop unit, the metal case of the computer provides additional shielding.

But, it is still a bad idea to sit a box of disks on top of your color monitor. Even if that monitor is attached to a C64 or other classic home computer.

# 3858. Re: Who is Ben Smith? [Was: Do as I say, not as I do]

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-02 01:54:39 UTC
From: doidy1@juno.com
Message-ID: <3a26ea1.0307011754.62d09888@posting.google.com>
Source record: 20520
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Paul Irvine <mclane.dellosYOURFINGER@btinternet.com> wrote in message
news:<jqt3gvor7rkvgg26torgd162bhj6ubng8u@4ax.com>...
> On 1 Jul 2003 12:16:59 -0700, doidy1@juno.com (Luke Perry) wrote:
>
>
> >So there...a real unbiased opinion on who Ben Smith really is.
> >
> Perhaps one that was best not posted to the Net imho...
>
> Describing a person's home as filthy was not one I'd have posted
> myself regardless of what I thought.

Hey, first off I had no idea that there was that much discussion about
Ben in the first place on these groups. Like I said, I came here from
a message that was crossposted and saw all of the discussions about
Ben and thought to myself "hey, I know that guy". And then I saw the
thread that I replied to.

What I wrote was just what I recalled about my dealings with him. I
did not go into calling him names like a lot of other people here
have, I strictly wrote what I remember of the encounter of 4 years
ago. Would I buy something again from him if I was interested in
Atari hardware? Probably. Would I go to his house again like I did
to buy it in person like I did before? Most likely not. So therefore
what I wrote is relevant.

lp

# 3859. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-02 02:52:02 UTC
From: Wayne Stewart <waynes@telus.dotnet>
Message-ID: <3F0248D2.90402@telus.dotnet>
Source record: 20521
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Sam Gillett wrote:

> IMHO, the drives in a Mac have enough shielding to protect data from any
> degaussing that occurs at power-on time.
>
> In the case of a monitor sitting on top of a desktop unit, the metal case of
> the computer provides additional shielding.
>
> But, it is still a bad idea to sit a box of disks on top of your color
> monitor. Even if that monitor is attached to a C64 or other classic home
> computer.

When I started with computers I read about all these things you shouldn't do. But I always liked to experiment. Keep disks away from magnets -- stuck one to the fridge with a big magnet for a couple of years, still worked fine. Keep disks away from monitors -- had some tight against one for several years, still worked. Don't put your disks on an Apple Graphics tablet -- that wiped the disks clean!!

Wayne

# 3860. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-02 02:56:42 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <jRrMa.86429$Pc5.31275@fed1read01>
Source record: 20522
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bdt7g8$2f6$1@hercules.btinternet.com...
> If i was fussy i wouldn't be porking your missus would i.

If you were even telling a nanoparticle of truth, you'd know what state, city/town, and address you were at while "porking my missus" (I know EXACTLY where I live... do you?). Sadly, however, the degenerate primate testicle, you call a brain, can't even fathom anything less than a stupid, endlessly repeated insult.

How many times have you defaulted to insults concerning my family? When you can't think of something original (which is most of the time), you go right back to insulting my family. Gee, how original. You're worse than a broken record. No, in fact, your brainpan is so flat, they stick a stylus on your head and spin you in circles to play music! But, unfortunately, you're so full of ovine lust and stupid thoughts, all they hear is backwards masking of bad rap music!

You see, no matter what you say, I will *ALWAYS* have an original insult to come back with. You, on the otherhand, haven't a chance of such advanced thought processes... but you're welcome to try.

Don't worry, I'll try to catch the fortune cookie fragments, if your head explodes from the effort. See? Another ORIGINAL insult! How many does this make? I'm losing track... 20:1? 50:0? Eh, who cares... I'm winning.

Luposian
"Specializing in Steve Sweat... er, Sweet... Insults."

# 3861. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-02 03:22:22 UTC
From: Randy McLaughlin <randy@nospam.com>
Message-ID: <92sMa.1523$Sy1.1411@fe02.atl2.webusenet.com>
Source record: 20523
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

"Wayne Stewart" <waynes@telus.dotnet> wrote in message
news:3F0248D2.90402@telus.dotnet...
>
>
> Sam Gillett wrote:
>
> > IMHO, the drives in a Mac have enough shielding to protect data from any
> > degaussing that occurs at power-on time.
> >
> > In the case of a monitor sitting on top of a desktop unit, the metal
case of
> > the computer provides additional shielding.
> >
> > But, it is still a bad idea to sit a box of disks on top of your color
> > monitor. Even if that monitor is attached to a C64 or other classic
home
> > computer.
>
> When I started with computers I read about all these things you
> shouldn't do. But I always liked to experiment. Keep disks away
> from magnets -- stuck one to the fridge with a big magnet for a
> couple of years, still worked fine. Keep disks away from monitors
> -- had some tight against one for several years, still worked.
> Don't put your disks on an Apple Graphics tablet -- that wiped the
> disks clean!!
>
> Wayne

A static magnetic field may not erase a disk it is a flux that alters
(erases) the disk. Add to that the data on the disk is recorded on very
small pieces of iron, some disks had larger iron pieces and required more
energy to charge them (write/erase).

## 3862. In need of Mac/65 cart

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-02 03:24:02 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns93ABE3DF84A4Bslorcomcastnet@130.133.1.4>
Source record: 20524

I'd like to get ahold of Mac/65 in cartridge format, preferably with manual (though not a necessity). Would anyone here happen to have one for sale or trade?

Thanks

--
Slor

# 3863. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-02 03:30:55 UTC
From: vairxpert@hotmail.com
Message-ID: <3f024bb8.8113639@news.netnitco.net>
Source record: 20525
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

On Wed, 02 Jul 2003 01:25:30 GMT, "Sam Gillett" <samgillett@msn.com>
wrote:

>
>Paul Schlyter wrote ...
>
>>BTW the XT had a hard disk (10 MBytes -- tiny by today's standards but
>>enormous back then), which probably partly explains why the XT was so
>>expensive (the other reason it was so expensive was of course the
>>brand name "IBM". Otoh, when Apple released the Lisa, and later the
>>first Macs, they did the same thing: these were _not_ cheap machines!).
>
>The hard drive was an option on most of the XT clones. Not sure if the IBM
>was available without it or not. Back in the mid 1980's a lot of home users
>bought a bare bones machine and added a hard drive later. By buying an RLL
>drive controller card instead of an MFM card, you could end up with 35
>megabytes of drive space for the price of a 20 megabyte drive. :-)

The HD was an option on the original IBM PC. 10 meg was standard on
the XT and I think 20 was an option.

I did the RLL thing...it worked great with certain drives. I was able
to squeeze 32 megs out of an MFM drive that way. Sleazgates just
wouldn't fly with that trick though.

I loved the BBS's back then and how each would brag in the opening
screen about the amount of online space they had. I remember being
blown away when "Last Chance" upped his to 85 megs!

Then around '87 a crazy guy that owned a local Shakey's Pizza ran a
BBS out of that restaurant. I ended up getting a summer time job
there. I think he lost his business due to the amount of money he
invested in that Tandy. Back then with the optical worm drives his
bragging rights were around 12 gigs. Every night he called around the
country downloading new programs off of other top notch subcription
BBS's (I think he had a script that automatically downloaded all new
files). One happened to be Rusty and Eddies. Every night was like
Christmas for me...I was getting every current release game, some
before they even made it to the store shelves and business software
that I had no need for but still downloaded it anyways. All a local
phone call away. He didn't even realize what he was doing and this
went on for over a year until some jackass tipped him off.

I got to find out what happend to that guy. Eventually the business
failed and the BBS went along with it.

George

# 3864. Re: Who is Ben Smith? [Was: Do as I say, not as I do]

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-02 03:50:22 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0307011950.b2c0a6@posting.google.com>
Source record: 20526
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Paul Irvine <mclane.dellosYOURFINGER@btinternet.com> wrote in message
news:<jqt3gvor7rkvgg26torgd162bhj6ubng8u@4ax.com>...
> On 1 Jul 2003 12:16:59 -0700, doidy1@juno.com (Luke Perry) wrote:
>
>
> >So there...a real unbiased opinion on who Ben Smith really is.
> >
> Perhaps one that was best not posted to the Net imho...
>
> Describing a person's home as filthy was not one I'd have posted
> myself regardless of what I thought.

Your intentions are good but the truth should be known kind sir,
Ben does live amoung his inventory and he can be called 'special'
if you get the meaning in its full intent without being cruel.
His life IS second hand Atari equipment - PERIOD. Without his
Atari business he might lose his home and without his home, he
would easily fit amoung the 'homeless'. Who amoung us would
openly laugh at a homeless person? There, but for the grace of
God, go I.

To call him a faggot or otherwise belittle him is to show one
of the ugliest sides of human behavior. And to those who claim
'Oh, But I didn't know...' I say sure, like that would have
mattered a bit to an ankle bitting troll. Can we please kill
file the flamers NOW?!

# 3865. Re: Help on Atari 800XL required

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-02 04:04:59 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0307012004.3f36e70d@posting.google.com>
Source record: 20527

Gerhard Pirker <digriz@gmx.net> wrote in message
news:<bdsf8m$10jhur$1@ID-198914.news.dfncis.de>...
> Hello Folks!
>
> Recently I got a very old Atari 800XL. I never had such a machine and so
> it's something new for me.
>
> Unfortunately I encountered the following problem:
>
> After turning it on, there comes something like a merory-test on the screen.
> It reads ROM, then there come 2 green bars.
> Then it reads RAM and there come a lot of green and red squares.
> I'd like to bypass this test somehow, but I do not succed.
> It reads something like: 'Press reset or help to exit'.
> If I press 'reset', the test starts from beginning, when I press 'help',
> nothing happens...
>
> Does anybody know what that means?
> Does anybody know if there's something wrong?
>
> Thanks in advance,
> gerhard.

You may not be able to bypass the self test if the ram fails during
power up routines that do a cursory test of ram first. Red squares
indicate bad ram on the self test so its appearent that you need to
check inside your 800XL for hot ram chips. There are 8 of them on
the left side of the mother board, bad ram often get so hot you
can't keep your finger on them so test for this carefully! Replace
all ram chips that get very hot.

At that point you should see a blue screen that says 'READY'. This
would be your Basic prompt waiting for you to type in a Basic Program.
In order to have DOS or load games you will need a disk drive and SIO
cable hooked up. Turn on the disk drive first, insert a DOS disk or
bootable game disk in the drive and then turn on the 800XL. The disk
should then boot. If you want to bypass Basic you should hold down the
OPTION key while powering up the 800XL. Look for a message with the
title 'Welcome to Comp_Sys_Atari_8bit' for this group's FAQ - read, read
and read some more in order to come up to speed on your 800XL. Best of
luck...

## 3866. Re: Atari's dead...

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-02 04:06:09 UTC
From: Mo <momo@atariland.com>
Message-ID: <RSsMa.38985$hV.2348923@twister.austin.rr.com>
Source record: 20528

Yeah I know, it was just a play on the Atari Lives! post. I actually got another system and am saving the old one for 'just in case' parts. That way I'm doing my part to maintain the balance of system units versus power supplies in the world.
Mo

"Roy G Biv" <8-bitter@joysticks.R.us> wrote in message news:Pine.GSO.4.53.0307010854160.1038@shell1...
> Mo scribbled:
> ->> At least until I get a new power supply for my 2600.....
>
> To which, on Wed, 25 Jun 2003 at 13:40:42 -0700, "Tim" replied:
> ->Ditto on my 520ST :(
>
> You people do know, don't you?, that you can buy new power supplies
> for only a few bucks?
> --
> >>>-----------------------------------------------<<<
> >>> david moeser -- erasmus39 on yahoo <<<
> >>> Censornati, Ohio - USA <<<
> >>>-----------------------------------------------<<<
> * ATARI -- Love it or leave it! *
>
> (Headers munged to foil spammers; real info in taglines)
>

# 3867. Re: ISO: Tetris game with Jean Michel Jarre music

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-02 05:20:54 UTC
From: cmartin@ti.com
Message-ID: <482f186a.0307012120.f2516f2@posting.google.com>
Source record: 20529

machf <no_me_j.machf@terra.com.pe> wrote in message
news:<tc72gvcckid0d0fmkpclngvbat2pafpsld@4ax.com>...
> ><besserwisser>
> >Popcorn is not by Jarre (although he might've performed it as a cover),
> >it is by Hot Butter from the early 70'ties. :-)
> ></besserwisser>
> >
> I still have that 45 RPM record here...

More "Popcorn" information for the interested reader....
http://www.kingsleysound.com/Popcorn.html

I particularly like the "Wet-ones" wet wipe thingies commercial that
had a brief showing here in the states about 2 years ago during the
super-bowl with dancing pop-up wipe bottles to Popcorn.

Oh yeah, this is an Atari news groups...

Long live Atari!

--Chris

# 3868. Re: Atari Roots on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-02 08:25:43 UTC
From: bill@newbreedsoftware.com
Message-ID: <bGwMa.7729$%3.340976@typhoon.sonic.net>
Source record: 20530

Kevin Savetz <usenet-DELETEthisPART@savetz-deletethispart.com> wrote:
> The folks at atariarchives.org are thrilled to announce that the full text of
> Atari Roots is now available on the Web.
>
> Published in 1984, Atari Roots is perhaps the best guide to Atari 8-bit
> assembly language ever written. The site includes the full text of the book,
> plus downloadable software and source code, at:
> http://www.atariarchives.org/roots/

Oh man... Just what I DON'T need! As if I don't have ENOUGH stuff to do
already! First Chris Crawford's latest book on game design gets published
(and I get given a copy), now THIS!

;^)

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 3869. Re: APE in XP

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-02 09:34:25 UTC
From: Tim Wilson <timkel@swbell.net>
Message-ID: <BGxMa.13$O86.6@newssvr22.news.prodigy.com>
Source record: 20531

"Neal E. Westfall" <nwestfal@dslextreme.com> wrote in message
news:20030701100640.O4275@Tolstoy.home.lan...
> Hi folks,
>
> I've been trying to get the trial version of APE for Windows working
> in XP, but it doesn't seem to be talking to the Atari. When I try to
> boot, it receives a drive status command, but then just hangs. It
> works with no problems in Win98 (same SIO2PC cable), but I would
> really like to get this working in XP so I don't have to keep a Win98
> machine around. Do you have to get the registered version for XP in
> order to use it on XP?

I'm in almost the same boat as you, although I've never been able to get APE to work in XP OR 98. Atari810, however, works just fine for me in XP, and SIO2PC (the DOS program) worked fine in DOS mode on my 98 machine. I'd personally recommend using Atari810 for now, even though it's lacking many of the special features of APE.

Tim

# 3870. Re: Help on Atari 800XL required

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-02 10:10:02 UTC
From: Roy G Biv <8-bitter@joysticks.R.us>
Message-ID: <Pine.GSO.4.53.0307020541370.11580@shell1>
Source record: 20533

On Tue, 01 Jul 2003 at 17:35:11 GMT, "Ian McLaughlin" scribbled:
->You;ve got bad RAM. The screne coming up is the self test. It's
->coming up because it's detecting something wrong with your machine.

It's not necessarily a RAM problem or something wrong with the computer's innards. It's also possible that it's running the self-test because the IO (daisy chain) connection is bad. That's happened to me many times over the years. I've found that on XLs and especially XEs, the IO connections are extremely fragile.

Nudging or jiggling the cable a little bit can make a big difference. It can also blow out the whole computer! Futzing with the cable to make sure the connection is solid is something that should be done ONLY with the entire computer system turned OFF! It's best to cover over the daisy-chain cable where it plugs into the computer to try to make sure the cable connection is never disturbed!

I've also found that if the daisy-chain cables connected to other hardware items are disturbed, that can also cause the computer to go into self-test mode.

Another question is whether the original poster has any other hardware hooked up to his computer? If there's no disk drive with a DOS disk in it, isn't an XL/XE going to automatically go into self-test? After all, self-test replaced the "memo pad" mode that was on the original 400/800s.
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* Question: 8 bits + 8 bits = ? Answer: two 8 bits! *

(Headers munged to foil spammers; real info in taglines)

# 3871. the moderation issue -- revisited

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-02 11:02:22 UTC
From: Roy G Biv <8-bitter@joysticks.R.us>
Message-ID: <Pine.GSO.4.53.0307020610100.11580@shell1>
Source record: 20534

On Wed, 2 Jul 2003 at 07:26:31 +0800, "Clockmeister" (gerryvdb at
tnet dot com dot au) scribbled:
->You are only speaking for yourself, his ads do not belong in this
->forum. No amount of rhetoric on your part will change that fact
->any time soon.

It's funny <ha-ha-ha> how the adults who responsibly post here
are "only speaking for themselves," whereas the juvenile trouble-
makers posting filth and personal attacks believe they own this
newsgroup, which thereby gives them the right to state the rules.
Oh, it's so funny <ho-ho-ho> -- not!

As I said some seven months ago at another peak point in
activity by the troublemakers, this forum needs to be moderated.
(And the moderator(s) need to be old enough to be mature, and cer-
tified to NOT be raving homophobes.)

Unfortunately, as far as I'm aware the bureaucratic rules and
red tape insisted on by the lords of the Usenet for creating news-
groups (and probably also for making changes) are cumbersome, time-
consuming, and tilted against practicality. As a result, proposals
have had a decreasing chance of success in recent years.

The road to floating formal proposals to be voted on by the lords
of the Usenet is paved with difficulty and frustration. Neverthe-
less, it needs to be done. We need to get rid of the troublemakers,
and moderation is the only way to do it. Without it, it's the decent
people who are leaving. Are there any volunteers out there to help
work on a project to get a moderated newsgroup?

An alternative, which might or might not be any easier, would be
the creation of a moderated 'alt' group. My ISP has said they won't
get involved in creating 'alt' groups, but other ISPS might possibly
take a different position.

Another idea would be trying to start up discussion somewhere
else (like what used to be called a "club," now known as a "group"
on Yahoo). I think that's doomed to fail. The Usenet is the only
place where there's going to be sufficient interest and participa-
tion to keep an Atari 8-bit newsgroup alive. But it won't survive
as long as the troublemakers hold sway. So let's get the ball roll-
ing for moderation! -- whatever it takes, and however long it takes.
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<

>>>-----------------------------------------------<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *

(Headers munged to foil spammers; real info in taglines)

# 3872. Re: dying 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-02 11:46:59 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bdugnj$q29$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 20535

Hi,

> I turn my 1050 drive on now and the lights come on and it fires up
> right, then the leds get dim and it just dies. It doesn't matter what
> power supply I try.

possible problem cases:

1) Voltage regulators bad. You'll find a 7805 and a 7812 regulator with
huge heatsinks left and right to the board.

2) Burned diodes. The 1050 uses internally a voltage doubling circuit to
generate +12V from the +9V power supply. This voltage doubler is built by
the three huge capacitors in the rear middle of the drive, and two tiny
diodes just between them. These two diodes are underdimensioned and easely
burn out if the drive is used excessively.

Greetings,
Thomas

# 3873. Re: Supermon

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-02 13:11:12 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <QRAMa.70$Vw1.2239@news.optus.net.au>
Source record: 20536

> So, you have a commented source for the 1050?? Care to share?
>
> Bob

Not commented no only some basic comments of the routines which under stood.
the std 1050 isn't commented at all. I only have have what I dissassembled.
usd, supermax, std 1050 , Happy and superarchiver. I will not give out
either supermax or superarchiver. , I won't give out the usd rom either if
someone speaks up.
superarchiver and happy roms were tricky to get. now I need to find the
source on my atr backups on my cd's somewhere.

James

# 3874. Re: In need of Mac/65 cart

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-02 13:16:23 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <HWAMa.71$Vw1.2506@news.optus.net.au>
Source record: 20537

"Slor" <slor@comcast.net> wrote in message
news:Xns93ABE3DF84A4Bslorcomcastnet@130.133.1.4...
> I'd like to get ahold of Mac/65 in cartridge format, preferably with
manual
> (though not a necessity). Would anyone here happen to have one for sale
or
> trade?

Should try my special mac 65 cart. it has basic xl, basic xe, mac65 and
action all in the one cart, use switches to access the different languages
:)

James

# 3875. Repair of 576k & modified XE

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-02 15:20:10 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <bdut7a$psa$1@terabinaries.xmission.com>
Source record: 20538

Looking for somebody who would inspect and repair my aging 576k 130xe.
This device has several upgrades, including memory.. It has a multi-OS ROM
by CSS, Basic disable toggle, Super-Video, Super-Audio and a few others.

Lately, it appears as though something has gone south with the Multi-oS
ROM, as I can only use standard mode.

Any repair solutions appreciated.

# 3876. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-02 15:32:56 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3f02fa6c$0$59955$c30e37c6@lon-reader.news.telstra.net>
Source record: 20539
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Luposian" <luposian@lycos.com> wrote in message
news:jRrMa.86429$Pc5.31275@fed1read01...
> "Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
> news:bdt7g8$2f6$1@hercules.btinternet.com...
> > If i was fussy i wouldn't be porking your missus would i.
>
> If you were even telling a nanoparticle of truth, you'd know what state,
> city/town, and address you were at while "porking my missus" (I know
EXACTLY
> where I live... do you?). Sadly, however, the degenerate primate
testicle,
> you call a brain, can't even fathom anything less than a stupid, endlessly
> repeated insult.
>
> How many times have you defaulted to insults concerning my family? When
you
> can't think of something original (which is most of the time), you go
right
> back to insulting my family. Gee, how original. You're worse than a
broken
> record. No, in fact, your brainpan is so flat, they stick a stylus on
your
> head and spin you in circles to play music! But, unfortunately, you're so
> full of ovine lust and stupid thoughts, all they hear is backwards masking
> of bad rap music!
>
> You see, no matter what you say, I will *ALWAYS* have an original insult
to
> come back with. You, on the otherhand, haven't a chance of such advanced
> thought processes... but you're welcome to try.
>
> Don't worry, I'll try to catch the fortune cookie fragments, if your head
> explodes from the effort. See? Another ORIGINAL insult! How many does
> this make? I'm losing track... 20:1? 50:0? Eh, who cares... I'm
winning.
>

You are clearly going for quantity instead of quality with that lot...

Regards,

Clockmeister.

# 3877. Re: Just a reminder

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-02 15:38:20 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vg5v2b1viqtl48@corp.supernews.com>
Source record: 20540

Hi, Bob.
Check the 'Newsgroups:' line.
I don't know Outlook. I use Outlook Express, but
suspect Outlook would be similar.
When you hit 'reply group', a box pops up with the
Newsgroups:
Cc:
Subject:
In case of cross-posts, 'Newsgroups:' shows the groups
the reply will be posted in. Just click in the newsgroups
line and delete unwanted groups you don't want.
Maybe someone else uses Outlook.
Russg

# 3878. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-02 15:46:59 UTC
From: russotto@grace.speakeasy.net
Message-ID: <8TydnVmUt7nuY5-iXTWc-w@speakeasy.net>
Source record: 20541
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

In article <1fxbkku.ve14pc6tpffoN%email@luddite.ca>,
Simon Williams <email@luddite.ca> wrote:
>Paul Schlyter <pausch@saaf.se> wrote:
>
>> Which is why you should never get some models of the Apple Macintosh:
>> a CRT display as well as a floppy and a harddisk inside the same
>> cover..... *shudder*.....
>>
>
>Never thought of that... is it an actual issue, or just a percieved one?
>I can't see it being that much different than say a DuoDisk with a
>monitor stacked on top...

Percieved.
--
Matthew T. Russotto mrussotto@speakeasy.net
"Extremism in defense of liberty is no vice, and moderation in pursuit
of justice is no virtue." But extreme restriction of liberty in pursuit of
a modicum of security is a very expensive vice.

# 3879. Re: the moderation issue -- revisited

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-02 16:13:51 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <3xDMa.21866$C83.2084980@newsread1.prod.itd.earthlink.net>
Source record: 20542

"Roy G Biv" <8-bitter@joysticks.R.us> wrote in message
news:Pine.GSO.4.53.0307020610100.11580@shell1...
> As I said some seven months ago at another peak point in
> activity by the troublemakers, this forum needs to be moderated.
> (And the moderator(s) need to be old enough to be mature, and cer-
> tified to NOT be raving homophobes.)

Just some points from someone that does participate in a moderated forem.

#1 Is that they become clicks. That is nothing a moderator's butt buddies say is off topic, nothing a moderators butt buddies does is inappropriate, anyone that gets in a legitimate argument with a 'regular' has their posts removed as off topic while the regulars can respond to anyone with the same homophobe type posts our current mental case does.

#2 Is who do you trust to do it? Just as a for instance: Posts are only supposed to be made to the most appropriate group. There *is* an emulator group so all emulator questions should be posted there vs. .8bit since this is a hardware/8 bit software group. If you get a rule guy, they may not just enforce the rules you want them too but all the rules.

#3 Who has the time? Time will narrow your choices as to who admins #1 & #2. I think the list of people with enough free time on their hands to do the job would be limited to Ben Smith and the mental case.

# 3880. Re: the moderation issue -- revisited

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-02 17:26:29 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <ih46gvkcihkb9qoark9f64l76eu37g9s5u@4ax.com>
Source record: 20543

Hello All,

The theory, at least, behind alt groups is that they are
"self-moderating." This means, in some cases, that when somebody posts
something outlandish or distasteful, the majority of posters in the
group jump all over it, prompting the following typical reactions from
the original poster:

1. He/she turns up the heat and comes back with personal
attacks on all who answered his first post; or,

2. He/she begs for sympathy, hoping that it will get more
attention. The tears flow like rain, the violin comes
out, etc. People who disagreed with the obnoxious poster
are now apologizing for doing so, and you can just
imagine what comes next..

Of course, there's the occasional group where outrageous posts are
simply ignored. That seems to work better, and most obnoxious posters
go away. If they don't, after a reasonable amount of time, some
member usually takes it upon him/herself to contact the obnoxious
poster's ISP and that settles the issue.

Richard and David have both made good points re: moderation, but I
tend to lean toward the idea that we can do it ourselves -- via
appropriate silence.

Take care.

Alan

On Wed, 02 Jul 2003 16:13:51 GMT, "richard cortese"
<ricortes@earthlink.net> wrote:

>"Roy G Biv" <8-bitter@joysticks.R.us> wrote in message
>news:Pine.GSO.4.53.0307020610100.11580@shell1...
>> As I said some seven months ago at another peak point in
>> activity by the troublemakers, this forum needs to be moderated.
>> (And the moderator(s) need to be old enough to be mature, and cer-
>> tified to NOT be raving homophobes.)
>
>Just some points from someone that does participate in a moderated forem.
>
>#1 Is that they become clicks. That is nothing a moderator's butt buddies
>say is off topic, nothing a moderators butt buddies does is inappropriate,
>anyone that gets in a legitimate argument with a 'regular' has their posts
>removed as off topic while the regulars can respond to anyone with the same

>homophobe type posts our current mental case does.
>
>#2 Is who do you trust to do it? Just as a for instance: Posts are only
>supposed to be made to the most appropriate group. There *is* an emulator
>group so all emulator questions should be posted there vs. .8bit since this
>is a hardware/8 bit software group. If you get a rule guy, they may not just
>enforce the rules you want them too but all the rules.
>
>#3 Who has the time? Time will narrow your choices as to who admins #1 & #2.
>I think the list of people with enough free time on their hands to do the
>job would be limited to Ben Smith and the mental case.
>

--
You can read the FAQ for alt.binaries.karaoke at:

http://www.aemstel.tmfweb.nl/faq.htm
or
http://members.chello.nl/~j.a.komrij/faq.htm

# 3881. Re: In need of Mac/65 cart

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-02 18:03:49 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3f031f9d$0$49108$e4fe514c@news.xs4all.nl>
Source record: 20544

hmm sounds like a non-original OSS cart :-)

"jim" <sup8pdct@mail.cth.com.au> wrote in message
news:HWAMa.71$Vw1.2506@news.optus.net.au...
>
> "Slor" <slor@comcast.net> wrote in message
> news:Xns93ABE3DF84A4Bslorcomcastnet@130.133.1.4...
> > I'd like to get ahold of Mac/65 in cartridge format, preferably with
> manual
> > (though not a necessity). Would anyone here happen to have one for sale
> or
> > trade?
>
> Should try my special mac 65 cart. it has basic xl, basic xe, mac65 and
> action all in the one cart, use switches to access the different languages
> :)
>
> James
>
>

# 3882. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-02 22:58:03 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <%rJMa.12662$JY1.10012@nwrddc01.gnilink.net>
Source record: 20545
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

vairxpert wrote ...

>I did the RLL thing...it worked great with certain drives. I was able
>to squeeze 32 megs out of an MFM drive that way. Sleazgates just
>wouldn't fly with that trick though.

I used a 20 meg MFM Seagate with a Western Digital RLL card. I did have to do a low-level format to get it to work though. This was after Seagate started including install software on a 5 1/4" disk in the box with their drives. The software made low-level formatting easy.

>I loved the BBS's back then and how each would brag in the opening
>screen about the amount of online space they had. I remember being
>blown away when "Last Chance" upped his to 85 megs!

I remember one BBS using five 286's networked together. With two 50 meg drives in each box. He had five phone lines and a modem in each computer for a 5 node system. One line was free (and _always_ busy). It was worth ten bucks a year to become a subscriber and be able to connect on the other four lines.

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
Last 8-bit BBS in the Dallas area. Commodore lives!

# 3883. Re: Help on Atari 800XL required

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-02 23:56:47 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3f036eb5.8816394@news>
Source record: 20546

Roy G Biv <8-bitter@joysticks.R.us>:

> Another question is whether the original poster has any other
>hardware hooked up to his computer? If there's no disk drive with
>a DOS disk in it, isn't an XL/XE going to automatically go into
>self-test? After all, self-test replaced the "memo pad" mode that
>was on the original 400/800s.

Without holding down the option key on the XL/XE (excluding the 1200XL) you get the BASIC, READY prompt. If your computer goes into self test mode when you turn it on, without holding option down, regardless of peripherals installed, I'd say you have something wrong with the RAM.

You can carefully pull and reseat the chips and try the temperature test given earlier to try and find the bad one. I don't know how the little blocks in the self test correspond to the physical chips. Does any one know?

---
Shawn Jefferson
(fix reply to for email)

# 3884. Re: In need of Mac/65 cart

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 00:05:00 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns93ACC2205BF4Dslorcomcastnet@130.133.1.4>
Source record: 20547

Despite all prevention efforts, "jim" <sup8pdct@mail.cth.com.au> wrote
in news:HWAMa.71$Vw1.2506@news.optus.net.au:

>
> "Slor" <slor@comcast.net> wrote in message
> news:Xns93ABE3DF84A4Bslorcomcastnet@130.133.1.4...
>> I'd like to get ahold of Mac/65 in cartridge format, preferably with
> manual
>> (though not a necessity). Would anyone here happen to have one for
>> sale
> or
>> trade?
>
> Should try my special mac 65 cart. it has basic xl, basic xe, mac65
> and action all in the one cart, use switches to access the different
> languages
>:)
>
> James
>
>

Where might one get more info?

Thanks

--
Slor

# 3885. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 00:23:17 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bdvt1j$186$2@sparta.btinternet.com>
Source record: 20548
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi Liposuction

> > If i was fussy i wouldn't be porking your missus would i.
>
> If you were even telling a nanoparticle of truth, you'd know what state,
> city/town, and address you were at while "porking my missus" (I know
EXACTLY
> where I live... do you?). Sadly, however, the degenerate primate
testicle,
> you call a brain, can't even fathom anything less than a stupid, endlessly
> repeated insult.

Its not for me to prove as truth, its for you to disprove as lies!!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

---
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.495 / Virus Database: 294 - Release Date: 30/06/2003

# 3886. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 00:23:18 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bdvt1l$186$3@sparta.btinternet.com>
Source record: 20549
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Why its every woman's friend, Liposuction

> > If i was fussy i wouldn't be porking your missus would i.

> You see, no matter what you say, I will *ALWAYS* have an original insult
to
> come back with. You, on the otherhand, haven't a chance of such advanced
> thought processes... but you're welcome to try.

Yeah your right, you've really got me in a spin, i dont know what whitty
retort to come out with next!.

> Don't worry, I'll try to catch the fortune cookie fragments, if your head
> explodes from the effort. See? Another ORIGINAL insult! How many does
> this make? I'm losing track... 20:1? 50:0? Eh, who cares... I'm
winning.

Shit youre right, 1 more to you!.

--

Regards Steve

Rope me a sheep and I'll make it smile.

---
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.495 / Virus Database: 294 - Release Date: 30/06/2003

# 3887. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 00:23:20 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bdvt1m$186$4@sparta.btinternet.com>
Source record: 20550
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi "Clockmeister"

> > > If i was fussy i wouldn't be porking your missus would i.

> > If you were even telling a nanoparticle of truth, you'd know what state,
> > city/town, and address you were at while "porking my missus" (I know
EXACTLY
> > where I live... do you?). Sadly, however, the degenerate primate
testicle,
> > you call a brain, can't even fathom anything less than a stupid,
endlessly
> > repeated insult.

> You are clearly going for quantity instead of quality with that lot...

He's got me on the retreat!, he said so!. 8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

---
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.495 / Virus Database: 294 - Release Date: 30/06/2003

# 3888. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 00:56:07 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <haLMa.87017$Pc5.41750@fed1read01>
Source record: 20551
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bdvt1j$186$2@sparta.btinternet.com...
> Its not for me to prove as truth, its for you to disprove as lies!!.

You practice an old tactic of evolutionists, known as "switching the burden of proof". But I say, since you're the one MAKING the claim of having sex with my wife, you should be the one required to PROVE it!

Afterall, I already DON'T believe you, so why don't you show me how much of a "missus porker" you are and tell me where she and I live, eh?

Luposian

# 3889. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 00:58:17 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <icLMa.87018$Pc5.22349@fed1read01>
Source record: 20552
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bdvt1l$186$3@sparta.btinternet.com...
> Yeah your right, you've really got me in a spin, i dont know what whitty
> retort to come out with next!.

That's what I like about you, Steve... you and I have such fun smacking each
other arouned with NERF bats!

> > Don't worry, I'll try to catch the fortune cookie fragments, if your
head
> > explodes from the effort. See? Another ORIGINAL insult! How many does
> > this make? I'm losing track... 20:1? 50:0? Eh, who cares... I'm
> winning.
>
> Shit youre right, 1 more to you!.

WHOMP! There it is! :-)

Luposian

# 3890. Re: In need of Mac/65 cart

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 01:10:43 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <noLMa.12799$JY1.4154@nwrddc01.gnilink.net>
Source record: 20553

How can I buy it?

"jim" <sup8pdct@mail.cth.com.au> wrote in message
news:HWAMa.71$Vw1.2506@news.optus.net.au...
>
> "Slor" <slor@comcast.net> wrote in message
> news:Xns93ABE3DF84A4Bslorcomcastnet@130.133.1.4...
> > I'd like to get ahold of Mac/65 in cartridge format, preferably with
> manual
> > (though not a necessity). Would anyone here happen to have one for sale
> or
> > trade?
>
> Should try my special mac 65 cart. it has basic xl, basic xe, mac65 and
> action all in the one cart, use switches to access the different languages
> :)
>
> James
>
>

## 3891. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 01:22:17 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <Os2cne5rKYBYGZ6iXTWJkQ@comcast.com>
Source record: 20554
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

> I used a 20 meg MFM Seagate with a Western Digital RLL card. I did have
to
> do a low-level format to get it to work though. This was after Seagate
> started including install software on a 5 1/4" disk in the box with their
> drives. The software made low-level formatting easy.

True, much easier than going to DEBUG and typing "G=C:800" ;-)

Bill @ GarberStreet Enterprises };-)
Web Site - http://garberstreet.netfirms.com
Email - willy46pa@comcast.net

---
This email ain't infected, dude!

Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.495 / Virus Database: 294 - Release Date: 6/30/03

## 3892. 4464 ic's

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 02:36:39 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <XEMMa.177$JI4.3538@news-server.bigpond.net.au>
Source record: 20555

would anybody know where I can get a pair of 4464 ram chips in Australia?

Mark

# 3893. Re: 130XE Keyboard prob

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 02:47:18 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <WOMMa.22746$C83.2147460@newsread1.prod.itd.earthlink.net>
Source record: 20556

I do not remember; now that you mention it, I have vague recollections of
maybe hearing that....

Best will know and be able to determine which is required.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Tim" <tjlazer@nospam.mail.com> wrote in message
>
> Man I butchered my cable last night!!! I used some silver conductive
paint
> to try to fix it and ended up messing it all up! It is just not worth it.
> I will have to order up a new mylar from B&C. Is there 2 diff versions of
a
> mylar???
>
> Tim
>

# 3894. Re: 4464 ic's

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 04:45:02 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3f03b5d0$0$49108$e4fe514c@news.xs4all.nl>
Source record: 20557

Hmm, I have them overhere in Europe, I can ship them if you want...

TXG/MNX

Contact me private when you want these chips..
"Mark Bedingfield" <mark@computercom.com.au> wrote in message
news:XEMMa.177$JI4.3538@news-server.bigpond.net.au...
> would anybody know where I can get a pair of 4464 ram chips in Australia?
>
> Mark
>
>

# 3895. Re: the moderation issue -- revisited

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 07:13:36 UTC
From: Roy G Biv <8-bitter@joysticks.R.us>
Message-ID: <Pine.GSO.4.53.0307030106370.21453@shell1>
Source record: 20560

On Wed, 02 Jul 2003 at 16:13:51 GMT, "richard cortese" scribbled:
->Just some points from someone that does participate in a moderated
->forem.

Your input is appreciated. In the past, under ordinary circumstances, I have not tended to be favorable toward the idea of moderating Usenet newsgroups. (Further comments below.) But this newsgroup has a history of longterm disruption caused by enemies of a particular dealer posting irresponsibly for years and years. The anti-Terry Ortman postings, e.g., continued for years after Ortman was long gone from this newsgroup (and long gone from Atari).

The juvenile troublemakers and assorted nutcases obviously have no lives (not to mention no brains), so they have to keep posting their filth; they don't have anything better to do in life. In the latter years of anti-Ortman postings there were signs that one or more of the anti-Ortman crowd were sending fake Ortman postings to this newsgroup just to keep the "issue" alive. Examination of the long message headers of postings in the current imbroglio causes me to be suspicious of the "legitimacy" of certain postings. But in any case, the bottom line remains that the troublemakers are determined to ruin this newsgroup by posting filth and personal attacks. As in the Ortman case, the troublemakers are going to continue posting their filth for umpteen years, because that's the only life they have. Something needs to be done.

->#1 Is that they become clicks.

The Bush White House uses the term "regime" for ruling groups they don't like. <grin> "Clique" is more esoteric. But I notice the dictionary definition doesn't indicate that a clique has to be negative. It merely defines clique as a small or closed group with shared interests. Any group of newsgroup moderators would inevitably fit that description. It's up to the moderators to act responsibly. And in the case where a moderator didn't act responsibly (or disappeared), I believe the Usenet rules allow for complaints to be filed, which could result in a change of moderators.

->That is nothing a moderator's butt buddies say is off topic,
->nothing a moderators butt buddies does is inappropriate,

I've followed two moderated newsgroups over the years, and they aren't like that. Both of those groups deal with areas of the broadcasting and media world, and there are many "important" people in those fields who follow and post on those groups. The moderators of those groups act responsibly, and thus make it possible for both

VIPs and ordinary readers to participate in those groups -- because those groups are expected to be free of spam, filth, personal attacks, and other unwanted trash.

I think this newsgroup has some similarity to those situations. There are many "important" people in the Atari 8-bit field who have participated here over the years. Programmers, vendors, and gurus are just some of the people who are important to the success of this group. Active users, on real hardware or by emulation, are also important. The 8-bit users deserve a safe and clean environment here. Moderation may not be 100% guaranteed, but it is probably the most feasible solution.

->#2 Is who do you trust to do it?

Well, I humorously hinted at two standards in my original posting. To be more specific, but still with a large dose of humor, I would suggest a minimum age of 40 and a requirement of a signed statement pledging to be as "fair" as, for example, last week's U.S. Supreme Court decision. (Which the resident homophobes on this newsgroup are probably foaming at the mouth over.) OK, I'm kidding about the age 40 thing (maybe it should be 60 or 70?!), but any candidates need to be (1) mature, and (2) fair.

->Posts are only supposed to be made to the most appropriate group.

OK. But how does that relate to the current problem? Should we be telling the troublemakers to post their filth on alt.filth? Or alt.unacceptable.lies? Or alt.ben.smith.die.die.die? You know, those would've been good jokes in Modemland ten years ago, but I'll bet most Usenet readers today don't even know what that joke is about. But technically, it would be correct to say to the troublemakers, "You should take your filth to alt.filth, and if there isn't such a group, you should start it." Will they heed that advice? I doubt it.

->There *is* an emulator group so all emulator questions should be
->posted there vs. .8bit since this is a hardware/8 bit software
->group.

There are 49,820 newsgroups currently listed as available on my ISP. I checked all groups with the word "atari" in either the name or the description, and found no Atari group having anything to do with emulation. In fact, the only other 8-bit oriented (English-language) Atari newsgroup was alt-no-advertising.files.warez.atari-8-bit. Not only were there no postings in that group, but it's name ("warez") implies an orientation toward, or toleration of, illegal activity. So it appears that this is still the only Usenet newsgroup for all kinds of discussion (in the English language) regarding Atari 8-bits.

->If you get a rule guy, they may not just enforce the rules you
->want them too but all the rules.

Such people usually make themselves unpopular and don't last
long! <grin>

->#3 Who has the time?

No problem. I'm sure there are responsible people out there who
would do it. However, as I said, I think the Usenet red tape is a
bigger obstacle. I think the biggest question is who has the time
to delve into all the bureaucratic procedures that are required and
actually do the work needed (i.e., red tape) that the Usenet rules
call for? Are there any volunteers?
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* ATARI -- Love it or leave it! *

(Headers munged to foil spammers; real info in taglines)

# 3896. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 07:40:51 UTC
From: Roger Johnstone <rojaws@es.co.nz>
Message-ID: <20030703194023624+1200@news.inv.ihug.co.nz>
Source record: 20558
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

In <8TydnVmUt7nuY5-iXTWc-w@speakeasy.net> Matthew Russotto wrote:
> In article <1fxbkku.ve14pc6tpffoN%email@luddite.ca>,
> Simon Williams <email@luddite.ca> wrote:
>>Paul Schlyter <pausch@saaf.se> wrote:
>>
>>> Which is why you should never get some models of the Apple Macintosh:
>>> a CRT display as well as a floppy and a harddisk inside the same
>>> cover..... *shudder*.....
>>
>>Never thought of that... is it an actual issue, or just a percieved
>>one? I can't see it being that much different than say a DuoDisk with
>>a monitor stacked on top...
>
> Percieved.

Perceived.

The old toaster Macs did have a warning about placing an external floppy drive on top of the computer, or on a stand beside it at the same level as the monitor. The internal drives were never a problem of course, since the designers _knew_ where they would be.

--
Roger Johnstone, Invercargill, New Zealand

Apple II - FutureCop:LAPD - iMac Game Wizard
http://homepages.ihug.co.nz/~rojaws/

---
"So we went to Atari and said, 'We've got this amazing thing, even built with some of your parts and what do you think about funding us? Or we'll give it to you. We just want to do it. Pay our salary, we'll come work for you.' They said 'No'. Then we went to Hewlett-Packard; they said, 'We don't need you. You haven't got through college yet'."

Apple Computer founder Steve Jobs on attempts to get Atari and H-P interested in his and Steve Wozniak's personal computer

# 3897. Re: VERY FUN FREE ADDICTIVE RPG 6559

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 08:33:55 UTC
From: dunxuk@aol.commercial
Message-ID: <20030703043355.05220.00000019@mb-m14.aol.com>
Source record: 20559

Thanks for all the spam Brent;

Brent MacDonald
Digital Desktop Designer
AlphaSet, Toronto

# 3898. Re: dying 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 09:28:45 UTC
From: Spike's Systems <jpittz@mikrotec.com>
Message-ID: <3F03F74D.8D95C583@mikrotec.com>
Source record: 20468

Now it doesn't even come on at all. Just totally dead.

Spike's Systems wrote:

> I turn my 1050 drive on now and the lights come on and it fires up
> right, then the leds get dim and it just dies. It doesn't matter what
> power supply I try.

# 3899. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 10:14:50 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3f040159$0$59959$c30e37c6@lon-reader.news.telstra.net>
Source record: 20561
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Luposian" <luposian@lycos.com> wrote in message
news:haLMa.87017$Pc5.41750@fed1read01...
> "Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
> news:bdvt1j$186$2@sparta.btinternet.com...
> > Its not for me to prove as truth, its for you to disprove as lies!!.
>
> You practice an old tactic of evolutionists, known as "switching the
burden
> of proof". But I say, since you're the one MAKING the claim of having sex
> with my wife, you should be the one required to PROVE it!
>
> Afterall, I already DON'T believe you, so why don't you show me how much
of
> a "missus porker" you are and tell me where she and I live, eh?
>

He doesn't need to know if your Mrs knows where Steve lives.

Ask her!

Regards,

Clockmeister.

# 3900. ADV: Atari Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 10:36:59 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0307030333230.24015-100000@shell1.aracnet.com>
Source record: 20562
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently having a Christmas in July Sale! This is how it works. Buy the HardWare/Accessories for any Classic Atari 8 Bit and/or 16/32 Bit Atari ST System and I'll outfit your system with Games/SoftWare and/or Books/References. You be good to me and I'll be good to you! The more you spend on HardWare/Accessories, the better I outfit your system. The more HardWare you buy for your system, the more Games/Software and/or Books/References you receive! You choose the Atari Hardware you want to buy and we choose the Books/References and/or Games/Software I'll include in your Order.This will be a good opportunity to renew lost interest in collecting Atari or building a New Atari system for the first time. ReLive your Atari Youth! Offered While supplies last. Goto http://BensCatalogs.Atari.org or Call Ben anytime at (503)256-9974!!! To proceed with offer HotLink to:

http://www.aracnet.com/~atari/specials.htm Atari Specials!
http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
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I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 3901. Re: In need of Mac/65 cart

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 13:12:03 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <DYVMa.111$Vw1.5903@news.optus.net.au>
Source record: 20563

"TXG" <txg01@xs4all.nl> wrote in message
news:3f031f9d$0$49108$e4fe514c@news.xs4all.nl...
> hmm sounds like a non-original OSS cart :-)

It started as an orignal oss cart :) and still has the shells and the board.
only differance is the eprom, 2 resistors and 2 switches :) the basic XL
was the tricky part Only had a version for the 2 eprom oss cart, where as
mine is the single eprom version. they both have differant addresses in
which the banks are selected. had to go through and find the address's
($D5XX) and change them so it would bank switch properly.

James

# 3902. Re: In need of Mac/65 cart

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 13:13:14 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <KZVMa.112$Vw1.5913@news.optus.net.au>
Source record: 20564

>
> Where might one get more info?

from me. as far as I know, I am the only one in the world that has one. ie I made it.

James

## 3903. Re: In need of Mac/65 cart

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 13:14:31 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <X_VMa.113$Vw1.5922@news.optus.net.au>
Source record: 20565

"CBClarke" <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in message
news:noLMa.12799$JY1.4154@nwrddc01.gnilink.net...
> How can I buy it?

you cannot. it must be made.

James

# 3904. Re: In need of Mac/65 cart

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 14:22:37 UTC
From: Dan Vernon <newsgroups@retrobits.net>
Message-ID: <be1e6s$vl6$1@news.chatlink.com>
Source record: 20566

I have a few spares as well as manuals/toolkits that I would consider
selling, contact me for details.
-Dan
webmaster "at" retrobits "dot" net

"CBClarke" <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in message
news:noLMa.12799$JY1.4154@nwrddc01.gnilink.net...
> How can I buy it?

# 3905. Re: the moderation issue -- revisited

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 16:27:16 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <EPYMa.76771$lo.7167834@newsread2.prod.itd.earthlink.net>
Source record: 20567

"Roy G Biv" <8-bitter@joysticks.R.us> wrote in message
news:Pine.GSO.4.53.0307030106370.21453@shell1...
> On Wed, 02 Jul 2003 at 16:13:51 GMT, "richard cortese" scribbled:
> ->Just some points from someone that does participate in a moderated
> ->forem.
>
> Your input is appreciated. In the past, under ordinary circum-
> stances, I have not tended to be favorable toward the idea of moder-
> ating Usenet newsgroups. (Further comments below.) But this news-
> group has a history of longterm disruption caused by enemies of a
> particular dealer posting irresponsibly for years and years.

Well nomen is a well known troll who's 'thing' is disruption. He's kind of
all over the place with paranoid rants. Hard to tell if he just has a sick
sense of humor or is genuinely sick. Sick is the keyword anyway. I'm not
even sure if it isn't a kibo kind of thing.

http://www.masonicinfo.com/kenids.htm

<snip>
> ->There *is* an emulator group so all emulator questions should be
> ->posted there vs. .8bit since this is a hardware/8 bit software
> ->group.
>
> There are 49,820 newsgroups currently listed as available on my
> ISP. I checked all groups with the word "atari" in either the name
> or the description, and found no Atari group having anything to do
> with emulation.

alt.emulators is where people wanted to stick them.

I would estimate around 1/3 of the newsgroup was against emulator talk in
comp.sys.atari.8bit due to the nature of their contribution. Most of their
posts were ~How come there aren't warez sites for Atari like their are for
the C64?
~How do I get the emulator to recognize my Gateway built in video card?
Which was kind of tough to answer since most people had real Ataris and
didn't fool with the emulators.

I can't remember a single post from anyone other then an emulator user that
wanted them here, but they came anyway.
<snip>
> ->#3 Who has the time?
>
> No problem. I'm sure there are responsible people out there who
> would do it. However, as I said, I think the Usenet red tape is a

> bigger obstacle. I think the biggest question is who has the time
> to delve into all the bureaucratic procedures that are required and
> actually do the work needed (i.e., red tape) that the Usenet rules
> call for? Are there any volunteers?

I'm sure there are qualified people but the rub is the time it takes.

# 3906. Re: 130XE bad joystick port

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 18:00:02 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3F046F22.B4DC1BA3@cswebmail.com>
Source record: 20568

"Neal E. Westfall" wrote:

> The second joystick port pulls to the left on my 130XE. Anybody know how
> to go about troubleshooting it?
>
> Neal

Try a different joystick.

Look at the pins in the socket, make sure none are bent.

Try running a BASIC program to loop and print the value of the port..Print
stick(1). It should read 15 with no stick or not pushing the handle.

It could be the pia(6520) or the resistor or capacitor for that direction
line. Looks to go to pin 4 of the pia.

Rick D.

# 3907. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 18:07:53 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <zh_Ma.87221$Pc5.49643@fed1read01>
Source record: 20569
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Clockmeister" <gerryvdb@tnet.com.au> wrote in message
news:3f040159$0$59959$c30e37c6@lon-reader.news.telstra.net...
> > Afterall, I already DON'T believe you, so why don't you show me how much
> of
> > a "missus porker" you are and tell me where she and I live, eh?
> >
>
> He doesn't need to know if your Mrs knows where Steve lives.

You attempts at "slight of hand" are futile. The statement is to have HIM
(Steve Sweet) PROVE (provide overwhelming or undeniable evidence) that he
knows where I and my wife live. But maybe you don't know how to read
English (or suffer from some variation of dyslexia) and thus are lead to
believe I meant something else entirely different.

Luposian

# 3908. Re: atari 400 problems

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 18:08:42 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3F04712A.BE255951@cswebmail.com>
Source record: 20570

zool wrote:

> Hello,
>
> Yesterday I bought an Atari 400 at a thrift store for 5 dollars. I
> took it home and it works and everything, but there is something I
> just can't figure out.
>
> I put in a BASIC cartridge and I attempt to write a program... but
> after I write a line and hit the RETURN key, the system freezes and I
> can't type anymore.
>
> Am I missing something here? Is there some trick or something after
> you write a line in Basic? I have used the default OS on the computer
> (memopad or whatever it is called) and was able to hit RETURN no
> problem.
>
> Thanks

Make sure the cartridge contacts are clean. Same for the socket.

You may need to open up the cartridge or 400 and reseat all of the
socketed chips.

Rick D.

# 3909. Re: Atari Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 18:14:28 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <Kn_Ma.87223$Pc5.5437@fed1read01>
Source record: 20572
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

You know, Ben, not to be mean or anything, but...

Didn't you just post this exact advertisement last week or so?

Hyper-repetition is not going to win any converts/buyers over any faster.
And I think upgrading and repairing your site and providing an URL to it
would yield far better results.

But, if you're doing it just to annoy the blazes out of all the lamers here
that are attacking me... go right on ahead. ANNOY THE SHIT OUT OF THEM!!!
WHA-HOOOO!

Oh, and send a few dozen ads to "Anonymous"... just to put a few more fleas
in his hair and annoy him tremendously!

Jus' my $0.02.

Luposian
---
"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0307030333230.24015-100000@shell1.aracnet.com...
> I'm currently having a Christmas in July Sale! This is how it works. Buy
> the HardWare/Accessories for any Classic Atari 8 Bit and/or 16/32 Bit
> Atari ST System and I'll outfit your system with Games/SoftWare and/or
> Books/References. You be good to me and I'll be good to you! The more you
> spend on HardWare/Accessories, the better I outfit your system. The more
> HardWare you buy for your system, the more Games/Software and/or Books/
> References you receive! You choose the Atari Hardware you want to buy and
> we choose the Books/References and/or Games/Software I'll include in your
> Order.This will be a good opportunity to renew lost interest in collecting
> Atari or building a New Atari system for the first time. ReLive your Atari
> Youth! Offered While supplies last. Goto http://BensCatalogs.Atari.org or
> Call Ben anytime at (503)256-9974!!! To proceed with offer HotLink to:
>
> http://www.aracnet.com/~atari/specials.htm Atari Specials!
> http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
> http://www.aracnet.com/~atari/maillist.htm SignUp for Ben's Mail List!
> http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
> http://www.aracnet.com/~atari/whybuyben.htm Ben's References!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. Customers love the speedy service! I have
> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>

> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

# 3910. Re: Portfolio/Serial Port

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 18:16:11 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3F0472EB.5064D097@cswebmail.com>
Source record: 20571

rfka01 wrote:

> Hi all,
>
> today my combo of PoFo and Serial Port just died on me. I had tried to
> set up the PoFo and my notebook through the serial line, when the PoFo
> just switched itself off. It was not to be resurrected with the serial
> port connected. After I hat removed the port, it took one or two hard
> resets to get it going again. I even got a pretty vertical line on the
> right side of the screen once ...
> I'd rather not lose the serial port. Any thoughts or experiences ?
>
> TIA, Robert

The only thing I can suggest to clean the contacts of the serial port
module and pofo bus.

HAving no repair docs, looking for a replacement serial module now would
be a good idea.

Rick D.

# 3911. Re: open jpg in Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 18:31:26 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F04767E.22D0A3FB@students.uni-mainz.de>
Source record: 20573

Well,
try the program A8JDPEG.BIN by Raphael Espino or JPEGVIEW or JPEGSHOW by
the same author... -andreas.

Hon Tseng schrieb:
>
> I need to open the picture jpeg in Atari 8bit machine. Anyone know how to
> open it?

# 3912. Re: Rampage! available on cartridge....

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 18:36:27 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F0477AB.29971B5D@students.uni-mainz.de>
Source record: 20574

Well,
afaik Sunmark never bought any copyrights or licensed any of their A8
cart-games... -andreas.

Kraw schrieb:
>
> "Mark DiLuciano" <markdil@ix.netcom.com> wrote in news:Bhcza.76$ru5.53
> @news.randori.com:
>
> > Rampage is now available on cartridge and it works on
> > both NTSC and PAL We are only making 50 carts,
> > so get your orders in early. M.U.L.E. sold out in two
> > days!
> >
> > http://www.sunmark.com
> >
> >
> >
> >
> >
>
> How much did the copyrights for Rampage cost?

# 3913. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 18:43:01 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F047935.568AFADD@students.uni-mainz.de>
Source record: 20575
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Well,
the crash took place from 1983 to 1985. Read how many millions Atari
lost in 1983 and 1984 (until the Tramiels took over; the losses were
smaller then and somewhere in 1985 Atari was on the plus side again).
Some companies already got busted in 1983, some survived until 1984.
think, after 1985 the great homecomputer crash was over...
-Andreas.

Robert J Baker schrieb:
>
> Exegete <millers@noneofyourbusiness.com> wrote in message
news:<3EFC75C0.3030706@noneofyourbusiness.com>...
>
> > > That's because of the great computer/video market crash of 1983, when
> > > alot of companies went under!
> > >
> >
> > Actually, the crash was the following year, 1984.
>
> Actually, it was the year after that -- 1985. I remember because of
> Live Aid. :p
>
> (One computer magazine cartoon postulated the rescue of a certain
> company by way of a "Clive Aid" event...)

# 3914. Re: open jpg in Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 18:54:58 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F047C02.ADCF96B@students.uni-mainz.de>
Source record: 20576

Yeah,
the converter cannot display a) progressive JPEG pics and b) JPEG pics
of the new JPEG 2000 or 2001 standard (if they are not the same as
progressive JPEG`s; I don`t know, since I merely have an old 486 PC
which almost has the same problems as the A8 - at least with displaying
newer JPEG pics)... -andreas.

TXG schrieb:
>
> Hi,
>
> Read the manual you need to convert the jpeg's to greyscale with a program
> like paintshop pro. (trail version is free). Secondly make the resolution of
> this jpeg about 320x200 bigger is not usefull because only a part is
> decoded.
> The Quality of this decoder is briliant, I use it to convert pictures to
> HIP. Very easy...
>
> Color will be supported in the near future.
>
> Maybe progressive packed jpegs also gives problems but I never tryed that...
>
> TXG/MNX
>
> "Hon Tseng" <pcuser45@yahoo.com> wrote in message
> news:vvaLa.30677$pH3.1199@news2.east.cox.net...
> > I tried to open all the Jpg in A8JDPEG but jpeg program cannot open the
> jpg
> > because error message says unsupport jpg and the screen is blue and blank.
> > When I open jpg in PC, it looks fine. Anyone have solutions?
> >
> >
> >
> > "Daniel Miller" <daclmi@mediakingx.com> wrote in message
> > news:j73nfvgtoe6m9lvv1tj3859fm0t4lobnkc@4ax.com...
> > > On Fri, 27 Jun 2003 00:03:26 GMT, "Hon Tseng" <pcuser45@yahoo.com>
> > > wrote:
> > >
> > > >I need to open the picture jpeg in Atari 8bit machine. Anyone know how
> to
> > > >open it?
> > >
> > > Flyball, woohoo! I got it, I got it! This is all mine baby, yeah!
> > >

> > > Use A8JDPEG, Hon Tseng:
> > >
> > > http://rjespino.tripod.com/8bit/a8jdpeg/a8jdpeg.html
> > >
> > > It was last updated in September 2002.
> >
> >

## 3915. SWP Hard Disk Daughterboard

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 19:01:05 UTC
From: sweetspot@bellsouth.net
Message-ID: <3f047d33.6659606@newsgroups.bellsouth.net>
Source record: 20577

OK, so it looks like no one has one of these. Does anyone have a
picture of one ? I need to see if all of the components are present
on my board. Tks

ron

# 3916. Re: ISO: Tetris game with Jean Michel Jarre music

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 19:09:31 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F047F6B.56684491@students.uni-mainz.de>
Source record: 20578

Fortress !!
Game was done by a brit, had a nice intro-picture with a small animation (alas, the game mostly crashed after that intro, so I removed it). The game featured "ripped" sounds originally done by Kemal Ezcan. The full length of the file was 279 single sectors - after removing the intro and packing it with DJ-Packer my version now has 78 single sectors and still plays fine. Alas, a two-player mode is missing... -Andreas.

P.S.: If you miss the highscore table in fortress, you can create a new one by choosing the option ERASE Highscore (and no, after the game created a new one for you it won`t erase it immediately)...

William Kendrick schrieb:
> 
> There was a simple Tetris-style game I played years ago on the Atari
> that included renditions of songs by Jean Michel Jarre
> (e.g., Oxygene, Popcorn, etc.)
> 
> Anyone remember what it's called?
> 
> Thx!
> 
> -bill!
> 
> --
> bill@newbreedsoftware.com Got kids? Get Tux Paint!
> http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 3917. Re: ISO: Tetris game with Jean Michel Jarre music

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 19:17:07 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F048133.74B2A598@students.uni-mainz.de>
Source record: 20579

But I do:
it is called FORTRESS. includes 3 musics: Oxygene (part 2 or 4?),
Popcorn and Digi-Loo-Digi-Ley (all programmed by Kemal Ezcan)...
-Andreas.

P.S.: Hehehe, have that HOT Butter version on CD. Also know that JM
Jarre remake. But look whats on the music market today: 90% recycles of
songs from the 60`s, 70`s, 80`s and even 90`s. Maybe teenies should
start to listen to the original versions ?!?

William Kendrick schrieb:
> 
> Anders Carlsson <anders.carlsson@mds.mdh.se> wrote:
> > <besserwisser>
> > Popcorn is not by Jarre (although he might've performed it as a cover),
> > it is by Hot Butter from the early 70'ties. :-)
> > </besserwisser>
> 
> You learn somethin' new every day! ;^)
> 
> > But no, I don't know the game you're looking for.
> 
> Damn! :^)
> 
> -bill!
> 
> --
> bill@newbreedsoftware.com Got kids? Get Tux Paint!
> http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 3918. Re: ISO: Tetris game with Jean Michel Jarre music [OT]

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 19:19:46 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F0481D2.D287E3BC@students.uni-mainz.de>
Source record: 20580

Nope,
Hot Butter is not / was not JM Jarre... -andreas.

Someone schrieb:
> 
> jarre did have something to do with popcorn.
> 
> all i know is the b-side to the 7" of popcorn is called "blackbird" which is
> a jean michel jarre song (from les grange brulees)
> 
> therfore hot buter = jean michel jarre(?)
> 
> "William Kendrick" <bill@newbreedsoftware.com> wrote in message
> news:N3KLa.6777$%3.313664@typhoon.sonic.net...
> > Anders Carlsson <anders.carlsson@mds.mdh.se> wrote:
> > > <besserwisser>
> > > Popcorn is not by Jarre (although he might've performed it as a cover),
> > > it is by Hot Butter from the early 70'ties. :-)
> > > </besserwisser>
> > 
> > You learn somethin' new every day! ;^)
> > 
> > 
> > > But no, I don't know the game you're looking for.
> > 
> > Damn! :^)
> > 
> > -bill!
> > 
> > --
> > bill@newbreedsoftware.com Got kids? Get Tux
> Paint!
> > http://newbreedsoftware.com/bill/
> http://newbreedsoftware.com/tuxpaint/

# 3919. Re: ISO: Tetris game with Jean Michel Jarre music

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 19:23:10 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gbrwbqush.fsf@legolas.mdh.se>
Source record: 20581

Andreas Magenheimer <magea000@students.uni-mainz.de> writes:

> it is called FORTRESS. includes 3 musics: Oxygene (part 2 or 4?),
> Popcorn and Digi-Loo-Digi-Ley (all programmed by Kemal Ezcan)...

Excellent. Now, I only need to see Jarre do the hand waving motions
and dancing to determine similaritie with the Herreys brothers.. :)

--
Anders Carlsson

# 3920. Re: Ram tester

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 19:23:30 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F0482B2.8D00AE82@students.uni-mainz.de>
Source record: 20582

Errr,
software ?!? If so, i have quite some different RAM test-programs here.
But they only test port B / 130XE compatible upgrades... -andreas.

Mark Bedingfield schrieb:
>
> Hi guy's doe's anybody know where I can get hold of a few different ram
> testers for the 800xl that support 256k?
>
> Thanks
>
> Mark

# 3921. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 21:17:04 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <be26gb$pfc$2@sparta.btinternet.com>
Source record: 20583
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi "Clockmeister"

> > > Its not for me to prove as truth, its for you to disprove as lies!!.
> >
> > You practice an old tactic of evolutionists, known as "switching the
> burden
> > of proof". But I say, since you're the one MAKING the claim of having
sex
> > with my wife, you should be the one required to PROVE it!
> >
> > Afterall, I already DON'T believe you, so why don't you show me how much
> of
> > a "missus porker" you are and tell me where she and I live, eh?
> >
>
> He doesn't need to know if your Mrs knows where Steve lives.
>
> Ask her!

8~)

There's not much point, her mouth is usually full when I'm about 8~)

--

Regards Steve

Rope me a sheep and I'll make it smile.

# 3922. Re: Atarigay Xmas in July! Gay sex aids reduced

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 21:17:06 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <be26gg$pfc$3@sparta.btinternet.com>
Source record: 20584
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi Liposuction

> You know, Ben, not to be mean or anything, but...
>
> Didn't you just post this exact advertisement last week or so?
>
> Hyper-repetition is not going to win any converts/buyers over any faster.
> And I think upgrading and repairing your site and providing an URL to it
> would yield far better results.
>
> But, if you're doing it just to annoy the blazes out of all the lamers
here
> that are attacking me... go right on ahead. ANNOY THE SHIT OUT OF THEM!!!
> WHA-HOOOO!
>
> Oh, and send a few dozen ads to "Anonymous"... just to put a few more
fleas
> in his hair and annoy him tremendously!
>
> Jus' my $0.02.

That explains why your missus $0.02 charged me this time, its normally free.

--

Regards Steve

Rope me a sheep and I'll make it smile.

# 3923. Re: Atari Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 22:29:18 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vg9bi0qg8mnq6c@corp.supernews.com>
Source record: 20585
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Luposian" <luposian@lycos.com> wrote in message
news:Kn_Ma.87223$Pc5.5437@fed1read01...
> You know, Ben, not to be mean or anything, but...
>
> And I think upgrading and repairing your site and providing an URL to it
> would yield far better results.
>
> Jus' my $0.02.
>
> Luposian

I agree that the site needs some work. But I think the problem is that
"Bravo Sierra Computers LLC" needs to hire some more people and maybe
actually incorporate for that to happen! ;) LOL

Tim

# 3924. Re: the moderation issue -- revisited

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-03 22:35:50 UTC
From: anoneds@netscape.net
Message-ID: <8c160850.0307031435.28cc7dcc@posting.google.com>
Source record: 20586

Roy G Biv <8-bitter@joysticks.R.us> wrote in message
news:<Pine.GSO.4.53.0307020610100.11580@shell1>...
<snip>
>
> Another idea would be trying to start up discussion somewhere
> else (like what used to be called a "club," now known as a "group"
> on Yahoo). I think that's doomed to fail. The Usenet is the only
> place where there's going to be sufficient interest and participa-
> tion to keep an Atari 8-bit newsgroup alive. But it won't survive
> as long as the troublemakers hold sway. So let's get the ball roll-
> ing for moderation! -- whatever it takes, and however long it takes.

You think it would be doomed to fail to use a group? Check out
comp.sys.ti - pretty much dead. Then check out the TI group on Yahoo!
(http://groups.yahoo.com/group/ti99-4a/). Look at the activity (#
messages per month) at the bottom of the page. There are over 500
members there.
It just takes someone to setup the group, advertise it, post rules and
throw-out the losers. It will eventually become self-moderating, with
just occasional problems.
Plus there are benefits like a chat area, files area, and links
area...

Ben

# 3925. Re: Ram tester

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-04 00:25:29 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <ZP3Na.89$R15.2923@news-server.bigpond.net.au>
Source record: 20587

That will do fine, any chance of an e-mail?

Mark

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3F0482B2.8D00AE82@students.uni-mainz.de...
> Errr,
> software ?!? If so, i have quite some different RAM test-programs here.
> But they only test port B / 130XE compatible upgrades... -andreas.
>
>
>
> Mark Bedingfield schrieb:
> >
> > Hi guy's doe's anybody know where I can get hold of a few different ram
> > testers for the 800xl that support 256k?
> >
> > Thanks
> >
> > Mark

# 3926. Re: the moderation issue -- revisited

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-04 01:25:20 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3f04d4e6.1179747@news>
Source record: 20588

anoneds@netscape.net (Ben Yates):
>Roy G Biv <8-bitter@joysticks.R.us> wrote in message
news:<Pine.GSO.4.53.0307020610100.11580@shell1>...

>You think it would be doomed to fail to use a group? Check out
>comp.sys.ti - pretty much dead. Then check out the TI group on Yahoo!
>(http://groups.yahoo.com/group/ti99-4a/). Look at the activity (#
>messages per month) at the bottom of the page. There are over 500
>members there.
>It just takes someone to setup the group, advertise it, post rules and
>throw-out the losers. It will eventually become self-moderating, with
>just occasional problems.
>Plus there are benefits like a chat area, files area, and links
>area...

AtariAge does a pretty good job for atari related messages. Granted, there
is more than just an 8-bit forum, and it is an HTTP based forum which can
sometimes be slow..

Another group I used to read has made the progression from UseNet to web
forum and it has only been good for all concerned. Well, not for the
trolls and losers who can't seem to figure out that their crap is not
wanted. They find out soon enough on the web forum when they are booted.

---
Shawn Jefferson
(fix reply to for email)

# 3927. FA : Factory-Sealed Rescue on Fractalus

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-04 02:07:57 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <f16cbc23.0307031807.378f221b@posting.google.com>
Source record: 20589

Look at :

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&category=3528&item=3534543437

Buy it now for $10 , factory sealed ATARI XE Rescue on Fractalus on cartridgeï¿½!

I can ship worldwide , shipping is only $6 or $8 as air mail.

I can accept paypal.

MG

# 3928. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-04 02:10:11 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <HI5Na.87287$Pc5.80057@fed1read01>
Source record: 20590
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:be26gb$pfc$2@sparta.btinternet.com...
> There's not much point, her mouth is usually full when I'm about 8~)

Ok, that's enough... now you're just being plain disgusting! Besides, this is my wife you're talking about. Trust me, if I were anywhere near you when you said this stuff, you'd be likely taken down... seriously. You aready know I consider my "furry" character to be my alter-persona. What you don't realize is how deeply integrated that persona really is.

Be me crazy or not... dealing with an angry wolf is no laughing matter.

Luposian

# 3929. Re: Atarigay Xmas in July! Gay sex aids reduced

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-04 02:15:16 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <tq5Na.87289$Pc5.77883@fed1read01>
Source record: 20591
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

You know... it's SOOOOOO good that you're SOOOOOO far away (not even in the USA) and I have no clue where you live. A bloody lip and broken nose would likely be the FIRST things you'd get from me.

Lay off the meantalk, will ya?
"Mr. McGee... don't make me angry... you wouldn't like me when I'm angry."

Luposian
---
"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:be26gg$pfc$3@sparta.btinternet.com...
> That explains why your missus $0.02 charged me this time, its normally
free.

# 3930. Re: big o loser boy benny

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-04 03:43:22 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <2J6Na.87300$Pc5.34245@fed1read01>
Source record: 20593
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

OH, FOR JOY! I MADE THE LIST! I AM SO HAPPY! MY LIFE IS COMPLETE!

Now, let's see here... who can I tell this wonderful news to!

Steve Sweet? No... he's too busy porking my wife and sheep (hey, I don't recall owning any sheep!)
Clockmeister? No... he's too busy agreeing with Steve.
Anonymous? No... he's too busy trying to convince the entire atari.st newsgroup that Benjamin Smith is a 400lb GAY salesman.
Everyone else on this newsgroup? No... they all think I'm crazy for trying to get Atari to make hardware again.

Rats... can't think of anyone... guess I'll just have to keep this wonderful news to myself... :-(

Luposian
---
"Anonymous" <nobody@mail.jmbcv.net> wrote in message news:e58663fc5a9a4232f2d2fa94ff147d0c@mail.jmbcv.net...
> Hello, some of you may know me as Fagboy Benny. I'm that big fat 400lb
> shiteating pedophile fagot with shit for brains! Actually, I'm the biggest
> dumbest fagot in Oregon. I sell new & used sex toys to the masses! Why do
> I do this? I have shit for brains, I don't listen to anyone, and I just LOVE
> making assholes so much larger than usual! I want your business so badly that
> I'm spamming the newsgroups and gonna offer a big 30% off for repeat customers
> and for all gays with large assholes. I don't get enough business as it is
> and my ISP let's me spam all I want cuz I'm such a big gaylord.
>
> Now, let's meet all of my bum buddy friends! These people are true
> fagots and fuck me up the ass daily! I love fucking their loose
> assholes too.
>
> The Bravo Sierra Bum Buddy and true Gaylords Team:
> We have fagboy Don Schmidt. Yet another of my faggy spammers.
> Rustynutt (we call him fagboy fucknut). A true fagot he is!
> Iain Laskey. Our fagot and loser of the day.
> Mikey Freeman. Dumbest fuck in the world. A true fagot.
> Bill Freeman. Just another stupid shit eating loser.

> Xao-Ming: A deep fried shrimp from outta town. Gaylord Gook!
> Richard Cranium. Loves to fuck his daddy, brothers and babies!
> Nick Harlow. Another of my big faggy chums.
> Richard Cortese. I love Richard just cuz he's such a loser!
> Boris AKA Wef Dinaini. A fucked in the head gaylord!
> Holmes. The one and only big fagboy of the 8bit world!
> TXG: Another of my sexy fagboys
> Martin Byttebier: A big old fagot fucker in the Nether regions!
> Joey JoJo: Loves eating spicey shit with little nuts.
> Luposian: A shit for brains loser but his wife has a nice ass and we love
> double teaming her ;-)
>
> and the newest shit eating fagfucker and little boy molester on my team
is:
>
> Fagboy shiteater Francis Yarra and his text books from failing psych 101
>
> This list is always growing folks! Over time, it'll become the biggest
> list ever. Bigger than my well fucked asshole! A big faggy smooch to
> all these fagots for being true gaylords in the true style of Bravo
> Sierra Computers.
>
> I love ya guys so much! Bend over for me and let's keep spamming these
> newsgroups with my faggy sex toys!
>
> Big smooch to y'all!
> From your fat 400lb anal wonder of the world,
>
> ===Fagboy & Pedophile Benny Smith===
>
> ----------------------------------------------------------------------
------------
>
> try these boyz... donny wants to hear from all of benny's fags! donny has
> a big fudge packed asshole and wanted lots of big hard fresh meat stuffed
inside
> his colon! open wide baybee!
>
> Don Schmidt
> (360) 573-3333
> 11111 NE 30 Ave
> Vancouver, WA 98686
>
> and for those wishing to file complaints against big ole fagboy benny and
his
> shit eaters, we have the better business bureau
>
> http://complaints.bbb.org/Welcome.asp
>
> according the registered business listings, shit eating fagboy benny does

not
> have a legitimate and registered business.
>
> time to get super fucked over benny! and your team of fags! down ya go!
>

# 3931. Re: Montezuma Revenge's End

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-04 04:20:14 UTC
From: Tim <tjlazer@nospammail.com>
Message-ID: <vga03vmqe3had@corp.supernews.com>
Source record: 20594

"NEWS" <rucio2002@terra.cl> wrote in message
news:bO5Na.72466$%Y6.182782@maule...
> Something know how can i terminate the game in atari 8 bit ?
>

I do. Depress the Atari ON/OFF switch to the OFF position. That should end
the game nicely! ;)

Sorry I just had to!!

Tim

# 3932. Re: Help on Atari 800XL required

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-04 05:07:13 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0307032107.3e9c2996@posting.google.com>
Source record: 20595

shawnjefferson@shaw.caREMOVEPLS (Shawn Jefferson) wrote in message
news:<3f036eb5.8816394@news>...
> Roy G Biv <8-bitter@joysticks.R.us>:
>
> > Another question is whether the original poster has any other
> >hardware hooked up to his computer? If there's no disk drive with
> >a DOS disk in it, isn't an XL/XE going to automatically go into
> >self-test? After all, self-test replaced the "memo pad" mode that
> >was on the original 400/800s.
>
> Without holding down the option key on the XL/XE (excluding the 1200XL) you
> get the BASIC, READY prompt. If your computer goes into self test mode
> when you turn it on, without holding option down, regardless of peripherals
> installed, I'd say you have something wrong with the RAM.
>
> You can carefully pull and reseat the chips and try the temperature test
> given earlier to try and find the bad one. I don't know how the little
> blocks in the self test correspond to the physical chips. Does any one
> know?
>
>
> ---
> Shawn Jefferson
> (fix reply to for email)

At one time I had it figured out but there is a basic flaw in straight
thru thinking that makes it all not apply. First there is a hole in
ram that is not tested, 3000-3800 or somesuch that holds the results
and then ram under rom is not tested, nor 5000-5800 as that is ROM
while the self-test is on. So each block doesn't map out to a linear
feild as it is displayed as such to start with. Then there is the fact
that each ram chip is responsible for only one bit of all addresses
possible which in my mind at least ruins any chance for 'reading' the
screen results and drawing any conclusion as to which chip to replace.
Much better and far more accurate to replace the ones that burn your
finger.

The default behavior for a standard 800XL is to boot to Basic if there
is no disk drive attached. However problems with PIA can sure cause
self test too - but the test shows bad ram so start there I say. I'm
thinking that if you boot with Option down and you don't have a disk
drive attached - then you get self test on a standard 800XL.

# 3933. Re: open jpg in Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-04 08:20:11 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <be3dbr$64i$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 20596

Hi Andreas,

> Yeah,
> the converter cannot display a) progressive JPEG pics and b) JPEG pics
> of the new JPEG 2000 or 2001 standard (if they are not the same as
> progressive JPEG`s; I don`t know, since I merely have an old 486 PC
> which almost has the same problems as the A8 - at least with displaying
> newer JPEG pics)...

JPEG2000 is something very different from the "traditional" JPEG and,
except for the name, is not at all related to it. (Ok, it's standardized
by the same ISO group, but that's it.) I pretty much doubt there's a
JPEG2000 codec for the A800, actually.

So long,
Thomas

# 3934. Re: Montezuma Revenge's End

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-04 08:24:05 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <be3dj5$64i$2@mamenchi.zrz.TU-Berlin.DE>
Source record: 20447

Hi,

> Something know how can i terminate the game in atari 8 bit ?

"terminate"? I suppose you meant how to solve the game?

Anyhow, there is no ending in the first "never officially published" game
by Utopia. It was a beta release and had a couple of bugs.

So long,
Thomas

## 3935. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-04 09:18:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030704101809.44001B@ilaskey.cix.co.uk>
Source record: 20448

In article <Hl5Na.87287$Pc5.80057@fed1read01>, luposian@lycos.com
(Luposian) wrote:
> Be me crazy or not... dealing with an angry wolf is no laughing matter.
Am I right in thinking your not from the UK? Steve's comments are a
standard UK repost often used by stand up comedians as a reply to hecklers
etc. Chill out.

## 3936. Re: big o loser boy benny

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-04 09:18:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030704101810.44001C@ilaskey.cix.co.uk>
Source record: 20449

In article <2J6Na.87300$Pc5.34245@fed1read01>, luposian@lycos.com
(Luposian) wrote:

> OH, FOR JOY! I MADE THE LIST! I AM SO HAPPY! MY LIFE IS COMPLETE!
It's good isn't it!

> Steve Sweet? No... he's too busy porking my wife and sheep (hey, I
> don't recall owning any sheep!)
You don't. They left you for Steve ;-)

# 3937. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-04 10:59:51 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3f055d64$0$59952$c30e37c6@lon-reader.news.telstra.net>
Source record: 20450
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Luposian" <luposian@lycos.com> wrote in message
news:zh_Ma.87221$Pc5.49643@fed1read01...
> "Clockmeister" <gerryvdb@tnet.com.au> wrote in message
> news:3f040159$0$59959$c30e37c6@lon-reader.news.telstra.net...
> > > Afterall, I already DON'T believe you, so why don't you show me how
much
> > of
> > > a "missus porker" you are and tell me where she and I live, eh?
> > >
> >
> > He doesn't need to know if your Mrs knows where Steve lives.
>
> You attempts at "slight of hand" are futile. The statement is to have HIM
> (Steve Sweet) PROVE (provide overwhelming or undeniable evidence) that he
> knows where I and my wife live. But maybe you don't know how to read
> English (or suffer from some variation of dyslexia) and thus are lead to
> believe I meant something else entirely different.
>

Actually, it was a witticism, not that I expected you to understand...

Regards,

Clockmeister.

# 3938. Re: the moderation issue -- revisited

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-04 11:14:20 UTC
From: Roy G Biv <8-bitter@joysticks.R.us>
Message-ID: <Pine.GSO.4.53.0307040703470.15548@shell1>
Source record: 20454

```
On 3 Jul 2003 at 15:35:50 -0700, Ben Yates scribbled:
->It just takes someone to setup the group, advertise it, post rules
->and throw-out the losers. It will eventually become self-moderat-
->ing, with just occasional problems.

Based on what I've seen others do, setting up a new group on
Yahoo is easy compared to what the Usenet demands. But the groups
I've followed on Yahoo that have small followings have almost all
dried up. I'll have to admit, tho, that I haven't seen any of the
organizers of those groups do any "advertising."
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* 2 bits, 4 bits, 8 bits... Burma Shave! *

(Headers munged to foil spammers; real info in taglines)
```

# 3939. Re: 4464 ic's

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-04 12:12:57 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <dbeNa.172$Vw1.7504@news.optus.net.au>
Source record: 20451

"Mark Bedingfield" <mark@computercom.com.au> wrote in message
news:XEMMa.177$JI4.3538@news-server.bigpond.net.au...
> would anybody know where I can get a pair of 4464 ram chips in Australia?
>

Have you tried Radio spares or Farnell? Prime electronics here is brisbane
may have them. also a mob in WA may have them also (whos name escapes me at
the mo)

James

## 3940. Re: big o loser boy benny

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-04 12:51:02 UTC
From: Joey Jojo Junior Shabadoo <moestavern@springfield.org>
Message-ID: <moestavern-0EB498.08510204072003@nr-ott01.bellnexxia.net>
Source record: 20452
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <e58663fc5a9a4232f2d2fa94ff147d0c@mail.jmbcv.net>,
Anonymous <nobody@mail.jmbcv.net> wrote:

(ranting from an abusive little homophobe deleted)

so it appears that our "anonymous" is using a new remailer to post
his drooling rants. It looks like complaining IS making a difference in
shutting him down.

To stop this cancer, here's where to complain:

abuse@mail.jmbcv.net
postmaster@nym.alias.net

## 3941. Re: big o loser boy benny

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-04 13:28:17 UTC
From: Colonel Mustard <the.lead.pipe@the.library>
Message-ID: <3f0580f1$1@archserv2.archw.com>
Source record: 20453

No need to hassle the remailer, already did that hours ago and he's now locked out of comp.sys.atari.8bit (yet again)...

# 3942. Re: the moderation issue -- revisited

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-04 15:11:44 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <qd5bgvov6o3v31d3rlhk2i5pi34ueugk1e@4ax.com>
Source record: 20455

I have gone through the rigamarole and bureaucracy of starting a
Usenet newsgroup (comp.sys.amiga.morphos) and I can tell the
uninitiated: it is one heck of a lot of work and about a million
things can go wrong and in the end you might be unsuccessful.

The logical name of a new newsgroup is "comp.sys.atari.8bit.moderated"
I think.

I have read comp.sys.atari.8bit for several years. It was actually the
first newsgroup I ever posted in IIRC. It is a shame that we have to
consider this.

I think what may happen is that we endure until the offensive person
finally tires and goes away (no way of knowing how long that will be)
and lose disgusted participants all along the way. Or someone makes a
heroic effort to terminate his access by cybersleuthing the correct
organizations to complain to, writing passionate complaints to
convince the anonymous remailers to give him the boot, complaining to
the authorities to the extent that libel or whatever has been
committed, and so on. But these anonymous remailers... you have to be
frickin' Osama bin Laden to be kicked off these anonymous remail
services, being Jeffrey Dahmer is not nearly bad enough.

# 3943. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-04 16:44:06 UTC
From: Apogee <nospam@iowatelecom.net>
Message-ID: <be4at3$s64$2@ins22.netins.net>
Source record: 20456
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

Streets of Rage for the Genesis is one of my favorites.

"sentinel" <sentinel@graffitti.net> wrote in message
news:lTPLa.71453$Io.6707202@newsread2.prod.itd.earthlink.net...
> hard to say, but bubble bobble, fantasy world dizzy and oriental games i
> like alot.
>
> i think the music in silkworm is really cool, best version of all ive
heard
> in my opinion, even better than amiga version, really raw.
>
> ( all spectrum )
>
>
>
> "Paul Allen Panks" <ppanks@juno.com> wrote in message
> news:cb0ed86a.0306271649.3b557668@posting.google.com...
> > Hello,
> >
> > What is your favorite musical score in classic video games? For me,
> > Gyruss is the top of the mountain. That musical score is hypnotically
> > heteroclitic, aberrantly anomalous and capriciously conspicuous. In
> > other words, values, symbols, and terminations, that is one hell of a
> > sound track.
> >
> > Sincerely,
> >
> > Paul Allen Panks (a/k/a "Dunric")
> > dunric@yahoo.com
>
>

# 3944. Re: big o loser boy benny

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-04 19:12:48 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <be4jjd$qqb$2@hercules.btinternet.com>
Source record: 20457
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Oy!, Liposuction

> OH, FOR JOY! I MADE THE LIST! I AM SO HAPPY! MY LIFE IS COMPLETE!

> Now, let's see here... who can I tell this wonderful news to!
>
> Steve Sweet? No... he's too busy porking my wife and sheep (hey, I don't
> recall owning any sheep!)
> Clockmeister? No... he's too busy agreeing with Steve.
> Anonymous? No... he's too busy trying to convince the entire atari.st
> newsgroup that Benjamin Smith is a 400lb GAY salesman.
> Everyone else on this newsgroup? No... they all think I'm crazy for
trying
> to get Atari to make hardware again.
>
> Rats... can't think of anyone... guess I'll just have to keep this
wonderful
> news to myself... :-(

You asshole!.

--

Regards Steve

Rope me a sheep and I'll make it smile.

# 3945. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-04 19:12:53 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <be4jji$qqb$3@hercules.btinternet.com>
Source record: 20458
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Yo!, Liposuction

> > There's not much point, her mouth is usually full when I'm about 8~)
>
> Ok, that's enough... now you're just being plain disgusting! Besides,
this
> is my wife you're talking about. Trust me, if I were anywhere near you
when
> you said this stuff, you'd be likely taken down... seriously. You aready
> know I consider my "furry" character to be my alter-persona. What you
don't
> realize is how deeply integrated that persona really is.
>
> Be me crazy or not... dealing with an angry wolf is no laughing matter.

Screw yourself asshole!.

--

Regards Steve

Rope me a sheep and I'll make it smile.

# 3946. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-04 19:12:58 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <be4jjp$qqb$5@hercules.btinternet.com>
Source record: 20459
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Yo!, "Clockmeister"

> > > > Afterall, I already DON'T believe you, so why don't you show me how
much of
> > > > a "missus porker" you are and tell me where she and I live, eh?
> > > >
> > >
> > > He doesn't need to know if your Mrs knows where Steve lives.
> >
> > You attempts at "slight of hand" are futile. The statement is to have
HIM
> > (Steve Sweet) PROVE (provide overwhelming or undeniable evidence) that
he
> > knows where I and my wife live. But maybe you don't know how to read
> > English (or suffer from some variation of dyslexia) and thus are lead to
> > believe I meant something else entirely different.
> >
>
> Actually, it was a witticism, not that I expected you to understand...

His missus tells me he lets the neighbours dog lick his 'brains'.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

## 3947. Re: big o loser boy benny

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-04 19:29:46 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <iAkNa.88061$Pc5.29057@fed1read01>
Source record: 20460
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:be4jjd$qqb$2@hercules.btinternet.com...
> > Rats... can't think of anyone... guess I'll just have to keep this
> wonderful
> > news to myself... :-(
>
> You asshole!.

"Look me straight in the eye as I fart in your face!" (this statement makes
sense given the above insult)

Luposian

# 3948. Re: Atari! Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-04 19:40:44 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <AKkNa.88079$Pc5.28235@fed1read01>
Source record: 20461
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:be4jji$qqb$3@hercules.btinternet.com...
> > Be me crazy or not... dealing with an angry wolf is no laughing matter.
>
> Screw yourself asshole!.

"An 'asshole' is the mere sphincter portion of the whole "bottom" (rear-end)
of an animal, having no genitalia with which to penetrate itself. If it is
apart from the entirely which gives it name, it has no life and, therefore,
is dead flesh laying on the ground."

You statement is invalid... please rephrase.

Luposian

## 3949. Montezuma Revenge's End

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-04 20:40:01 UTC
From: NEWS <rucio2002@terra.cl>
Message-ID: <bO5Na.72466$%Y6.182782@maule>
Source record: 20592

Something know how can i terminate the game in atari 8 bit ?

# 3950. Re: Just a reminder

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-04 21:37:53 UTC
From: Bob Woolley <ataribobdelete@alamedanet.net>
Message-ID: <3f05f814$0$27014$2c56edd9@news.cablerocket.com>
Source record: 20462

Yes, I see it - never looked at that before. Thanks for the heads-up!

Bob

"Russ Gilbert" <russg@en.com> wrote in message
news:vg5v2b1viqtl48@corp.supernews.com...
> Hi, Bob.
> Check the 'Newsgroups:' line.
> I don't know Outlook. I use Outlook Express, but
> suspect Outlook would be similar.
> When you hit 'reply group', a box pops up with the
> Newsgroups:
> Cc:
> Subject:
> In case of cross-posts, 'Newsgroups:' shows the groups
> the reply will be posted in. Just click in the newsgroups
> line and delete unwanted groups you don't want.
> Maybe someone else uses Outlook.
> Russg
>
>

# 3951. Re: Repair of 576k & modified XE

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-04 21:43:24 UTC
From: Bob Woolley <ataribobdelete@alamedanet.net>
Message-ID: <3f05f95e$0$27016$2c56edd9@news.cablerocket.com>
Source record: 20463

If one section of your OS ROM works correctly, I would expect that something is wrong with the ROM itself, since the rest of the hardware cannot tell which OS has been selected. If it were something else in your machine, it would work on all or none of the OS selections.

I have seen more that a few EPROMs do this - they do not seem to get burned completely...

Bob
"James King" <utah_lanman@yahooo.com> wrote in message
news:bdut7a$psa$1@terabinaries.xmission.com...
> Looking for somebody who would inspect and repair my aging 576k 130xe.
> This device has several upgrades, including memory.. It has a multi-OS ROM
> by CSS, Basic disable toggle, Super-Video, Super-Audio and a few others.
>
> Lately, it appears as though something has gone south with the Multi-oS
> ROM, as I can only use standard mode.
>
> Any repair solutions appreciated.
>

# 3952. Atari 800 and ST Games on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-05 00:36:16 UTC
From: swmoretp@aol.com
Message-ID: <20030704203616.22629.00000136@mb-m15.aol.com>
Source record: 20464

These games end on July 9.
Atari 800: Panzer-Jagd by Avalon Hill
Item # 3534287462
Desert Falcon for the Atari 800 - NEW
3534288806
Ft. Apocalypse by Synapse, 1982 - Atari 800
3534289642
Dimension X by Synapse, 1983 - Atari 800
3534290229
Atari 800: JawBreaker by On-Line Systems
3534291155 $9.99
Atari 800: Ulysses & Golden Fleece, On-Line Systems
3534292092
Atari 800: Crossfire by Sierra On-Line
3534292662
Atari 800, Commodore 64 Guderian by Avalon Hill - NEW
3534294191
Atari 800: VC by Avalon Hill - NEW
3534294769
Shootout at the OK Galaxy by Avalon Hill for Atari 800, TRS-80, Commodore VIC-20, Commodore 64
3534295515

Atari ST: Questron II by SSI
3534296471
Atari ST: OGRE by Origin Systems - NEW
3534297229

OTHERS
Bard's Tale II: The Destiny Knight Clue Book
3534281920
ON-LINE Systems Catalog, 1980-81
3534283129
Alien Legacy by Sierra On-line for IBM
3534284720
Carriers at War by SSG for IBM
3534285703
Great Naval Battles, Guadalcanal by SSI, IBM
3534286319

## 3953. Re: joey j.o.j.o the big l.a.m.e.r

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-05 02:30:17 UTC
From: Tim <tjlazer@nospammail.com>
Message-ID: <vgce1sfkfnus54@corp.supernews.com>
Source record: 20465
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Notice that all these posts are usually around holidays and such? This guy clearly has no friggin life. What a pathetic loser.

Tim

# 3954. Re: SWP Hard Disk Daughterboard

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-05 04:01:12 UTC
From: "Mark W. Smith" <msmith@optonline.net>
Message-ID: <BB2BC5CA.AFE3%msmith@optonline.net>
Source record: 20466

On 7/3/03 3:01 PM, in article 3f047d33.6659606@newsgroups.bellsouth.net,
"sweetspot@bellsouth.net" <sweetspot@bellsouth.net> wrote:

> OK, so it looks like no one has one of these. Does anyone have a
> picture of one ? I need to see if all of the components are present
> on my board. Tks
>
> ron
>
Ron,

I have one. Can you please repost the question. All this junk has caused
the original question to scroll off.

Thanks,
Mark

## 3955. ATR Co-Power 88

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-05 04:14:01 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030705001401.23626.00000177@mb-m04.aol.com>
Source record: 20467

While checking my ATR-8000's for the type and configuration of the hard drive boards, I noticed that the second ATR's hard drive daughterboard was different -- in the Z80 40-pin socket there was yet another daughter board, with a small ribbon cable going beneath the ATR mainboard. Peeking under it with a flashlight, there was another board, maybe about 7" X 7", with a cream-colored Intel 8088 processor. This one says "KayPro 4" so I presume that it is configured as a KayPro CPM machine. (?) Anyone ever use one of these Co-Power boards, and is there any use of it for the Atari?
Larry

# 3956. Re: joey joke j.o.j.o the big ass lamer

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-05 10:23:40 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <be68vb$8jv$2@titan.btinternet.com>
Source record: 20469
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hey Nomen

> ---
> Heya Steve, are ya done with Liposuction's wife yet? It's our turn to
> gang bang her! We took our 2 cents and gave it to her instead of paying
> for another remailer!
> ---

You stay in the queue a bit longer, i've got 20 cents to work off, come back
about October, you'l not have much longer to wait then.

--

Regards Steve

Rope me a sheep and I'll make it smile.

---
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.497 / Virus Database: 296 - Release Date: 04/07/2003

# 3957. Re: big o loser boy benny

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-05 10:23:42 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <be68vd$8jv$3@titan.btinternet.com>
Source record: 20470
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Liposuction

> > > Rats... can't think of anyone... guess I'll just have to keep this
> > wonderful news to myself... :-(
> >
> > You asshole!.
>
> "Look me straight in the eye as I fart in your face!" (this statement
makes
> sense given the above insult)

That bitch of yours is into that lately, next time she leaves for the gym
( yeah right 8~) ) make sure she's not had another 10 cheeseburgers or I'm
gonna smack here up the face again, and i wont be charged for it as an
extra..

--

Regards Steve

Rope me a sheep and I'll make it smile.

---
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.497 / Virus Database: 296 - Release Date: 04/07/2003

# 3958. Re: Who is Ben Smith? [Was: Do as I say, not as I do]

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-05 12:18:58 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <urfdgv4igai5ksar21j80urkv2gf9g4ho1@4ax.com>
Source record: 20471
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Tue, 1 Jul 2003 23:35:27 +0000 (UTC), "Steve Sweet"
<steve.sweet@btopenworld.com> wrote:

Hi Steve

><Flame bait> i hope you have an asbestos suit, people don't like facts
>around here!.

I don't mind facts but what I was saying to Luke is that he went, he
purchased and he got what he wanted. But then to describe the persons
house in that way isn't stunningly nice whatever you think about the
person.

It's like you coming round to my house, buying an item, being happy
and then writing on the net "Oh I got what I wanted but he's a bit of
a mong and his place is a shit hole".

Both untrue I might add ;-)

What I was saying to Luke is that he wasn't actually answering the
question in the subject, he was making observations about his
belongings. His comments re his thoughts on Ben's mental state are not
the deal, that's his opinion of Ben and I've never met him myself so
it's not for me to say what he's like although his adverts don't
exactly do him proud.
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 3959. Re: SWP Hard Disk Daughterboard

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-05 12:45:38 UTC
From: sweetspot@bellsouth.net
Message-ID: <3f06c769.156728703@newsgroups.bellsouth.net>
Source record: 20472

Wow, tks for the reply Mark.

I have one and when I attached it I lost the function in ATRMON which
was present with just the z80 chip in place.

When I got the board, the pin connectors that attached the loose wires
on the board were in bad shape, so I replaced the connectors (two
seperate strips) with a new 40 pin socket. The socket connected fine
but the board then didn't work.

So looking at the daughterboard oriented with the SWP copyright at the
bottom, at the top left there is an empty 16 pin socket. I wanted to
check and make sure this socket was supposed to be vacant before
trying some other diagnostics.

Tks

R

On Sat, 05 Jul 2003 04:01:12 GMT, "Mark W. Smith"
<msmith@optonline.net> wrote:

>On 7/3/03 3:01 PM, in article 3f047d33.6659606@newsgroups.bellsouth.net,
>"sweetspot@bellsouth.net" <sweetspot@bellsouth.net> wrote:
>
>> OK, so it looks like no one has one of these. Does anyone have a
>> picture of one ? I need to see if all of the components are present
>> on my board. Tks
>>
>> ron
>>
>Ron,
>
>I have one. Can you please repost the question. All this junk has caused
>the original question to scroll off.
>
>Thanks,
>Mark
>

# 3960. Re: joey joke j.o.j.o the big ass lamer

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-05 13:19:31 UTC
From: Joey Jojo Junior Shabadoo <moestavern@springfield.org>
Message-ID: <moestavern-5D1935.09193105072003@nr-ott01.bellnexxia.net>
Source record: 20473
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <41bb93979ddac5d97c06086138dd8fc2@dizum.com>,
Nomen Nescio <nobody@dizum.com> wrote:

(homophobic rantings from a brain-dead troll deleted)

it appears that the little fart is realizing the jig is up.

remember, folks, he's now been kicked off at least a few remailers,
so let's continue and remove him from this one.

just remember, he can continue doing this, but eventually he's going
to make a mistake and leave evidence that will reveal himself for who he
is. And when he does, I will be contacting the proper authorities to
arrest him for threatening death and GBH. Let's see how tough he is when
he's being led handcuffed to a police car by officers in front of his
family and neighbors.

But for now, if you wish to complain about this loser's attempts to
disrupt this newsgroup, here's where you send the complaints. Remember
to include the whole message and all headers:

abuse@dizum.com
mail2news@dizum.com

# 3961. Re: big o loser boy benny

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-05 16:26:14 UTC
From: Luposian <luposian@lycos.com>
Message-ID: <g_CNa.88889$Pc5.78344@fed1read01>
Source record: 20474
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:be68vd$8jv$3@titan.btinternet.com...
> > "Look me straight in the eye as I fart in your face!" (this statement
> makes
> > sense given the above insult)
>
> That bitch of yours...

Wha... you're calling my wife a female canid? Oh, I am so honored! I just
KNEW my alter-persona would have an effect on her sooner or later!
GRRRRUFF!! Maybe we can try having puppies this time, instead of a son!

ARRROOOOOOOOOOOOOOOOOOOOOOOOOOOOO!

Luposian

## 3962. Re: s.h.i.t.e.a.t.i.n.g. joey jo.jo the big super g.a.y.l.o.r.d.

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-05 20:13:24 UTC
From: Joey Jojo Junior Shabadoo <moestavern@springfield.org>
Message-ID: <moestavern-701F7A.16132405072003@nr-tor02.bellnexxia.net>
Source record: 20475
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <cf1fccf8b1d9fff73ef1ee497c809612@remailer.metacolo.com>,
Anonymous Sender <anonymous@remailer.metacolo.com> wrote:

(rantings from a hateful little homophobe deleted)

well well, Mr. Anonymous wants to try to intimidate me - HE PICKED
THE WRONG GUY.

just keep it up, you're going to make that mistake sooner or later
that will identify you to law enforcement. I believe that a session with
your cellmate Bubba asking you to "squeal for his daddy" will have you
warbling a different tune in falsetto :)

here's some new addresses that will allow you to stop Loser Boy from
abusing remailers:

abuse@zedz.net

abuse@remailer.metacolo.com

abuse@dizum.com

mail2news@dizum.com

remember, full text, with full headers.

# 3963. FA : Boxed,new XEGS cartridge games

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-05 23:58:49 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <f16cbc23.0307051558.68bbf18b@posting.google.com>
Source record: 20476

Look at :

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&category=3528&item=3534543437

Each game $6 , all games new , boxed + sealed.

The games are English , NTSC version , will also work on PAL systems.

Traders may ask for large qts./discounts.

M.G.

# 3964. Re: joey joke j.o.j.o the big ass lamer

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-06 00:23:14 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3f076b2c$0$59959$c30e37c6@lon-reader.news.telstra.net>
Source record: 20477
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Joey Jojo Junior Shabadoo" <moestavern@springfield.org> wrote in message
news:moestavern-5D1935.09193105072003@nr-ott01.bellnexxia.net...
> In article <41bb93979ddac5d97c06086138dd8fc2@dizum.com>,
> Nomen Nescio <nobody@dizum.com> wrote:
>
> (homophobic rantings from a brain-dead troll deleted)
>
> it appears that the little fart is realizing the jig is up.
>
> remember, folks, he's now been kicked off at least a few remailers,
> so let's continue and remove him from this one.
>
> just remember, he can continue doing this, but eventually he's going
> to make a mistake and leave evidence that will reveal himself for who he
> is. And when he does, I will be contacting the proper authorities to
> arrest him for threatening death and GBH. Let's see how tough he is when
> he's being led handcuffed to a police car by officers in front of his
> family and neighbors.
>
> But for now, if you wish to complain about this loser's attempts to
> disrupt this newsgroup, here's where you send the complaints. Remember
> to include the whole message and all headers:
>

I think he will stop when Benny stops his spam, although at this point it is
more annoying then anything Benny has posted. Maybe if he changed his
material to something new, witty and funnier???

# 3965. Re: big o loser boy benny

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-06 00:24:44 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3f076b85$0$59959$c30e37c6@lon-reader.news.telstra.net>
Source record: 20478
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
"Luposian" <luposian@lycos.com> wrote in message
news:g_CNa.88889$Pc5.78344@fed1read01...
> "Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
> news:be68vd$8jv$3@titan.btinternet.com...
> > > "Look me straight in the eye as I fart in your face!" (this statement
> > makes
> > > sense given the above insult)
> >
> > That bitch of yours...
>
> Wha... you're calling my wife a female canid? Oh, I am so honored! I
just
> KNEW my alter-persona would have an effect on her sooner or later!
> GRRRRUFF!! Maybe we can try having puppies this time, instead of a son!
>
> ARRROOOOOOOOOOOOOOOOOOOOOOOOOOOO!
>

Did you get picked on a lot at school?

Regards,

Clockmeister.
```

## 3966. Atari 5200 vs. 7800 - which to buy?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-06 02:54:53 UTC
From: sark314@hotmail.com
Message-ID: <2ab25086.0307051854.155a2187@posting.google.com>
Source record: 20479

(I couldn't think of a better newsgroup to post this question to than this one; if such a newsgroup exists, please direct me there.)

I'm looking into buying either an Atari 5200 or 7800, because I want my retro, and I don't want it on a freaking emulator.

What I've read about the 5200 is that its sound is better than that of the 7800, which used the same sound chip as in the 2600. Basically, if I get one or the other, it'll be a trade-off -- superior graphics on the 7800, but inferior sound, and superior sound on the 5200, but inferior graphics. My question is: *How* superior or inferior? Is the sound really that bad on the 7800? Are the graphics that horrible on the 5200? Screenshots don't tell me everything I would like, I guess. Probably these questions can only be answered by someone who has played or observed both systems. A lot of the games I'm looking for will be arcade ports, so I'm wondering how close to the original those come on each console, too.

# 3967. Re: Atari 5200 vs. 7800 - which to buy?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-06 03:00:42 UTC
From: Wilheim <guillermo@mail.cl>
Message-ID: <be83l6$ml4$1@news1.nivel5.cl>
Source record: 20480

"Neil Thayer" <sark314@hotmail.com> escribi&#65533; en el mensaje
news:2ab25086.0307051854.155a2187@posting.google.com...
> (I couldn't think of a better newsgroup to post this question to than
> this one; if such a newsgroup exists, please direct me there.)
>
> I'm looking into buying either an Atari 5200 or 7800, because I want
> my retro, and I don't want it on a freaking emulator.
>

Nice point. :-)

> What I've read about the 5200 is that its sound is better than that of
> the 7800, which used the same sound chip as in the 2600. Basically, if
> I get one or the other, it'll be a trade-off -- superior graphics on
> the 7800, but inferior sound, and superior sound on the 5200, but
> inferior graphics. My question is: *How* superior or inferior? Is the
> sound really that bad on the 7800? Are the graphics that horrible on
> the 5200? Screenshots don't tell me everything I would like, I guess.
> Probably these questions can only be answered by someone who has
> played or observed both systems. A lot of the games I'm looking for
> will be arcade ports, so I'm wondering how close to the original those
> come on each console, too.

In that case, I recommend you to purchase the 7800. Although there are not
too much games in that console, they are in very good quality, and a lot of
them have the POKEY sound inside the cartridge (the same sound chip the 5200
has).

Further information you can find on www.atariage.com They have a complete
list of which games had been produced and *maybe* you can find some you have
an special interest.

Wilheim.

# 3968. Re: ADV: Atari Sales, Service & Support!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-06 03:26:45 UTC
From: Pitfall Harry <Pitfall_Harry65@hotmail.com>
Message-ID: <3F0796F4.1271D9A9@hotmail.com>
Source record: 20481
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Feedback on Bravo Sierras (Ben Smith's) sales.

Bravo Sierra Computers wrote:

> Hi, I'm Ben Smith, proprietor of Bravo Sierra Computers! I'm an Atari
> Dealer/Reseller who occupies a unique niche in the Atari World! Most Atari

You've seen his adds and sometimes referred to SPAM.
I'm a recent customer.
Sorry, not a regular poster here and don't have time to catch up on all the posts either.

Here's my feedback for you about Ben's sales - some good some bad.

Negatives:
Advertises too often, possibly considered spam to the newsgroups.
The information on his site makes him seem to be less reliable than a typical dealer.
- ie typos and poor grammar etc.
The same goes for his business emails to customers - a bit confusing at times.
Does not always reply back to the question or questions you ask.
- possibly just too busy with orders and emails.
Does not have a great system for keeping his inventory, but not too bad - he'll work it out eventually.
Does not accept personal checks, takes US postal service money orders only.
- this adds extra cost to each customer.

Positives:
There are not that many folks selling (trading/buying) Atari computer merchandise.
- so one has to factor in that into your search for Atari computer products.
Prices are not too bad, and he has a decent variety. Some loose and some NIB etc.
Also carries a bit of C64 and other computers from that era - not just Atari.
Usually replies back within a day, and will eventually figure out what you want.
He did not have a reference list or email addresses for his previous customers
- but he does now have some as I checked him out in advance.
- I didn't check his online site to see if he revised that.
He emailed the status of my payment and order being sent out.
Packaging was fine. Shipment arrived quickly.
Merchandise as expected and fine.
Shipping costs minimized if you want media mail.
He will insure and use priority mail if you do want it.

Other considerations:
I purchased from within the US.
I am somewhat well known to the classic gaming community and so perhaps he made more effort
and care to my order than the average customer.

Recommendation:
Yes, place and order.
It would be worth your effort - but perhaps make it smaller (< $50) at first.
Make sure to go over every detail and do not assume anything.
Verify all items to be purchased and price and shipping and totals.
Save your email messages and his.

I hope that this helps potential customers.
His service may not be as good as other reputable dealers, and a bit confusing in communicating with him, but my experience was good.

Alan, "Pitfall Harry" Hewston
Reply at: Pitfall_HarryNOSPAM65@hotmail.com delete NOSPAM

# 3969. Re: s.h.i.t.e.a.t.i.n.g. joey jo.jo the big super g.a.y.l.o.r.d.

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-06 05:45:17 UTC
From: rsmac@t-online.de
Message-ID: <1fxnzfb.1gi59spww8hoaN%rsmac@t-online.de>
Source record: 20482
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Anonymous Sender <anonymous@remailer.metacolo.com> wrote:

> Hello, some of you may know me as Fagboy Benny. I'm that big fat 400lb

193.111.87.9 | remailer.metacolo.com |Cyprus MetaColo Global Network |

# 3970. Re: big o loser boy benny

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-06 12:14:20 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <be93qh$lka$2@sparta.btinternet.com>
Source record: 20483
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi "Clockmeister"

> > > > "Look me straight in the eye as I fart in your face!" (this
statement
> > > makes
> > > > sense given the above insult)
> > >
> > > That bitch of yours...
> >
> > Wha... you're calling my wife a female canid? Oh, I am so honored! I
> just
> > KNEW my alter-persona would have an effect on her sooner or later!
> > GRRRRUFF!! Maybe we can try having puppies this time, instead of a son!
> >
> > ARRRO000000000000000000000000000000!
> >
>
> Did you get picked on a lot at school?

And at nursery, and at work, he's OK in here though, I'll look out for him!.

His gym teacher used to have him soap him up in the showers after games.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

---
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.497 / Virus Database: 296 - Release Date: 04/07/2003

# 3971. Re: joey joke j.o.j.o the big ass lamer

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-06 17:54:55 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns93B0CA96E229Etos4ever@195.130.132.65>
Source record: 20485
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

on zo, 06 jul 2003 00:23:14 GMT ?Clockmeister wrote:

> I think he will stop when Benny stops his spam, although at this point
> it is more annoying then anything Benny has posted. Maybe if he
> changed his material to something new, witty and funnier???

Which spam? I haven't seem any spam from Ben in comp.sys.atari.st since
months.
That brainless troll will never stops his postings at all. That man needs
very urgently a headshrinker. It's very clear to me he belongs in a mental
home.

CU,
Martin

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>

# 3972. Re: Amigos alguien sabe como termina el juego Montezuma II en Atari 8 Bits ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-06 20:32:28 UTC
From: Wilheim <guillermo@mail.cl>
Message-ID: <bea113$bbq$1@news1.nivel5.cl>
Source record: 20486

Although there are a lot of people who write in spanish in their day-by-day life (including me :-)), I would not recommend you to post in our language here. There are a lot of people who lives in different countries and they do not have have too much experience with spanish (Like me with dutch, for example :-)) So, next time please write it in english.

About your question, there is no end in Montezuma's Revenge (called Montezuma II in Chile). Looks like it was a preview version from Utopia Software that must be never published. And it has a few other bugs around here. (Ghost rooms, ladders, skulls, etc.)

Hope I helped. Greetings from a fellow countryman!

Wilheim

P.s: The same answer in spanish:

Sobre tu pregunta, el Montezuma II no tiene final. Al parecer fue una versi&#65533;n de prueba que Utopia Software nunca debi&#65533; publicar. Incluso tiene algunos otros errores.

Espero haberte ayudado. &#65533;Saludos de un compatriota!

"NEWS" <rucio2002@terra.cl> escribi&#65533; en el mensaje news:ljZNa.73948$%Y6.187015@maule...
> Amigos alguien sabe como termina el juego Montezuma II en Atari 8 Bits
>
>
>
>
>
>

# 3973. Re: Atari 5200 vs. 7800 - which to buy?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-06 22:49:02 UTC
From: Dan Vernon <newsgroups@retrobits.net>
Message-ID: <bebv34$8cj$1@news.chatlink.com>
Source record: 20495

7800 vs 5200? The controllers of the 5200 are so bad (plus so difficult to repair) that I won't turn it on anymore. The 7800, on the other hand, is just fine. I'd recommend the 7800. If you like some of the 5200 games, just buy a 400 or 800.
-Dan

# 3974. Re: joey joke j.o.j.o the big ass lamer

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-06 23:10:40 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3f08aba6$0$59958$c30e37c6@lon-reader.news.telstra.net>
Source record: 20487
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Martin "Nightowl" Byttebier" <donotusethisaddress@pandora.be> wrote in
message news:Xns93B0CA96E229Etos4ever@195.130.132.65...
> on zo, 06 jul 2003 00:23:14 GMT Clockmeister wrote:
>
> > I think he will stop when Benny stops his spam, although at this point
> > it is more annoying then anything Benny has posted. Maybe if he
> > changed his material to something new, witty and funnier???
>
> Which spam? I haven't seem any spam from Ben in comp.sys.atari.st since
> months.
> That brainless troll will never stops his postings at all. That man needs
> very urgently a headshrinker. It's very clear to me he belongs in a mental
> home.
>

He certainly has issues that need to be resolved.

# 3975. Re: big o loser boy benny

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-06 23:13:05 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3f08ac37$0$59954$c30e37c6@lon-reader.news.telstra.net>
Source record: 20488
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:be93qh$1ka$2@sparta.btinternet.com...
> Hi "Clockmeister"
>
> > > > > "Look me straight in the eye as I fart in your face!" (this
> statement
> > > > makes
> > > > > sense given the above insult)
> > > >
> > > > That bitch of yours...
> > >
> > > Wha... you're calling my wife a female canid? Oh, I am so honored! I
> > just
> > > KNEW my alter-persona would have an effect on her sooner or later!
> > > GRRRRUFF!! Maybe we can try having puppies this time, instead of a
son!
> > >
> > > ARRROOOOOOOOOOOOOOOOOOOOOOOOOOOO!
> > >
> >
> > Did you get picked on a lot at school?
>
> And at nursery, and at work, he's OK in here though, I'll look out for
him!.
>
> His gym teacher used to have him soap him up in the showers after games.
>

I used to dream of soaping up my gym teacher too... she was HOT!

Regards,

Clockmeister.

## 3976. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-07 03:54:42 UTC
From: Mark Rathwell <av999@freenet.carleton.ca>
Message-ID: <3F08EF01.3080106@freenet.carleton.ca>
Source record: 20489
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

If it has anything to
> do with display, the VIC (Video Interface Chip) in the C64 was the most
> advanced display processor available in a low cost home computer in 1983.

Yeah - those 16 colours really were advanced in 1983. All the Atari
computer owners are probably laughing their asses off at this statement.

The C64 was one of my favorite systems. Best developers, best games,
terrific sound. But your statement above is SILLY.

>
>
>
>
>
>
>
>

# 3977. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-07 04:20:16 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <4y6Oa.18904$C43.3484@nwrddc04.gnilink.net>
Source record: 20490
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Mark Rathwell wrote ...

> If it has anything to
>> do with display, the VIC (Video Interface Chip) in the C64 was the most
>> advanced display processor available in a low cost home computer in 1983.
>
>Yeah - those 16 colours really were advanced in 1983. All the Atari
>computer owners are probably laughing their asses off at this statement.
>
>The C64 was one of my favorite systems. Best developers, best games,
>terrific sound. But your statement above is SILLY.

You seem to be forgetting that sprites were implemented in hardware, as well as collision detection in hardware, and other nifty features. All of which explains your statement above about the C64 having good games. :-)

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
Last 8-bit BBS in the Dallas area. Commodore lives!

# 3978. Re: Just a reminder

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-07 09:46:54 UTC
From: lp <gfa@basic.net>
Message-ID: <BB2EB9CE.D81%gfa@basic.net>
Source record: 20491

I use Entourage, which is Outlook on steroids and it works pretty much the same way. The TO: field is easily changed with a click or two.

I can write a small tutorial on filtering out unwanted posts with these apps if anyone is interested in that.

It's really easy actually.

- Lon

in article vg5v2b1viqtl48@corp.supernews.com, Russ Gilbert at russg@en.com wrote on 7/2/03 11:38 AM:

> Hi, Bob.
> Check the 'Newsgroups:' line.
> I don't know Outlook. I use Outlook Express, but
> suspect Outlook would be similar.
> When you hit 'reply group', a box pops up with the
> Newsgroups:
> Cc:
> Subject:
> In case of cross-posts, 'Newsgroups:' shows the groups
> the reply will be posted in. Just click in the newsgroups
> line and delete unwanted groups you don't want.
> Maybe someone else uses Outlook.
> Russg
>
>

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

# 3979. Amigos alguien sabe como termina el juego Montezuma II en Atari 8 Bits ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-07 11:50:04 UTC
From: NEWS <rucio2002@terra.cl>
Message-ID: <ljZNa.73948$%Y6.187015@maule>
Source record: 20484

Amigos alguien sabe como termina el juego Montezuma II en Atari 8 Bits

# 3980. Re: joey still the big joke jojo - loserboy!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-07 12:43:15 UTC
From: Joey Jojo Junior Shabadoo <moestavern@springfield.org>
Message-ID: <moestavern-3644ED.08431407072003@nr-tor02.bellnexxia.net>
Source record: 20493
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <21e0136e24f04cb2e72350d9e11bcdbf@remailer.metacolo.com>,
Anonymous Sender <anonymous@remailer.metacolo.com> wrote:

> yep, still a big loser and joke you are!

hee hee hee, it appears that I'm wearing Loser Boy down - notice that
he hasn't posted any of his usual verbal diarhhea, for fear of making
the mistake that will get him arrested for his previous threats. And it
appears that he's feeling the heat after getting kicked off at least two
anonymous remailers!

As usual, folks, here's the addresses to send any more of his troll
spam:

abuse@remailer.metacolo.com

abuse@zedz.net

abuse@remailer.privacy.at

# 3981. FA: 1064 boxed new !

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-07 12:48:13 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3F096C0D.2050702@t-online.de>
Source record: 20492

Hello,

for those who might be interested in, please take a look at:

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&item=2740420833

The memory extension is new and unused, and it's the only one I have.

I ship worldwide and I accept PayPal payments.

Andre

# 3982. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-07 13:30:06 UTC
From: Exegete <millers@noneofyourbusiness.com>
Message-ID: <3F0975DE.3080609@noneofyourbusiness.com>
Source record: 20494
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

Sam Gillett wrote:
> Mark Rathwell wrote ...
>
>
>> If it has anything to
>>
>>>do with display, the VIC (Video Interface Chip) in the C64 was the most
>>>advanced display processor available in a low cost home computer in 1983.
>>
>>Yeah - those 16 colours really were advanced in 1983. All the Atari
>>computer owners are probably laughing their asses off at this statement.
>>
>>The C64 was one of my favorite systems. Best developers, best games,
>>terrific sound. But your statement above is SILLY.
>
>
> You seem to be forgetting that sprites were implemented in hardware, as well
> as collision detection in hardware, and other nifty features. All of which
> explains your statement above about the C64 having good games. :-)

The 9918/28 had 32 hardware sprites and 16 colors. Long before 1983

Roy

>
> Best regards,
>
> Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
> Last 8-bit BBS in the Dallas area. Commodore lives!
>
>
>
>
>
>
>
>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

# 3983. Re: joey joke j.o.j.o the big ass lamer

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-07 18:35:02 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <becegl$272$2@sparta.btinternet.com>
Source record: 20496
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Martin

> > I think he will stop when Benny stops his spam, although at this point
> > it is more annoying then anything Benny has posted. Maybe if he
> > changed his material to something new, witty and funnier???
>
> Which spam? I haven't seem any spam from Ben in comp.sys.atari.st since
> months.
> That brainless troll will never stops his postings at all. That man needs
> very urgently a headshrinker. It's very clear to me he belongs in a mental
> home.

You need to check with your IP in that case, you're missing some traffic!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

---
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.497 / Virus Database: 296 - Release Date: 04/07/2003

# 3984. Re: big o loser boy benny

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-07 18:35:04 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <becegm$272$3@sparta.btinternet.com>
Source record: 20397
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi "Clockmeister"

> > > > > > "Look me straight in the eye as I fart in your face!" (this
> > statement
> > > > > > makes
> > > > > > > sense given the above insult)
> > > > > >
> > > > > > That bitch of yours...
> > > > >
> > > > > Wha... you're calling my wife a female canid? Oh, I am so honored!
I
> > > just
> > > > > KNEW my alter-persona would have an effect on her sooner or later!
> > > > > GRRRRUFF!! Maybe we can try having puppies this time, instead of a
> son!
> > > >
> > > > ARRROOOOOOOOOOOOOOOOOOOOOOOOOOOO!
> > > >
> > >
> > > Did you get picked on a lot at school?
> >
> > And at nursery, and at work, he's OK in here though, I'll look out for
> him!.
> >
> > His gym teacher used to have him soap him up in the showers after games.
> >
>
> I used to dream of soaping up my gym teacher too... she was HOT!

His was only a she years later following the operation.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

---
Steve's Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.497 / Virus Database: 296 - Release Date: 04/07/2003

# 3985. Re: joey joke j.o.j.o the big ass lamer

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-07 19:38:34 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f09ca6224b5c1@tripnet.se>
Source record: 20398
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In comp.sys.atari.st <Xns93B0CA96E229Etos4ever@195.130.132.65>
Martin "Nightowl" Byttebier wrote on Sun 06-07-2003 17:54 (GMT):

>on zo, 06 jul 2003 00:23:14 GMT ï¿½Clockmeister wrote:
>
>> I think he will stop when Benny stops his spam, although at this point
>> it is more annoying then anything Benny has posted. Maybe if he
>> changed his material to something new, witty and funnier???
>
>Which spam? I haven't seem any spam from Ben in comp.sys.atari.st since
>months.
>That brainless troll will never stops his postings at all. That man needs
>very urgently a headshrinker. It's very clear to me he belongs in a mental
>home.

I simply don't understand this...:

1. Ben Smith's posts are cleary marked as ads, and very easy to filter
out if you don't want to recieve them.

2. He uses a real return mail addres so any complaints can be sent to him
direct. As he actually has stated that he does not read this group
regulary a followup to the group is simply stupid.

The only logical conclusion is that these people (Clockmeister, Mark D,
smeg, etc..) tries to form a mob against Ben Smith among the readers of
the group.

This behaviour is against all usenet netiquette and a far more serious
violation compared to posting any amount of ads. I personally find it
disgusting to watch and would like to meet any of you in person to take
proper actions!!

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

## 3986. Interview with Dave Ahl of Creative Computing magazine

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-07 19:58:28 UTC
From: Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com>
Message-ID: <usenet-DELETEthisPART-F160B8.12582807072003@news.west.cox.net>
Source record: 20399
Cross-posted to: comp.sys.atari.8bit,comp.sys.cpm,comp.sys.apple2,alt.folklore.computers

18 years after the demise of Creative Computing magazine, its founder and
editor, Dave Ahl, talks about the legacy of the magazine and what he's been
doing since.

http://www.atarimagazines.com/creative/daveahl/

--Kevin Savetz
--
Kevin Savetz - http://www.savetz.com/contact/
Curator of Classic Computer Magazine Archive - www.atarimagazines.com
& Atariarchives.org - www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

# 3987. Re: joey joke j.o.j.o the big ass lamer

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-07 20:11:16 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <Xns93B1E1B554008tos4ever@195.130.132.65>
Source record: 20400
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

on ma, 07 jul 2003 18:35:02 GMT ?Steve Sweet wrote:

```
>>
>> Which spam? I haven't seem any spam from Ben in comp.sys.atari.st
>> since months.
>> That brainless troll will never stops his postings at all. That man
>> needs very urgently a headshrinker. It's very clear to me he belongs
>> in a mental home.
>
> You need to check with your IP in that case, you're missing some
> traffic!.

I surely doesn't need to check my ISP. I get all the traffic I want to
have, that's for sure.

CU,
Martin

--
UTSI: <URL:http://users.pandora.be/tos4ever/utsi.htm>
Atari FTP-server: <URL:ftp://chapelie.rma.ac.be/atari/>
```

# 3988. Re: joey joke j.o.j.o the big ass lamer

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-07 22:26:48 UTC
From: lp <gfa@basic.net>
Message-ID: <BB2F6BE8.D96%gfa@basic.net>
Source record: 20401

in article 3f09ca6224b5c1@tripnet.se, Kenneth Medin at kennethm@tripnet.se
wrote on 7/7/03 3:38 PM:

> I simply don't understand this...:

I didn't at first either.

> 1. Ben Smith's posts are cleary marked as ads, and very easy to filter
> out if you don't want to recieve them.

You are correct and although I buy from Ben, I do filter the ads since
I know how to find him if I need more Atari stuff.

> 2. He uses a real return mail addres so any complaints can be sent to him
> direct. As he actually has stated that he does not read this group
> regulary a followup to the group is simply stupid.

You are quite right again.

> The only logical conclusion is that these people (Clockmeister, Mark D,
> smeg, etc..) tries to form a mob against Ben Smith among the readers of
> the group.

I simply am forced to add these people to my filters as well, takes only
a second to do so. The traffic on my end is very low after removing
certain people who can't seem to just drop it.

> This behaviour is against all usenet netiquette and a far more serious
> violation compared to posting any amount of ads. I personally find it
> disgusting to watch and would like to meet any of you in person to take
> proper actions!!

The problem is not really Ben. What you have is an outsider that has
found something that stirs up the group. The anonymous poster clearly is
not an avid Atari user or friends with anyone here. If that was the
case they would limit the verbal attacks only to Ben. However, anyone
who replies ends up in the sick story line. The problem is more along
the lines of sinclap, an individual who clearly has way to much time
as some grudge against Atari.

I understand the problem, what I don't understand is why certain people
don't just turn on a few filters. I seen a thread about moderating this
group and I don't think that would really help. The easiest thing to do
in my opinion would be for everyone to sit down for a few minutes
and read the darn manuals to their news readers and fully grasp
the concept that they can control what they see. It's seems the easiest
path is always the less taken one. ;o)

--
Lonny Pursell

# 3989. Re: joey joke j.o.j.o the big ass lamer

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-07 23:22:37 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3f09ffef$0$59954$c30e37c6@lon-reader.news.telstra.net>
Source record: 20402
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:3f09ca6224b5c1@tripnet.se...
> In comp.sys.atari.st <Xns93B0CA96E229Etos4ever@195.130.132.65>
> Martin "Nightowl" Byttebier wrote on Sun 06-07-2003 17:54 (GMT):
>
> >on zo, 06 jul 2003 00:23:14 GMT ?Clockmeister wrote:
> >
> >> I think he will stop when Benny stops his spam, although at this point
> >> it is more annoying then anything Benny has posted. Maybe if he
> >> changed his material to something new, witty and funnier???
> >
> >Which spam? I haven't seem any spam from Ben in comp.sys.atari.st since
> >months.
> >That brainless troll will never stops his postings at all. That man needs
> >very urgently a headshrinker. It's very clear to me he belongs in a
mental
> >home.
>
> I simply don't understand this...:
>
> 1. Ben Smith's posts are cleary marked as ads, and very easy to filter
> out if you don't want to recieve them.
>
> 2. He uses a real return mail addres so any complaints can be sent to him
> direct. As he actually has stated that he does not read this group
> regulary a followup to the group is simply stupid.
>
> The only logical conclusion is that these people (Clockmeister, Mark D,
> smeg, etc..) tries to form a mob against Ben Smith among the readers of
> the group.

Your mob is trying to lynch us for expressing our opinions. If Ben employed
proper netiquette we wouldn't be having this discussion in the first place.

> This behaviour is against all usenet netiquette and a far more serious
> violation compared to posting any amount of ads.

How so? At least we are on topic when complaining about spam in this
newsgroup.

I personally find it
> disgusting to watch and would like to meet any of you in person to take
> proper actions!!
>

So don't watch. You are free to express your opinion on the subject of spam in this newsgroup as we are to express ours.

# 3990. Re: 130XE Keyboard prob

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-07 23:43:37 UTC
From: "J. White" <gekiskivviesdo@astroboyskivviesmail.com>
Message-ID: <Xns93B1BFCBFF3askifyouwantit@65.82.44.187>
Source record: 20403

"Tim" <tjlazer@nospammail.com> wrote in
news:vfl2jj6p3nls74@corp.supernews.com:

> I have a 130XE and the following keys do not work: E,D,C. These are
> in a down row on the keyboard. What can cause this? I took the
> machine apart and cleaned the mylar sheet and the contacts on the KB
> ribbon cable. I made sure the contacts were good. Do I need a new
> mylar?

I had this problem about 12 years ago on mine. I got nickel paint and used it to repair some traces on the sheet, but it never really worked out for very long.

I ended up hacking an old AT&T PC keyboard (separate from the CPU, like a PC). I broke the keyboard open, traced out the key matrix, compared it to the Atari, and realized I'd have to cut all the circuit traces and hard-wire the thing.

So I did.

I stripped the insulation off a length of lamp cord, separated individual strands out, and soldered them one at a time to match the Atari matrix. Since they're bare wires, I went through at least one roll of electrical tape to insulate things.

The wiring terminated at a 25-pin connector (a PC printer port, female). This is bolted to the back of the AT&T case.

On the Atari end of things, I removed the keyboard, de-soldered the connector at the motherboard, and soldered a 25-conductor ribbon cable in. The other end is a male 25-pin connector.

Yeah, it's ugly, but it works *g*

--
"I'm done for."
--Adlai Stevenson, when told that he had all the thinking people
on his side for his presidential campaign.

# 3991. Re: joey joke j.o.j.o the big ass lamer

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-08 00:32:15 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <984kgv4kk7g2te72ofcqh06696rogosmia@4ax.com>
Source record: 20404

Lonnie, you hit the nail right on the head!

On Mon, 07 Jul 2003 18:26:48 -0400, lp <gfa@basic.net> wrote:

>in article 3f09ca6224b5c1@tripnet.se, Kenneth Medin at kennethm@tripnet.se
>wrote on 7/7/03 3:38 PM:
>
>> I simply don't understand this...:
>
>I didn't at first either.
>
>> 1. Ben Smith's posts are cleary marked as ads, and very easy to filter
>> out if you don't want to recieve them.
>
>You are correct and although I buy from Ben, I do filter the ads since
>I know how to find him if I need more Atari stuff.
>
>> 2. He uses a real return mail addres so any complaints can be sent to him
>> direct. As he actually has stated that he does not read this group
>> regulary a followup to the group is simply stupid.
>
>You are quite right again.
>
>> The only logical conclusion is that these people (Clockmeister, Mark D,
>> smeg, etc..) tries to form a mob against Ben Smith among the readers of
>> the group.
>
>I simply am forced to add these people to my filters as well, takes only
>a second to do so. The traffic on my end is very low after removing
>certain people who can't seem to just drop it.
>
>> This behaviour is against all usenet netiquette and a far more serious
>> violation compared to posting any amount of ads. I personally find it
>> disgusting to watch and would like to meet any of you in person to take
>> proper actions!!
>
>The problem is not really Ben. What you have is an outsider that has
>found something that stirs up the group. The anonymous poster clearly is
>not an avid Atari user or friends with anyone here. If that was the
>case they would limit the verbal attacks only to Ben. However, anyone
>who replies ends up in the sick story line. The problem is more along
>the lines of sinclap, an individual who clearly has way to much time
>as some grudge against Atari.
>
>I understand the problem, what I don't understand is why certain people

>don't just turn on a few filters. I seen a thread about moderating this
>group and I don't think that would really help. The easiest thing to do
>in my opinion would be for everyone to sit down for a few minutes
>and read the darn manuals to their news readers and fully grasp
>the concept that they can control what they see. It's seems the easiest
>path is always the less taken one. ;o)

--
You can read the FAQ for alt.binaries.karaoke at:

http://www.aemstel.tmfweb.nl/faq.htm
or
http://members.chello.nl/~j.a.komrij/faq.htm

# 3992. Re: joey joke j.o.j.o the big ass lamer

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-08 06:24:35 UTC
From: Smeg <smeg_007@NOSPAM.hotmail.com>
Message-ID: <bedo32$7bn$1@sparta.btinternet.com>
Source record: 20405
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Kenneth Medin <kennethm@tripnet.se> wrote in message
news:3f09ca6224b5c1@tripnet.se...
> In comp.sys.atari.st <Xns93B0CA96E229Etos4ever@195.130.132.65>
> Martin "Nightowl" Byttebier wrote on Sun 06-07-2003 17:54 (GMT):
>
> >on zo, 06 jul 2003 00:23:14 GMT ?Clockmeister wrote:
> >
> >> I think he will stop when Benny stops his spam, although at this point
> >> it is more annoying then anything Benny has posted. Maybe if he
> >> changed his material to something new, witty and funnier???
> >
> >Which spam? I haven't seem any spam from Ben in comp.sys.atari.st since
> >months.
> >That brainless troll will never stops his postings at all. That man needs
> >very urgently a headshrinker. It's very clear to me he belongs in a
mental
> >home.
>
> I simply don't understand this...:
>
> 1. Ben Smith's posts are cleary marked as ads, and very easy to filter
> out if you don't want to recieve them.
>
> 2. He uses a real return mail addres so any complaints can be sent to him
> direct. As he actually has stated that he does not read this group
> regulary a followup to the group is simply stupid.
>
> The only logical conclusion is that these people (Clockmeister, Mark D,
> smeg, etc..) tries to form a mob against Ben Smith among the readers of
> the group.

I am not part of any mob, and since when did I throw an insult in Ben's direction? I simply asked him to stop SPAMMING this newsgroup.

I think you forget that I also have a right to express my opinions here, like it or not.

Smeg.

# 3993. Re: ISO: Tetris game with Jean Michel Jarre music

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-08 08:23:53 UTC
From: bill@newbreedsoftware.com
Message-ID: <tcvOa.9069$%3.411156@typhoon.sonic.net>
Source record: 20406

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote:
> But I do:
> it is called FORTRESS. includes 3 musics: Oxygene (part 2 or 4?),
> Popcorn and Digi-Loo-Digi-Ley (all programmed by Kemal Ezcan)...
> -Andreas.

YES! THAT'S it! :) Thanks!

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 3994. Games in monochrome...?!?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-08 17:51:04 UTC
From: Vader <replyto@newsgroup.please>
Message-ID: <cwDOa.198$5o5.195710@news1.news.adelphia.net>
Source record: 20407

Hi all,

I just joined this NG, so please forgive me if this question has been asked before. I am from the old school, and my first computer was an Atari 800 (BIG mistake getting rid of it). My life came back into focus when I found an emulator (Atari800Win31), and I found most of the software that I once had. Some games, however, I was only able to fine monochrome versions of, when I distinctly remember them being in color. Specifically, I am referring to the games Ultima II-IV (I is in color.... go figure). I am wondering, is there a color version out there? TIA!

--
Vader

"Impressive. Most impressive."

# 3995. Re: open jpg in Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-08 18:43:15 UTC
From: rjespino@hotmail.com
Message-ID: <9ee50737.0307081043.2aebd687@posting.google.com>
Source record: 20408

bill@newbreedsoftware.com (William Kendrick) wrote in message
news:<X3oLa.6530$%3.300332@typhoon.sonic.net>...
> TXG <txg01@xs4all.nl> wrote:
> > Hi,
> >
> > Read the manual you need to convert the jpeg's to greyscale with a program
> > like paintshop pro.
>
> If you don't have a Windows box, but do have access to a Linux or Unix
> system (e.g., you dial in to a Unix account using a term program on your
> Atari :^) ), you can use either ImageMagick or NetPBM to convert files
> before transferring them to your Atari.
>
> For example:
>
> djpeg ORIG.jpg | ppmtopgm | pnmscale -xysize 300 200 | cjpeg > GREY.jpg

If djpeg and cjpeg are installed then chances are jpegtran is too, you
can save a bit of typing with:
jpegtran -greyscale orig.jpg > grey.jpg

That same line will also convert progressive JPEGs into baseline JPEGs
that the Atari decoder can display.

While it's a good idea to convert colour JPEGs to greyscale (it makes
them smaller and they will decode faster), the decoder should be able
to handle colour images without converting them first, the colour
information is just discarded.

--
-- Raphael Espino - rjespino@yahoo.com - Ramdrive and JPEG viewers --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
------------- Join The Atari 8-bit Computer WebRing at: -------------
---------- http://www.geocities.com/rjespino/a8ring.html -----------
---------------------------------------------------------------------

# 3996. Re: Games in monochrome...?!?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-08 22:40:16 UTC
From: bill@newbreedsoftware.com
Message-ID: <kLHOa.63$dk4.3158@typhoon.sonic.net>
Source record: 20409

Vader <replyto@newsgroup.please> wrote:
> Hi all,
>
> I just joined this NG, so please forgive me if this question has been
> asked before. I am from the old school, and my first computer was an
> Atari 800 (BIG mistake getting rid of it). My life came back into focus
> when I found an emulator (Atari800Win31), and I found most of the
> software that I once had. Some games, however, I was only able to fine
> monochrome versions of, when I distinctly remember them being in color.
> Specifically, I am referring to the games Ultima II-IV (I is in
> color.... go figure). I am wondering, is there a color version out
> there? TIA!

Those games appeared in color due to 'artifacting' of the pixels at high resolution.
(320 x 192 mode; the same pixel size as pixels in the normal text mode, FYI)

On my Atari 1200XL, in high-rez mode with black background and 'white' (actually
'brightest,'
since the color depends on the background) foreground, pixels looked like this:

.#.#.#.# Blue
#.#.#.#. Red
######### White
...##... White (bluish tinge on the left, redish on the right)
..##.... White (redish tinge on the left, bluish on the right)

I may have got the red and blue mixed up. On the 400/800, I think the colors were closer
to green and brown, as well.

What you want to do is run Atari800 with color artifacting ENABLED. This reduces the
sharpness and quality of text and stuff, but more accurately depicts the colorful artifacts
used in games like Pinball Construction Set, Ultima, etc...

I'm not certain how one does that in Atari800Win, but it should be pretty obvious. ;^)

NOTE: At least with one of the later versions of Atari800 I've tried (SDL version for
Linux),
I noticed that the color artifacts are ALWAYS a certain brightness, so if you do something
like this:

```
GRAPHICS 0
SETCOLOR 2,0,0
SETCOLOR 1,0,4
```

The 'white' pixels will be very dark, but the blue and red artifacts will still be very
bright!
It looks horrible! :^(

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 3997. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-08 22:44:56 UTC
From: bill@newbreedsoftware.com
Message-ID: <IPHOa.64$dk4.3239@typhoon.sonic.net>
Source record: 20410
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

In comp.sys.atari.8bit Sam Gillett <samgillett@msn.com> wrote:
>
> You seem to be forgetting that sprites were implemented in hardware, as well
> as collision detection in hardware, and other nifty features. All of which
> explains your statement above about the C64 having good games. :-)

Sprites and collision detection were done in hardware on the Atari 8-bits, too!

C=64 sprites seemed to be more versatile 'out-of-the-box', but there were some pretty damned
cool tricks you could do with those screen-length (e.g., ~200 pixel tall) 'players' and 'missiles'
on the Atari, too. ;)

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 3998. Re: Games in monochrome...?!?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-08 23:47:17 UTC
From: cmartin@ti.com
Message-ID: <482f186a.0307081547.3986e322@posting.google.com>
Source record: 20411

For some games, you will need to turn on "Artifacting" in the
emulator.
For Ultima IV, I know that you must find the "Enable GTIA Artifacting"
or "Enable CTIA Artifacting" check boxes (I cannot remember exactly
where they are at the moment).

These games used a byproduct of how the Atari outputs video to the TV
to create more colors than would otherwise be possible.

So, there is a color version out there, and more than likely you have
it already! :-)

I hope this helps,
Chris

Vader <replyto@newsgroup.please> wrote in message
news:<cwDOa.198$5o5.195710@news1.news.adelphia.net>...
> Hi all,
>
> I just joined this NG, so please forgive me if this question has been
> asked before. I am from the old school, and my first computer was an
> Atari 800 (BIG mistake getting rid of it). My life came back into focus
> when I found an emulator (Atari800Win31), and I found most of the
> software that I once had. Some games, however, I was only able to fine
> monochrome versions of, when I distinctly remember them being in color.
> Specifically, I am referring to the games Ultima II-IV (I is in
> color.... go figure). I am wondering, is there a color version out
> there? TIA!

# 3999. Re: 130xe extra ram

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-09 01:49:16 UTC
From: "J. White" <gekiskivviesdo@astroboyskivviesmail.com>
Message-ID: <Xns93B2D58305AB5askifyouwantit@65.82.44.187>
Source record: 20412

Jindroush <jindroush@seznam.cz> wrote in
news:3E7F41FB.DCBFE67D@seznam.cz:

> Mark Bedingfield wrote:
>>
>> OK, what is the story with freddy. I have seen all sorts of reports
>> that the freddy is in the 800XL. I don't recall seeing one in any,
>> and the schematics I downloaded would support this. So do some have
>> this? Also does anybody know where I can download 130XE and 600XL
>> schematics.
>
> My 800XL does have Freddy (it's 800 XLF model).
>
> And again: Freddy has _nothing_ to do with extended memory, see my
> pages for more info. http://www2.asw.cz/~kubecj/achfredd.htm
>
> Schematics for that model, and all others could be found on Jerzy's
> Sobola site (http://republika.pl/jsobola/)

Any other sources for 130XE schematics? This link's 404 :/

--
"I'm done for."
--Adlai Stevenson, when told that he had all the thinking people
on his side for his presidential campaign.

# 4000. Re: Games in monochrome...?!?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-09 02:10:53 UTC
From: Vader <replyto@newsgroup.please>
Message-ID: <NQKOa.428$5o5.324031@news1.news.adelphia.net>
Source record: 20413

Thank you all...:-) Found the artifacting controls, and found that my memory is not all that I like to think it is (that's what happens when you get old, I guess). I do get the colors (sort of), but the screen becomes relatively blurry.... Me thinks it better to leave the artifacting emulation turned off (look better that way).....:-)

Chris Martin wrote:
> For some games, you will need to turn on "Artifacting" in the
> emulator.
> For Ultima IV, I know that you must find the "Enable GTIA Artifacting"
> or "Enable CTIA Artifacting" check boxes (I cannot remember exactly
> where they are at the moment).
>
> These games used a byproduct of how the Atari outputs video to the TV
> to create more colors than would otherwise be possible.
>
> So, there is a color version out there, and more than likely you have
> it already! :-)
>
> I hope this helps,
> Chris
>
>
> Vader <replyto@newsgroup.please> wrote in message
news:<cwDOa.198$5o5.195710@news1.news.adelphia.net>...
>
>>Hi all,
>>
>>I just joined this NG, so please forgive me if this question has been
>>asked before. I am from the old school, and my first computer was an
>>Atari 800 (BIG mistake getting rid of it). My life came back into focus
>>when I found an emulator (Atari800Win31), and I found most of the
>>software that I once had. Some games, however, I was only able to fine
>>monochrome versions of, when I distinctly remember them being in color.
>> Specifically, I am referring to the games Ultima II-IV (I is in
>>color.... go figure). I am wondering, is there a color version out
>>there? TIA!

--
Vader

"Impressive. Most impressive."

# 4001. Re: 4464 ic's

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-09 06:10:40 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3F0BB1B4.79BE520D@rogers.com>
Source record: 20414

Hi Mark

The last place I remember seeing these was active surplus in toronto, canada. That was a decade ago when I and a friend were upgrading my dads 600XL (which he still has in his basement). Perhaps you could try some of the surplus places around your city/town?

Mark Bedingfield wrote:

> would anybody know where I can get a pair of 4464 ram chips in Australia?
>
> Mark

# 4002. Re: Ram tester

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-09 09:38:06 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F0BE27E.F7E0E10@students.uni-mainz.de>
Source record: 20415

Well,
you can always read my E-Mail adress in my postings !! It is:
magea000@students.uni-mainz.de (Nope, I don`t use spam filters. I like
spam, just as I like adverts in tv and magazines). greetings, Andreas.

Mark Bedingfield schrieb:
>
> That will do fine, any chance of an e-mail?
>
> Mark
>
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
> news:3F0482B2.8D00AE82@students.uni-mainz.de...
> > Errr,
> > software ?!? If so, i have quite some different RAM test-programs here.
> > But they only test port B / 130XE compatible upgrades... -andreas.
> >
> >
> >
> > Mark Bedingfield schrieb:
> > >
> > > Hi guy's doe's anybody know where I can get hold of a few different ram
> > > testers for the 800xl that support 256k?
> > >
> > > Thanks
> > >
> > > Mark

# 4003. Re: Ram tester

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-09 11:05:28 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3f0bf5c4$0$31274$afc38c87@news.optusnet.com.au>
Source record: 20416

```
Foiled, hiding in plain view:-)

Mark

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3F0BE27E.F7E0E10@students.uni-mainz.de...
> Well,
> you can always read my E-Mail adress in my postings !! It is:
> magea000@students.uni-mainz.de (Nope, I don`t use spam filters. I like
> spam, just as I like adverts in tv and magazines). greetings, Andreas.
>
>
>
> Mark Bedingfield schrieb:
> >
> > That will do fine, any chance of an e-mail?
> >
> > Mark
> >
> > "Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
> > news:3F0482B2.8D00AE82@students.uni-mainz.de...
> > > Errr,
> > > software ?!? If so, i have quite some different RAM test-programs
here.
> > > But they only test port B / 130XE compatible
des... -andreas.
> > >
> > >
> > >
> > > Mark Bedingfield schrieb:
> > > >
> > > > Hi guy's doe's anybody know where I can get hold of a few different
ram
> > > > testers for the 800xl that support 256k?
> > > >
> > > > Thanks
> > > >
> > > > Mark
```

# 4004. Re: 4464 ic's

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-09 11:18:56 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3f0bf8ed$0$31274$afc38c87@news.optusnet.com.au>
Source record: 20417

That is exactly why I am getting these chip's. I am going to set up a 1088k 600XL. Want to get 64k working first. Surplus store's that handle 4464 chip's would be a rare beast indeed. But thank's any way.

Mark

"James Alexander" <james-m-alexander@rogers.com> wrote in message news:3F0BB1B4.79BE520D@rogers.com...
> Hi Mark
>
> The last place I remember seeing these was active surplus in toronto,
> canada. That was a decade ago when I and a friend were upgrading my dads
> 600XL (which he still has in his basement). Perhaps you could try some of
> the surplus places around your city/town?
>
> Mark Bedingfield wrote:
>
> > would anybody know where I can get a pair of 4464 ram chips in Australia?
> >
> > Mark
>

# 4005. Re: 130xe extra ram

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-09 16:14:20 UTC
From: Jindroush <jindroush@nospam.seznam.nospam.cz>
Message-ID: <3F0C3F5C.7B51C558@nospam.seznam.nospam.cz>
Source record: 20418

"J. White" wrote:
> > Schematics for that model, and all others could be found on Jerzy's
> > Sobola site (http://republika.pl/jsobola/)
>
> Any other sources for 130XE schematics? This link's 404 :/

Works for me. Try directly this link:
http://republika.pl/jsobola/atarisch/130xe.zip

--
Jindroush <jindroush@nospam.seznam.nospam.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project
Remove both 'nospam's from the address to reply.

# 4006. Re: 4464 ic's

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-09 16:57:59 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vgoiclg6319g63@corp.supernews.com>
Source record: 20419

"Mark Bedingfield" <atari030@optusnet.nomorespamta.com.au> wrote in message
news:3f0bf8ed$0$31274$afc38c87@news.optusnet.com.au...
> That is exactly why I am getting these chip's. I am going to set up a
1088k
> 600XL. Want to get 64k working first. Surplus store's that handle 4464
> chip's would be a rare beast indeed. But thank's any way.
>
> Mark
>

Is it fairly easy to upgrade a 600XL to 64K? I want to upgrade mine!

Tim

# 4007. 64k upgrade for 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-09 17:02:01 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vgoik8q5urh6e1@corp.supernews.com>
Source record: 20420

I would like to upgrade my 600XL to 64k ! And maybe add a composite video port on it! Is this easy to do? What kind of RAM do I need and any sources in the US?

Thanks
Tim

# 4008. Re: 64k upgrade for 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-09 17:23:52 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vgojrqr2ps3ee4@corp.supernews.com>
Source record: 20421

Craig Lisowski's site isn't available any more, but
a search for him shows up this:
http://www.atariarchives.org/cfn/05/07/index.php
There's a 64k 600xl mod there.

# 4009. Re: 4464 ic's

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-09 17:42:12 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vgoku8ddlj9ea4@corp.supernews.com>
Source record: 20422

bg micro has them.
they might ship to Australia, but it would probably
be prohibitivly expensive.
4464-80 ns $2.75 (US) each.
Best Electronics almost certainly has them, but again
shipping!
www.bgmicro.com go shopping and search 4464.
http://best-electronics-ca.com/
I bet Lance of Video 61 could pull them out of a busted
computer, or BEN SMITH maybe.
I've got a 800xl motherboard I bet has good ones in it,
and they're socketed! I'm looking at them, they say
MB-8264-15 _
8348 I42 BG manufacturer F_ (underline)
wonder if those are the same?
Then you might try B&C, they might have them.
http://www.myatari.com/
Just an excuse to plug a few A8 vendors, heh heh.
You can consider this an advertizement. All these
pay me to say this stuff.

# 4010. Re: 4464 ic's

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-09 17:45:36 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vgol4l6v86nb4f@corp.supernews.com>
Source record: 20423

OOpps, I forgot two urls.
Video 61:
http://www.angelfire.com/mn/video61/main.html
BEN SMITH
http://www.aracnet.com/~atari/whybuyben.htm

# 4011. Re: 4464 ic's

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-09 20:28:54 UTC
From: kryten_droid <kryten_droid@ntlworld.com>
Message-ID: <30%Oa.667$0w6.90608@newsfep1-win.server.ntli.net>
Source record: 20424

"Russ Gilbert" <russg@en.com> wrote in message
news:vgoku8ddlj9ea4@corp.supernews.com...

> I've got a 800xl motherboard I bet has good ones in it,
> and they're socketed! I'm looking at them, they say
> MB-8264-15 _
> 8348 I42 BG manufacturer F_ (underline)
> wonder if those are the same?

How many of these has your board got, and how many pins do they have?

If it has two, and they have 18 pins, they may well be 4464 chips.

If it has eight, and they have 16 pins, they are 4164 (64k x 1 bit) chips.

I've got an 800XL and it has the latter.

# 4012. Re: 4464 ic's

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-09 23:35:44 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vgp9l3j5v5ll91@corp.supernews.com>
Source record: 20425

Ah. Kryten.
They are the 4164s, 8 with 16 pins. 64kx1bit
I din't know 4464s were 18 pins. I guess 32kx2bit?

# 4013. Wanted: Computer Gaming World magazines / will buy or trade

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-10 02:12:41 UTC
From: Darkstar <darkstar@magma.ca>
Message-ID: <vY3Pa.15441$Tx.709603@news20.bellglobal.com>
Source record: 20426

Hello,

I'm looking for issues of Computer Gaming World magazine, from #1 (1981) to Vol 4.6 (1984). Also looking for a few issues in 1989 and 1990 (#61, #62, #65, #68, #74, #76). Please e-mail me if you have them and would be willing to sell or trade. I have duplicates of a number of 1985-1992 CGW issues, as well as a number of classic games I would be willing to trade.

Thanks,
Stephane

# 4014. Someone tell me is 800XL better than 800?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-10 03:08:17 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <HC4Pa.5529$kx6.4750@fe03.atl2.webusenet.com>
Source record: 20427

I mean what's the advantage besides the 64k vs 48k ??

# 4015. Re: Someone tell me is 800XL better than 800?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-10 04:16:35 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3f0ce584.5438247@news>
Source record: 20428

"Son of man" <bcozier@bellsouth.net>:
>I mean what's the advantage besides the 64k vs 48k ??

The 800XL:

has BASIC built in, which forces you to hold down option to disable it with almost every game.

uses the same OS as the 130XE which makes memory upgrades compatible, and able to be used by any software that supports 130XE extended memory.

international character set, anyone ever use this?

smaller case design

RAM under the OS which some software uses (SpartaDOS, TurboBASIC)

one cartridge slot located at the top of the unit with no need to flip open a lid, and no confusion as to which slot to put the cart in. ;)

---
Shawn Jefferson
(fix reply to for email)

# 4016. Re: 4464 ic's

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-10 07:48:17 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3f0d190e$0$31279$afc38c87@news.optusnet.com.au>
Source record: 20429

Very simple,

http://atrey.karlin.mff.cuni.cz/~pavel/atari/600xl64Kb.html

Could not be easier.

Mark

"Tim" <tjlazer@nospam.mail.com> wrote in message
news:vgoiclg6319g63@corp.supernews.com...
>
> "Mark Bedingfield" <atari030@optusnet.nomorespamta.com.au> wrote in
message
> news:3f0bf8ed$0$31274$afc38c87@news.optusnet.com.au...
> > That is exactly why I am getting these chip's. I am going to set up a
> 1088k
> > 600XL. Want to get 64k working first. Surplus store's that handle 4464
> > chip's would be a rare beast indeed. But thank's any way.
> >
> > Mark
> >
>
> Is it fairly easy to upgrade a 600XL to 64K? I want to upgrade mine!
>
> Tim
>
>

## 4017. Atari Hangout Chat tonight!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-10 08:49:42 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00218954@fmlynet.org>
Source record: 20437

FamilyNet Newsgate

Wanted to let everyone know the Atari Hangout chat room is still out there.
New location, and a quick FAQ of the chat room have been made possible. Check
it out at...

http://www.geocities.com/doctor_clu/JYBOLACFAQ.html

Hope to see you there! (tonight at 8pm CST)

>octor <lu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

# 4018. Re: Someone tell me is 800XL better than 800?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-10 09:44:55 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <u2dqgv44m3sknqplcb4fpn7lj36icjhufo@4ax.com>
Source record: 20430

On Wed, 9 Jul 2003 23:08:17 -0400, "Son of man"
<bcozier@bellsouth.net> wrote:

>I mean what's the advantage besides the 64k vs 48k ??

I like the 800 better, but there is just a lot of software that makes use of the extra "RAM under the ROM" of the 800XL, and if you want to run that software you really need the XL. There are also hard-drive expansions that make use of an... ummm, port or something that is only on the XL. The 800XL was the final "baseline" for the Atari 8bit, in that the later software was programmed with it in mind. At least that is my understanding.

The 800 had four joystick ports though so it was a good party machine. The 800 had the extra cartridge slot for a real-time clock. Also, the 800 was a tank! I'm a proud 800 owner.

# 4019. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-10 09:54:15 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1057830497@rtfm.mit.edu>
Source record: 20431
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 26, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

# 4020. Re: Someone tell me is 800XL better than 800?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-10 10:08:04 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bejdu4$9k5$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 20432

Hi,

> uses the same OS as the 130XE which makes memory upgrades compatible, and
> able to be used by any software that supports 130XE extended memory.

> international character set, anyone ever use this?

Hardly. At least for german users, it lacks the german "sharp-s"
(sz, written ï¿½ if your news reader supports the ANSI-Latin character set).

The Os had a couple of enhancements and bug fixes. (Optional smooth scrolling,
SIO,CIO and S: handler fixes and the parallel port support).

Greetings,
Thomas

# 4021. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-10 11:33:56 UTC
From: Jindroush <jindroush@nospam.seznam.nospam.cz>
Message-ID: <3F0D4F24.C9DF838B@nospam.seznam.nospam.cz>
Source record: 20434

Michael Current wrote:

<nitpicking>

> A Euroconnector ("SCART" in the UK; "Peritel" in Europe) socket

I would rather say: 'SCART' for the Europe, 'Peritel' for the frogeaters
(they always have to have something special). <g>

> It should be possible to
> interface the Atari's composite video signal (along with the audio signal)
> through a Euroconnector, though I haven't actually seen reports of people doing this.

I've seen such cables here. I also remember that I've heard that some
TVs (not all) accept S-video on scart and such cables could be also
made.

</nitpicking>

--
Jindroush <jindroush@nospam.seznam.nospam.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project
Remove both 'nospam's from the address to reply.

# 4022. Re: 4464 ic's

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-10 12:22:55 UTC
From: kryten_droid <kryten_droid@ntlworld.com>
Message-ID: <r_cPa.14436$4O4.1497565@newsfep2-win.server.ntli.net>
Source record: 20433

"Russ Gilbert" <russg@en.com> wrote in message
news:vgp9l3j5v5ll91@corp.supernews.com...
> Ah. Kryten.
> They are the 4164s, 8 with 16 pins. 64K x 1 bit
> I didn't know 4464s were 18 pins. I guess 32K x 2 bit?

No, if you have eight of them, they are 64K x 1 bits.

They were just made by a manufacturer (Mitsubishi?) that decided to use a
slightly different part numbering system.

# 4023. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-10 14:55:04 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bejuo8$m24$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 20435

Hi,

> I would rather say: 'SCART' for the Europe, 'Peritel' for the frogeaters
> (they always have to have something special). <g>

Actually, SCART is a french abbreviation (The most important word,
[T]elevision, comes last).

Greetings,
Thomas

# 4024. Ok, now what's the difference between 1200XL and 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-10 15:09:28 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <S8fPa.3716$zJ6.1854@fe02.atl2.webusenet.com>
Source record: 20436

Is the 1200XL better? And how so?

# 4025. Re: Ok, now what's the difference between 1200XL and 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-10 17:13:55 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vgr7mmbv8j5062@corp.supernews.com>
Source record: 20438

"Son of man" <bcozier@bellsouth.net> wrote in message
news:S8fPa.3716$zJ6.1854@fe02.atl2.webusenet.com...
> Is the 1200XL better? And how so?
>

Do you know what Google is? You can find this info by just using it.

Tim

# 4026. XE Carts bad contact?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-10 17:17:03 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vgr7shnkhmkd96@corp.supernews.com>
Source record: 20439

I have several XE carts that when inserted into my 130XE will not work unless I only plug them in half way or jiggle them a bit! I noticed other non XE carts work fine when shoved all the way in! Anyone have the same problem?

On my 800XL this doesn't happen so maybe it's the combination of the XE and XE carts! You would think it would be other carts and not the carts made for that model!

Tim

# 4027. Corvus HD for Atari 800 on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-10 17:44:54 UTC
From: Ben Corr <bjcorr@sonic.net>
Message-ID: <qChPa.592$dk4.22891@typhoon.sonic.net>
Source record: 20440

A rarity, for the completness of the system;

7 meg Corvus

Mirror card

Integrator board in an 800

Corvus Multiplexor for networking multiple 800's to the one drive

Check it out:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2740712018&category=162

Ben Corr

# 4028. Re: 64k upgrade for 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-10 17:52:30 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <fq9rgvon1ognck0go2lv8npksv5skqtclc@4ax.com>
Source record: 20441

On Wed, 9 Jul 2003 13:23:52 -0400, "Russ Gilbert" <russg@en.com> wrote:

>Craig Lisowski's site isn't available any more, but

It isn't? Damn... that was a good site.

>a search for him shows up this:
>http://www.atariarchives.org/cfn/05/07/index.php
>There's a 64k 600xl mod there.
>
Seems that most of the documents are there... including my Controller
Notes and Joystick Miscellany. I'll have to revise the links (for some
reason, I never placed those two on my own page).

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

# 4029. Re: XE Carts bad contact?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-10 18:10:00 UTC
From: "Neal E. Westfall" <nwestfal@dslextreme.com>
Message-ID: <20030710110755.E63057@Tolstoy.home.lan>
Source record: 20442

Yup, I've noticed the same problem, in two different 130XE computers.

Neal

On Thu, 10 Jul 2003, Tim wrote:

> I have several XE carts that when inserted into my 130XE will not work
> unless I only plug them in half way or jiggle them a bit! I noticed other
> non XE carts work fine when shoved all the way in! Anyone have the same
> problem?
>
> On my 800XL this doesn't happen so maybe it's the combination of the XE and
> XE carts! You would think it would be other carts and not the carts made
> for that model!
>
> Tim
>
>
>

# 4030. message for paul irvine

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-10 18:54:35 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0307101054.671671f0@posting.google.com>
Source record: 20443

I like a laugh so here it goes

computer house, computer house, computer house

Additionally didn't computer house manufacture and market something similar to derek firn/microdiscount's floppy board device (but severall years b4)

I don't like to swear paul so here goes

computer house, computer house, computer house!!!

lastly what part of this great island do you come from (and please don't say manchester)

yours Atarily

CA

# 4031. Internet and Apranet

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-10 19:05:02 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0307101105.27db862f@posting.google.com>
Source record: 20444

Sorry for going off topic, but seeming as we are all using this 'great amaerican' invention to discuss things atari, I recently found out something interestion about the beginnings of internet/apranet

According to a programme (late night) I was watching on BBC 2 which was discussing in internet and www etc

although they said that the internet was largely designed and developed by the americans (through the apranet project) some of the important technologies and technical aspects of the internet (and apranet) where largely british inventions such as packet technologies and packet switching amongst other things, and not forgetting our friend Mr Berners -Lee who gave us www and hyperlinking technology (again british born, although working at a major european institution at the time of his discoveries)

# 4032. internet and apranet

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-10 19:05:58 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0307101105.5cd8c3e@posting.google.com>
Source record: 20445

Sorry for going off topic, but seeming as we are all using this 'great
american' invention to discuss things atari, I recently found out
something interestion about the beginnings of internet/apranet

According to a programme (late night) I was watching on BBC 2 which
was discussing in internet and www etc

although they said that the internet was largely designed and
developed by the americans (through the apranet project) some of the
important technologies and technical aspects of the internet (and
apranet) where largely british inventions such as packet technologies
and packet switching amongst other things, and not forgetting our
friend Mr Berners -Lee who gave us www and hyperlinking technology
(again british born, although working at a major european institution
at the time of his discoveries)

# 4033. Re: Ok, now what's the difference between 1200XL and 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-10 19:52:00 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <ChjPa.4852$zJ6.1934@fe02.atl2.webusenet.com>
Source record: 20446

"Tim" <tjlazer@nospam.mail.com> wrote in message
news:vgr7mmbv8j5062@corp.supernews.com...
>
> "Son of man" <bcozier@bellsouth.net> wrote in message
> news:S8fPa.3716$zJ6.1854@fe02.atl2.webusenet.com...
> > Is the 1200XL better? And how so?
> >
>
> Do you know what Google is? You can find this info by just using it.
>
> Tim

Lemme put it to you this way. I have a new 1200XL and a new Atari
800....there's a new 800 XL on ebay and was wondering if there was any
advantage to getting it for any reason...for example I know the artifacting
on my Atari 800 gives the proper colors for ultima 3...will it be the same
on the 800XL?

# 4034. Re: 64k upgrade for 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-10 20:20:35 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vgriklqedb5g76@corp.supernews.com>
Source record: 20347

"Tim" <tjlazer@nospam.mail.com> wrote in message
news:vgoik8q5urh6e1@corp.supernews.com...
> I would like to upgrade my 600XL to 64k ! And maybe add a composite video
> port on it! Is this easy to do? What kind of RAM do I need and any
sources
> in the US?
>
> Thanks
> Tim
>
Where in the US can we get the chips required for the 64k upgrade?

Thanks
Tim

# 4035. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-10 21:19:53 UTC
From: Jindroush <jindroush@nospam.seznam.nospam.cz>
Message-ID: <3F0DD879.287A3EE7@nospam.seznam.nospam.cz>
Source record: 20348

Thomas Richter wrote:
>
> Hi,
>
> > I would rather say: 'SCART' for the Europe, 'Peritel' for the frogeaters
> > (they always have to have something special). <g>
>
> Actually, SCART is a french abbreviation (The most important word,
> [T]elevision, comes last).

My stupidity, I apologize.

Explanation:
The EURO connector, SCART (Syndicat francais des Constructeurs
d'Appareils Radio et Television) was developed by frech company called
Peritel.

See for example here: http://www.sparkysworld.co.uk/connectors.htm

--
Jindroush <jindroush@nospam.seznam.nospam.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project
Remove both 'nospam's from the address to reply.

# 4036. Re: Ok, now what's the difference between 1200XL and 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-10 21:27:10 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vgrmhgk17op801@corp.supernews.com>
Source record: 20349

"Son of man" <bcozier@bellsouth.net> wrote in message
news:ChjPa.4852$zJ6.1934@fe02.atl2.webusenet.com...
> "Tim" <tjlazer@nospam.mail.com> wrote in message
> news:vgr7mmbv8j5062@corp.supernews.com...
> >
> > "Son of man" <bcozier@bellsouth.net> wrote in message
> > news:S8fPa.3716$zJ6.1854@fe02.atl2.webusenet.com...
> > > Is the 1200XL better? And how so?
> > >
> >
> > Do you know what Google is? You can find this info by just using it.
> >
> > Tim
>
> Lemme put it to you this way. I have a new 1200XL and a new Atari
> 800....there's a new 800 XL on ebay and was wondering if there was any
> advantage to getting it for any reason...for example I know the
artifacting
> on my Atari 800 gives the proper colors for ultima 3...will it be the same
> on the 800XL?
>
I would get the 800XL! Its small and compact and stable computer! Was very
popular and it is better in a lot of ways than the 1200XL. The only think I
like about the 1200XL is the KB, recessed Cart slot and slanted joy ports,
the 800XL is smaller, better OS, Expansion slot, built in Basic. Top
loading cart slot. Nice to have...

Tim

# 4037. Atari 8-bit video quality observations

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-10 21:31:19 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <JKkPa.381$UK.331@fe02.atl2.webusenet.com>
Source record: 20350

I have a new Atari 800 I used the monitor port with my hdtv which upconverts all inputs to 1080i

The quality was great, and I coul even tell some slight red artifacting on the edges of the READY prompt.

I have a new XE GS which I used the built in composite out port and to my amazement while I thought the 800 was great this was by far the best. Really better contrast between the letters and the bakcground. Very bright a perfect -- the reference in Atari video quality. It looked professional, like I could use a word processor and write a with it...

Then I tried my new 1200XL with the monitor cable again...it was clear on my TV but the contrast was weaker than the 800 still of course perfectly doable and no complaints if I hadn't seen 800 and XEGS performance.

So from my observations the XEGS with built in composite out was the best and looks professional enough to do some serious word processing if you're so inclined.

The Atari 800 comes in next and looks damn fine on it's own, it loses some points when compared to the XEGS....and the 1200XL loses video points when compared to both.

# 4038. Re: Ok, now what's the difference between 1200XL and 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-10 21:35:36 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <JOkPa.436$UK.149@fe02.atl2.webusenet.com>
Source record: 20351

```
"Tim" <tjlazer@nospam.mail.com> wrote in message
news:vgrmhgk17op801@corp.supernews.com...
>
> "Son of man" <bcozier@bellsouth.net> wrote in message
> news:ChjPa.4852$zJ6.1934@fe02.atl2.webusenet.com...
> > "Tim" <tjlazer@nospam.mail.com> wrote in message
> > news:vgr7mmbv8j5062@corp.supernews.com...
> > >
> > > "Son of man" <bcozier@bellsouth.net> wrote in message
> > > news:S8fPa.3716$zJ6.1854@fe02.atl2.webusenet.com...
> > > > Is the 1200XL better? And how so?
> > > >
> > >
> > > Do you know what Google is? You can find this info by just using it.
> > >
> > > Tim
> >
> > Lemme put it to you this way. I have a new 1200XL and a new Atari
> > 800....there's a new 800 XL on ebay and was wondering if there was any
> > advantage to getting it for any reason...for example I know the
> artifacting
> > on my Atari 800 gives the proper colors for ultima 3...will it be the
same
> > on the 800XL?
> >
> I would get the 800XL! Its small and compact and stable computer! Was
very
> popular and it is better in a lot of ways than the 1200XL. The only think
I
> like about the 1200XL is the KB, recessed Cart slot and slanted joy ports,
> the 800XL is smaller, better OS, Expansion slot, built in Basic. Top
> loading cart slot. Nice to have...
>
> Tim

I agree, sounds like I should try to get it. I only wonder how the video
quality will compare, do you know if it has a monitor port? So far the XEGS
has the best video quality output. But to my memory it doesn't artifact
ultima 3 with the correct blue/brown. Instead it's pink and green I think.
That's why I got the 800. I'm so glad to have these brand new unused
condition when I got them, and they are still the same mint condition today.
I also have the original boxes and packing and manuals. Good stuff.
```

# 4039. Re: message for paul irvine

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-10 22:40:37 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <f1qrgv80f2ihep2qa6faso2cn6e634vfkv@4ax.com>
Source record: 20352

On 10 Jul 2003 11:54:35 -0700, carmel_andrews@hotmail.com (carmel)
wrote:

>I like a laugh so here it goes
>
>computer house, computer house, computer house
>
>Additionally didn't computer house manufacture and market something
>similar to derek firn/microdiscount's floppy board device (but
>severall years b4)
>
Yes, it was built and created by 2 people I knew, Mike Morgan and Dave
Tuttle. Mike was a software guru and Dave was / is a electronics wiz.
They made this item and John offered to market it under Computer
House, mags like my lot (Atari User) were sent samples and it got rave
reviews and genuinely was a fantastic product.

Sadly Dave and Mike never got a penny as confirmed by Dave a few weeks
ago when I chatted to him. Computer house had no hand in the making of
it, John wasn't even technical in that way iirc.

A shame as Mike and Dave were really nice guys who had the misfortune
of meeting this lot, lets just say that CH did some nasty little
things.

>I don't like to swear paul so here goes
>
>computer house, computer house, computer house!!!
>
>lastly what part of this great island do you come from (and please
>don't say manchester)

Manchester...

Lol...Actually Belfast Northern Ireland originally but I live in West
London these days (been 'over here' since I was 8)

Btw, what's wrong with Manchester for you? :-)
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 4040. FA : Cheap boxed+sealed XL/XE carts

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-11 00:37:33 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <f16cbc23.0307101637.286706c9@posting.google.com>
Source record: 20353

Look at :

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=klassische-videospiele&sort=3&page=1&rows=25&since=-1&showpics=1&stab=0

Everything is "buy it now" and the prices are really low for boxed,new + sealed games , this may be the last chance to get factory-sealed ATARI XEGS carts.

I have for example :

XEGS carts (48K req. , some 64K only)

Airball - classic 3D isometric action-adventure
Thunderfox - great space - shooter with superb music and graphics
Lode Runner- classic by Broderbund
Ballblazer - classic game by Lucsfilm Games
Rescue on Fractalus - classic game by Lucasfilm Games
Archon - classic game by Electronic Arts
One on One - classic Basketball game by EA
Davidï¿½s Midnight Magic - pinball game by Broderbund
Star Raiders 2 - classic game by ATARI
Crossbow - Lightgun - action-game
Crime Buster - another Lightgun - game
GATO - submarine simulation
Hardball - classic Baseball game
Ace of Aces- flight-simulation

XL carts (usually 16K required):

Pole Position - Racing game
Moon Patrol - classic arcade game
Robotron 2084 - classic arcade game
Joust - classic arcade game
Tennis - ATARI Tennis for 1-2 players
Millipede - classic arcade game
Eastern Front - strategy game
Final Legacy - action-game

All the games are BOXED , new , factory-sealed , in great shape.

I can ship worldwide and will accept PAYPAL.

I may also sell games without ebay , so if an auction has ended ,you may still ask if the game is still available.

I may also sell to traders.

I also offer lots of boxed/new ATARI 2600 games.

MG

# 4041. Simple Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-11 02:24:32 UTC
From: charliecron@yahoo.com
Message-ID: <130f1393.0307101824.3b7d161@posting.google.com>
Source record: 20354

Hi there I am looking for a copy of the Simple Assembler program from the "Machine Language for Beginners" book. I know there is a copy online and I can type it in but something tells me I may be wasting my time as I can see an error in the first few lines of the source listing. Anyone have a copy? Can ya post it or maybe email it to charliecron@yahoo.com?

Thanks much!
Charlie Cron

# 4042. Re: 4464 ic's

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-11 02:43:07 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <%upPa.1000$Uz3.291@news-server.bigpond.net.au>
Source record: 20355

4164 are 64kx1
4464 are 64kx4

http://www.hanssummers.com/electronics/datasheets/4464.txt

Mark

"kryten_droid" <kryten_droid@ntlworld.com> wrote in message
news:r_cPa.14436$4O4.1497565@newsfep2-win.server.ntli.net...
> "Russ Gilbert" <russg@en.com> wrote in message
> news:vgp9l3j5v5ll91@corp.supernews.com...
> > Ah. Kryten.
> > They are the 4164s, 8 with 16 pins. 64K x 1 bit
> > I didn't know 4464s were 18 pins. I guess 32K x 2 bit?
>
> No, if you have eight of them, they are 64K x 1 bits.
>
> They were just made by a manufacturer (Mitsubishi?) that decided to use a
> slightly different part numbering system.
>
>
>
>

# 4043. Seikosha Axiom AT-100 printer on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-11 02:59:48 UTC
From: puffpuffin@aol.comNOSPAM
Message-ID: <20030710225948.26805.00000159@mb-m18.aol.com>
Source record: 20356

Hi all,

I have an old Seikosha Axiom AT-100 direct connect printer on Ebay. No printer interface required! Just plug it into your Atari SIO port, load up your word processor and print away. Comes with ribbons, box and all.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3748&item=3422606289

Thanks, Phil

# 4044. Re: Ok, now what's the difference between 1200XL and 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-11 03:55:51 UTC
From: Mo <momo@atariland.com>
Message-ID: <bzqPa.61946$xg5.42056@twister.austin.rr.com>
Source record: 20357

Different keyboard, no BASIC, moved the cart slot (I think)- otherwise the
same. Maybe a slight difference in OS.
Mo

"Son of man" <bcozier@bellsouth.net> wrote in message
news:S8fPa.3716$zJ6.1854@fe02.atl2.webusenet.com...
> Is the 1200XL better? And how so?
>
>
>

# 4045. Re: 4464 ic's

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-11 06:45:11 UTC
From: kryten_droid <kryten_droid@ntlworld.com>
Message-ID: <O7tPa.14$6U2.3761@newsfep2-gui.server.ntli.net>
Source record: 20358

"Mark Bedingfield" <mark@computercom.com.au> wrote in message
news:%upPa.1000$Uz3.291@news-server.bigpond.net.au...
> 4164 are 64kx1
> 4464 are 64kx4
>
> http://www.hanssummers.com/electronics/datasheets/4464.txt

http://www.howell1964.freeserve.co.uk/parts/DRAM.htm

There is a slight difference in Address line numbering.
This will not matter for the 4464.

However, the TMS (Texas) 4416 has a 6-bit row, presented on A1-6 IIRC.
A0 and A7 (pins 6 and 7) never needed any Row address bits.
So in theory you should be able to connect those pins permanently to the
column address bits and only need 6 bits of address multiplexing.

# 4046. Re: Someone tell me is 800XL better than 800?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-11 08:40:24 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <YJuPa.305$Vw1.16146@news.optus.net.au>
Source record: 20359

I have a little upgrade that adds the 16K under the roms. Can make it look
like a 800XL. Also tried the xl roms modifyed to accept the 4 joystick and 8
paddle ports and changed the reset routine.

James

>
> I like the 800 better, but there is just a lot of software that makes
> use of the extra "RAM under the ROM" of the 800XL, and if you want to
> run that software you really need the XL. There are also hard-drive
> expansions that make use of an... ummm, port or something that is only
> on the XL. The 800XL was the final "baseline" for the Atari 8bit, in
> that the later software was programmed with it in mind. At least that
> is my understanding.
>
> The 800 had four joystick ports though so it was a good party machine.
> The 800 had the extra cartridge slot for a real-time clock. Also, the
> 800 was a tank! I'm a proud 800 owner.
>

# 4047. Re: XE Carts bad contact?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-11 08:49:12 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <cSuPa.306$Vw1.16393@news.optus.net.au>
Source record: 20360

I use a soft eraser to clean the contacts.

James

"Tim" <tjlazer@nospam.mail.com> wrote in message
news:vgr7shnkhmkd96@corp.supernews.com...
> I have several XE carts that when inserted into my 130XE will not work
> unless I only plug them in half way or jiggle them a bit! I noticed other
> non XE carts work fine when shoved all the way in! Anyone have the same
> problem?
>
> On my 800XL this doesn't happen so maybe it's the combination of the XE
and
> XE carts! You would think it would be other carts and not the carts made
> for that model!
>
> Tim
>
>

# 4048. Re: message for paul irvine

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-11 12:16:32 UTC
From: rjespino@hotmail.com
Message-ID: <9ee50737.0307110416.2b81dda8@posting.google.com>
Source record: 20361

Paul Irvine <mclane.dellosYOURFINGER@btinternet.com> wrote in message
news:<f1qrgv80f2ihep2qa6faso2cn6e634vfkv@4ax.com>...
> On 10 Jul 2003 11:54:35 -0700, carmel_andrews@hotmail.com (carmel)
> wrote:
> >lastly what part of this great island do you come from (and please
> >don't say manchester)
>
> Btw, what's wrong with Manchester for you? :-)

Going off topic a bit now, but...
It rains.
A lot.

Having said that, there do seem to be a one or two Atari users left
round here, and we've had a bit of sunshine today, so it's not all
bad. =)

# 4049. Re: message for paul irvine

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-11 13:58:56 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <vggtgvooh6cscp0rpv1n279t65536nch6c@4ax.com>
Source record: 20362

On 11 Jul 2003 05:16:32 -0700, rjespino@hotmail.com (Raphael Espino)
wrote:

>Paul Irvine <mclane.dellosYOURFINGER@btinternet.com> wrote in message
news:<f1qrgv80f2ihep2qa6faso2cn6e634vfkv@4ax.com>...
>> On 10 Jul 2003 11:54:35 -0700, carmel_andrews@hotmail.com (carmel)
>> wrote:
>> >lastly what part of this great island do you come from (and please
>> >don't say manchester)
>>
>> Btw, what's wrong with Manchester for you? :-)
>
>Going off topic a bit now, but...
>It rains.
>A lot.
>
Must admit when I was up there moving my brother to and then from
just outside Manc it was very gloomy, he always moaned about it being
like that all the time.

>Having said that, there do seem to be a one or two Atari users left
>round here, and we've had a bit of sunshine today, so it's not all
>bad. =)

Life is good :-)
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 4050. Re: Atari 5200 vs. 7800 - which to buy?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-11 18:22:10 UTC
From: J Rennert <usenet-maps@rennert.net>
Message-ID: <bemv4k$98c$1@janus.lotsoff.com>
Source record: 20365

Dan Vernon wrote:
> 7800 vs 5200? The controllers of the 5200 are so bad (plus so difficult to
> repair) that I won't turn it on anymore. The 7800, on the other hand, is
> just fine. I'd recommend the 7800. If you like some of the 5200 games,
> just buy a 400 or 800.
> -Dan
>
>

Agreed, the 5200 sticks are some of the worst controllers ever designed.
Get a 400 with a 48k upgrade, it'll take abuse better than an 800, IMHO.
And the yin to the 5200 controller's yang is the Epyx 500XJ, those
sticks _rule_.
J.

--
Pull the '-m*ps' for mail.

# 4051. Re: Someone tell me is 800XL better than 800?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-11 18:32:44 UTC
From: J Rennert <usenet-maps@rennert.net>
Message-ID: <bemvoe$9cu$1@janus.lotsoff.com>
Source record: 20364

Daniel Miller wrote:
> On Wed, 9 Jul 2003 23:08:17 -0400, "Son of man"
> <bcozier@bellsouth.net> wrote:
>
>
>>I mean what's the advantage besides the 64k vs 48k ??
>
>
> I like the 800 better, but there is just a lot of software that makes
> use of the extra "RAM under the ROM" of the 800XL, and if you want to
> run that software you really need the XL. There are also hard-drive
> expansions that make use of an... ummm, port or something that is only
> on the XL. The 800XL was the final "baseline" for the Atari 8bit, in
> that the later software was programmed with it in mind. At least that
> is my understanding.
>
> The 800 had four joystick ports though so it was a good party machine.
> The 800 had the extra cartridge slot for a real-time clock. Also, the
> 800 was a tank! I'm a proud 800 owner.
>

No kidding it's a tank, I took mine to college to introduce the ivory
tower set to M.U.L.E. and one Friday night someone knocked over a full
pint of Pfeiffer directly into the keyboard. Pulled it apart the next
day, wiped it down with just water, let it dry out, threw it back
together and we were colonizing again on Sunday night.

Someone mentioned back in the day that the right-hand slot was also for
a light-pen application that never really got off the ground.
J.

--
Pull the '-m*ps' for mail.

# 4052. Someone tell me is 800XL better than 800?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-11 18:55:19 UTC
From: Roy G Biv <8-bitter@yellow.legal.pad>
Message-ID: <Pine.GSO.4.56.0307111421080.6265@shell1>
Source record: 20363

"Son of man" (bcozier) scribbled:
->>I mean what's the advantage besides the 64k vs 48k ??

To which on Thu, 10 Jul 2003 at 04:16:35 GMT, Shawn Jefferson
replied:
->The 800XL: has BASIC built in, which forces you to hold down
option to disable it with almost every game.

Built-in is useful but not essential. Incidentally, there are
other uses for the 8-bit besides playing games! (Believe it or
not! <grin>)

->smaller case design

A big plus.

->RAM under the OS which some software uses (SpartaDOS, TurboBASIC)

I.e., the fabled bank-selected 4K. I for one have been able to
get by as an 8-bitter without ever having to make any use of that
"extra" memory. I've been using XL/XEs for the last dozen years or
more, but that's mainly for OS compatibility.

->one cartridge slot located at the top of the unit with no need to
->flip open a lid, and no confusion as to which slot to put the cart
->in. ;)

Well, I don't think anybody back in the glory days of the '80s
was ever "confused" about which slot to put cartridges in. But
anyway, there was one downside to eliminating the lid: without the
cart slot lid, you can't run the old "cheat" Cartcopy program,
which made it possible to copy some cartridges with the lid propped
open.

Perhaps the biggest advantage of the 800XL is in comparison to
the 130XE: its keyboard. A decade ago, when I was still actively
using the 8-bit, I ditched the 130XE in favor of the 800XL because
of the keyboard.

Of course, it goes without saying that an XL or XE is necessary
because after circa 1984 all programming for the 8-bit has been
intended for running on the XL/XE OS, not the 400-800.
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<

* An Atari 8-Bitter Since 1982 (or was it 2082?!) *

(Headers munged to foil spammers; real info in taglines)

## 4053. USRobotics Modem

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-12 02:24:31 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <zjKPa.96091$lo.8280663@newsread2.prod.itd.earthlink.net>
Source record: 20366

Anyone know what power supply they take? i.e. 9 VAC or something?

--
"The basic tool for the manipulation of reality is the
manipulation of words. If you can control the meaning of words,
you can control the people who must use the words."
(Philip K.Dick)

# 4054. Re: USRobotics Modem

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-12 06:31:36 UTC
From: Mo <momo@atariland.com>
Message-ID: <cXNPa.63333$xg5.2374@twister.austin.rr.com>
Source record: 20367

I know the CAT novation acoustic couplers took 9VAC. That's the same as the 830 Atari unit I think. I don't know about others, I'm sure that's not too far off.
Mo

"richard cortese" <ricortes@earthlink.net> wrote in message news:zjKPa.96091$Io.8280663@newsread2.prod.itd.earthlink.net...
> Anyone know what power supply they take? i.e. 9 VAC or something?
>
> --
> "The basic tool for the manipulation of reality is the
> manipulation of words. If you can control the meaning of words,
> you can control the people who must use the words."
> (Philip K.Dick)
>
>

# 4055. ADV: Atari Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-12 06:53:05 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0307112343590.5223-100000@shell1.aracnet.com>
Source record: 20368
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently having a Christmas in July Sale! This is how it works. Buy the HardWare/Accessories for any Classic Atari 8 Bit and/or 16/32 Bit Atari ST System and I'll outfit your system with Games/SoftWare and/or Books/References. You be good to me and I'll be good to you! The more you spend on HardWare/Accessories, the better I outfit your system. The more HardWare you buy for your system, the more Games/Software and/or Books/References you receive! You choose the Atari Hardware you want to buy and we choose the Books/References and/or Games/Software I'll include in your Order.This will be a good opportunity to renew lost interest in collecting Atari or building a New Atari system for the first time. ReLive your Atari Youth! Offered While supplies last. Goto http://BensCatalogs.Atari.org or Call Ben anytime at (503)256-9974!!! To proceed with offer HotLink to:

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Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 4056. Re: 130xe extra ram

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-12 07:33:48 UTC
From: "J. White" <gekiskivviesdo@astroboyskivviesmail.com>
Message-ID: <Xns93B61C2BA2A79askifyouwantit@65.82.44.187>
Source record: 20369

Jindroush <jindroush@nospam.seznam.nospam.cz> wrote in
news:3F0C3F5C.7B51C558@nospam.seznam.nospam.cz:

> http://republika.pl/jsobola/atarisch/130xe.zip

Thanks!

--
"I'm done for."
--Adlai Stevenson, when told that he had all the thinking people
on his side for his presidential campaign.

# 4057. Re: Someone tell me is 800XL better than 800?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-12 15:27:27 UTC
From: agent57@yahoo.com
Message-ID: <4v80hv4o1mukvj143ms7uvf00g6bfkdp2u@4ax.com>
Source record: 20370

On Thu, 10 Jul 2003 04:16:35 GMT, shawnjefferson@shaw.caREMOVEPLS
(Shawn Jefferson) wrote:

>"Son of man" <bcozier@bellsouth.net>:
>>I mean what's the advantage besides the 64k vs 48k ??
>
>The 800XL:
>
>has BASIC built in, which forces you to hold down option to disable it with
>almost every game.
>
>uses the same OS as the 130XE which makes memory upgrades compatible, and
>able to be used by any software that supports 130XE extended memory.
>
>international character set, anyone ever use this?
>
>smaller case design
>
>RAM under the OS which some software uses (SpartaDOS, TurboBASIC)
>
>one cartridge slot located at the top of the unit with no need to flip open
>a lid, and no confusion as to which slot to put the cart in. ;)
>
>---
>Shawn Jefferson
>(fix reply to for email)

Just to play devil's advocate here:

I own both and prefer the 800 to the 800XL - here's why:

1. Best damn keyboard I've ever used, to this day. Typing on that
thing is a dream...the 800XL keyboard is nice but the 800 clobbers it.
The only keyboard that comes close, IMHO, is the one on the 1200XL but
just try to find one! On the other hand, the 65XE/130XE/XEGM keyboard
is the worst I've ever used - how anyone can type anything on it is a
mystery to me.

2. Like other posters have mentioned, it's built like a tank. I
still have my original 800 from 1980 - the thing has had more
beverages spilled on it that I could count and has been dropped
several times, still works like it's brand new. Damn, if they only
built things to last like this nowadays...

3. I like the internal speaker!

4. Using the "Monkey Wrench" cart in the right slot rules! Being able to enter a ML monitor "on the fly" was a great way to interpret and remove protection schemes. Or so I've heard. ;-)

5. Function keys (Start, Reset, Select, etc.) are much nicer and are hard to hit by accident. Can't tell you how many times I've reset my 800XL by accident while playing games. I seem to remember doing this all the time when I was playing "Gateway to Apshai."

And finally...

6. No need for a translator disk! I remember the day I bought my 800XL, brought it home, tried about 10 games and not one of them worked. Then I find a coupon in the box which I have to mail in in order to receive a translator disk, which should have been bundled in the box (it was with my 1200XL!)..

Greg B.

# 4058. *ping* Ron Hamilton

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-12 20:19:02 UTC
From: rtdos <abuse@rtdos.info>
Message-ID: <W2_Pa.46567$H17.14209@sccrnsc02>
Source record: 20371

Hey, Ron, just curious how the collection is coming along. Haven't heard from you in a while. No rush; no hurry; just curious if you need anything.....

--
*** REPLY REQUESTED WHEN CONVENIENT ***

Woodzy
http://www.rtdos.com

# 4059. Re: Atari 8-bit video quality observations

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-12 23:27:22 UTC
From: Tim <tjlazer@nospammail.com>
Message-ID: <vh16aq1uaji1fb@corp.supernews.com>
Source record: 20372

"Son of man" <bcozier@bellsouth.net> wrote in message
news:JKkPa.381$UK.331@fe02.atl2.webusenet.com...
> I have a new Atari 800 I used the monitor port with my hdtv which
upconverts
> all inputs to 1080i
>
> The quality was great, and I coul even tell some slight red artifacting on
> the edges of the READY prompt.
>
> I have a new XE GS which I used the built in composite out port and to my
> amazement while I thought the 800 was great this was by far the best.
Really
> better contrast between the letters and the bakcground. Very bright a
> perfect -- the reference in Atari video quality. It looked professional,
> like I could use a word processor and write a with it...
>
> Then I tried my new 1200XL with the monitor cable again...it was clear on
my
> TV but the contrast was weaker than the 800 still of course perfectly
doable
> and no complaints if I hadn't seen 800 and XEGS performance.
>
> So from my observations the XEGS with built in composite out was the best
> and looks professional enough to do some serious word processing if you're
> so inclined.
>
> The Atari 800 comes in next and looks damn fine on it's own, it loses some
> points when compared to the XEGS....and the 1200XL loses video points when
> compared to both.
>

Yes the XE's had the best video, and the 1200XL the worst!

Tim

# 4060. Re: Simple Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-13 03:37:27 UTC
From: nospam9212@aol.commune
Message-ID: <20030712233727.03052.00000190@mb-m29.aol.com>
Source record: 20373

On 7/10/03 10:24 PM Eastern Daylight Time, charliecron@yahoo.com (Charles Cron) wrote...

>Hi there I am looking for a copy of the Simple Assembler program from
>the "Machine Language for Beginners" book. I know there is a copy
>online and I can type it in but something tells me I may be wasting my
>time as I can see an error in the first few lines of the source
>listing.

Boy, does THIS bring back memories. You are 100% correct. I spent more than a few hours typing that in, only to find it riddled with bugs. I had enough understanding from debugging on how it was supposed to work so I wrote my own "simple" assembler. Now at this point, I had absolutely no idea on asm source code and had only programmed a few rudimentary BASIC programs, mostly graphics stuff ( a crappy mode 15 paint program and a few demos, one lame game). By the time I was done writing the assmebler... well let's say that... that was my education on writing assmebly code. All the LDA, CMP, BEQ, ROR, etc.. :) I had to understand what these were and what they did... at least somewhat.

The Simple Assembler (theirs and mine) isn't really a great tool. It just parses a string and pokes the values into memory. A real two-pass assembler is a much better tool and you should seek one out.

> Anyone have a copy? Can ya post it or maybe email it to

I am sorry but I have no way of getting my simple assembler to my PC for upload. I am not even sure of it's where-abouts or the integrity of the disk it's on. I haven't used it in... oh 17 years !!! I just wanted to alert you to the fact that yes... the Simple Assembler in the "Machine Language for Beginners" book is buggy.

-= Francis Yarra =-
fyarraATjunoDOTcom
http://members.aol.com/fyarra001/ads - My drywall website
http://members.aol.com/fyarra001 - My C64 website
http://members.aol.com/prsnl99 - My personal website

# 4061. Re: Bravo Sierra Wants You!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-13 13:21:36 UTC
From: Joey Jojo Junior Shabadoo <moestavern@springfield.org>
Message-ID: <moestavern-9B73A4.09213613072003@news21.bellnet.ca>
Source record: 20374
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <a5c72a193eb980a254b73e07566254f1@remailer.metacolo.com>,
Anonymous Sender <anonymous@remailer.metacolo.com> wrote:

<homophobic rantings from Loser Boy deleted>

again, folks, to show Loser Boy the what-for, please send copies of
his loser rantings (complete with headers) to:

abuse@remailer.metacolo.com
postmaster@remailer.metacolo.com
abuse@dizum.com
abuse@zedz.net

And to Loser Boy. You're still going to make that mistake eventually
that will reveal you to be who you are, and when you do, well, we'll see
how tough you are when the cops bust you for making death threats
online. Do you want to take that chance, punk?

# 4062. Re: Simple Assembler

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-13 13:53:08 UTC
From: "C. Bond" <cbond@ix.netcom.com>
Message-ID: <3F116443.5F7486EF@ix.netcom.com>
Source record: 20375

Charles Cron wrote:

> Hi there I am looking for a copy of the Simple Assembler program from
> the "Machine Language for Beginners" book. I know there is a copy
> online and I can type it in but something tells me I may be wasting my
> time as I can see an error in the first few lines of the source
> listing. Anyone have a copy? Can ya post it or maybe email it to
> charliecron@yahoo.com?
>
> Thanks much!
> Charlie Cron

If you can't find what you're looking for, you might check with
http://www.6502.org for links to a number of free 6502 assemblers.

--
There are two things you must never attempt to prove: the unprovable --
and the obvious.
--
Democracy: The triumph of popularity over principle.
--
http://www.crbond.com

# 4063. Re: Atari 8-bit video quality observations

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-13 21:59:30 UTC
From: Mace <3idfupo@dw89rptoi.com>
Message-ID: <3idfupo-5C9148.16592913072003@corp.supernews.com>
Source record: 20376

In article <JKkPa.381$UK.331@fe02.atl2.webusenet.com>,
"Son of man" <bcozier@bellsouth.net> wrote:

> The Atari 800 comes in next and looks damn fine on it's own, it loses some
> points when compared to the XEGS....and the 1200XL loses video points when
> compared to both.
>

If you can put together a homemade video cable to convert from the
Atari's 5-pin video port (using the luma and chroma lines) to the
S-Video port on your TV, the result is a very sharp picture, much better
than composite.

The 130XE has the best stock luma/chroma video output of all Ataris.

# 4064. Cleaning 1020 pens

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-13 22:57:30 UTC
From: lbaeza@usa.net
Message-ID: <c860ca33.0307131457.43a8f022@posting.google.com>
Source record: 20377

Hello

Last time I used my Atari 1020 printer, only the black pen
was able to draw. No green, red or blue.
What can I use to clean my pens and start printing again?

Regards

# 4065. EXTREMELY RARE 'STAR MAZE' by scott foresman FA

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-14 02:02:43 UTC
From: jpandbd <email@eamail.com>
Message-ID: <3f120f43$1@nntp0.pdx.net>
Source record: 20378

Hello all.

It pains me to do it, but times are tough - so here it is.....

SCOTT FORESMAN'S 'STAR MAZE'

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3537554204

Good luck.
jpandbd

## 4066. *test*

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-14 03:07:16 UTC
From: rtdos@juno.com
Message-ID: <f927c019.0307131907.3576ee68@posting.google.com>
Source record: 20379

```
sorry, just a test; ignore.
```

# 4067. Re: Atari Hangout Chat tonight!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-14 03:08:30 UTC
From: rtdos@juno.com
Message-ID: <f927c019.0307131908.a8b92d5@posting.google.com>
Source record: 20380

I'd also like to announce my message area for atari (& other classic
systems) at: http://www.rtdos.com and / or http://rtdos.com/forum

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:<00218954@fmlynet.org>...
> FamilyNet Newsgate
>
> Wanted to let everyone know the Atari Hangout chat room is still out there.
> New location, and a quick FAQ of the chat room have been made possible. Check
> it out at...
>
> http://www.geocities.com/doctor_clu/JYBOLACFAQ.html
>
> Hope to see you there! (tonight at 8pm CST)
>
> >octor <lu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

# 4068. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-14 04:43:09 UTC
From: Michael Pender <mpender@hotmail.com>
Message-ID: <xxqQa.19704$C07.1504@nwrddc02.gnilink.net>
Source record: 20381
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

Paul Allen Panks <ppanks@juno.com> wrote in message
news:cb0ed86a.0306271649.3b557668@posting.google.com...
> Hello,
>
> What is your favorite musical score in classic video games? For me,
> Gyruss is the top of the mountain. That musical score is hypnotically
> heteroclitic, aberrantly anomalous and capriciously conspicuous. In
> other words, values, symbols, and terminations, that is one hell of a
> sound track.

I can still remember the music from Frogger, there was just something about
it...

# 4069. Maybe dumb but is it possible (soild state sio device)

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-14 12:57:44 UTC
From: Kraw <Kraw@bad.com>
Message-ID: <vh5a68htks63b2@corp.supernews.com>
Source record: 20382

I have seen Curtle carts for the 2600, and I was thinking would it be possible to build a small solid state device that would plug into the sio port on the atari computer that would load any ATR file that you put on the device.

Basicly you are fooling the atari into thinking that the solid state sio device is a normal floppy drive and when you turn the computer on it will boot what ever atr you loaded on it.

maybe load 2 atr's and use a switch to access the second atr, that might help on two disk games

# 4070. Wanted: LodeRunner XL/XE Cart

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-14 15:48:31 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <beujcf$39b$1@terabinaries.xmission.com>
Source record: 20383

For my Exidy system..

Also seeking any other XL/XE game carts for play - such as Space Invaders,
etc.

# 4071. Re: Wanted: LodeRunner XL/XE Cart

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-14 16:41:51 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vh5nagcfunf05a@corp.supernews.com>
Source record: 20384

"James King" <utah_lanman@yahooo.com> wrote in message
news:beujcf$39b$1@terabinaries.xmission.com...
> For my Exidy system..
>
> Also seeking any other XL/XE game carts for play - such as Space Invaders,
> etc.
>
>

I have several carts for sale. Hardball, Flight Sim II, FIght Night, Blue
Max, Midnight Magic, Buck Rogers, Space Invaders, Star Raiders, and others.
Some are on ebay right now:

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=tjlazah&c
ompleted=0&sort=3&since=-1&include=0&page=1&rows=25

Tim

# 4072. Re: EXTREMELY RARE 'STAR MAZE' by scott foresman FA

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-14 19:24:30 UTC
From: agent57@yahoo.com
Message-ID: <np06hv0hd3bgof6fj4kc5u4jsfc6go2tm9@4ax.com>
Source record: 20385

On 13 Jul 2003 19:02:43 -0700, jpandbd <email@eamail.com> wrote:

>Hello all.
>
>It pains me to do it, but times are tough - so here it is.....
>
>SCOTT FORESMAN'S 'STAR MAZE'
>
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3537554204
>
>Good luck.
>jpandbd

Damn, times MUST be tough if you're selling that! I'd personally have
at least a $250 reserve on it...

# 4073. Re: Atari 8-bit video quality observations

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-14 20:52:04 UTC
From: Bob Woolley <ataribobdelete@alamedanet.net>
Message-ID: <3f131c6f$0$2631$2c56edd9@news.cablerocket.com>
Source record: 20386

The 800 has the best overall video, including s-video (in my opinion..).
Your results vary according to which monitor you have. I spent a week trying
to correct a video problem on a Commie 1702 before I discovered ALL Commie
170x monitors have trash on the rising edge of hsync. A common problem with
s-video is that a TV is not terminated with 75 ohms. Just adding 75 ohm
resistors to ground makes all the difference in the world.

Bob

"Mace" <3idfupo@dw89rptoi.com> wrote in message
news:3idfupo-5C9148.16592913072003@corp.supernews.com...
> In article <JKkPa.381$UK.331@fe02.atl2.webusenet.com>,
> "Son of man" <bcozier@bellsouth.net> wrote:
>
> > The Atari 800 comes in next and looks damn fine on it's own, it loses
some
> > points when compared to the XEGS....and the 1200XL loses video points
when
> > compared to both.
> >
>
> If you can put together a homemade video cable to convert from the
> Atari's 5-pin video port (using the luma and chroma lines) to the
> S-Video port on your TV, the result is a very sharp picture, much better
> than composite.
>
> The 130XE has the best stock luma/chroma video output of all Ataris.

# 4074. Re: message for paul irvine

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-14 21:40:36 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0307141340.26b3cc6d@posting.google.com>
Source record: 20387

I only bought up the subject of computer house, because when I was working in the West End (behind regent Street) I used to contact CH alomst on a weekly basis as they had some great stuff there (h/w wise they were almost as good as silica shop,which was one of my regular Atari haunts)

I remember that they licenced some American product called turbo base and integrated prroducts, as well as the classic o/s controller card (I only have an xl version, my friend sid berry (ashford) had my xe version, b4 he got shot of it)

I also seem to remember they marketed modified xl and xe systems, I was also told that they had a version of the xe o/s that that the modified self test that memory tested the additional 64k xe mem (don't know if that was true), I remember Atari User and Page 6 saying that Atari were ready with the lauinch of this version... never saw it though (apart from the xegs)

You mentioned Northern Ireland, good, I remember from my days at London Atari Comp. Enthuasists (lace) that we had a member who lived in megarathfelt (NI) or something like that, also one of the founders of LACE also worked with computer house (he was their in house technical and repairs guy apparently) and prior to this he also once headed up Gladdin House which had a bit of a reputatation atari wise, by the way I live the other side of our great city (Islington) I was getting the sinking feeling that I was the only Atari fan this side of the M25 (south of watford), nice to know i've got company

# 4075. Re: message for paul irvine

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-15 01:16:35 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <38l6hv8v2a0gip74vve3784os3scn8s413@4ax.com>
Source record: 20388

On 14 Jul 2003 14:40:36 -0700, carmel_andrews@hotmail.com (carmel)
wrote:

>I only bought up the subject of computer house, because when I was
>working in the West End (behind regent Street) I used to contact CH
>alomst on a weekly basis as they had some great stuff there (h/w wise
>they were almost as good as silica shop,which was one of my regular
>Atari haunts)

You sure you mean the same Computer House in Fulham?

>by the way I live the other side of our great city (Islington) I was
>getting the sinking feeling that I was the only Atari fan this side of
>the M25 (south of watford), nice to know i've got company

Lol..

I used to live not too far from you, Dalston in Hackney (other end of
Essex Road)

Moved from there to Chiswick, then Clapham, then Ilford, then
Walthamstow and now back to Chiswick.
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 4076. Re: Maybe dumb but is it possible (soild state sio device)

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-15 06:08:18 UTC
From: Marek_Mikolajewski@hoga.pl
Message-ID: <a2241a6e.0307142208.1bf20cb5@posting.google.com>
Source record: 20389

Please look on SIO2IDE project. This is what you are looking for.

http://www.atari.cuprum.com.pl/
http://www.atari.cuprum.com.pl/arch/sio2ide_3_2e_05nov2002.zip
http://www.atari.cuprum.com.pl/arch/sio2ide_4_1_21feb2003.zip

Marek M (SIO2IDE project author)

# 4077. Re: ADV: Atari Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-15 06:44:35 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0307142244.14bef7a2@posting.google.com>
Source record: 20390
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Bravo Sierra Computers <atari@aracnet.com> wrote in message
news:<Pine.LNX.4.44.0307112343590.5223-100000@shell1.aracnet.com>...
> I'm currently having a Christmas in July Sale! This is how it works. Buy
> the HardWare/Accessories for any Classic Atari 8 Bit and/or 16/32 Bit
> Atari ST System and I'll outfit your system with Games/SoftWare and/or
> Books/References. You be good to me and I'll be good to you! The more you
> spend on HardWare/Accessories, the better I outfit your system. The more
> HardWare you buy for your system, the more Games/Software and/or Books/
> References you receive! You choose the Atari Hardware you want to buy and
> we choose the Books/References and/or Games/Software I'll include in your
> Order.This will be a good opportunity to renew lost interest in collecting
> Atari or building a New Atari system for the first time. ReLive your Atari
> Youth! Offered While supplies last. Goto http://BensCatalogs.Atari.org or
> Call Ben anytime at (503)256-9974!!! To proceed with offer HotLink to:
>

Thats an awesome deal!!

sinclap!
"Who needs 32 bits, thats why I love my ST!"

# 4078. Re: Maybe dumb but is it possible (soild state sio device)

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-15 10:08:49 UTC
From: Christopher Friend <chfriendd@charter.net>
Message-ID: <vh7klcjo9j8a5e@corp.supernews.com>
Source record: 20391

Kraw wrote:
> Marek_Mikolajewski@hoga.pl (Marek M) wrote in
> news:a2241a6e.0307142208.1bf20cb5@posting.google.com:
>
>
>>Please look on SIO2IDE project. This is what you are looking for.
>>
>>http://www.atari.cuprum.com.pl/
>>http://www.atari.cuprum.com.pl/arch/sio2ide_3_2e_05nov2002.zip
>>http://www.atari.cuprum.com.pl/arch/sio2ide_4_1_21feb2003.zip
>>
>>Marek M (SIO2IDE project author)
>>
>
>
> IDE=HD
>
> a HD is not solid state
>
> I do not want to add a ide device, I want to have a device with flash roms,
> program the device with the game you want, plug it into the atari and the
> atari boot it like it is booting a game off a floppy. The device has to
> emulate a floppy drive as far as the atari is concerned.
>
> full plug and play, as far a the atari is ever concerned it just booted a
> games from a 1050 drive.
>
> but I might be able to modify this to work, build it with a flash card all
> in one as one device, and load game to the flash card, but there should be
> an easier way to emulate a floppy drive using a small external device

The best way is to build an external MyIDE interface and use a
CompactFlash to IDE converter with a 64 or 128MB card.

# 4079. eBay auctions: Atari 8-bit Monitor Socket to SCART or RCA cables

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-15 12:48:53 UTC
From: dgs@clara.net
Message-ID: <3568e886.0307150448.33421efa@posting.google.com>
Source record: 20392

Hello All,

Just a quick message to let you know that I currently have eBay auctions running for an Atari 800/XL/XE Monitor socket to SCART cable, and Monitor Socket to RCA Phono cable. These cables plug into the computer's monitor socket and deliver unmodulated composite video (and sound) to the TV either through the SCART socket, or RCA Phono sockets. This will improve the video/sound quality and will help if your computer's built-in TV modulator is no longer sending out a tunable signal.

The link is below (if it splits onto two lines, be sure to copy the whole link into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangarraghty

Dean Garraghty

# 4080. Re: Maybe dumb but is it possible (soild state sio device)

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-15 13:02:20 UTC
From: Dan Vernon <newsgroups@retrobits.net>
Message-ID: <bf0u04$vfp$1@news.chatlink.com>
Source record: 20393

Port SIO2PC to the PocketPC?

> I do not want to add a ide device, I want to have a device with flash
roms,
> program the device with the game you want, plug it into the atari and the
> atari boot it like it is booting a game off a floppy. The device has to
> emulate a floppy drive as far as the atari is concerned.
>
> full plug and play, as far a the atari is ever concerned it just booted a
> games from a 1050 drive.
>
> but I might be able to modify this to work, build it with a flash card all
> in one as one device, and load game to the flash card, but there should be
> an easier way to emulate a floppy drive using a small external device

# 4081. Re: Maybe dumb but is it possible (soild state sio device)

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-15 14:25:20 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030715102520.26547.00000379@mb-m18.aol.com>
Source record: 20394

Probably the closest thing to what you are talking about is being worked on (alas, not by me). Some type of a "super-duper" bank-switching cart should also be possible. The cart would host the Flash Memory device and load to the Atari from it. The flash memory would need to be removable and probably be "filled" on the PC.
Larry

# 4082. Re: Atari 8-bit video quality observations

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-15 16:14:24 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <GzVQa.1363$3A1.1177@fe04.atl2.webusenet.com>
Source record: 20395

"Mace" <3idfupo@dw89rptoi.com> wrote in message
news:3idfupo-5C9148.16592913072003@corp.supernews.com...
> In article <JKkPa.381$UK.331@fe02.atl2.webusenet.com>,
> "Son of man" <bcozier@bellsouth.net> wrote:
>
> > The Atari 800 comes in next and looks damn fine on it's own, it loses
some
> > points when compared to the XEGS....and the 1200XL loses video points
when
> > compared to both.
> >
>
> If you can put together a homemade video cable to convert from the
> Atari's 5-pin video port (using the luma and chroma lines) to the
> S-Video port on your TV

I'd be interested in paying for someone's time and materials to get such a
cable to give it a try...

Anyone want to make the S-video cable for my Atari 800 ? I'd love to try
it...

>, the result is a very sharp picture, much better
> than composite.
>
> The 130XE has the best stock luma/chroma video output of all Ataris.

# 4083. Re: Maybe dumb but is it possible (soild state sio device)

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-15 18:13:36 UTC
From: Bob Woolley <ataribobdelete@alamedanet.net>
Message-ID: <3f1448cd$0$2635$2c56edd9@news.cablerocket.com>
Source record: 20396

Actuall, the flash memory can be loaded on the Atari if you use the newer (5 volt only) flash RAMs. Using a cartridge based interface is easier than SIO and much, much faster. As a cartridge, you can "take over" the Atari right after RESET and do just about anything you want. It isn't as easy on the SIO. With enough silicon, you can even run bank-switched carts that are loaded from Flash.

Bob

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20030715102520.26547.00000379@mb-m18.aol.com...
> Probably the closest thing to what you are talking about is being worked
on
> (alas, not by me). Some type of a "super-duper" bank-switching cart
should
> also be possible. The cart would host the Flash Memory device and load to
the
> Atari from it. The flash memory would need to be removable and probably
be
> "filled" on the PC.
> Larry

## 4084. eBay idiots

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-16 04:24:58 UTC
From: Tim <tjlazer@nospammail.com>
Message-ID: <vh9kst9p0h5g02@corp.supernews.com>
Source record: 20297
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I am sick of ID10Ts on eBay. People trying to scam every cent off their vintage gear. I am glad there are still Atari dealers where I can spend decent money on quality gear at a fair price. One thing I hate is when people sell their crap for more than you can get it at the dealers! Especially with an opening bid! It's one thing to start the bid low and see where it ends...

Unbelievable!!!

Tim

# 4085. Re: eBay idiots

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-16 06:07:37 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <JY5Ra.18$Nr5.7@read3.inet.fi>
Source record: 20298
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

That's why I call it evilBay.

Joshua.

"Tim" <tjlazer@nospammail.com> wrote in message
news:vh9kst9p0h5g02@corp.supernews.com...
> I am sick of ID10Ts on eBay. People trying to scam every cent off their
> vintage gear. I am glad there are still Atari dealers where I can spend
> decent money on quality gear at a fair price. One thing I hate is when
> people sell their crap for more than you can get it at the dealers!
> Especially with an opening bid! It's one thing to start the bid low and
see
> where it ends...
>
> Unbelievable!!!
>
> Tim
>
>

# 4086. FA: Atari 400/600/800/1200 Cartridges and a system for parts + other stuff

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-16 06:33:35 UTC
From: Leo <commodore128@hotmailspamcentral.com>
Message-ID: <3l6Ra.442530$ro6.10702681@news2.calgary.shaw.ca>
Source record: 20299
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

There are other gaming items as well that you might be interested in so
please have a look.Thanks.

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=curlyfry1
I also have a bug hunt cart that I forgot to list but I will be listing it
tomorrow.

Leo
--
Check out my auction for GBA SP Headphone adapters.
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3534161928
Im looking for Commodore Cartridges! Got any?
Check out my tradelist at http://www.commodore64.allhell.com

# 4087. Re: eBay idiots

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-16 07:58:35 UTC
From: dunxuk@aol.commercial
Message-ID: <20030716035835.28111.00000465@mb-m06.aol.com>
Source record: 20300

```
>From: "Tim" tjlazer@nospammail.com
>Date: 16/07/03 05:24 GMT Daylight Time
>Message-id: <vh9kst9p0h5g02@corp.supernews.com>
>
>I am sick of ID10Ts on eBay. People trying to scam every cent off their
>vintage gear. I am glad there are still Atari dealers where I can spend
>decent money on quality gear at a fair price. One thing I hate is when
>people sell their crap for more than you can get it at the dealers!
>Especially with an opening bid! It's one thing to start the bid low and see
>where it ends...
>
>Unbelievable!!!
>
>Tim
>
>
>
>

Especially when you see entire collections of hundreds of (say) cassettes
selling /one cassette at a time/.
```

# 4088. Re: eBay idiots

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-16 08:48:27 UTC
From: Jon-Paul <pockets@NO.SPAM.cix.co.uk>
Message-ID: <bf33gr$aai$1@thorium.cix.co.uk>
Source record: 20301
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Joshua Kaijankoski" <gaiyan@atari.org> wrote in message
news:JY5Ra.18$Nr5.7@read3.inet.fi...
> That's why I call it evilBay.
>
> Joshua.
>

Hey, I'm old enough for 'E-Comerce' to still mean to me a dodgy bloke in a night club pushing pills

Yep, its an age thing, but still i have rarely dabled in e-bay, and then only auctions run by people i have heard a good rep from.

> "Tim" <tjlazer@nospammail.com> wrote in message
> news:vh9kst9p0h5g02@corp.supernews.com...
> > I am sick of ID10Ts on eBay. People trying to scam every cent off their
> > vintage gear. I am glad there are still Atari dealers where I can spend
> > decent money on quality gear at a fair price. One thing I hate is when
> > people sell their crap for more than you can get it at the dealers!
> > Especially with an opening bid! It's one thing to start the bid low and
> see
> > where it ends...
> >
> > Unbelievable!!!
> >
> > Tim
> >
> >
>
>

## 4089. A new sequel for the Ataris

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-16 14:02:20 UTC
From: dunxuk@aol.commercial
Message-ID: <20030716100220.23687.00000010@mb-m27.aol.com>
Source record: 20302

Ok, so it's hot and I'm just wondering; seeing that unlike films, computer game sequels are often better than the originals, what original Atari game would you like to have seen a sequel to...?

Me? Ballblazer II (four player split screen). Ah.....

# 4090. FA: 600XL Factory 64K memory

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-16 17:00:02 UTC
From: me <me@me.com>
Message-ID: <UvfRa.5928$104.555048@news20.bellglobal.com>
Source record: 20303

Here is a rare 64K 600XL version from Atari

http://tinyurl.com/h4g2

## 4091. Re: eBay idiots

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-16 19:17:07 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vhb95hlospqvbe@corp.supernews.com>
Source record: 20304

There is a NEW 130XE on there now for the same price I can get it from a dealer. Why would anyone buy it from a unknown person for the same price? Unless they were an idiot...

Tim

# 4092. Re: SWP ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-16 22:26:15 UTC
From: Slayer <slayer@nospam.com>
Message-ID: <Xns93BABB8DC253Dslayernospamcom@206.127.4.10>
Source record: 20305

"Michael Duffy" <mqduffy@comcast.net> wrote in
news:3NecnXdmx9xdGDSjXTWcoA@comcast.com:

> I looking for system disks (or any disks that came with the SWP
> ATR8000). The ones I got are all bad. I'll pay for shipping,supply the
> disks or trade stuff. Mike.
>
> --
> Michael Duffy
> mqduffy@comcast.net
>
>

Does anyone have one of these units for sale?
I have been checking ebay every once and a while and I haven't seen any.

# 4093. Atari 800 w. Corvus Going, Going...

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-16 23:03:37 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <i6mbhvguobnravdfgcumeaoum1kol20uoq@4ax.com>
Source record: 20306

There's only 45 minutes left and this system is at $355 and climbing.
I was going to bid $325 but it has climbed past my limit. I think it
is well worth it though. I have looked for a Corvus hard-drive
subsystem for a long time. You just don't see them, and the one here
looks tiptop with all the trimmings too.

I would not be surprised to see this system go much higher in the next
45, er... 41 minutes.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2740712018&category=162

# 4094. Re: A new sequel for the Ataris

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-17 03:52:46 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <f16cbc23.0307161952.78b87fe0@posting.google.com>
Source record: 20307

dunxuk@aol.commercial (Duncan Ross) wrote in message
news:<20030716100220.23687.00000010@mb-m27.aol.com>...
> Ok, so it's hot and I'm just wondering; seeing that unlike films, computer game
> sequels are often better than the originals, what original Atari game would you
> like to have seen a sequel to...?
>
> Me? Ballblazer II (four player split screen). Ah.....

There was a Ballblazer - Remake called "Masterblazer" for the
AMIGA,ATARI ST and MS DOS PCs in the early 90s.

It had some extra gaming modes and used the "rescue on Fractalus"
fractal-routines in the intro.

But even this one is over 10 years old now and a new Ballblazer game
for modern consoles would be quite nice.

Also Remakes/Sequels to the other 3 Lucasfilm classic - Eidolon ,
koronis Rift and Rescue on Fractalus.

But LucasArts seems to make only Star Wars and Indy games today for
the mass amrket ... too bad , they once were one of the best companies
with their classic games and their great adventures ...

MG

## 4095. A simple sort problem....

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-17 05:02:03 UTC
From: Mo <momo@atariland.com>
Message-ID: <f5qRa.91020$TJ.4962550@twister.austin.rr.com>
Source record: 20308

I'm having a little trouble with something that should be simple. (What's new?)
Anyway what I want to do in either assembly or basic is:
-create an array consisting of numbers 1-50
-generate random numbers and comparing against the array while keeping track of repeats (number of repeats for each number)
-then sort(rearrange) the array to reflect the numbers in order of number of repeats.
In other words I want to generate X number of random numbers 1-50 and then sort them highest number of repeats down to lowest number of repeats.
I hope that makes sense, I've tried it several different ways and get bogged down when it comes to sorting the array. Maybe someone here has done this type of sort before and can help.
Thanks,
Mo

# 4096. Re: 4464 ic's

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-17 05:40:21 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3F1636C5.40B5122A@cswebmail.com>
Source record: 20309

Mark Bedingfield wrote:

> would anybody know where I can get a pair of 4464 ram chips in Australia?
>
> Mark

Not in Australia...but www.jameco.com has two listed in their catalog. Try
the website...
41574cp...100ns...1.69
41582cp...120ns...1.39

both are limited. Check the pinouts to the schematic.

Rick D.

# 4097. Re: 64k upgrade for 600XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-17 05:40:46 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3F1636DE.78C864B4@cswebmail.com>
Source record: 20310

Tim wrote:

> I would like to upgrade my 600XL to 64k ! And maybe add a composite video
> port on it! Is this easy to do? What kind of RAM do I need and any sources
> in the US?
>
> Thanks
> Tim

WWW.jameco.com has two listed in their catalog. Try the website...
41574cp...100ns...1.69
41582cp...120ns...1.39

both are limited. Check the pinouts to the schematic.

Rick D.

# 4098. Re: ATR Co-Power 88

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-17 05:45:31 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3F1637FB.6982B06@cswebmail.com>
Source record: 20311

LarryWhite wrote:

> While checking my ATR-8000's for the type and configuration of the hard drive
> boards, I noticed that the second ATR's hard drive daughterboard was different
> -- in the Z80 40-pin socket there was yet another daughter board, with a small
> ribbon cable going beneath the ATR mainboard. Peeking under it with a
> flashlight, there was another board, maybe about 7" X 7", with a cream-colored
> Intel 8088 processor. This one says "KayPro 4" so I presume that it is
> configured as a KayPro CPM machine. (?) Anyone ever use one of these Co-Power
> boards, and is there any use of it for the Atari?
> Larry

Basically...to run a bunch of DOS programs. Mostly text based. Spread sheets, data bases, and work processing.

When it crashes, so does CPM, so does the ATR, and then you have to start booting all over again.

Ultimately, from those that used it all for a while...the ATR is a great peripheral device, but otherwise, much better to play with A8 programs instead.

Rick D.

# 4099. Re: Cleaning 1020 pens

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-17 05:46:58 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3F163852.410BB9C1@cswebmail.com>
Source record: 20312

Luis Baeza wrote:

> Hello
>
> Last time I used my Atari 1020 printer, only the black pen
> was able to draw. No green, red or blue.
> What can I use to clean my pens and start printing again?
>
> Regards

You can try soaking them in alcohol. That may make them work, but if they have been out, without caps for a while, the ink will be too thick to make work again.

Rick D.

## 4100. Re: A simple sort problem....

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-17 06:30:36 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3F165DE7.740B16DA@ev1.net>
Source record: 20313

```
Mo wrote:
>
> I'm having a little trouble with something that should be simple. (What's
> new?)
> Anyway what I want to do in either assembly or basic is:
> -create an array consisting of numbers 1-50
> -generate random numbers and comparing against the array while keeping track
> of repeats (number of repeats for each number)
> -then sort(rearrange) the array to reflect the numbers in order of number of
> repeats.
> In other words I want to generate X number of random numbers 1-50 and then
> sort them highest number of repeats down to lowest number of repeats.
> I hope that makes sense, I've tried it several different ways and get bogged
> down when it comes to sorting the array. Maybe someone here has done this
> type of sort before and can help.
>
I am assuming in BASIC that you have an array like the following:

DIM A(50)

You zero all the array elements, generate random numbers from
1 to 50 and add one to the appropriate array element.

To print out your sorted list, create a FOR loop that selects
the largest element of the array, print the element number and
value, and *zero* that element. Repeat until all elements are
zero...

FOR J = 1 TO 50
E = 0:N = 0
FOR I = 1 TO 50
IF A(I) > N THEN N = A(I):E = I
NEXT I
IF E <> 0 THEN PRINT "Element ";E;" is ";N:ELSE GOTO 100
A(E) = 0
NEXT J
100 PRINT "DONE!!!"

--
+-------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+-------------------------------------------------------------+
```

# 4101. New 5200 titles (Klax, Adventure 2) - XL ports?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-17 08:00:09 UTC
From: bill@newbreedsoftware.com
Message-ID: <dIsRa.2527$dk4.124048@typhoon.sonic.net>
Source record: 20314
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

So lately, on www.AtariAge.com, I've been seeing news about some upcoming homebrew 5200 titles... ones that look and sound quite cool!
(Adventure 2, and a version of Klax, to be specific.)

Any idea if these would be easy to port to the Atari 8-bit line of computers (800, XL, XE)?

They're /practically/ identical, hardware-wise. :)

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 4102. Re: New 5200 titles (Klax, Adventure 2) - XL ports?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-17 09:34:14 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <51rchvc9cb49e3mr3ki09o1mm7ih9hn7so@4ax.com>
Source record: 20315
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

On Thu, 17 Jul 2003 08:00:09 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>So lately, on www.AtariAge.com, I've been seeing news about some upcoming
>homebrew 5200 titles... ones that look and sound quite cool!
>(Adventure 2, and a version of Klax, to be specific.)
>
>Any idea if these would be easy to port to the Atari 8-bit line of
>computers (800, XL, XE)?
>
>They're /practically/ identical, hardware-wise. :)

Seems like certainly that would be the case. Most all of the 5200 stuff was hacked to run on the 8bit computers, wasn't it?

Adventure 2 looks great, with great graphics. I wish the programmer would change the movement of the dragons though, so they don't just float through walls after you, but rather clomp and tramp after you obeying some physical laws. What he's done is beautify the fixed graphics but the player is still represented by a dot. It seems to me you could represent the player with an overhead view of a little guy or gal.

So I am really keen on this, but more so if the programmer would fix the movement of the dragons and replace the dot with a little adventurer. :)

# 4103. Re: ADV: Atari Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-17 10:28:38 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0307170327260.18625-100000@shell1.aracnet.com>
Source record: 20316
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

On 14 Jul 2003 sinclap@yahoo.com wrote:

> Bravo Sierra Computers <atari@aracnet.com> wrote in message
news:<Pine.LNX.4.44.0307112343590.5223-100000@shell1.aracnet.com>...
> > I'm currently having a Christmas in July Sale! This is how it works. Buy
> > the HardWare/Accessories for any Classic Atari 8 Bit and/or 16/32 Bit
> > Atari ST System and I'll outfit your system with Games/SoftWare and/or
> > Books/References. You be good to me and I'll be good to you! The more you
> > spend on HardWare/Accessories, the better I outfit your system. The more
> > HardWare you buy for your system, the more Games/Software and/or Books/
> > References you receive! You choose the Atari Hardware you want to buy and
> > we choose the Books/References and/or Games/Software I'll include in your
> > Order.This will be a good opportunity to renew lost interest in collecting
> > Atari or building a New Atari system for the first time. ReLive your Atari
> > Youth! Offered While supplies last. Goto http://BensCatalogs.Atari.org or
> > Call Ben anytime at (503)256-9974!!! To proceed with offer HotLink to:
> >
>
>
> Thats an awesome deal!!
>
> sinclap!
> "Who needs 32 bits, thats why I love my ST!"

Thank You.

===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 4104. ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-17 10:32:34 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0307170329490.18625-100000@shell1.aracnet.com>
Source record: 20317
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Atari adoption agency: Does your Atari need a new home? We adopt! Give
your Atari a new life! Avoid the Recycling Dumpster! Give us a chance!
We can give your Atari a New Life and clean up the enviroment!
Info: Ben at (503)256-9974 or Atari@aracnet.com

http://www.aracnet.com/~atari/adoption.htm

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 4105. ADV: Atari Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-17 10:36:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0307170332500.18625-100000@shell1.aracnet.com>
Source record: 20319
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently having a Christmas in July Sale! This is how it works. Buy the HardWare/Accessories for any Classic Atari 8 Bit and/or 16/32 Bit Atari ST System and I'll outfit your system with Games/SoftWare and/or Books/References. You be good to me and I'll be good to you! The more you spend on HardWare/Accessories, the better I outfit your system. The more HardWare you buy for your system, the more Games/Software and/or Books/References you receive! You choose the Atari Hardware you want to buy and we choose the Books/References and/or Games/Software I'll include in your Order.This will be a good opportunity to renew lost interest in collecting Atari or building a New Atari system for the first time. ReLive your Atari Youth! Offered While supplies last. Goto http://BensCatalogs.Atari.org or Call Ben anytime at (503)256-9974!!! To proceed with offer HotLink to:

http://www.aracnet.com/~atari/specials.htm Atari Specials!
http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
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http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 4106. ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-17 10:38:56 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0307170336290.18625-100000@shell1.aracnet.com>
Source record: 20318
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
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http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 4107. Re: Atari 800 w. Corvus Going, Going...

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-17 12:57:10 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030717085710.08528.00000064@mb-m20.aol.com>
Source record: 20320

> I was going to bid $325 but it has climbed past my limit. I think it is well worth it though. <

FWIW, I agree, and thought it might go to $500+. I would love to have it, but that puppy takes a lot of space! I wonder what it cost NEW, and then translate that into 2003 dollars. Several thousand, I'd think.

Larry

# 4108. Re: New 5200 titles (Klax, Adventure 2) - XL ports?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-17 13:31:31 UTC
From: dnsdebro@netzero.net
Message-ID: <adf9eca9.0307170531.68ed95c3@posting.google.com>
Source record: 20321
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

Hi Bill,
> So lately, on www.AtariAge.com, I've been seeing news about some upcoming
> homebrew 5200 titles... ones that look and sound quite cool!
> (Adventure 2, and a version of Klax, to be specific.)
>
> Any idea if these would be easy to port to the Atari 8-bit line of
> computers (800, XL, XE)?

That was the question I had and posted to the Klax announcment thread
on the AA board. Setting the sites only on the 5200 alienates European
Atari lovers.

I don't know about the other 5200 homebrewers but I know Ron is
interested in porting his works to the A8. I'm working with him in
porting Koffi to A8 for fun :)

# 4109. Re: eBay idiots

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-17 14:36:08 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <o8c6fb-vsn.ln@speaker.rodsbooks.com>
Source record: 20322

In article <vhb95hlospqvbe@corp.supernews.com>,
"Tim" <tjlazer@nospam.mail.com> writes:
>
> There is a NEW 130XE on there now for the same price I can get it from a
> dealer. Why would anyone buy it from a unknown person for the same price?
> Unless they were an idiot...

Ignorance != idiocy

Not everybody knows about all Atari dealers. That doesn't make the person
who buys at the same or higher price than the dealer charges an idiot,
just ignorant -- and I don't mean that word in a pejorative sense; nobody
is omniscient, after all. There might be other factors, too, like trust
(or lack thereof) in the dealer, shipping policies (including
international shipping), etc.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

# 4110. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-17 17:25:39 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3f16dd45$0$49116$e4fe514c@news.xs4all.nl>
Source record: 20323
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Hmm I will do Atari adoption in Europe... :-)

TXG/MNX

(So contact me before you go to the dumpster)

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0307170329490.18625-100000@shell1.aracnet.com...
> Atari adoption agency: Does your Atari need a new home? We adopt! Give
> your Atari a new life! Avoid the Recycling Dumpster! Give us a chance!
> We can give your Atari a New Life and clean up the enviroment!
> Info: Ben at (503)256-9974 or Atari@aracnet.com
>
> http://www.aracnet.com/~atari/adoption.htm
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
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> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

# 4111. Re: message for paul irvine

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-17 17:56:21 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0307170956.625c3c96@posting.google.com>
Source record: 20324

Yes I do mean the other computer house (fulham) as I went to see them on several occ's (the first time I got lost, as I was trying to find landridge court, not landridge road... perhaps i should have taken one of their adverts with me)I think you took the No. 14 from the West End

Additionally, I used to work not far from dalston (rememberr the holywood video store in mare street (that's where I worked, near there) and also went to school near hackney downs (I didn't think to much of clapton), I havent lived in essex road since mum moved away, when I was still wearing nappies (diapers for you yanks) although I do go down there from time to time, I live in the part of Islington once called 'the little village'

Any idea if there are any atarifans around your neck of the woods

# 4112. Re: Cleaning 1020 pens

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-17 19:05:10 UTC
From: lbaeza@usa.net
Message-ID: <c860ca33.0307171105.40b1cabe@posting.google.com>
Source record: 20325

Damn! I should have kept the pens in their caps!
Fortunately I still have one last set of unused pens.
I'll try to revive the dry pens with alcohol and try to post
the results here.

Thanks

"Rick D." <webrickd@cswebmail.com> wrote in message
news:<3F163852.410BB9C1@cswebmail.com>...
> Luis Baeza wrote:
>
> > Hello
> >
> > Last time I used my Atari 1020 printer, only the black pen
> > was able to draw. No green, red or blue.
> > What can I use to clean my pens and start printing again?
> >
> > Regards
>
> You can try soaking them in alcohol. That may make them work, but if
> they have been out, without caps for a while, the ink will be too thick
> to make work again.
>
>
> Rick D.

# 4113. Re: New 5200 titles (Klax, Adventure 2) - XL ports?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-17 19:08:12 UTC
From: lbaeza@usa.net
Message-ID: <c860ca33.0307171108.527558d9@posting.google.com>
Source record: 20326
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

COOL!

Koffi on the A8 would be *absolutely* great!!!
Keep up the hard work!

Regards

> I don't know about the other 5200 homebrewers but I know Ron is
> interested in porting his works to the A8. I'm working with him in
> porting Koffi to A8 for fun :)

# 4114. Re: Cleaning 1020 pens

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-17 19:19:34 UTC
From: Leo <commodore128@hotmailspamcentral.com>
Message-ID: <aFCRa.449401$3C2.12242019@news3.calgary.shaw.ca>
Source record: 20327

Please send me an email Luis.Just unmunge the hotmail address. Yours came
back to me.Thanks

Leo
--
Check out my auction for GBA SP Headphone adapters.
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3534161928
Im looking for Commodore Cartridges! Got any?
Check out my tradelist at http://www.commodore64.allhell.com

"Luis Baeza" <lbaeza@usa.net> wrote in message
news:c860ca33.0307171105.40b1cabe@posting.google.com...
> Damn! I should have kept the pens in their caps!
> Fortunately I still have one last set of unused pens.
> I'll try to revive the dry pens with alcohol and try to post
> the results here.
>
> Thanks
>
> "Rick D." <webrickd@cswebmail.com> wrote in message
news:<3F163852.410BB9C1@cswebmail.com>...
> > Luis Baeza wrote:
> >
> > > Hello
> > >
> > > Last time I used my Atari 1020 printer, only the black pen
> > > was able to draw. No green, red or blue.
> > > What can I use to clean my pens and start printing again?
> > >
> > > Regards
> >
> > You can try soaking them in alcohol. That may make them work, but if
> > they have been out, without caps for a while, the ink will be too thick
> > to make work again.
> >
> >
> > Rick D.

# 4115. Re: New 5200 titles (Klax, Adventure 2) - XL ports?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-17 21:38:42 UTC
From: bill@newbreedsoftware.com
Message-ID: <CHERa.2687$dk4.128533@typhoon.sonic.net>
Source record: 20328
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

In rec.games.video.atari Daniel Miller <daclmi@mediakingx.com> wrote:
> What he's done is beautify the fixed
> graphics but the player is still represented by a dot. It seems to me
> you could represent the player with an overhead view of a little guy
> or gal.

NEVER!!!

;^)

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 4116. Re: New 5200 titles (Klax, Adventure 2) - XL ports?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-17 21:55:37 UTC
From: kendrick@io.com
Message-ID: <zIGcnYqA-onEhoqiXTWJjA@io.com>
Source record: 20329
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

In article <CHERa.2687$dk4.128533@typhoon.sonic.net>,
William Kendrick <bill@newbreedsoftware.com> wrote:
>In rec.games.video.atari Daniel Miller <daclmi@mediakingx.com> wrote:
>> What he's done is beautify the fixed
>> graphics but the player is still represented by a dot. It seems to me
>> you could represent the player with an overhead view of a little guy
>> or gal.
>
>NEVER!!!
>
>;^)

What Bill is trying to say is that the dot (or more accurately, the flat little square) is actually the height of realism for this game. Nothing more need be simulated because that's exactly what adventurers of the time and place looked like. It's not known if these creatures are refugees from Abbott's Flatland, or if they are actually human beings walking around inside large acid-proof boxes (whose electromagnetic, metal walls protect against the ravages of a dragon's stomach, attract or repel items around them and remain perfectly aligned with the cardinal directions.) :)

All kidding aside, I find the old and new Adventure games much more visually appealing than some of the RPG efforts of the late eighties and early nineties. The later Ultima titles, for example, cram so much clutter and detail on the screen that the little two-frame, eight-by-eight animated sprites of Ultima 1 through 5 look very pleasing by comparison. There's also something to be said for modern video games that rely on graphics to convey information without any unnecessary flash or pomp (like the dancing platform arcade titles, or beautiful but frustrating Myst series.)

Wow, that's a lot of words to say that graphics don't matter. I'll quit now.

-KKC, who just bought a copy of Checkered Flag for no reason. It'll go nicely with my worn-out Tempest 2K cartridge and my unopened copy of White Men Can't Jump. :)
--
--Pelutho (pel-OOTH-oh) noun. | kendrick
A South American ball game. Balls are whacked against a brick | @io.com
wall with a stout wooden bat until the prisoner confesses. |
--From /The Deeper Meaning of Liff/ by Adams and Lloyd. |

# 4117. Re: message for paul irvine

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-17 22:38:50 UTC
From: 8bitter <8bitter@nospamthanx.com>
Message-ID: <YxFRa.50106$xd5.2790560@stones.force9.net>
Source record: 20330

Just a small point but you have already given away enough info for people to
easily find out *exactly* where you live .... which may not be all that
clever in a public forum.
(coincidentally, I live in a road very close to you - the one thats
currently closed for roadworks).

8b

"carmel" <carmel_andrews@hotmail.com> wrote in message
news:6912483e.0307170956.625c3c96@posting.google.com...
> Yes I do mean the other computer house (fulham) as I went to see them
> on several occ's (the first time I got lost, as I was trying to find
> landridge court, not landridge road... perhaps i should have taken one
> of their adverts with me)I think you took the No. 14 from the West End
>
> Additionally, I used to work not far from dalston (rememberr the
> holywood video store in mare street (that's where I worked, near
> there) and also went to school near hackney downs (I didn't think to
> much of clapton), I havent lived in essex road since mum moved away,
> when I was still wearing nappies (diapers for you yanks) although I do
> go down there from time to time, I live in the part of Islington once
> called 'the little village'
>
> Any idea if there are any atarifans around your neck of the woods

# 4118. Re: message for paul irvine

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-18 00:38:28 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <0vfehvc3gsum8tur7365drulb90d80r8ej@4ax.com>
Source record: 20331

On 17 Jul 2003 10:56:21 -0700, carmel_andrews@hotmail.com (carmel)
wrote:

>Yes I do mean the other computer house (fulham) as I went to see them
>on several occ's (the first time I got lost, as I was trying to find
>landridge court, not landridge road... perhaps i should have taken one
>of their adverts with me)I think you took the No. 14 from the West End
>
Blimey, I had forgotten the address.

All I remember of John (Jon?) is that he rode a racer and had bad
exma(sp) so wore finger less gloves all the time.

He knew me tho :-)

>Additionally, I used to work not far from dalston (rememberr the
>holywood video store in mare street (that's where I worked, near
>there) and also went to school near hackney downs (I didn't think to
>much of clapton), I havent lived in essex road since mum moved away,
>when I was still wearing nappies (diapers for you yanks) although I do
>go down there from time to time, I live in the part of Islington once
>called 'the little village'
>
Hehe, I lived in Grange court at the corner of Richmond Rd and
Queenbridge Rd (the Tower blocks). I'd pop down the waste on Kingsland
rd every sat. I'd get the bus to school from the 30 bus stop at the
Dalston end of Graham Road.

>Any idea if there are any atarifans around your neck of the woods

Not that I know of to be honest..
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 4119. Re: message for paul irvine

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-18 00:39:57 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <8cgehvo8vigt16sg850ojsdqp5a9l3p9h5@4ax.com>
Source record: 20332

On Thu, 17 Jul 2003 23:38:50 +0100, "8bitter"
<8bitter@nospamthanx.com> wrote:

>Just a small point but you have already given away enough info for people to
>easily find out *exactly* where you live .... which may not be all that
>clever in a public forum.
>(coincidentally, I live in a road very close to you - the one thats
>currently closed for roadworks).

Right, I'm off to rob all the houses on that road ;-)

(I think you are safe to be honest ;-)
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

## 4120. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-18 00:41:33 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <bhgehvcn6l4aboa07b3n9kfb3b2p1h3sd1@4ax.com>
Source record: 20333
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

On Thu, 17 Jul 2003 19:25:39 +0200, "TXG" <txg01@xs4all.nl> wrote:

>Hmm I will do Atari adoption in Europe... :-)
>
Likewise in London :-)
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's removed already.

# 4121. Re: A new sequel for the Ataris

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-18 01:29:57 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <p4IRa.1169$OM3.635@news-server.bigpond.net.au>
Source record: 20334

Which sequel was better? I think that Star Raiders was the best, and Pole
Position. The originals were the best:-)

Mark

"Duncan Ross" <dunxuk@aol.commercial> wrote in message
news:20030716100220.23687.00000010@mb-m27.aol.com...
> Ok, so it's hot and I'm just wondering; seeing that unlike films, computer
game
> sequels are often better than the originals, what original Atari game
would you
> like to have seen a sequel to...?
>
> Me? Ballblazer II (four player split screen). Ah.....

# 4122. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-18 02:17:01 UTC
From: Blacklord <llyon@nospam.intas.net.au>
Message-ID: <3f17587b$1@dnews.tpgi.com.au>
Source record: 20335
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

"Paul Allen Panks" <ppanks@juno.com> wrote in message > Now all they need to do is bring back Commodore and the world will be right.

They just did :

http://www.tulip.com/aboutus/corp_article.asp?nid=109

cheers,

Lance

---
Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.501 / Virus Database: 299 - Release Date: 16/07/2003

# 4123. FA : Many factory-sealed XL/XE carts

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-18 02:19:22 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <f16cbc23.0307171819.12f480ae@posting.google.com>
Source record: 20336

Look at :

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=klassische-videospiele&sort=3&page=1&rows=25&since=-1&showpics=1&stab=0

if you want a boxed/new Rescue on Fractalus , Airball , Thunderfox , Ballblazer , Archon , Star Raiders etc. for a good price !

Cheap "Buy it now" auctions ending soon !

MG

# 4124. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-18 02:42:38 UTC
From: Alex H <herbs64@spam.spam.spam.spam.yahoo.co.uk>
Message-ID: <bf7mqu$jd8$1@sparta.btinternet.com>
Source record: 20337
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

"Blacklord" <llyon@nospam.intas.net.au> wrote in message
news:3f17587b$1@dnews.tpgi.com.au...
>
> "Paul Allen Panks" <ppanks@juno.com> wrote in message > Now all they need
to
> do is bring back Commodore and the world will be right.
>
> They just did :
>
> http://www.tulip.com/aboutus/corp_article.asp?nid=109
>

Quote from above page:

"Currently there are about 300 commercial websites that use the name
Commodore or Commodore 64 without having a license from Tulip. Tulip will
not allow unauthorised use of the Commodore brand."

F'ing great. <sigh>

Alex

# 4125. Re: A new sequel for the Ataris

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-18 04:52:32 UTC
From: Atari-Chart <SPAMMENOTatari-chart@shaw.ca>
Message-ID: <m4vehv0vvditl9r9138ueehfsgnuq2ms1i@4ax.com>
Source record: 20338

I had the same thought (ie., "Sequels are better? Who says?").
Then I thought of a case in point.

Think of Ultima I.
I would say Ultima II was an improvement.
I would also say Ultima III was an improvement over II.
Since III was the last Ultima game I played, I'll stop there.

Anyone have examples on either side of the postulate?

Rob

On Fri, 18 Jul 2003 01:29:57 GMT, "Mark Bedingfield"
<mark@computercom.com.au> wrote:

>Which sequel was better? I think that Star Raiders was the best, and Pole
>Position. The originals were the best:-)
>
>Mark
>
>
>"Duncan Ross" <dunxuk@aol.commercial> wrote in message
>news:20030716100220.23687.00000010@mb-m27.aol.com...
>> Ok, so it's hot and I'm just wondering; seeing that unlike films, computer
>game
>> sequels are often better than the originals, what original Atari game
>would you
>> like to have seen a sequel to...?
>>
>> Me? Ballblazer II (four player split screen). Ah.....
>

# 4126. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-18 07:26:35 UTC
From: Aaron <holmesatari@hotmail.com>
Message-ID: <8iNRa.5570$9f7.661048@news02.tsnz.net>
Source record: 20339
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

> >Hmm I will do Atari adoption in Europe... :-)
> >
> Likewise in London :-)

And if you are in the South Pacific... ;-)

# 4127. Re: A new sequel for the Ataris

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-18 08:09:11 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gfzl4ntnc.fsf@legolas.mdh.se>
Source record: 20340

dunxuk@aol.commercial (Duncan Ross) writes:

> Ms Pacman was much better than Pacman but does that count as a sequel?

What is a sequel - a follow-up that wasn't planned when the first one
was made? I don't know if Namco (?) knew they were going to introduce
the whole Pac-Man family (Ms, Jr, Grandpa?) when they made the first
game. If it wasn't planned on beforehand, I'd call Ms Pac-Man a sequel.

--
Anders Carlsson

## 4128. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-18 08:09:11 UTC
From: dunxuk@aol.commercial
Message-ID: <20030718040911.10372.00000133@mb-m05.aol.com>
Source record: 20341

```
>From: "Aaron" holmesatari@hotmail.com
>Date: 18/07/03 08:26 GMT Daylight Time
>Message-id: <8iNRa.5570$9f7.661048@news02.tsnz.net>
>
>> >Hmm I will do Atari adoption in Europe... :-)
>> >
>> Likewise in London :-)
>
>And if you are in the South Pacific... ;-)
>

Hmmm - what if you are in a plane flying from London to the South Pacific but
currently over mainland Europe...? :^/
```

## 4129. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-18 08:53:06 UTC
From: Tim Wilson <timkel@swbell.net>
Message-ID: <SzORa.451$cU7.75@newssvr24.news.prodigy.com>
Source record: 20342
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

```
And I'll be happy with just Texas. ;^)

"Aaron" <holmesatari@hotmail.com> wrote in message
news:8iNRa.5570$9f7.661048@news02.tsnz.net...
> > >Hmm I will do Atari adoption in Europe... :-)
> > >
> > Likewise in London :-)
>
> And if you are in the South Pacific... ;-)
>
>
>
```

# 4130. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-18 09:08:27 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1058519236@rtfm.mit.edu>
Source record: 20343
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 26, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

# 4131. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-18 09:28:38 UTC
From: Franti&#65533;ek Semeck&#65533; <semecky@saul-is.cz>
Message-ID: <bf8ecv$2097$1@news.nextra.cz>
Source record: 20344
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

```
And I with just Czech Republic, Prague, too. http://fanny.atari.org

"Tim Wilson" <timkel@swbell.net> wrote in message
news:SzORa.451$cU7.75@newssvr24.news.prodigy.com...
> And I'll be happy with just Texas. ;^)
>
>
> "Aaron" <holmesatari@hotmail.com> wrote in message
> news:8iNRa.5570$9f7.661048@news02.tsnz.net...
> > > > >Hmm I will do Atari adoption in Europe... :-)
> > > > >
> > > > Likewise in London :-)
> > >
> > > And if you are in the South Pacific... ;-)
> > >
> > >
> > >
> >
>
```

# 4132. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-18 10:48:47 UTC
From: Jon-Paul <pockets@NO.SPAM.cix.co.uk>
Message-ID: <bf8jaf$ior$1@thorium.cix.co.uk>
Source record: 20345
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

"Aaron" <holmesatari@hotmail.com> wrote in message
news:8iNRa.5570$9f7.661048@news02.tsnz.net...
> > >Hmm I will do Atari adoption in Europe... :-)
> > >
> > Likewise in London :-)
>
> And if you are in the South Pacific... ;-)
>
>

There ain't nothing like a dame!

*fetches coat*

# 4133. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-18 10:52:16 UTC
From: Jon-Paul <pockets@NO.SPAM.cix.co.uk>
Message-ID: <bf8jh0$iqk$1@thorium.cix.co.uk>
Source record: 20346
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

"Paul Irvine" <mclane.dellosYOURFINGER@btinternet.com> wrote in message
news:bhgehvcn6l4aboa07b3n9kfb3b2p1h3sd1@4ax.com...
> On Thu, 17 Jul 2003 19:25:39 +0200, "TXG" <txg01@xs4all.nl> wrote:
>
> >Hmm I will do Atari adoption in Europe... :-)
> >
> Likewise in London :-)
> --

Hmm, i knew there was competition round here somewhere

XEGS, 130XE, 800XL, us doubled 1050 and a freinds collections to feed in the
Kingston/Surbiton area, Please give generously :)

>
> Paul...
>
> If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email
then it's removed already.

# 4134. Re: New 5200 titles (Klax, Adventure 2) - XL ports?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-18 13:55:27 UTC
From: dnsdebro@netzero.net
Message-ID: <adf9eca9.0307180555.2f452a77@posting.google.com>
Source record: 20247
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

Hi Daniel,

> Adventure 2 looks great, with great graphics. I wish the programmer
> would change the movement of the dragons though, so they don't just
> float through walls after you, but rather clomp and tramp after you
> obeying some physical laws.

Please contact Ron (his e-mail is on his site). He's very good about
taking suggestions.

> What he's done is beautify the fixed
> graphics but the player is still represented by a dot. It seems to me
> you could represent the player with an overhead view of a little guy
> or gal.

Yes he could but there was a debate early in the development of this
about how to represent the main player. The "dot" won over any other
character. The vote results used to be on his site :(

Take care,
Dennis

# 4135. Re: Someone tell me is 800XL better than 800?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-18 14:03:58 UTC
From: dunxuk@aol.commercial
Message-ID: <20030718100358.03043.00000199@mb-m01.aol.com>
Source record: 20248

>From: agent57@yahoo.com
>Date: 12/07/03 16:27 GMT Daylight Time
>Message-id: <4v80hv4o1mukvj143ms7uvf00g6bfkdp2u@4ax.com>
>

>Just to play devil's advocate here:
>
>I own both and prefer the 800 to the 800XL - here's why:

Ok, try playing Bounty Bob Strikes Back then...

# 4136. Re: EXTREMELY RARE 'STAR MAZE' by scott foresman FA

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-18 14:35:18 UTC
From: jpandbd <email@eamail.com>
Message-ID: <3f1805a6$1@nntp0.pdx.net>
Source record: 20249

agent57@yahoo.com wrote in news:np06hv0hd3bgof6fj4kc5u4jsfc6go2tm9@
4ax.com:

> On 13 Jul 2003 19:02:43 -0700, jpandbd <email@eamail.com> wrote:
>
>>Hello all.
>>
>>It pains me to do it, but times are tough - so here it is.....
>>
>>SCOTT FORESMAN'S 'STAR MAZE'
>>
>>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3537554204
>>
>>Good luck.
>>jpandbd
>
>
> Damn, times MUST be tough if you're selling that! I'd personally have
> at least a $250 reserve on it...
>

I thought about a reserve...but I rarely bid on items with a reserve -
they kinda seem cheesy to me. Besides I'm the gambling type ;).

It's still a killer deal at $56 right now if anyone else wants in!!!
PlEaSe?!

# 4137. cartridge firebird

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-18 19:19:13 UTC
From: arnaud33 <lanseau.arnaud@wanadoo.fr>
Message-ID: <bf9h7f$ahi$1@news-reader5.wanadoo.fr>
Source record: 20250

Hello,

look auction for cartridge firtebird by gebelli is very rare 8/10 for
atari 400/800/xl/xe

http://cgi.ebay.fr/ws/eBayISAPI.dll?ViewItem&category=4193&item=2743088210

Thank's

Arnaud

# 4138. Re: A new sequel for the Ataris

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-18 19:36:05 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f17f7446957c0@comcast.net>
Source record: 20251

>Ok, so it's hot and I'm just wondering; seeing that unlike films, computer game
>sequels are often better than the originals, what original Atari game would you
>like to have seen a sequel to...?
>
>Me? Ballblazer II (four player split screen). Ah.....

I never would have thought of that, but it sounds great. I would
also think that Rescue on Fractalus would need a sequel.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 4139. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-18 21:04:48 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bf9ndf$oao$1@hercules.btinternet.com>
Source record: 20252
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Hi "Jon-Paul"

> > >Hmm I will do Atari adoption in Europe... :-)
> > >
> > Likewise in London :-)
> > --
>
> Hmm, i knew there was competition round here somewhere
>
> XEGS, 130XE, 800XL, us doubled 1050 and a freinds collections to feed in
the
> Kingston/Surbiton area, Please give generously :)

I've got Kent covered

600XL,
256K 130XE,
320K 800XL,
2 Happy chipped 1050's,
1 vanilla 1050,
850,
4xSTe's,
3xSTFM's,
1xMegaST,
1xMegaSTe (very hairy)

Keep em coming!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

# 4140. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-18 21:57:17 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <l0rghvce57samqartl3vhb3gi0cuu3ec0o@4ax.com>
Source record: 20253
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

On Fri, 18 Jul 2003 19:26:35 +1200, "Aaron" <holmesatari@hotmail.com>
wrote:

>> >Hmm I will do Atari adoption in Europe... :-)
>> >
>> Likewise in London :-)
>
>And if you are in the South Pacific... ;-)
>
Then it's damn hard to plug them in :-)

I've seen Castaway you know!!! ;-)
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 4141. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-18 22:50:43 UTC
From: Hermann Samso <hsa@informatik.uni-kiel.de>
Message-ID: <Pine.GSO.4.44.0307190048480.18445-100000@merry>
Source record: 20254
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

```
Of all I remember, and have played lately
I like most:

- Elektraglide (Atari XL)
- Conan (Atari XL)
- New Zealand Story + Bubble Bobble (Atari ST)
- Out Run (all of 'em)
- Space Harrier
- ...

saludos,
SoLo2
```

# 4142. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-18 23:06:29 UTC
From: IntelliSteve <rgvc@intvfunhouse.com>
Message-ID: <vhgvbu70806u25@corp.supernews.com>
Source record: 20255
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

> > What is your favorite musical score in classic video games? For me,
> > Gyruss is the top of the mountain. That musical score is hypnotically
> > heteroclitic, aberrantly anomalous and capriciously conspicuous. In
> > other words, values, symbols, and terminations, that is one hell of a
> > sound track.
>

Lessee...

On the Inty, I really liked:
Thunder Castle
SNAFU
Shark! Shark!

Arcade ... hmmm.. I really did like Gyruss a lot, too. I don't recall any other ones off the top of my head that really hit me, tho.

# 4143. Re: Someone tell me is 800XL better than 800?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-18 23:45:52 UTC
From: puritan_2076@yahoo.com
Message-ID: <ae64f04a.0307181545.2bb3da12@posting.google.com>
Source record: 20256

> Hardly. At least for german users, it lacks the german "sharp-s"
> (sz, written ï¿½ if your news reader supports the ANSI-Latin character set).

Thanks. I've been wondering, for at least 15 years, what that letter was.

# 4144. Re: EXTREMELY RARE 'STAR MAZE' by scott foresman FA

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-19 04:25:47 UTC
From: Mo <momo@atariland.com>
Message-ID: <fL3Sa.84843$xg5.71184@twister.austin.rr.com>
Source record: 20257

"jpandbd" <email@eamail.com> wrote in message
news:3f1805a6$1@nntp0.pdx.net...
> agent57@yahoo.com wrote in news:np06hv0hd3bgof6fj4kc5u4jsfc6go2tm9@
> 4ax.com:
>
> > On 13 Jul 2003 19:02:43 -0700, jpandbd <email@eamail.com> wrote:
> >
> >>Hello all.
> >>
> >>It pains me to do it, but times are tough - so here it is.....
> >>
> >>SCOTT FORESMAN'S 'STAR MAZE'
> >>
> >>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3537554204
> >>
> >>Good luck.
> >>jpandbd
> >
> >
> > Damn, times MUST be tough if you're selling that! I'd personally have
> > at least a $250 reserve on it...
> >
>
> I thought about a reserve...but I rarely bid on items with a reserve -
> they kinda seem cheesy to me. Besides I'm the gambling type ;).
>
> It's still a killer deal at $56 right now if anyone else wants in!!!
> PlEaSe?!

I've never heard of that one, must be rare! I wonder what would be the most
coveted cart for the 400/800. I've heard that tooth invaders is the holy ark
for the 2600 because it was a promotional giveaway that didn't have a very
long run. I wonder what the 8bit equivelant would be?
Mo

# 4145. Re: Someone tell me is 800XL better than 800?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-19 04:26:49 UTC
From: Mo <momo@atariland.com>
Message-ID: <dM3Sa.84844$xg5.25480@twister.austin.rr.com>
Source record: 20258

"Leon Howell" <puritan_2076@yahoo.com> wrote in message
news:ae64f04a.0307181545.2bb3da12@posting.google.com...
> > Hardly. At least for german users, it lacks the german "sharp-s"
> > (sz, written &#65533; if your news reader supports the ANSI-Latin character
set).
>
> Thanks. I've been wondering, for at least 15 years, what that letter was.

Isn't that pronounced 'Heisse"?
Mo

# 4146. Re: A new sequel for the Ataris

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-19 09:30:23 UTC
From: bill@newbreedsoftware.com
Message-ID: <Pc8Sa.3159$dk4.148250@typhoon.sonic.net>
Source record: 20259

Mathias Grï¿½f <Ulrich_Sternaxe@gmx.de> wrote:
>
> But even this one is over 10 years old now and a new Ballblazer game
> for modern consoles would be quite nice.

There's a Ballblazer for the PlayStation. It's, of course, all polygonal
3D, and has more varied terrain.

It's neat, but doesn't seem to hold up to the classic, in my opinion.

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 4147. Re: Atari LIVES!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-19 09:34:00 UTC
From: bill@newbreedsoftware.com
Message-ID: <cg8Sa.3161$dk4.148234@typhoon.sonic.net>
Source record: 20260
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

In comp.sys.atari.8bit Alex H <herbs64@spam.spam.spam.spam.yahoo.co.uk> wrote:
>
> Quote from above page:
>
> "Currently there are about 300 commercial websites that use the name
> Commodore or Commodore 64 without having a license from Tulip. Tulip will
> not allow unauthorised use of the Commodore brand."

Hehe... _THAT'S_ probably why they even *care* about the copyright. ;)

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 4148. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-19 10:14:23 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3f191b36$0$49102$e4fe514c@news.xs4all.nl>
Source record: 20261
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Hmm this all sounds very interesting could we make a mailing-list of people
that get these systems by donation.
We could publish a list of what people have and maybe can exhange them. Like
I know the Atari 810 drive is very common in the US but not so in Europe and
Czech. In Czech the turbo-2000 XC12 cassette is very common but not in
Europe and the US....

Just a small list and people contact each other by e-mail. I think the items
being exchanged must NOT be sold the only money that could be asked is for
the shipping-cost to someone else...

Let me know who is interested. We can setup a list.

TXG/MNX

# 4149. FS: Atari 800 system; will be at 'Geek swap' in Davis, CA

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-19 23:47:22 UTC
From: bill@newbreedsoftware.com
Message-ID: <eMkSa.3302$dk4.156214@typhoon.sonic.net>
Source record: 20262

I'll be selling (for cheap), the following equipment, as a set, at an upcoming
swap meet that my Linux Users' Group is holding :^)

* Atari 800
* Four joysticks
* Atari 1050 disk drive
* Commodore Amiga montior
* ... all the cables and power supplies to get them all connected

Plus, some games:

Cartridge:
Pac-Man
Centipede
Missile Command
Basketball
Star Raiders
Atari Writer
Music Composer
Monkey Wrench

Disk:
Zork I
Solo Flight
Frogger
Zaxxon
Flip and Flop
Lode Runner
Jump Man
Summer Games
Caverns of Mars

All tested and working! I'm not sure how much I'm going to sell it all for,
since a LOT of it I got for free. OTOH, I'm broke and unemployed, AND part of the
proceeds from this 'geek swap' will benefit my LUG. :^)

So, if you're in the area, or feel like coming out this way on August 2nd,
it'll be there (maybe even hooked up and playing games ;^) )

http://www.lugod.org/projects/geekswap/

And who knows what other bizarre hardware will be there!!?

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!

http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 4150. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-20 02:51:26 UTC
From: pitfall@cuckoos.net
Message-ID: <981b2c7e.0307191851.4d17832f@posting.google.com>
Source record: 20263
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

"IntelliSteve" <rgvc@intvfunhouse.com> wrote in message
news:<vhgvbu70806u25@corp.supernews.com>...
> > > What is your favorite musical score in classic video games? For me,
> > > Gyruss is the top of the mountain. That musical score is hypnotically
> > > heteroclitic, aberrantly anomalous and capriciously conspicuous. In
> > > other words, values, symbols, and terminations, that is one hell of a
> > > sound track.
> >
>
> Lessee...
>
> On the Inty, I really liked:
> Thunder Castle
> SNAFU
> Shark! Shark!

Yeah, gyrus ;)

I really liked (atari 800xl) :

spelunker (Les tableaux d'une exposition by Moussorgsky)
archon (atari version is better than c64 ;)
archon adpet (similar;)
the last starfighter

Pr Din.

## 4151. DER from BL Enterprises??

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-20 02:54:45 UTC
From: Bob Woolley <ataribobdelete@alamedanet.net>
Message-ID: <3f1a08fd$0$4010$2c56edd9@news.cablerocket.com>
Source record: 20264

I have this really neat Disk Emulator package from BL Enterprises that does not work. It came with a SIO cable that seems identical to a standard Atari cable, which seems odd - you would expect that data-in and data-out would have to be swapped..... Anyway, does anyone know anything about this device? Any chance that source code is available? We have a lot of PC-based data servers, I want to do an Atari version. If I don't have to run ANTIC, an Atari will do great with floppies, CF cards, hard drives, PC formatted disks, and all kinds of stuff.

Anyone know the guys that made this thing?

Bob

# 4152. Re: DER from BL Enterprises??

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-20 03:39:09 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3f1a1017$0$49109$e4fe514c@news.xs4all.nl>
Source record: 20265

Nope I don't know them.
If I am remembering correctly there was an article in ANTIC or ANALOG
describing a cartridge which turned a second Atari into a disk
emulator/Printer spooler. There was even a picture I think.

Maybe someone can tell which magazine nr. it was. Maybe when you're lucky
there is an address.

But I am not sure if it's this item or somewhat similar.

TXG/MNX

"Bob Woolley" <ataribobdelete@alamedanet.net> wrote in message
news:3f1a08fd$0$4010$2c56edd9@news.cablerocket.com...
> I have this really neat Disk Emulator package from BL Enterprises that
does
> not work. It came with a SIO cable that seems identical to a standard
Atari
> cable, which seems odd - you would expect that data-in and data-out would
> have to be swapped..... Anyway, does anyone know anything about this
device?
> Any chance that source code is available? We have a lot of PC-based data
> servers, I want to do an Atari version. If I don't have to run ANTIC, an
> Atari will do great with floppies, CF cards, hard drives, PC formatted
> disks, and all kinds of stuff.
>
> Anyone know the guys that made this thing?
>
> Bob
>
>
>

# 4153. Re: cartridge firebird

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-20 07:27:45 UTC
From: "email@email.com" <email@eamail.com>
Message-ID: <3f1a4471$1@nntp0.pdx.net>
Source record: 20266

"arnaud33" <lanseau.arnaud@wanadoo.fr> wrote in
news:bf9h7f$ahi$1@news-reader5.wanadoo.fr:

> http://cgi.ebay.fr/ws/eBayISAPI.dll?ViewItem&category=4193&item=2743088
> 210

I know there is some collectors out there who would love to own this one
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3537554204

Does anyone out there have one of these?

# 4154. Get em now when their cheap!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-20 07:30:23 UTC
From: "email@eamail.com" <email@eamail.com>
Message-ID: <3f1a450f$1@nntp0.pdx.net>
Source record: 20267

8-bit carts with boxes and instructions...

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=jpandbd

# 4155. European Power supply for Atari 850 Interface module

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-20 10:58:22 UTC
From: Christopher Lang <chris_XNOSPAMY_topher.lang@plus.cablesurf.de>
Message-ID: <bfdt18$jr4$1@news.gatel.net>
Source record: 20268

Folks,

I recently bought an 850 Interface module on ebay. It came without PSU.

Does somebody know which Voltage the PSU has to have? Nice to know would also be the Atari part number for the PSU, if possible for the 220V version.

thanks!
Chris

# 4156. Re: World-wide 8-bit computer sales (all-time)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-20 15:34:41 UTC
From: "rtdos (status@rtdos.info)" <abuse@rtdos.info>
Message-ID: <lEySa.106688$Ph3.13183@sccrnsc04>
Source record: 20269
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.video.classic

it'd be nice to "combine" the best features of both world's wouldn't it?

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:IPHOa.64$dk4.3239@typhoon.sonic.net...
> In comp.sys.atari.8bit Sam Gillett <samgillett@msn.com> wrote:
> >
> > You seem to be forgetting that sprites were implemented in hardware, as
well
> > as collision detection in hardware, and other nifty features. All of
which
> > explains your statement above about the C64 having good games. :-)
>
> Sprites and collision detection were done in hardware on the Atari 8-bits,
too!
>
> C=64 sprites seemed to be more versatile 'out-of-the-box', but there were
some pretty damned
> cool tricks you could do with those screen-length (e.g., ~200 pixel tall)
'players' and 'missiles'
> on the Atari, too. ;)
>
> -bill!
>
> --
> bill@newbreedsoftware.com Got kids? Get Tux
Paint!
> http://newbreedsoftware.com/bill/
http://newbreedsoftware.com/tuxpaint/

# 4157. Re: Help on Atari 800XL required

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-20 15:44:35 UTC
From: Gerhard Pirker <digriz@gmx.net>
Message-ID: <bfedd3$dlgkj$1@ID-198914.news.uni-berlin.de>
Source record: 20270

Gerhard Pirker <digriz@gmx.net> wrote:

> Recently I got a very old Atari 800XL.
> Unfortunately I encountered the following problem:
> After turning it on, there comes something like a merory-test on the screen.
> Then it reads RAM and there come a lot of green and red squares.

Thank you guys for all your information!
Last weekend I found some time to try out your suggestions.

I opened the machine and checked if the RAMs get hot after turning it on.
But (un)fortunately the RAMs remain completely cold.
Instead, one of the two ICs called '8327' gets very hot very quickly after
turning on, the other '8327' remains cold.
The other big ICs get warm after some minutes, but just a little...

What job does the left '8327' and can this be the reason for the memory-test
after turning on the machine?
Do you think it makes sense to get some other 8327 for replacement?

Btw: I did not connect the floppy drive, so there cannot come any influence
from that.

Best regards,
gerhard.

# 4158. Re: European Power supply for Atari 850 Interface module

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-20 15:49:18 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vhledtkps25i1e@corp.supernews.com>
Source record: 20271

I don't know the 220v supply, but the 850 uses a 9v
ac power supply, the same as for many of the 8-bit
accessories, eg. the 1050 disk drive, 1010 tape,
the 800, the 1200xl. 9vac maybe 3 amps.

# 4159. Re: European Power supply for Atari 850 Interface module

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-20 15:53:21 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vhlelg9ut3vn5d@corp.supernews.com>
Source record: 20272

OH, also, the FAQ for this group has an extensive
list of power requirements and supplies.

# 4160. SAP Songs and WinAmp Plugin

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-20 18:12:15 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <bdmlhv0qqikgu3ar17idogrrt2fgbvgqd2@4ax.com>
Source record: 20273

This is actually the second time I installed these (new system) but I really find the songs a lot of fun and even good music in some cases so I wanted to tell you all how to do what I have done.

I downloaded and installed free stuff to play a free collection of 1647 SAP (Slight Atari Player) music pieces. You need a Win95 or Win98 PC, or possibly later Windows systems are okay too. You must have working sound and hopefully good speakers. If you have those things here's how you do it:

1) Go to http://www.oldversion.com and download WinAmp 2.80. Install.

2) Go to http://mp3.musichall.cz/Unreal/ASMA/ and download "SAP Winamp Plug-in v. 2.2." This page is in Polish, so just look for the link. Install the plugin.

3) At the same page, download "Atari SAP Music Archive v. 2.6." You probably want the ZIPped version. UNZIP this archive to it's own folder.

Okay, from here you should be able to click on a SAP song, associate the filetype to WinAmp and it should play. You have about 200 hours of listening to do to get through each of those 1647 songs, but it is well worth trying because as I said many of these are very good. One of my favorites right now is "Debilizator."

Let us know if you like the songs!

# 4161. Re: European Power supply for Atari 850 Interface module

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-20 20:27:13 UTC
From: Christopher Lang <chris_XNOSPAMY_topher.lang@plus.cablesurf.de>
Message-ID: <bfeubs$vdl$1@news.gatel.net>
Source record: 20274

Russ
thanks. I found that in the meantime. Very comprehensive FAQ !
Chris

Russ Gilbert wrote:

> OH, also, the FAQ for this group has an extensive
> list of power requirements and supplies.

# 4162. Re: Help on Atari 800XL required

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-20 20:57:36 UTC
From: Paul Alhart <paulalhart@hotmail.com>
Message-ID: <4nDSa.48293$kI5.12214@nwrddc02.gnilink.net>
Source record: 20275

> Last weekend I found some time to try out your suggestions.
>
> I opened the machine and checked if the RAMs get hot after turning it on.
> But (un)fortunately the RAMs remain completely cold.
> Instead, one of the two ICs called '8327' gets very hot very quickly after
> turning on, the other '8327' remains cold.
> The other big ICs get warm after some minutes, but just a little...

I believe 8237 is the date code and not the part number. Can you supply another number from the chip like ( CO12498 or SN74138) or the IC location on the board like(U22 or U6)?? If so, I can be of more help. Paul

# 4163. Re: message for paul irvine

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-20 22:18:11 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0307201418.3cf324e8@posting.google.com>
Source record: 20276

Fair point,not that I've got much to nick, funny thing happened a week or so ago, my push bike which was padlocked to railings in our garden, someone or something decided to help themselves to my bike by hacking of the chain,now this made me laugh because, whoever helped themselves to my bike will have to spend a lot more to get the bike upto reasonable use, then it will cost them to by a decent second hand bike, as my bike needed several repairs/replcements done

Anyway getting away form that, and back to things atari, do you know anyone that has a prototype of the computerhouse (fulham) floppy board (forget the derek firn/microdiscount jobbie, that was just a hacked version of atari's xf551 jobbie) or a original released version, also I would be interested in seeing one of the modified xe's that computerhouse were exclusively selling (was it true that computerhouse had a version of the xe's o/s that allowed the self test to test the full 128k ram (xe only) and I'm not referring to the xegs o/s, which had this patched code included, I remember that Atari were going to launch this version into EU markets, but I'm reliably told they never got arround to it... typical ATARI)

until then, yours Atarily

Carmel A

# 4164. Re: Help on Atari 800XL required

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-21 00:54:20 UTC
From: Bob Woolley <ataribobdelete@alamedanet.net>
Message-ID: <3f1b3e46$0$4006$2c56edd9@news.cablerocket.com>
Source record: 20277

You must be referring to the 74LS158s in the memory circuit. These chips multiplex the memory addresses and could very well be your problem. Of course, the 8327 is a date code.... these could be two completely different chips! Look for something like 74LSxxx or some such.

Bob

"Gerhard Pirker" <digriz@gmx.net> wrote in message news:bfedd3$dlgkj$1@ID-198914.news.uni-berlin.de...
> Gerhard Pirker <digriz@gmx.net> wrote:
>
> > Recently I got a very old Atari 800XL.
> > Unfortunately I encountered the following problem:
> > After turning it on, there comes something like a merory-test on the screen.
> > Then it reads RAM and there come a lot of green and red squares.
>
> Thank you guys for all your information!
> Last weekend I found some time to try out your suggestions.
>
> I opened the machine and checked if the RAMs get hot after turning it on.
> But (un)fortunately the RAMs remain completely cold.
> Instead, one of the two ICs called '8327' gets very hot very quickly after
> turning on, the other '8327' remains cold.
> The other big ICs get warm after some minutes, but just a little...
>
> What job does the left '8327' and can this be the reason for the memory-test
> after turning on the machine?
> Do you think it makes sense to get some other 8327 for replacement?
>
> Btw: I did not connect the floppy drive, so there cannot come any influence
> from that.
>
> Best regards,
> gerhard.

# 4165. Re: DER from BL Enterprises??

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-21 01:34:07 UTC
From: david_p@istop.com
Message-ID: <93BEDF7D6davidpistopcom@66.11.168.195>
Source record: 20278

ataribobdelete@alamedanet.net (Bob Woolley) wrote in
<3f1a08fd$0$4010$2c56edd9@news.cablerocket.com>:

>I have this really neat Disk Emulator package from BL Enterprises that
>does not work. It came with a SIO cable that seems identical to a
>standard Atari cable, which seems odd - you would expect that data-in
>and data-out would have to be swapped..... Anyway, does anyone know
>anything about this device? Any chance that source code is available? We
>have a lot of PC-based data servers, I want to do an Atari version. If I
>don't have to run ANTIC, an Atari will do great with floppies, CF cards,
>hard drives, PC formatted disks, and all kinds of stuff.
>
>Anyone know the guys that made this thing?
>
>Bob

I seem to recall it required software on the "drive" Atari. Back when I
maintained (and eriodically posted) the strange hardware faq, there was
this entry:

Zucchini
In ANL 59,60 and 62, Dr. Lee S. Brilliant provided plans and software to
turn a surplus Atari into a printer buffer for another Atari. He called it
"The Atari Zucchini".

The Printer Buffer Routine (PBR) and Disk Emulator Routine (DER) came from
B.L. Enterprises. They were cartridges and cables which worked in a similar
fashion to the Zucchini. The PBR provided a buffer, while the DER emulated
a disk drive on the remote computer. Stock XLs gave 403 free sectors; a
130xe would give 914. (ANL 65, 67)

-=-=-

The Zucchini articles included the source. If you've got the DER cart, can
you crack it open, dump the ROMs and disassemble? Not as good as clean
original source, but a start just the same.

David Paterson

# 4166. CP/M disk for ATR-8000

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-21 06:24:50 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3F1B8724.59486CF4@rogers.com>
Source record: 20279

Hi everyone,

Some time ago I was looking for the CP/M disk for my ATR8000. Someone, I forgot who (ooops) emailed it to me but I lost it in a crash before I got it transfered to my 8bit. Does anyone have this they could email? or know where I could find it? I'm really wanting to get my ATR back into operation again. Also I'm looking for the serial and printer cables that could be connected to the ATR8000. I could easily make these up myself but have a very hard time finding the connectors for the edge connectors on the ATR

On a side note I got my ATR at a user group meeting back in the early 90's with an atari 800 and an old 5 inch green monochrom electrohome monitor. The system I got plus 2 others (one of the ATR's had the co power 88 msdos option) had been used in a warehouse of Irwin toys which had been the Atari distributor in Canada in the early 80's. The 3 machines (plus another broken down 800) had been in use in the warehouse since then until the early '90's and were in quite dirty condtion but still working (mostly).

# 4167. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-21 10:35:15 UTC
From: Jon-Paul <pockets@NO.SPAM.cix.co.uk>
Message-ID: <bfgfl3$26k$1@thorium.cix.co.uk>
Source record: 20280
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Any more in the london/home counties area?

Looks as if we 'may' have enough round here to make a pub meed a
possibility!

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bf9ndf$oao$1@hercules.btinternet.com...
> Hi "Jon-Paul"
>
> > > >Hmm I will do Atari adoption in Europe... :-)
> > > >
> > > Likewise in London :-)
> > > --
> >
> > Hmm, i knew there was competition round here somewhere
> >
> > XEGS, 130XE, 800XL, us doubled 1050 and a freinds collections to feed in
> the
> > Kingston/Surbiton area, Please give generously :)
>
> I've got Kent covered
>
> 600XL,
> 256K 130XE,
> 320K 800XL,
> 2 Happy chipped 1050's,
> 1 vanilla 1050,
> 850,
> 4xSTe's,
> 3xSTFM's,
> 1xMegaST,
> 1xMegaSTe (very hairy)
>
> Keep em coming!.
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>
>

# 4168. Re: Help on Atari 800XL required

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-21 16:18:28 UTC
From: Gerhard Pirker <digriz@gmx.net>
Message-ID: <bfh3oj$ed9i4$1@ID-198914.news.uni-berlin.de>
Source record: 20281

Paul Alhart <paulalhart@hotmail.com> wrote:

> I believe 8237 is the date code and not the part number. Can you supply
> another number from the chip like ( CO12498 or SN74138) or the IC location
> on the board like(U22 or U6)?? If so, I can be of more help. Paul

You are absolutely correct, this is the date code. ;-)
Sorry bout that fault...
The number on the chip reads C014806-12 and 11151-12
and on the board there is written U8.

regards,
gerhard.

# 4169. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-21 16:39:25 UTC
From: korax1214@mailandnews.co.uk
Message-ID: <fe420e86.0307210839.2dfd331@posting.google.com>
Source record: 20282
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

pitfall@cuckoos.net (prdin) wrote in message
news:<981b2c7e.0307191851.4d17832f@posting.google.com>...

> spelunker (Les tableaux d'une exposition by Moussorgsky)

I don't know French, but I think the above would be the work known in
English as "Pictures at an Exhibition".

Which movement, however? There are several, of widely-different
characters, many of which would make great in-game music (I have _Hut
of Baba Yaga_ in mind for a possible remake)...

# 4170. Re: Help on Atari 800XL required

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-21 17:05:00 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vho77q20jn2m41@corp.supernews.com>
Source record: 20283

Somebody probably already said.
the U8 CO14806 is the 6502C CPU chip, 2nd
LSI from right at the 'bottom' 4 LSIs.
I don't know if it should get hot.
The 11151, I dunno.
Sometimes, you can fix a A8 by swapping out
known good chips, ie. you need a 2nd working
800XL and for the major chips to be socketed.
I also muck with a logic probe, comparing the
bad computer with the good board.
The 4 LSI chips at the bottom of the board are
GTIA, U17, (left), U7 Antic, U8 6502C, U23 PIA.

# 4171. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-21 18:50:57 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bfhcmg$s90$3@titan.btinternet.com>
Source record: 20284
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Hi Jon Paul

"Jon-Paul" <pockets@NO.SPAM.cix.co.uk> wrote in message
news:bfgfl3$26k$1@thorium.cix.co.uk...
> Any more in the london/home counties area?
>
> Looks as if we 'may' have enough round here to make a pub meed a
> possibility!

I've got that covered, visit...

http://www.cix.co.uk/~derryck/html/ccc.htm

...for more info, a local club to M25 neighbours.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

# 4172. WTB: Karateka XE Cart

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-21 19:19:49 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vhof6mjlagkq4a@corp.supernews.com>
Source record: 20285

Looking for Karateka XE on cart!

# 4173. Re: DER from BL Enterprises??

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-21 20:00:57 UTC
From: Bob Woolley <ataribobdelete@alamedanet.net>
Message-ID: <3f1c4b05$0$4004$2c56edd9@news.cablerocket.com>
Source record: 20286

I'll take a look in the Analogs - thanks! I can dis-assemble the ROM from in the cartridge (with OmniMon), but I'll be an old, old man by the time I get to the bits and bytes of how the cable is wired.

(funny, the code writes to the cartridge - I may have to open it up after all)

Thanks again...

Bob

"David A Paterson" <david_p@istop.com> wrote in message news:93BEDF7D6davidpistopcom@66.11.168.195...
> ataribobdelete@alamedanet.net (Bob Woolley) wrote in
> <3f1a08fd$0$4010$2c56edd9@news.cablerocket.com>:
>
> >I have this really neat Disk Emulator package from BL Enterprises that
> >does not work. It came with a SIO cable that seems identical to a
> >standard Atari cable, which seems odd - you would expect that data-in
> >and data-out would have to be swapped..... Anyway, does anyone know
> >anything about this device? Any chance that source code is available? We
> >have a lot of PC-based data servers, I want to do an Atari version. If I
> >don't have to run ANTIC, an Atari will do great with floppies, CF cards,
> >hard drives, PC formatted disks, and all kinds of stuff.
> >
> >Anyone know the guys that made this thing?
> >
> >Bob
>
>
> I seem to recall it required software on the "drive" Atari. Back when I
> maintained (and eriodically posted) the strange hardware faq, there was
> this entry:
>
> Zucchini
> In ANL 59,60 and 62, Dr. Lee S. Brilliant provided plans and software to
> turn a surplus Atari into a printer buffer for another Atari. He called it
> "The Atari Zucchini".
>
> The Printer Buffer Routine (PBR) and Disk Emulator Routine (DER) came from
> B.L. Enterprises. They were cartridges and cables which worked in a
similar
> fashion to the Zucchini. The PBR provided a buffer, while the DER emulated
> a disk drive on the remote computer. Stock XLs gave 403 free sectors; a
> 130xe would give 914. (ANL 65, 67)

>
> -=-=-
>
> The Zucchini articles included the source. If you've got the DER cart,
can
> you crack it open, dump the ROMs and disassemble? Not as good as clean
> original source, but a start just the same.
>
>
> David Paterson

# 4174. Re: DER from BL Enterprises??

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-21 22:02:44 UTC
From: Bob Woolley <ataribobdelete@alamedanet.net>
Message-ID: <3f1c6790$0$4011$2c56edd9@news.cablerocket.com>
Source record: 20287

Got the articles from Analog - even got the disk..... the m/l code is
incomplete in both the magazine and on the disk - bummer! We're getting
there!

Bob

"David A Paterson" <david_p@istop.com> wrote in message
news:93BEDF7D6davidpistopcom@66.11.168.195...
> ataribobdelete@alamedanet.net (Bob Woolley) wrote in
> <3f1a08fd$0$4010$2c56edd9@news.cablerocket.com>:
>
> >I have this really neat Disk Emulator package from BL Enterprises that
> >does not work. It came with a SIO cable that seems identical to a
> >standard Atari cable, which seems odd - you would expect that data-in
> >and data-out would have to be swapped..... Anyway, does anyone know
> >anything about this device? Any chance that source code is available? We
> >have a lot of PC-based data servers, I want to do an Atari version. If I
> >don't have to run ANTIC, an Atari will do great with floppies, CF cards,
> >hard drives, PC formatted disks, and all kinds of stuff.
> >
> >Anyone know the guys that made this thing?
> >
> >Bob
>
>
> I seem to recall it required software on the "drive" Atari. Back when I
> maintained (and eriodically posted) the strange hardware faq, there was
> this entry:
>
> Zucchini
> In ANL 59,60 and 62, Dr. Lee S. Brilliant provided plans and software to
> turn a surplus Atari into a printer buffer for another Atari. He called it
> "The Atari Zucchini".
>
> The Printer Buffer Routine (PBR) and Disk Emulator Routine (DER) came from
> B.L. Enterprises. They were cartridges and cables which worked in a
similar
> fashion to the Zucchini. The PBR provided a buffer, while the DER emulated
> a disk drive on the remote computer. Stock XLs gave 403 free sectors; a
> 130xe would give 914. (ANL 65, 67)
>
> -=-=-
>
> The Zucchini articles included the source. If you've got the DER cart,
can

> you crack it open, dump the ROMs and disassemble? Not as good as clean
> original source, but a start just the same.
>
>
> David Paterson

## 4175. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-22 04:25:01 UTC
From: misterbumpy73@wmconnect.com
Message-ID: <20030722002501.08458.00000459@mb-m20.wmconnect.com>
Source record: 20288

Well, I'll be more than happy to adopt any poor, unfortunate, homeless A8 units in California's Central Valley and Central Coast areas if need be... ;-)

# 4176. FS: boxes of hardware

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-22 04:27:28 UTC
From: kheller2@mac.com
Message-ID: <6982911f.0307212027.4af887b7@posting.google.com>
Source record: 20289

I'm an old time collector (well, not that old I guess) of Atari 8 bit gear. I have owned some of the very rare proto types and I still keep a 1450XL board around. However, to the point of this post... I have a bunch of stuff. Yes, stuff I need to clear out at whatever fair price I can get plus s/h. I don't have a complete list as was amassing it much to quickly. As I dig through the boxes I'll post more if people are interested.

What did you miss? Well, I actually threw away boxes of spare part boards... 810 boards, side boards, 800 parts, 1200XL mother boards, 130XL mother boards etc... none were in 100% condition but they were taking up space. I cried.

Here is what I know I have sitting in the basement.

Several 800s.
Several 800XLs.. not all complete, some are yellowed, although I do have a few complete units.
1050s
Indus GT drives (some even with those big plastic cases they used to come in)
1 Rana Systems drive
two broken but salvageable ICD MIOs. The ram on them are gone AFAIK.
Many 850 interfaces
Many ICD PR Connections
Atari touch tablet

Two 1040STs (wrong news group, I know)

Also have 5200 parts
Very good condition 5200 trackballs
Several personally refurbished 2600 units of all different types (I used to do the 2600-7800 FAQ years ago.. and the first Jaguar FTP site)

I'm sure I have more..

I have probably 5 1020 printers in various conditions.. some are mint but with broken gears, others have shattered covers but working components. (I purchased about 9 of them several years ago... the seller didn't pack them at all and were free to roam around the UPS box).

I have stacks of Analog and Antic magazines.. including some very early editions.

I'm hoping to maybe get $10 a component or stack of components. I'll part things out for people if they wish, or you can just purchase the boxes of stuff and see what you get.

Email me at kheller2@mac.com if you are interested. I'm located in Central East PA.

# 4177. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-22 08:08:31 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bfirdv$om1$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 20290
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

Hi,

> I don't know French, but I think the above would be the work known in
> English as "Pictures at an Exhibition".

Exactly.

> Which movement, however?

The first. Actually, the same theme appears between the
individual movements presenting the various images.

So long,
Thomas

# 4178. A very stupid question about printing to the screen...

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-22 11:34:30 UTC
From: Undead Mechanic <davidb81@earthlink.net>
Message-ID: <aj9Ta.114383$lo.9776092@newsread2.prod.itd.earthlink.net>
Source record: 20291

Ok, so I'm a blatant moron, but I hope by asking this question here I can solve this problem.

Here is my problem...

I have been writing assembly/ML routines for ages and have always gotten the job done. Well, one thing I have never figured out is how to print to the screen by doing a JSR $F6A4 with the ATASCII value of the character I want to print in the accumulator. No matter what I ever tried, I would always get the dreaded "ERROR 141", or it'd print one blank space on eash row, advance to the next row, repeat, and eventually lead up to an error 141. So, having been hung up by this problem, I simply opted to create a table of crap to convert from ATASCII to the ICODE values and vice versa and stuff the internal code values directly into the screen memory via SAVMSC (88,89/$58,$59) whenever I needed to print something.

It's gotten to be such a headache for me that I almost gave up entirely on printing from ML, not to mention that the table takes up otherwise useable memory plus the routines to convert from one set of code to the other. So, please, does anyone here know what I've been doing wrong all this time, or can you at least give me a pointer or two on something I can try?

Any help on this is greatly appreciated.
--
David Bowden
The Undead Mechanic

# 4179. Re: A very stupid question about printing to the screen...

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-22 12:39:38 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bfjbaa$5ns$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 20292

Hi,

> I have been writing assembly/ML routines for ages and have always gotten the
> job done. Well, one thing I have never figured out is how to print to the
> screen by doing a JSR $F6A4 with the ATASCII value of the character I want
> to print in the accumulator.

Arghl! You don't! Never ever(!) jump to absolute ROM addresses. For printing,
you need the CIO routine at $e456, and the E: handler that prints data.
The system opens IOCB #0 to this handler, allowing you to print data directly
to it. Here's a (hopefully correct) printing routine that writes the character
in A to the screen using the recommended print handler:

```
PutChar:
pha ;keep A on stack
ldx #$00 ;we`re using IOCB #0 as this is open for E: by default
txa ;clear A
stx $348,x ;zero the length
stx $349,x ;ditto
lda #$b ;put characters
sta $342,x ;set the IOCB command to "put"
pla
jsr $e456 ;call CIO
rts ;done with it
```

Alternatively, you can print a complete string at once by placing its
address in $344,$345 and its length to $348,$349, then call CIO with a
command $b as above. This will be quite a lot faster than writing it
character by character.

Note well: The Os is your friend. (-;

Greetings,
Thomas

# 4180. Re: European Power supply for Atari 850 Interface module

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-22 15:23:30 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <5dlqhvcuigsughm7543ad36p2qh4l653aa@4ax.com>
Source record: 20293

Thanks! :)

-Michael

On Sun, 20 Jul 2003 22:27:13 +0200, Christopher Lang
<chris_XNOSPAMY_topher.lang@plus.cablesurf.de> wrote:

>Russ
>thanks. I found that in the meantime. Very comprehensive FAQ !
>Chris
>
>
>Russ Gilbert wrote:
>
>> OH, also, the FAQ for this group has an extensive
>> list of power requirements and supplies.

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

# 4181. Re: FS: boxes of hardware

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-22 17:56:51 UTC
From: kheller2@mac.com
Message-ID: <6982911f.0307220956.7bfb85e2@posting.google.com>
Source record: 20294

Well, the response to this post has been pretty good so far. I haven't had time to write back to everyone yet... yet.

I've come accross a few other things. All things are sold as is, no warranty implied, and prices do not include shipping charges.

Working when stored years ago:

XDM121 Printer $20 (comes with oringal red box.. box is crushed however)
XMM801 printer $20
New in Box Book Keeper Kit (Keypad + software) $10
1027 printer $10
MPP 1150 Printer interface w/manual. $5
2 x Koala Touch Tablet
2 x Atari Touch Tablet
810 Floppy drive with flip door
810 Floppy drive with slide door
XMM301 Modem
1030 Modem
XE-GS Consoles (Main unit + keyboard, no light gun, sticks or software), yellowed: $10, semi clean original color: $15.

May work (probably does):

1025 Printer $10
825 Printer (I don't know if I have all the parts for this thing.. there were many metal rod contraptions for this) $7
822 Printer $7

Power supplies... I will attempt to locate all power supplies for above units. I have most of them... although I'm short on some. I will let you know if I have the supply when you show an interest.

I prefer to only ship to the USA. Payment can be personal check (will need to clear bank) or Post Office Money order which is prefered. You can always send cash via certified letter if you are very lazy. =)

Karl

kheller2@mac.com (Karl Heller) wrote in message news:<6982911f.0307212027.4af887b7@posting.google.com>...
> I'm an old time collector (well, not that old I guess) of Atari 8 bit
> gear. I have owned some of the very rare proto types and I still keep
> a 1450XL board around. However, to the point of this post... I have a
> bunch of stuff. Yes, stuff I need to clear out at whatever fair price
> I can get plus s/h. I don't have a complete list as was amassing it

> much to quickly. As I dig through the boxes I'll post more if people
> are interested.
>
> What did you miss? Well, I actually threw away boxes of spare part
> boards... 810 boards, side boards, 800 parts, 1200XL mother boards,
> 130XL mother boards etc... none were in 100% condition but they were
> taking up space. I cried.
>
> Here is what I know I have sitting in the basement.
>
> Several 800s.
> Several 800XLs.. not all complete, some are yellowed, although I do
> have a few complete units.
> 1050s
> Indus GT drives (some even with those big plastic cases they used to
> come in)
> 1 Rana Systems drive
> two broken but salvageable ICD MIOs. The ram on them are gone AFAIK.
> Many 850 interfaces
> Many ICD PR Connections
> Atari touch tablet
>
> Two 1040STs (wrong news group, I know)
>
> Also have 5200 parts
> Very good condition 5200 trackballs
> Several personally refurbished 2600 units of all different types (I
> used to do the 2600-7800 FAQ years ago.. and the first Jaguar FTP
> site)
>
> I'm sure I have more..
>
> I have probably 5 1020 printers in various conditions.. some are mint
> but with broken gears, others have shattered covers but working
> components. (I purchased about 9 of them several years ago... the
> seller didn't pack them at all and were free to roam around the UPS
> box).
>
> I have stacks of Analog and Antic magazines.. including some very
> early editions.
>
> I'm hoping to maybe get $10 a component or stack of components. I'll
> part things out for people if they wish, or you can just purchase the
> boxes of stuff and see what you get.
>
> Email me at kheller2@mac.com if you are interested. I'm located in
> Central East PA.

# 4182. Re: A very stupid question about printing to the screen...

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-22 18:32:11 UTC
From: Eric Sokolowsky <esok_@hotmail.com>
Message-ID: <bfk01f$jev$1@skates.gsfc.nasa.gov>
Source record: 20197

```
Thomas Richter wrote:
> Hi,
>
>
>>I have been writing assembly/ML routines for ages and have always gotten the
>>job done. Well, one thing I have never figured out is how to print to the
>>screen by doing a JSR $F6A4 with the ATASCII value of the character I want
>>to print in the accumulator.
>
>
> Arghl! You don't! Never ever(!) jump to absolute ROM addresses. For printing,
> you need the CIO routine at $e456, and the E: handler that prints data.
> The system opens IOCB #0 to this handler, allowing you to print data directly
> to it. Here's a (hopefully correct) printing routine that writes the character
> in A to the screen using the recommended print handler:

I believe that there are a couple of typos here (the stx commands should be
sta), fixed below:

>
> PutChar:
> pha ;keep A on stack
> ldx #$00 ;we`re using IOCB #0 as this is open for E: by default
> txa ;clear A
> sta $348,x ;zero the length
> sta $349,x ;ditto
> lda #$b ;put characters
> sta $342,x ;set the IOCB command to "put"
> pla
> jsr $e456 ;call CIO
> rts ;done with it

I don't have any Atari reference manuals here, so I can't check, but this looks
a bit strange to me... Is it true that if the length of the CIO buffer is 0, it
just uses one character from the A register? Isn't there a different CIO
command to put just one character?

>
> Alternatively, you can print a complete string at once by placing its
> address in $344,$345 and its length to $348,$349, then call CIO with a
> command $b as above. This will be quite a lot faster than writing it
> character by character.
>
> Note well: The Os is your friend. (-;
>
```

> Greetings,
> Thomas

# 4183. What happend to Phoenix Webbrowser Project?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-22 18:36:54 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <bfk085$1t1e$1@ulysses.news.tiscali.de>
Source record: 20295

Does anyone know something about the Phoenix-Web-Browser Project for
ATARI-8-Bit?
The Homepage of Phoenix hasn't been updated since February 1999. So it seems
not to be an april-joke.

Mirko

www.atarixle.de

# 4184. ping: Ron Hamilton

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-22 18:38:22 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <bfk0au$1t1o$1@ulysses.news.tiscali.de>
Source record: 20296

Do you still have the source-code of the FASTTEXT-routine you've wrote for BOSS-X? I need it, because I have no copy of the source-code...

Mirko

www.atarixle.de

## 4185. Re: A very stupid question about printing to the screen...

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-22 22:18:56 UTC
From: Ken Siders <god@columbus.rr.com>
Message-ID: <kLiTa.409$EG2.362@fe1.columbus.rr.com>
Source record: 20198

> I don't have any Atari reference manuals here, so I can't check, but this
looks
> a bit strange to me... Is it true that if the length of the CIO buffer is
0, it
> just uses one character from the A register? Isn't there a different CIO
> command to put just one character?
>
A length of zero will output the character in the accumulator.
Note also that all registers values will be destroyed by this routine.

--Ken

# 4186. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-23 00:51:40 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <vhrn10g54cpcdc@corp.supernews.com>
Source record: 20199

"Mister Bumpy73" <misterbumpy73@wmconnect.com> wrote in message
news:20030722002501.08458.00000459@mb-m20.wmconnect.com...
> Well, I'll be more than happy to adopt any poor, unfortunate, homeless A8
units
> in California's Central Valley and Central Coast areas if need be... ;-)

I have a few items to donate (locally or anywhere for shipping charges
only). Shipping from Zipcode. 93405

Regards,
RoyE

# 4187. Re: A very stupid question about printing to the screen...

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-23 09:15:18 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <GmsTa.17947$Mc.1366235@newsread1.prod.itd.earthlink.net>
Source record: 20200

```
"Eric Sokolowsky" <esok_@hotmail.com> wrote in message
news:bfk01f$jev$1@skates.gsfc.nasa.gov...
>
>
> Thomas Richter wrote:
> > Hi,
> >
> >
> >>I have been writing assembly/ML routines for ages and have always gotten
the
> >>job done. Well, one thing I have never figured out is how to print to
the
> >>screen by doing a JSR $F6A4 with the ATASCII value of the character I
want
> >>to print in the accumulator.
> >
> >
> > Arghl! You don't! Never ever(!) jump to absolute ROM addresses. For
printing,
> > you need the CIO routine at $e456, and the E: handler that prints data.
> > The system opens IOCB #0 to this handler, allowing you to print data
directly
> > to it. Here's a (hopefully correct) printing routine that writes the
character
> > in A to the screen using the recommended print handler:
>
> I believe that there are a couple of typos here (the stx commands should
be
> sta), fixed below:
>
> >
> > PutChar:
> > pha ;keep A on stack
> > ldx #$00 ;we`re using IOCB #0 as this is open for E: by default
> > txa ;clear A
> > sta $348,x ;zero the length
> > sta $349,x ;ditto
> > lda #$b ;put characters
> > sta $342,x ;set the IOCB command to "put"
> > pla
> > jsr $e456 ;call CIO
> > rts ;done with it
>
> I don't have any Atari reference manuals here, so I can't check, but this
```

looks
> a bit strange to me... Is it true that if the length of the CIO buffer is
0, it
> just uses one character from the A register? Isn't there a different CIO
> command to put just one character?
>
> >
> > Alternatively, you can print a complete string at once by placing its
> > address in $344,$345 and its length to $348,$349, then call CIO with a
> > command $b as above. This will be quite a lot faster than writing it
> > character by character.

Well, that makes a lot more sense. I havn't tried it yet (but I'm about to).
What led me down that little nightmarish road was an Article from 1981 in
"Compute's First Book of Atari" by Larry Isaacs. He goes into detail on how
this routine works, but the prog crashes every Atari I ever tried to run it
on. I looked up the address (F6A4) in several different maps, and they say
that the routine was never moved from day one, but I never could get it to
do squat besides run the cursor out of range...

> >
> > Note well: The Os is your friend. (-;

A very finicky friend, but a friend none the less.

> >
> > Greetings,
> > Thomas

Thanks, dudes.
--
David Bowden
The Undead Mechanic.
AIM & Yahoo: UndeadMechanic

http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic

# 4188. Re: A very stupid question about printing to the screen...

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-23 18:44:16 UTC
From: Bob Woolley <ataribobdelete@alamedanet.net>
Message-ID: <3f1edc11$0$4008$2c56edd9@news.cablerocket.com>
Source record: 20201

uuhhhhh..... $F6A4 in the XL OS seems to be in the middle of nowhere. You really can't use a fixed address like that very well - you need to use the vector at $346,7. Add one to whatever address you find in there and use that to print the accumulator to the screen. If the printer at $3B6,7 is open, you can use that address (+1) to send a character to the printer also.

In a stock 800XL, the put-byte address is $F2AF (add 1 to get $F2B0). $F6A4 is OK for the 800....

OK?

Bob

"Undead Mechanic" <davidb81@earthlink.net> wrote in message news:aj9Ta.114383$Io.9776092@newsread2.prod.itd.earthlink.net...
> Ok, so I'm a blatant moron, but I hope by asking this question here I can
> solve this problem.
>
> Here is my problem...
>
> I have been writing assembly/ML routines for ages and have always gotten the
> job done. Well, one thing I have never figured out is how to print to the
> screen by doing a JSR $F6A4 with the ATASCII value of the character I want
> to print in the accumulator. No matter what I ever tried, I would always get
> the dreaded "ERROR 141", or it'd print one blank space on eash row, advance
> to the next row, repeat, and eventually lead up to an error 141. So, having
> been hung up by this problem, I simply opted to create a table of crap to
> convert from ATASCII to the ICODE values and vice versa and stuff the
> internal code values directly into the screen memory via SAVMSC
> (88,89/$58,$59) whenever I needed to print something.
>
> It's gotten to be such a headache for me that I almost gave up entirely on
> printing from ML, not to mention that the table takes up otherwise useable
> memory plus the routines to convert from one set of code to the other. So,
> please, does anyone here know what I've been doing wrong all this time, or
> can you at least give me a pointer or two on something I can try?
>
> Any help on this is greatly appreciated.
> --
> David Bowden
> The Undead Mechanic

>
>

# 4189. What versions of Happy 1050 are there?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-23 19:11:03 UTC
From: kheller2@mac.com
Message-ID: <6982911f.0307231111.7a8c2791@posting.google.com>
Source record: 20202

Does anyone know what version of the Happy 1050 Software, proms and boards there are.. and what the differences are?

Thanks!

Karl

# 4190. Re: Favorite music in video games?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-24 00:11:43 UTC
From: pitfall@cuckoos.net
Message-ID: <981b2c7e.0307231611.1400d794@posting.google.com>
Source record: 20203
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote in message
news:<bfirdv$om1$1@mamenchi.zrz.TU-Berlin.DE>...
> Hi,
>
> > I don't know French, but I think the above would be the work known in
> > English as "Pictures at an Exhibition".
>
> Exactly.
>
> > Which movement, however?
>
> The first. Actually, the same theme appears between the
> individual movements presenting the various images.

exact, it's the first movement.

I forgot to mention Seven Cities Of Gold, I really liked the intro music...

Mr din.

## 4191. rarity guide

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-24 00:16:20 UTC
From: pitfall@cuckoos.net
Message-ID: <981b2c7e.0307231616.2980e262@posting.google.com>
Source record: 20204

Anybody knows about a rarity guide for atari 800 disk games ?

I know somone allready ask this in 1999, but perhaps today we can obtain an adress ;) I allready try to search on google without success...

thanks in advance,

Mr Din.

## 4192. wanted games

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-24 01:16:58 UTC
From: pitfall@cuckoos.net
Message-ID: <981b2c7e.0307231716.2841aed@posting.google.com>
Source record: 20205

Anybody sell one of these games ?

Montezuma's revenge
Conan
Gruds in space

(for the atari 800)

thanks in advance,

Mr Din.

# 4193. ADV:Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-24 03:54:28 UTC
From: Mo <momo@atariland.com>
Message-ID: <ULITa.93177$XV.5831510@twister.austin.rr.com>
Source record: 20206

Okay, everyone else is doing this so I might as well chime in! Mo's atari adoption agency is now open in the central/gulf coast,Houston TX area!
I will actually drive to make pickups within a hundred mile radius of Houston, otherwise any and all donations are appreciated and will not be resold for profit.
If you'd like to unload your 8bit then give me a mail at MOMO (at) ATARILAND.COM
Thank you for your support!
Mo

# 4194. ADV: Atari Xmas in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-24 08:07:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0307240103470.4648-100000@shell1.aracnet.com>
Source record: 20207
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently having a Christmas in July Sale! This is how it works. Buy the HardWare/Accessories for any Classic Atari 8 Bit and/or 16/32 Bit Atari ST System and I'll outfit your system with Games/SoftWare and/or Books/References. You be good to me and I'll be good to you! The more you spend on HardWare/Accessories, the better I outfit your system. The more HardWare you buy for your system, the more Games/Software and/or Books/References you receive! You choose the Atari Hardware you want to buy and we choose the Books/References and/or Games/Software I'll include in your Order.This will be a good opportunity to renew lost interest in collecting Atari or building a New Atari system for the first time. ReLive your Atari Youth! Offered While supplies last. Goto http://BensCatalogs.Atari.org or Call Ben anytime at (503)256-9974!!! To proceed with offer HotLink to:

http://www.aracnet.com/~atari/specials.htm Atari Specials!
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I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 4195. Re: A very stupid question about printing to the screen...

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-24 12:05:47 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bfoi2r$h07$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 20208

Hi,

> uuhhhhh..... $F6A4 in the XL OS seems to be in the middle of nowhere. You
> really can't use a fixed address like that very well - you need to use the
> vector at $346,7. Add one to whatever address you find in there and use that
> to print the accumulator to the screen. If the printer at $3B6,7 is open,
> you can use that address (+1) to send a character to the printer also.

> In a stock 800XL, the put-byte address is $F2AF (add 1 to get $F2B0). $F6A4
> is OK for the 800....

> OK?

Almost. (-; I would not recommend the PutOneByte vector. Handlers should
support it, but that's typically causing headaches for the handler itself
as it cannot tell just from the command whether "bursting" would be fine.

Thus, you might end up slower than just using CIO to transmit a full block
of data at once.

Greetings,
Thomas

# 4196. Re: European Power supply for Atari 850 Interface module

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-24 12:43:59 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <jwQTa.46$U74.2690@news.optus.net.au>
Source record: 20209

> the 800, the 1200xl. 9vac maybe 3 amps.

9vac at 1 amp is overkill to power the 850 interface.

James

# 4197. New WriteAtr with experimental enhanced density support

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-24 14:49:46 UTC
From: Matthias Reichl <usenet-20030724@hias.horus.com>
Message-ID: <slrnbhvsga.1l3.usenet-20030724@camel.hias.horus.com>
Source record: 20210

I've uploaded a new version of WriteAtr (V0.92b) to my homepage

http://www.horus.com/~hias/atari/

This version contains experimental support for the enhanced density
(1040 sectors in MFM) format.

Although most of my datasheets about uPD765 compatible floppy
controllers contain a note that this format (128 bytes per sector
in MFM) doesn't work, some experiments showed that my PC
(350MHz P-II, ASUS P2B mainboard) is able to create this format,
but it cannot read the disk it just wrote :-) But then - my
stock 1050 happily read from and wrote to the disk!

So feel free to try it with your PC. I can't guarantee it will
work at all for you so use it at your own risk!

BTW: for those of you who don't like to read manuals, here are
the command line parameters to use the enhanced density format:

writeatr -f9 -n my.atr

so long,

Hias

# 4198. Re: A very stupid question about printing to the screen...

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-24 16:17:39 UTC
From: Wilheim <guillermo@mail.cl>
Message-ID: <bfp0r7$ou6$1@news1.nivel5.cl>
Source record: 20211

```
Reading all the the replies of this topic, I realized to make the following
routine:

*=$4000

aux=$cb
hatabs=$31a

; let's find the putchar routine.

prepare.putchar
ldx #$00
loop.prep.putchar
lda hatabs,x
cmp #'E
beq endloop.prep.putchar
inx
inx
inx
bne loop.prep.putchar
endloop.prep.putchar
lda hatabs+1,x
sta aux
lda hatabs+2,x
sta aux+1

; now we'll get the putchar routine

ldy #$06 ; go to put routine
lda (aux),y
sta putchar1+1
iny
lda (aux),y
sta putchar2+1

; ATENTION: I'm not sure if the order is right. If it doesn't work, please
reorder the STAs.

rts

putchar
tax
putchar1
lda #$FF
pha
putchar2
lda #$FF
```

```
pha
txa
rts

With this routine, I think you can put a character stored in the accumulator
on the screen.
Any comments?

Wilheim
```

"Undead Mechanic" <davidb81@earthlink.net> escribi&#65533; en el mensaje
news:aj9Ta.114383$lo.9776092@newsread2.prod.itd.earthlink.net...
> Ok, so I'm a blatant moron, but I hope by asking this question here I can
> solve this problem.
>
> Here is my problem...
>
> I have been writing assembly/ML routines for ages and have always gotten
the
> job done. Well, one thing I have never figured out is how to print to the
> screen by doing a JSR $F6A4 with the ATASCII value of the character I want
> to print in the accumulator. No matter what I ever tried, I would always
get
> the dreaded "ERROR 141", or it'd print one blank space on eash row,
advance
> to the next row, repeat, and eventually lead up to an error 141. So,
having
> been hung up by this problem, I simply opted to create a table of crap to
> convert from ATASCII to the ICODE values and vice versa and stuff the
> internal code values directly into the screen memory via SAVMSC
> (88,89/$58,$59) whenever I needed to print something.
>
> It's gotten to be such a headache for me that I almost gave up entirely on
> printing from ML, not to mention that the table takes up otherwise useable
> memory plus the routines to convert from one set of code to the other. So,
> please, does anyone here know what I've been doing wrong all this time, or
> can you at least give me a pointer or two on something I can try?
>
> Any help on this is greatly appreciated.
> --
> David Bowden
> The Undead Mechanic
>
>

# 4199. eBay auctions: Atari Monitor socket to SCART and RCA Phono cables

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-24 21:45:19 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1059083262.45416.0@demeter.uk.clara.net>
Source record: 20212

Hello All,

I have auctions not far off closing for an Atari 800/XL/XE Monitor Port to SCART cable and an Atari 800/XL/XE Monitor Port to RCA Phono cable. These are suitable for PAL or NTSC systems (but NOT SECAM). They are useful if your TV output has become noisy. These cables use unmodulated composite signals to carry the picture and sound to the TV and give a far superior image to the RF (TV) cable.

II also have some software for auction, including the Atari Unusual DOS Pack, which includes Atari DOS 1,3,4, and XE.

The link is below (this will split on to two lines, so please copy both lines into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangar
raghty

Also, does anyone want a monitor port to S-Video cable (C/Y)? I'm thinking of producing those too soon. These can be Monitor port to 4-pin mini-DIN S-Video plug + RCA Phono for Audio, or monitor port to TYPE 2 SCART (type 2 SCART has Y/C but no RGB). Type 2 is found on TV sets with more than one SCART socket, and is usually socket 2 (or 3 if you have a really expensive TV!). If anyone would be interested, let me know by e-mail. Give me an indication of what sort of cable length you would prefer. e-mail: dgs@clara.net

Dean Garraghty

## 4200. Re:Gay Sex aid sale in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-24 22:40:40 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bfpn95$qhn$1@titan.btinternet.com>
Source record: 20213
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Why its

> I'm currently having a sex-aid in July Sale!

That makes a difference from a spam-fest in June, or may, or April etc
etc...

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

# 4201. Re: Re:Gay Sex aid sale in July!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-25 01:48:35 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vi131bck6u4918@corp.supernews.com>
Source record: 20214

Field Marshall Montgomery and Dwight Eisenhower
were together in a trench.
'You have a steering wheel coming out of your pants!'
'Aeiii. And it's driving me nuts!'
(couldn't think of a war story.)

# 4202. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-25 09:22:47 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1059124899@rtfm.mit.edu>
Source record: 20215
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 26, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

# 4203. Re: A very stupid question about printing to the screen...

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-25 10:35:53 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bfr169$51q$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 20216

```
Hi,

> Reading all the the replies of this topic, I realized to make the following
> routine:

> *=$4000

> aux=$cb
> hatabs=$31a

> ; let's find the putchar routine.

> prepare.putchar
> ldx #$00
> loop.prep.putchar
> lda hatabs,x
> cmp #'E
> beq endloop.prep.putchar
> inx
> inx
> inx
> bne loop.prep.putchar
> endloop.prep.putchar
> lda hatabs+1,x
> sta aux
> lda hatabs+2,x
> sta aux+1

> ; now we'll get the putchar routine

> ldy #$06 ; go to put routine
> lda (aux),y
> sta putchar1+1
> iny
> lda (aux),y
> sta putchar2+1

> ; ATENTION: I'm not sure if the order is right. If it doesn't work, please
> reorder the STAs.

> rts

> putchar
> tax
> putchar1
> lda #$FF
> pha
```

> putchar2
> lda #$FF
> pha
> txa
> rts

> With this routine, I think you can put a character stored in the accumulator
> on the screen.
> Any comments?

Yes. Please don't do it like this. It's the job of CIO to look for the
handler and call the handler.

Greetings,
Thomas

> "Undead Mechanic" <davidb81@earthlink.net> escribii¿½ en el mensaje
> news:aj9Ta.114383$Io.9776092@newsread2.prod.itd.earthlink.net...
>> Ok, so I'm a blatant moron, but I hope by asking this question here I can
>> solve this problem.
>>
>> Here is my problem...
>>
>> I have been writing assembly/ML routines for ages and have always gotten
> the
>> job done. Well, one thing I have never figured out is how to print to the
>> screen by doing a JSR $F6A4 with the ATASCII value of the character I want
>> to print in the accumulator. No matter what I ever tried, I would always
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>> the dreaded "ERROR 141", or it'd print one blank space on eash row,
> advance
>> to the next row, repeat, and eventually lead up to an error 141. So,
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>> printing from ML, not to mention that the table takes up otherwise useable
>> memory plus the routines to convert from one set of code to the other. So,
>> please, does anyone here know what I've been doing wrong all this time, or
>> can you at least give me a pointer or two on something I can try?
>>
>> Any help on this is greatly appreciated.
>> --
>> David Bowden
>> The Undead Mechanic
>>
>>

# 4204. SERVER MOVE COMPLETE - back online!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-25 16:37:46 UTC
From: rtdos@juno.com
Message-ID: <f927c019.0307250837.5720a746@posting.google.com>
Source record: 20217

http://www.rtdos.com and / or http://rtdos.com/forum are back online. Thank you to T. Holyoak ( http://holyoak.com/atari/ ) for providing us with the server / domain.

# 4205. Re: A very stupid question about printing to the screen...

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-25 20:17:01 UTC
From: Wilheim <guillermo@mail.cl>
Message-ID: <bfs3a8$gd4$1@news1.nivel5.cl>
Source record: 20218

```
Not necesarilly. The HATABS is standard by Atari and you can use it , for
example, when you want to create a handler or modify an existing one. In
this case, we are getting the information of where is the putchar routine.
So, instead making programs like

lda #'A
jsr $f6a4 (OS-A) or jsr $f2b0 (OS-B) or whatever

you can make it by

lda #'A
jsr putchar

That's my idea, to preserve the format used. I think it's more portable to
the different roms.
```

"Thomas Richter" <thor@cleopatra.math.tu-berlin.de> escribi&#65533; en el mensaje
news:bfr169$51q$1@mamenchi.zrz.TU-Berlin.DE...
> Hi,
>
> > Reading all the the replies of this topic, I realized to make the
following
> > routine:
>
> > *=$4000
>
> > aux=$cb
> > hatabs=$31a
>
> > ; let's find the putchar routine.
>
> > prepare.putchar
> > ldx #$00
> > loop.prep.putchar
> > lda hatabs,x
> > cmp #'E
> > beq endloop.prep.putchar
> > inx
> > inx
> > inx
> > bne loop.prep.putchar
> > endloop.prep.putchar
> > lda hatabs+1,x
> > sta aux
> > lda hatabs+2,x

> > sta aux+1
>
> > ; now we'll get the putchar routine
>
> > ldy #$06 ; go to put routine
> > lda (aux),y
> > sta putchar1+1
> > iny
> > lda (aux),y
> > sta putchar2+1
>
> > ; ATENTION: I'm not sure if the order is right. If it doesn't work,
please
> > reorder the STAs.
>
> > rts
>
> > putchar
> > tax
> > putchar1
> > lda #$FF
> > pha
> > putchar2
> > lda #$FF
> > pha
> > txa
> > rts
>
> > With this routine, I think you can put a character stored in the
accumulator
> > on the screen.
> > Any comments?
>
> Yes. Please don't do it like this. It's the job of CIO to look for the
> handler and call the handler.
>
> Greetings,
> Thomas
>
>
>
>
> > "Undead Mechanic" <davidb81@earthlink.net> escribi&#65533; en el mensaje
> > news:aj9Ta.114383$lo.9776092@newsread2.prod.itd.earthlink.net...
> >> Ok, so I'm a blatant moron, but I hope by asking this question here I
can
> >> solve this problem.
> >>
> >> Here is my problem...

> >>
> >> I have been writing assembly/ML routines for ages and have always
gotten
> > the
> >> job done. Well, one thing I have never figured out is how to print to
the
> >> screen by doing a JSR $F6A4 with the ATASCII value of the character I
want
> >> to print in the accumulator. No matter what I ever tried, I would
always
> > get
> >> the dreaded "ERROR 141", or it'd print one blank space on eash row,
> > advance
> >> to the next row, repeat, and eventually lead up to an error 141. So,
> > having
> >> been hung up by this problem, I simply opted to create a table of crap
to
> >> convert from ATASCII to the ICODE values and vice versa and stuff the
> >> internal code values directly into the screen memory via SAVMSC
> >> (88,89/$58,$59) whenever I needed to print something.
> >>
> >> It's gotten to be such a headache for me that I almost gave up entirely
on
> >> printing from ML, not to mention that the table takes up otherwise
useable
> >> memory plus the routines to convert from one set of code to the other.
So,
> >> please, does anyone here know what I've been doing wrong all this time,
or
> >> can you at least give me a pointer or two on something I can try?
> >>
> >> Any help on this is greatly appreciated.
> >> --
> >> David Bowden
> >> The Undead Mechanic
> >>
> >>
>
>

# 4206. Re: wanted games

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-25 21:04:14 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vi36qi2j4ie996@corp.supernews.com>
Source record: 20219

"prdin" <pitfall@cuckoos.net> wrote in message
news:981b2c7e.0307231716.2841aed@posting.google.com...
> Anybody sell one of these games ?
>
> Montezuma's revenge
> Conan
> Gruds in space
>
> (for the atari 800)
>
> thanks in advance,
>
> Mr Din.

You can get them on the net, most are freeware too. 20+ year old software is anyways. Problem is you will need to convert ATR image to 5.25" disk. I can convert to disk using my Amiga.

Tim

## 4207. Yet another ATARI adoption agency

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-25 21:30:19 UTC
From: Andrew <little_goblinman@yahoo.com>
Message-ID: <LjhUa.21661$Mc.1655191@newsread1.prod.itd.earthlink.net>
Source record: 20220

I see that two other people have posted, with similar
topics, so if anyone would like to donate ATARI 8-bit (possibly
other old systems, too) I'll take them. Located in the
Missouri/St. Louis region, will pick up within a (roughly)
100 mile radius. Will pay for shipping on SOME items. zip code 63357

Contact little_goblinman@yahoo.com

-Andrew

# 4208. Re: wanted games

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-26 00:49:12 UTC
From: pitfall@cuckoos.net
Message-ID: <981b2c7e.0307251649.6958ed5c@posting.google.com>
Source record: 20221

"Tim" <tjlazer@nospam.mail.com> wrote in message
news:<vi36qi2j4ie996@corp.supernews.com>...
> "prdin" <pitfall@cuckoos.net> wrote in message
> news:981b2c7e.0307231716.2841aed@posting.google.com...
> > Anybody sell one of these games ?
> >
> > Montezuma's revenge
> > Conan
> > Gruds in space
> >
> > (for the atari 800)
> >
> > thanks in advance,
> >
> > Mr Din.
>
> You can get them on the net, most are freeware too. 20+ year old software
> is anyways. Problem is you will need to convert ATR image to 5.25" disk. I
> can convert to disk using my Amiga.
>
> Tim

ho, i know, i got them all ;)

I'm just trying to find the originals boxed if possible

thanks

mr din.

# 4209. Holme's Atari Games Website CDs - Two Sets Available

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-26 02:29:30 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <11301f413da54b454aa7fa5480a1a9b1@free.teranews.com>
Source record: 20222

I still have two sets of the Holme's Atari Games Website CDs. They are a left over of the last time I made a set. If anyone is interested, email me at j70141@hotmail.com.

--
Steve S

## 4210. Re: wanted games

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-26 04:43:25 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3f22046f.11548977@news>
Source record: 20223

"Tim" <tjlazer@nospam.mail.com>:

>You can get them on the net, most are freeware too. 20+ year old software
>is anyways. Problem is you will need to convert ATR image to 5.25" disk. I
>can convert to disk using my Amiga.

That's technically incorrect. Copyrights exist for much longer than 20
years, however, the copyright holders may not care about 20+ year old
software enough to threaten legal action.

and yes, I do have a vast store of old, illegally copied software.

---
Shawn Jefferson
(fix reply to for email)

## 4211. Name that mystery game...

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-26 07:49:32 UTC
From: nickb@io.com
Message-ID: <jm6dnXZZn4ERr7-iXTWJiA@io.com>
Source record: 20224

I remember vaguely an Atari 8-bit game from my childhood. I got it off
a BBS somewhere.

It was 138 SD sectors long. I think. I know XAGON's about that size too,
so I hope I'm not imagining that.

It was a multi-screen platformer, probably similar to Starquake, and it
had something to do with dragons, maybe in the title.

For me, it was on a disk with a green happy face sticker for a label,
but that probably doesn't help any of you.

That's all I remember.

Can anyone please help me identify this game?

--
Nick Bensema <nickb@io.com> ICQ#2135445
==== ======= ============== http://www.io.com/~nickb/

# 4212. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-26 08:19:06 UTC
From: nick@1632systems.co.uk
Message-ID: <bftde2$rou$1@thorium.cix.co.uk>
Source record: 20225
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Hmm maybe you have to get through me first!!

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

# 4213. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-26 09:56:58 UTC
From: "Paul Malcolm"
Message-ID: <KfsUa.974887$ZC.142891@news.easynews.com>
Source record: 20226
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

On 26-Jul-2003, nick@1632systems.co.uk wrote:

> Hmm maybe you have to get through me first!!

And maybe you could spend a little more time attending to your orders rather
than on here.

# 4214. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-26 10:33:46 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bftle8$ebg$4@titan.btinternet.com>
Source record: 20227
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Hi Nick

> Hmm maybe you have to get through me first!!

You didnt quote anything matey, we dont know what youre on about.

Are you saying you are interested in gaining 8 bitters?. I have a lot that doesnt get used here?.

--

Regards, Steve S.

# 4215. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-26 11:41:41 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <07q4ivctmnl1ahbbdlekg00jc9cnj43aoj@4ax.com>
Source record: 20228
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

On Sat, 26 Jul 2003 08:19:06 GMT, nick@1632systems.co.uk wrote:

>Hmm maybe you have to get through me first!!

<SLAP!!!>

Sorted!
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's removed already.

# 4216. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-26 12:28:30 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bfts5d$7bb$2@sparta.btinternet.com>
Source record: 20229
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Hi Paul

> >Hmm maybe you have to get through me first!!
>
> <SLAP!!!>
>
> Sorted!

Nice one, straight for the throat!. 8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

# 4217. Re: What happend to Phoenix Webbrowser Project?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-26 15:09:08 UTC
From: morloc@morloc.com
Message-ID: <b4d444d3.0307260709.5344974f@posting.google.com>
Source record: 20230

"Mirko Sobe" <atarixle@12move.de> wrote in message
news:<bfk085$1t1e$1@ulysses.news.tiscali.de>...
> Does anyone know something about the Phoenix-Web-Browser Project for
> ATARI-8-Bit?
> The Homepage of Phoenix hasn't been updated since February 1999. So it seems
> not to be an april-joke.
>
> Mirko
>
>
> www.atarixle.de

Greetings Mirko,

I never was able to get past the planning stage of the project. My notes for the project are all filed away and have been for a few years. Tripod told me that they were going to remove the page a couple years ago, but it looks pretty much active still. In any case, I've been out of the Atari scene for at least a year and a half, and still have three good-sized boxes of Atari books and documentation that I can't bring to throw out, neither do I want to bother with EBay anymore--so it sits here. If anyone reading this is interested in taking it off my hands, they can reach me nowadays at morloc@morloc.com

However, everything must go as a package. I don't want to be left with anything that I'm never going to use. If someone else wants to part it out after that, that's fine by me. But I've held onto the information this long, and when I get tired of it, I'll eventually trash it out. I have too much to list here, ranging from Assembly Language programming, Mapping the Atari, books, manuals, photocopies, everything I could grab from EBay back in the day... Make me an offer, if interested, that will at least help me recoup some of what I've invested, and to cover shipping (unless you want to pick it up and are in Mid-Michigan), and we'll take it from there...

As for the Web Browser project, it was intended to operate similar to Lynx (for the PC), and I had acquired written permission from the dev for the C64 tcp/ip handler to include in the project. But, like I said, I never got past the planning stages and how it would operate in a 128K machine (with plans for a stripped-down version for the 64K stocks) and how it would have taken advantage of additional RAM available.

Regards,
Timothy

# 4218. Re: Full Motion video on ATARI again

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-26 18:04:50 UTC
From: Bob Woolley <ataribobdelete@alamedanet.net>
Message-ID: <3f22c75b$0$16182$2c56edd9@news.cablerocket.com>
Source record: 20231

At 15 frames per second and 4K per frame, you need 60KB per second - much too fast for any HD on an Atari. Using the HDD to load a 16MB DRAM would work. Using ANTIC memory banking to flip screens, you could get something like 4 minutes of FMV.... with almost *no* CPU overhead.

Bob

"Zothen Runecaster" <zothen@my-deja.com> wrote in message news:fcd76a9e.0307251956.33aa138a@posting.google.com...
> I�ve been thinking about FMV on ATARI and the biggest problem you have
> on an ATARI 800 XL is the lack of memory.
>
> FMV itself is not a problem for the ATARI.If it had 1Mbyte of RAM for
> example , short clips would be possible with a small assembler program
> just as on an ATARI ST for example - on the ST you can play short
> clips with some compression and longer ones if you have more memory or
> a harddrive.
>
> Without large HDs or CDs/DVDs FMV on PCs or consoles would not be
> possible ,too.
>
> So what we would need would be some kind of mass storage - something
> better than a 360K Drive (XF551).
>
> Two ideas :
>
> First , a very large RAM-card , something like you have in modern
> digital cameras /digital video cameras etc.16Mbyte would be a lot for
> an ATARI 800 XL.
> Maybe it would be possible to build some adapter to the ATARI�s
> expansion port or the ATARI�s cartridge port , so that a part of the
> let�s say 16Mbyte RAM can be accessed with the ATARI.
>
> The advantage of this would be that RAM is fast , but the data must be
> written on the RAM before - on a PC - and a battery would be required
> or memory would be lost.
>
> Second idea :
>
> Hard disk or CD-ROM with "intelligent controller" , that means the HD
> starts to read data and puts it in a certain place in ATARI�s memory.
> But it then continues reading until end of file without the "help" of
> the ATARI.
> The ATARI could be used to copy the data to the screen RAM/that means

> decompressing or just changing the address of the screen RAM.We would
> need 2 buffers , one for displaying the screen ,another for new data.
>
> Audio :
>
> digitized sound/music would be possible if a "normal" screen-mode is
> used ,
> that means no 256-color mode , just Graphics 9 for example.But not at
> a high quality.1 or 2 Bit samples maybe.
>
> Another idea is to record the soundtrack to tape and use the ATARI's
> cassette player for it.
>
> All Graphics modes are possible - but some are to blocky (Graphics
> 3).I've even seen ASCII-only FMV on a PC , this should be possible on
> the ATARI,too , maybe even with a standard disk-drive.
>
> Graphics 9 would give the best results , from a few meters away it
> would look like a movie on a black/white TV.
>
> 256 color mode looks better,but takes a lot of CPU time.But if the
> harddrive does the work of reading the data and copying to the RAM ,
> this could be possible.It takes only 7680 bytes just as graphics 8.
>
> Other graphics modes like Colorview etc. take too much RAM and CPU
> time.
>
> ZR
>
> Please note that someone has achieved something like FMV on an ATARI
> 2600.This system is very limited and needs lots of CPU -time for
> creating something like real VIDEO-Ram which the 2600 does not have.

# 4219. Re: A very stupid question about printing to the screen...

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-26 23:01:07 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <3F230833.1050509@math.tu-berlin.de>
Source record: 20232

Wilheim wrote:

> Not necesarilly. The HATABS is standard by Atari and you can use it , for
> example, when you want to create a handler or modify an existing one. In
> this case, we are getting the information of where is the putchar routine.
> So, instead making programs like
>
> lda #'A
> jsr $f6a4 (OS-A) or jsr $f2b0 (OS-B) or whatever
>
> you can make it by
>
> lda #'A
> jsr putchar
>
> That's my idea, to preserve the format used. I think it's more portable to
> the different roms.

Well, CIO is the most portable, and actually the only "user entry" that
should be considered for handler I/O. (-: For example, on the XL system,
HATABS is not the only source for handlers, CIO also manages a chain of
additional handlers that could have entered the system by means of the
PBI, e.g.

Besides, if you call thru HATABS, you bypass a couple of sanity checks
CIO performs, and you eventually break "burst access" by the handler.
Thus, you could even have *slower* IO than call thru CIO directly.

So long,
Thomas

# 4220. Re: A new sequel for the Ataris

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-27 01:03:06 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3F2324C5.20FCBCDE@rogers.com>
Source record: 20233

Hiya

Duncan Ross wrote:

> Ok, so it's hot and I'm just wondering; seeing that unlike films, computer game
> sequels are often better than the originals, what original Atari game would you
> like to have seen a sequel to...?
>
> Me? Ballblazer II (four player split screen). Ah.....

Theres a few I could come up with, like:
Space Invaders (the Roklan version).
Wargames
Rampage
Battlezone
Raid over Moscow
F15 STrike Eagle
Racing Destruction set

Games I've seen on other 8bits I wished for on the 8bit
Slot Car Construction Set (from Activision)
Berzerk (yeah I know it was prototyped but never relased)
Paradroid (forgot who did this one)
Franzy (yes the berzerk sequel)

# 4221. Re: Name that mystery game...

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-27 01:09:13 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3F232634.49424B93@rogers.com>
Source record: 20234

Hi Nick

Nick Bensema wrote:

> I remember vaguely an Atari 8-bit game from my childhood. I got it off
> a BBS somewhere.
>
> It was 138 SD sectors long. I think. I know XAGON's about that size too,
> so I hope I'm not imagining that.
>
> It was a multi-screen platformer, probably similar to Starquake, and it
> had something to do with dragons, maybe in the title.
>
> For me, it was on a disk with a green happy face sticker for a label,
> but that probably doesn't help any of you.
>
> That's all I remember.
>
> Can anyone please help me identify this game?

Might it be Draconis? I remember this fits the description above, platform
game with dragon like character as the player. I remember it being quite
popular on the bbs scene and among more than a few user group libraries.

# 4222. Fun with atari two player simultane

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-27 07:41:18 UTC
From: muz1kk@hotmail.com
Message-ID: <de37d996.0307262341.4573fb99@posting.google.com>
Source record: 20235

Ya know, if these "people" like the idiot I am pointing out in my example would just stop posting, then the world of computers would be so much better off. It's obvious that there's a hidden begger (see post example) trying to obtain these and won't even have the guts just to ask.

How pathetic.

This idiot wrote; On 2 May 2002 20:25:09

>The XE mario bros was excellent. Unfortunately there isn't any known copy
>circurlating the internet. Though, check out Jindroush's page for a title
>screen shot. I'd love to get my hands on the rom some day. There is a good
>XE crystal castles version too that plays much better than the 5200 version.
>Well worth a play.
>

# 4223. Web Browser for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-27 09:29:38 UTC
From: Paul Allen Panks <panks@sdf.lonestar.org>
Message-ID: <bg0622$115$2@chessie.cirr.com>
Source record: 20236

Has anyone developed a web broswer for the Atari 800/XE/XL line of
computers? I remember Phoenix, but that was cancelled.

Sincerely,

Paul Allen Panks
dunric@yahoo.com

--
panks@sdf.lonestar.org
SDF Public Access UNIX System - http://sdf.lonestar.org

# 4224. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-27 09:59:15 UTC
From: nick@1632systems.co.uk
Message-ID: <bg07lt$4r6$1@thorium.cix.co.uk>
Source record: 20237
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

On 26-Jul-2003, "Steve Sweet" <steve.sweet@btopenworld.com> wrote:

> Hi Nick
>
> > Hmm maybe you have to get through me first!!
>
> You didnt quote anything matey, we dont know what youre on about.
>
> Are you saying you are interested in gaining 8 bitters?. I have a lot
> that
> doesnt get used here?.
>
> --
>
> Regards, Steve S.

ahh being lazy my news group reader does threads..... but I will try and
start to quote for those who don't thread..

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

# 4225. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-27 10:01:02 UTC
From: nick@1632systems.co.uk
Message-ID: <bg07p8$4ri$1@thorium.cix.co.uk>
Source record: 20238
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

On 26-Jul-2003, Paul Irvine <mclane.dellosYOURFINGER@btinternet.com> wrote:

> On Sat, 26 Jul 2003 08:19:06 GMT, nick@1632systems.co.uk wrote:
>
> >Hmm maybe you have to get through me first!!
>
> <SLAP!!!>
>
> Sorted!
> --
>
> Paul...

replies with a swift kick to the goolies, don't believe in long
arguments.... very hard to put down someone of my size with a wimpy slap
boy!!

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

# 4226. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-27 11:50:13 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <lue7iv84cm756jbv1jeah5mb71k6a7l3rh@4ax.com>
Source record: 20239
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

On Sun, 27 Jul 2003 10:01:02 GMT, nick@1632systems.co.uk wrote:

>
>
>On 26-Jul-2003, Paul Irvine <mclane.dellosYOURFINGER@btinternet.com> wrote:
>
>> On Sat, 26 Jul 2003 08:19:06 GMT, nick@1632systems.co.uk wrote:
>>
>> >Hmm maybe you have to get through me first!!
>>
>> <SLAP!!!>
>>
>> Sorted!
>> --
>>
>> Paul...
>
>replies with a swift kick to the goolies, don't believe in long
>arguments.... very hard to put down someone of my size with a wimpy slap
>boy!!

They don't call me Iron Balls McGinty for nothing!! (nicked from The
Jerk)

So a wimpy slap does not work.....How about a Wimpy burger, that's
gotta hurt!!
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 4227. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-27 12:31:26 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bg0gmk$60l$2@hercules.btinternet.com>
Source record: 20240
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Hi Nick

>>> Hmm maybe you have to get through me first!!
>>
>> <SLAP!!!>
>>
>> Sorted!
>> --
>>
>> Paul...
>
> replies with a swift kick to the goolies, don't believe in long
arguments....
> very hard to put down someone of my size with a wimpy slap boy!!

Wo!, dirty fighting!, this is gonna get good!. 8~)

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

## 4228. which irc server to use

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-27 12:36:41 UTC
From: Christopher Lang <chris_XNOSPAMY_topher.lang@plus.cablesurf.de>
Message-ID: <bg0he5$spr$1@news.gatel.net>
Source record: 20242

Folks,

I was looking around in irc networks around the world, but couldn't find one
with an atari8 channel already there.

So I was wondering: which irc network/server should I go to to find some
8-bit atarians from time to time?

thanks
cheers
Chris

# 4229. Re: Web Browser for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-27 12:39:57 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <bg0h6m$p7f$1@ulysses.news.tiscali.de>
Source record: 20241

I've tried to write an offline-web-browser, but it's only a slow
Turbo-BASIC-Program. This was my 3rd try to write such an application.

Mirko

www.atarixle.de

"Paul Allen Panks" <panks@sdf.lonestar.org> schrieb im Newsbeitrag
news:bg0622$115$2@chessie.cirr.com...
> Has anyone developed a web broswer for the Atari 800/XE/XL line of
> computers? I remember Phoenix, but that was cancelled.
>
> Sincerely,
>
> Paul Allen Panks
> dunric@yahoo.com
>
> --
> panks@sdf.lonestar.org
> SDF Public Access UNIX System - http://sdf.lonestar.org

# 4230. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-27 16:53:41 UTC
From: nick@1632systems.co.uk
Message-ID: <bg0vuv$f9u$1@thorium.cix.co.uk>
Source record: 20243
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

On 27-Jul-2003, Paul Irvine <mclane.dellosYOURFINGER@btinternet.com> wrote:

> >replies with a swift kick to the goolies, don't believe in long
> >arguments.... very hard to put down someone of my size with a wimpy slap
> >boy!!
>
> They don't call me Iron Balls McGinty for nothing!! (nicked from The
> Jerk)
>
> So a wimpy slap does not work.....How about a Wimpy burger, that's
> gotta hurt!!
> --

hmm poisoning .... your right it's gonna hurt, especially when I release
the gas it produces in your direction!!
--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

# 4231. Re: Web Browser for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-27 18:24:54 UTC
From: Paul Allen Panks <panks@sdf.lonestar.org>
Message-ID: <bg15dm$2tp$2@chessie.cirr.com>
Source record: 20244

The Contiki web browser works with both the C64 and Atari 800XL. From what
I understand, it works well on both machines, has the ability to TCP/IP,
and allows limited web browsing (no pictures as of yet).

Paul

Mirko Sobe
<atarixle@12move.de>
wrote: > I've tried to write an offline-web-browser, but it's only a slow
> Turbo-BASIC-Program. This was my 3rd try to write such an application.

> Mirko

> www.atarixle.de

> "Paul Allen Panks" <panks@sdf.lonestar.org> schrieb im Newsbeitrag
> news:bg0622$115$2@chessie.cirr.com...
>> Has anyone developed a web broswer for the Atari 800/XE/XL line of
>> computers? I remember Phoenix, but that was cancelled.
>>
>> Sincerely,
>>
>> Paul Allen Panks
>> dunric@yahoo.com
>>
>> --
>> panks@sdf.lonestar.org
>> SDF Public Access UNIX System - http://sdf.lonestar.org

--
panks@sdf.lonestar.org
SDF Public Access UNIX System - http://sdf.lonestar.org

# 4232. Atari++ Win32 port

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-28 00:20:50 UTC
From: "Mike Action"
Message-ID: <uvq8ivcmvcdqcjrm7q0mkv738tg9fl57cq@4ax.com>
Source record: 20245

Hi,

I've been away for awhile and was wondering if there was any news on
the Win32 port of Atari++. Also Is Atari800win PLus dead?

Regards,

Michael

## 4233. Commodore One

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-28 00:53:00 UTC
From: bill@newbreedsoftware.com
Message-ID: <Mt_Ua.5822$dk4.272661@typhoon.sonic.net>
Source record: 20246

I went to Amiwest 2003, the Amiga computer show that took place in Sacramento this weekend, and met Jeri Ellsworth, creator of the CommodoreOne (C-One) board [ http://www.c64upgra.de/c-one ].

She said she's looking into getting the FPGA programmed to emulate the Atari 8-bit system. I encouraged her to pop in comp.sys.atari.8bit, but she said comp.* groups have been too full of trolls, and asked about whether any good IRC channels exist. :) (I see someone recently asked that here, so I won't bother asking again ;) )

Anyway, unfortunately, noone had a _working_ C-One at the show, but I just stumbled upon a little review of it from AmiWest 2002:

http://www.portcommodore.com/amiwest/

And here's a little press release about its appearance at this year's AmiWest:

http://www.sacc.org/amiwest/press03-9.html

Anyway... I fully encourage this kind of development. ;) I _adore_ emulators ("Atari800" rocks my world), but I think this a very cool way to keep the /soul/ of our 8-bit systems alive. :) Sometimes it's nice to have something to hook up to your TV set...

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 4234. Re: Atari++ Win32 port

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-28 02:43:05 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <mZ%Ua.4268$jI6.1784@fe05.atl2.webusenet.com>
Source record: 20147

Oh man, I thought this post was regarding news about the Atari++ Win32 port,
not a question about it :)

<Mike Action> wrote in message
news:uvq8ivcmvcdqcjrm7q0mkv738tg9fl57cq@4ax.com...
> Hi,
>
> I've been away for awhile and was wondering if there was any news on
> the Win32 port of Atari++. Also Is Atari800win PLus dead?
>
> Regards,
>
> Michael

# 4235. Re: Web Browser for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-28 03:10:37 UTC
From: Mo <momo@atariland.com>
Message-ID: <Nu0Va.128563$xg5.84813@twister.austin.rr.com>
Source record: 20148

"Paul Allen Panks" <panks@sdf.lonestar.org> wrote in message
news:bg15dm$2tp$2@chessie.cirr.com...
> The Contiki web browser works with both the C64 and Atari 800XL. From what
> I understand, it works well on both machines, has the ability to TCP/IP,
> and allows limited web browsing (no pictures as of yet).
>
> Paul
>
> Mirko Sobe
> <atarixle@12move.de>
> wrote: > I've tried to write an offline-web-browser, but it's only a slow
> > Turbo-BASIC-Program. This was my 3rd try to write such an application.
>
> > Mirko
>
>
> > www.atarixle.de
>
> > "Paul Allen Panks" <panks@sdf.lonestar.org> schrieb im Newsbeitrag
> > news:bg0622$115$2@chessie.cirr.com...
> >> Has anyone developed a web broswer for the Atari 800/XE/XL line of
> >> computers? I remember Phoenix, but that was cancelled.
> >>
> >> Sincerely,
> >>
> >> Paul Allen Panks
> >> dunric@yahoo.com
> >>
That was a Hoax! If it wasn't then how do you expect to connect with an ISP?
A 300 baud acoustic coupler? All of a sudden we're not hearing anything
about it anymore, maybe it couldn't be done (right).
Mo

# 4236. Re: Atari++ Win32 port

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-28 05:19:21 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns93C634938964slorcomcastnet@130.133.1.4>
Source record: 20149

Despite all prevention efforts, Mike Action wrote in
news:uvq8ivcmvcdqcjrm7q0mkv738tg9fl57cq@4ax.com:

> Hi,
>
> I've been away for awhile and was wondering if there was any news on
> the Win32 port of Atari++. Also Is Atari800win PLus dead?
>
> Regards,
>
> Michael

I do have to apologize for not having any news the last few months. My work has kept me quite busy over the last few months, but I'm starting to see the light at the end of the tunnel! Anyway, I haven't forgotten you guys, and I do intend to continue the porting work as soon as possible.

I still have all the people who offered to help beta test, and I hope to be getting in contact with you guys (as well as you, Thomas :) ) soon. Feel free to start nagging - I deserve it!

--
Slor

# 4237. Re: Web Browser for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-28 06:38:53 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <bg2gdk$11qn$1@ulysses.news.tiscali.de>
Source record: 20150

How do I use Contiki? When I start the ATARI-port, nothing happens. I see only the desktop but I can't use it, no keystroke or joystick-move does anything.

Mirko

www.atarixle.de

"Paul Allen Panks" <panks@sdf.lonestar.org> schrieb im Newsbeitrag news:bg15dm$2tp$2@chessie.cirr.com...
> The Contiki web browser works with both the C64 and Atari 800XL. From what
> I understand, it works well on both machines, has the ability to TCP/IP,
> and allows limited web browsing (no pictures as of yet).
>
> Paul
>
> Mirko Sobe
> <atarixle@12move.de>
> wrote: > I've tried to write an offline-web-browser, but it's only a slow
> > Turbo-BASIC-Program. This was my 3rd try to write such an application.
>
> > Mirko
>
>
> > www.atarixle.de
>
> > "Paul Allen Panks" <panks@sdf.lonestar.org> schrieb im Newsbeitrag
> > news:bg0622$115$2@chessie.cirr.com...
> >> Has anyone developed a web broswer for the Atari 800/XE/XL line of
> >> computers? I remember Phoenix, but that was cancelled.
> >>
> >> Sincerely,
> >>
> >> Paul Allen Panks
> >> dunric@yahoo.com
> >>
> >> --
> >> panks@sdf.lonestar.org
> >> SDF Public Access UNIX System - http://sdf.lonestar.org
>
>
>
> --
> panks@sdf.lonestar.org
> SDF Public Access UNIX System - http://sdf.lonestar.org

# 4238. Re: New WriteAtr with experimental enhanced density support

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-28 10:16:55 UTC
From: Matthias Reichl <usenet-20030728@hias.horus.com>
Message-ID: <slrnbi9u0n.19r.usenet-20030728@camel.hias.horus.com>
Source record: 20151

On Thu, 24 Jul 2003 16:49:46 +0200, Matthias Reichl wrote:
> Although most of my datasheets about uPD765 compatible floppy
> controllers contain a note that this format (128 bytes per sector
> in MFM) doesn't work, some experiments showed that my PC
> (350MHz P-II, ASUS P2B mainboard) is able to create this format,
> but it cannot read the disk it just wrote :-)

I've made some additional tests on two other PCs: A 486/66 with a
Vesa Local Bus IO controller equipped with a Winbond 83757AF FDC,
and a P-233/MMX with an Asus P5A-B mainboard:

The 486 could neither read nor write enhanced density, but
the P-233 could _both_ read _and_ write it!

So, if you test the ED functionality of WriteAtr with your PC,
please drop me a line if you had success so I can build a list
of working IO-controllers/FDCs/Mainboards. If possible, email
me the exact type of IO-controller or FDC used on your
mainboard, I suspect that the ED capability is only present
in certain revisions of IO controllers.

BTW: If you test the read-functionality, please compare the
ATR you just read with the original ATR you wrote to disk - I
once had the problem that the FDC reported "OK" on read, but
returned (partially) garbage...

so long,

Hias

# 4239. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-28 11:39:38 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <up2aiv0fcqk92bhmohajtpubhbbou84u57@4ax.com>
Source record: 20152
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

On Sun, 27 Jul 2003 16:53:41 GMT, nick@1632systems.co.uk wrote:

>
>
>On 27-Jul-2003, Paul Irvine <mclane.dellosYOURFINGER@btinternet.com> wrote:
>
>> >replies with a swift kick to the goolies, don't believe in long
>> >arguments.... very hard to put down someone of my size with a wimpy slap
>> >boy!!
>>
>> They don't call me Iron Balls McGinty for nothing!! (nicked from The
>> Jerk)
>>
>> So a wimpy slap does not work.....How about a Wimpy burger, that's
>> gotta hurt!!
>> --
>
>hmm poisoning .... your right it's gonna hurt, especially when I release
>the gas it produces in your direction!!

Aye aye..sounds like a Monty Python fan (I fart in your general
direction)
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 4240. Re: Web Browser for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-28 11:43:46 UTC
From: morloc@morloc.com
Message-ID: <b4d444d3.0307280343.5d46a768@posting.google.com>
Source record: 20153

"Mo" <momo@atariland.com> wrote in message
news:<Nu0Va.128563$xg5.84813@twister.austin.rr.com>...
> "Paul Allen Panks" <panks@sdf.lonestar.org> wrote in message
> news:bg15dm$2tp$2@chessie.cirr.com...
> > The Contiki web browser works with both the C64 and Atari 800XL. From what
> > I understand, it works well on both machines, has the ability to TCP/IP,
> > and allows limited web browsing (no pictures as of yet).
> >
> > Paul
> >
> > Mirko Sobe
> > <atarixle@12move.de>
> > wrote: > I've tried to write an offline-web-browser, but it's only a slow
> > > Turbo-BASIC-Program. This was my 3rd try to write such an application.
>
> > > Mirko
> >
> >
> > > www.atarixle.de
>
> > > "Paul Allen Panks" <panks@sdf.lonestar.org> schrieb im Newsbeitrag
> > > news:bg0622$115$2@chessie.cirr.com...
> > >> Has anyone developed a web broswer for the Atari 800/XE/XL line of
> > >> computers? I remember Phoenix, but that was cancelled.
> > >>
> > >> Sincerely,
> > >>
> > >> Paul Allen Panks
> > >> dunric@yahoo.com
> > >>
> That was a Hoax! If it wasn't then how do you expect to connect with an ISP?
> A 300 baud acoustic coupler? All of a sudden we're not hearing anything
> about it anymore, maybe it couldn't be done (right).
> Mo

Greetings,

If you are referring to the Phoenix Project being a "hoax," you are
basing your "opinion" simply on the basis that I never finished it?
That's laughable. And, no, it would not have worked at 300/1200 baud.
Actually, the initial design was for use with a MIO or black box,
which had the capacity to utilize faster modems. At the time that I
was developing it, 2400 baud modems could still be used to connect to
some ISPs (although very few). But I agree that anything under that
would not have worked--not because of the web browser itself, but

because of the inability to find an ISP which would allow connections
at those speeds.

--Timothy

# 4241. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-28 11:44:16 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <1v2aiv0p6grn59nj25v1h84fgmg2aoo1p2@4ax.com>
Source record: 20154
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

On Sun, 27 Jul 2003 12:31:26 +0000 (UTC), "Steve Sweet"
<steve.sweet@btopenworld.com> wrote:

>Hi Nick
>
>>>> Hmm maybe you have to get through me first!!
>>>
>>> <SLAP!!!>
>>>
>>> Sorted!
>>> --
>>>
>>> Paul...
>>
>> replies with a swift kick to the goolies, don't believe in long
>arguments....
>> very hard to put down someone of my size with a wimpy slap boy!!
>
>
>Wo!, dirty fighting!, this is gonna get good!. 8~)

I'll just 'Rambo' his ass if he starts ;-)

Hold on, there's me and him starting WWIII so no one is going to send
us their old Atari's to adopt.

That means they will send them to you

You sneaky sod....You set this up ;-)
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 4242. Re: Atari++ Win32 port

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-28 11:45:39 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <n53aiv47vsoe65ui484c3qn6mhvm07hc29@4ax.com>
Source record: 20155

On 28 Jul 2003 05:19:21 GMT, Slor <slor@comcast.net> wrote:

>Despite all prevention efforts, Mike Action wrote in
>news:uvq8ivcmvcdqcjrm7q0mkv738tg9fl57cq@4ax.com:
>
>> Hi,
>>
>> I've been away for awhile and was wondering if there was any news on
>> the Win32 port of Atari++. Also Is Atari800win PLus dead?
>>
>> Regards,
>>
>> Michael
>
>I do have to apologize for not having any news the last few months. My
>work has kept me quite busy over the last few months, but I'm starting to
>see the light at the end of the tunnel! Anyway, I haven't forgotten you
>guys, and I do intend to continue the porting work as soon as possible.
>
>I still have all the people who offered to help beta test, and I hope to be
>getting in contact with you guys (as well as you, Thomas :) ) soon. Feel
>free to start nagging - I deserve it!

NAG NAG NAG NAG...(I get the biggest nags as I started the idea :)
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's removed already.

# 4243. Atari++ and Debian (Report and Questions)

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-28 19:46:21 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <pan.2003.07.28.21.46.20.696353.9604@gmx.de>
Source record: 20156

Howdy *.*!

I finally ran away from Redmond and found my new home with Debian :-) .. however, I need of course an xl/xe emulation on my pc. so I heard many good things about Atari++ and today I installed it.

I was very impressed by the easy installation (don't forget to install the sdl and sdl-dev!!) and the single executable file in which the compilation resulted. Well, I dont remember an emualtion which is so compact :-)

I had some trouble in "feeling good" with the new frontend which is different to the atari800winPLus emulator, but after a while it was just as easy to use as the windows thing.

But I have also problems with it (thomas please don't be pissed off, this is only a report)

*the fullscreen support using sdl seems to work, but instead of a fullscreen atari blue I got a big black border and a very small atari viewport. What the hell?!! When changing the pixel-size, the performance decreases dramatically. So why not changing the resolution?

*where is the keyboard-shortcut descritpion? (where is the Atari-Key?)

*the compatibility seems to be a problem in my version. There are a lot of demos, which simply did not work properly. In my short testing time I tried Trip6 for example which crashed the emulation.

*the performance is also not the same as with Atari800Win .. at least my old PIII 500 has many problems with Drunken Chessboard, which runs perfectly but slows down when the vertex's are rotating or the chessboard is moving. Why? Is it because of the exact emulation?

*the pokey sound is much better than with Atari800Win ... at least I think so :-) ... the sounds are more "smooth" ... but as normal (this seems to be a general problem to all 8bit emualtions I know) there are some "clicks" and annoying "pop"-sounds when leaving or entering the menu or while loosing/getting the focus of the window

*as for the compatibility again: Our5oft's Demo (disk 16 in the Homesoft archive) shows to the left the hires gr.8 mode in the middle the gr.9 mode (or gtia mode) and to the right only garbage. Maybe, the emulation is precise enough?

--
\thomsen
Take those Atarian care! Oldskool foreva!

# 4244. Basic Detokenizer

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-28 20:45:11 UTC
From: John Ryan <jrusenet@removethis.greenquark.com.removethistoo>
Message-ID: <rXfVa.2145$j23.1284@newssvr23.news.prodigy.com>
Source record: 20157

I'm looking for a basic detokenizer. Years ago, there was one written by '-=Psycho=-' and was wondering if anybody had it or any other detokenizer laying around that they could post to alt.binaries.atari or post somewhere -- or point me in the right direction.

Thanks.

# 4245. Re: Atari++ and Debian (Report and Questions)

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-28 21:39:27 UTC
From: bill@newbreedsoftware.com
Message-ID: <jKgVa.6094$dk4.288632@typhoon.sonic.net>
Source record: 20159

Thomas Havemeister <twh1@gmx.de> wrote:
>
> *the fullscreen support using sdl seems to work, but instead of a
> fullscreen atari blue I got a big black border and a very small atari
> viewport. What the hell?!! When changing the pixel-size, the performance
> decreases dramatically. So why not changing the resolution?

Is your X display able to switch resolutions? (e.g., if you hit CTRL+ALT+Numpad-Plus or +Numpad-Minus, does the resolution change?)

If not, this is the problem. When SDL is told to go into fullscreen mode, it doesn't do any software resizing for you, it simply tries to switch the display to the closest resolution that will fit the window. If it can't switch displays at ALL, you're left with just a big black border.

Run "dpkg-reconfigure xserver-xfree86" (or whatever the exact package is you use for your X server), and, assuming you agreed to let it be configured by debconf, you should get asked questions about your monitor, video card, etc... like when you first installed Debian.

At this point, you should be able to tell Debian what resolutions you want X to be able to switch to. If your monitor and X server can handle it, and it's an option, go for 320x240! :^) :^) Otherwise, you might be stuck with only being able to drop down to 640x480. There'll still be a border, unless you crank the emulator up to double-pixels (which, as you mention, is slower). But it's still better than trying to stretch a little ~320x~240 window out to 1280x1024, or living with tunnel vision ;)

Not to start a flamewar, but since you have some many problems which sound like they worked under Atari800Win, have you considered just trying Atari800 for Linux? *shrug*

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 4246. Re: Web Browser for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-28 21:41:36 UTC
From: bill@newbreedsoftware.com
Message-ID: <kMgVa.6096$dk4.288856@typhoon.sonic.net>
Source record: 20160

morloc <morloc@morloc.com> wrote:
> "Mo" <momo@atariland.com> wrote in message
news:<Nu0Va.128563$xg5.84813@twister.austin.rr.com>...
> > "Paul Allen Panks" <panks@sdf.lonestar.org> wrote in message
> > news:bg15dm$2tp$2@chessie.cirr.com...
> > > The Contiki web browser works with both the C64 and Atari 800XL. From what
> > > I understand, it works well on both machines, has the ability to TCP/IP,
> > > and allows limited web browsing (no pictures as of yet).
<snip>

> > That was a Hoax! If it wasn't then how do you expect to connect with an ISP?
> > A 300 baud acoustic coupler? All of a sudden we're not hearing anything
> > about it anymore, maybe it couldn't be done (right).
> > Mo
<snip>

> If you are referring to the Phoenix Project being a "hoax," you are
> basing your "opinion" simply on the basis that I never finished it?
<snip>

Honestly, I think he was saying that he thought the Contiki project was a hoak. :^)

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 4247. Re: Basic Detokenizer

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-28 21:45:43 UTC
From: Jindroush <jindroush@nospam.seznam.nospam.cz>
Message-ID: <3F259987.1A678217@nospam.seznam.nospam.cz>
Source record: 20161

John Ryan wrote:
>
> I'm looking for a basic detokenizer. Years ago, there was one written by
> '-=Psycho=-' and was wondering if anybody had it or any other detokenizer
> laying around that they could post to alt.binaries.atari or post
> somewhere -- or point me in the right direction.
>
> Thanks.

If PeeCee detokenizer is not a problem for you, you can find it on my
site. It's name is ChkBas.

--
Jindroush <jindroush@nospam.seznam.nospam.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project
Remove both 'nospam's from the address to reply.

# 4248. FA: MARIO BROS. sealed Alternate Reality 1 & 2 +++

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-28 21:46:26 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3F2599B2.6090701@t-online.de>
Source record: 20158

Hello,

for all those who might be interested in rare Atari 8-Bit software and
games please take a look at my games currently at ebay.

For example, factory sealed Mario Bros.:

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&item=2744388437

I ship worldwide and I accept PayPal payments.

Thanks for your attention,

Andre

# 4249. Atari800MacX and ACTION!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-28 22:17:07 UTC
From: lp <gfa@basic.net>
Message-ID: <BB4B1923.130C%gfa@basic.net>
Source record: 20162

As the topic suggests I have this setup, but for the life of me I can't get
to the Monitor from the ACTION! editor. I thought is was control-m?
This is probably been asked before, if so I'm sorry.
Also any docs on the web at all for ACTION! ?

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

## 4250. For what do you use Emulators?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-28 22:29:36 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <bg484g$1cef$1@ulysses.news.tiscali.de>
Source record: 20163

I want to know, for what are people using ATARI-Emulators?
I use an emulator to test configurations I don't have in real (R-Time-Clock, dual-pokey, DOSses I don't want to install on my HDD) and sometimes I need more speed. I often use an emulator on my Laptop to have a mobile ATARI-8-Bit-System. But usualy I use my real ATARI 800XL (320kB, HDD).
What do you do with emulators? Do you own a real ATARI?

Mirko Sobe

www.atarixle.de

# 4251. FA : Boxed/new XL/XE cartridge games

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-28 23:08:15 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <f16cbc23.0307281508.6fc913e5@posting.google.com>
Source record: 20164

Look at :

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=klassische-videospiele&sort=3&page=1&rows=25&since=-1&showpics=1&stab=0

Everything is "buy it now" and the prices are really low for boxed,new + sealed games , this may be the last chance to get factory-sealed ATARI XEGS carts.

I have for example :

XEGS carts (48K req. , some 64K only)

Airball - classic 3D isometric action-adventure -64K only
Thunderfox - great space - shooter with superb music and graphics
Lode Runner- classic by Broderbund
Ballblazer - classic game by Lucsfilm Games
Rescue on Fractalus - classic game by Lucasfilm Games
Archon - classic game by Electronic Arts
One on One - classic Basketball game by EA
Davidï¿½s Midnight Magic - pinball game by Broderbund
Star Raiders 2 - classic game by ATARI
Crossbow - Lightgun - action-game
Crime Buster - another Lightgun - game
GATO - submarine simulation
Hardball - classic Baseball game
Ace of Aces- flight-simulation

XL carts (usually 16K required):

Pole Position - Racing game
Moon Patrol - classic arcade game
Robotron 2084 - classic arcade game
Joust - classic arcade game
Tennis - ATARI Tennis for 1-2 players
Millipede - classic arcade game
Eastern Front - strategy game
Final Legacy - action-game

All the games are BOXED , new , factory-sealed , in great shape.

I can ship worldwide and will accept PAYPAL.Itï¿½s possible to combine shipping.

I may also sell games without ebay , so if an auction has ended ,you may still ask if the game is still available.

I may also sell to traders.

I also offer lots of boxed/new ATARI 2600 games.

MG

# 4252. FS : Many boxed/new ATARI XL/XE cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-28 23:11:27 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <f16cbc23.0307281511.5124fc48@posting.google.com>
Source record: 20165

Hi,

I offer the following ATARI XL/XE cartridge games by ATARI.

All the games are boxed and new , still factory-sealed in original shrinkwrap.

The games are US/English versions , they work on NTSC and PAL systems - there are no PAL-NTSC differences as known on the ATARI 2600.

I can ship worldwide.Shipping is about $14 for up to 15 , maybe 16 or 17 games (depends on the weight) or $7 (surface mail) / $9 (Air Mail) for only 1 game.

I can accept PAYPAL.Cash for very small orders or money orders/checks for bigger orders (because of bank fees).

Please note : The XL games in silver boxes - Millipede/Robotron etc. work on all ATARI computers - ATARI 400,800,XL machines,XE machines.

The XEGS carts - such as Rescue on Fractalus , Archon etc. require at least 48K of memory , some - like Airball - only work with 64K , so these games may not be compatible with the ATARI 400/800 , but will work on ATARI 800 XL/800 XE , 65 XE/130 XE , 1200 XL and XE Gamesystem and 600XL with 64K memory.

Mathias

ulrich_sternaxe@gmx.de

List :

Ace of Aces $7
Airball $8
Archon $6
Ballblazer $5
Crimebuster $7
Crossbow $3
Davidï¿½s Midnight Magic $5
Desert Falcon $5
Eastern Front 1941 $7
Final Legacy $5
Gato $5
Hardball $5
Joust $5
Loderunner $7
Millipede (large box) $4
Millipede (small box) $4

Moon Patrol $6
One on One Basketball $5
Pole Position $5
Rescue on Fractalus $8
Robotron 2084 $6
RS Football $7
Star Raiders 2 $6
Thunderfox $5
Tennis $5

Disk :

Mickey in the Great Outdoors $3
Microsoft BASIC $10 (heavy box ,weighs as much as 9 cart games)

Cassette

Scram $4
Touch Typing $5

# 4253. Re: Atari800MacX and ACTION!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-28 23:34:21 UTC
From: Jindroush <jindroush@nospam.seznam.nospam.cz>
Message-ID: <3F25B2FD.145D2F1C@nospam.seznam.nospam.cz>
Source record: 20166

lp wrote:
>
> As the topic suggests I have this setup, but for the life of me I can't get
> to the Monitor from the ACTION! editor. I thought is was control-m?

CTRL-SHIFT-M?

--
Jindroush <jindroush@nospam.seznam.nospam.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project
Remove both 'nospam's from the address to reply.

# 4254. Re: For what do you use Emulators?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-28 23:40:28 UTC
From: Jindroush <jindroush@nospam.seznam.nospam.cz>
Message-ID: <3F25B46C.2C456ACC@nospam.seznam.nospam.cz>
Source record: 20167

Mirko Sobe wrote:
> What do you do with emulators? Do you own a real ATARI?

For everything but:
1) playing the games, trying the demos which run on my HW.
2) testing the 'real' hardware capabilities.

For everything else I use emulators, they're faster to work with and I
don't have to use Atari keyboard (nothing personal, I just use PC
keyboard 15 hours a day/365 days a year and break instead of backspace,
no arrows etc. is killing me).

--
Jindroush <jindroush@nospam.seznam.nospam.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project
Remove both 'nospam's from the address to reply.

# 4255. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-29 00:12:31 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bg4e5b$cp3$3@hercules.btinternet.com>
Source record: 20168
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Hi Nick

>>> replies with a swift kick to the goolies, don't believe in long
>>> arguments.... very hard to put down someone of my size with a
>>> wimpy slap boy!!
>>
>> They don't call me Iron Balls McGinty for nothing!! (nicked from The
>> Jerk)
>>
>> So a wimpy slap does not work.....How about a Wimpy burger, that's
>> gotta hurt!!
>> --
>
> hmm poisoning .... your right it's gonna hurt, especially when I
> release the gas it produces in your direction!!

Oy!, the wind blows up the Thames, i'l get hit before him, and i'm only here
for the gore!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

# 4256. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-29 00:12:33 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bg4e5f$cp3$4@hercules.btinternet.com>
Source record: 20169
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Hi Paul

>>>>> Hmm maybe you have to get through me first!!
>>>>
>>>> <SLAP!!!>
>>>>
>>>> Sorted!
>>>> --
>>>>
>>>> Paul...
>>>
>>> replies with a swift kick to the goolies, don't believe in long
>>> arguments.... very hard to put down someone of my size with a wimpy
>>> slap boy!!
>>
>>
>> Wo!, dirty fighting!, this is gonna get good!. 8~)
>
> I'll just 'Rambo' his ass if he starts ;-)
>
> Hold on, there's me and him starting WWIII so no one is going to send
> us their old Atari's to adopt.
>
> That means they will send them to you
>
> You sneaky sod....You set this up ;-)

Ah!, they've seen through my 'French' strategy!.

8~)

--

Regards from STeve & his nice warm cosy PAK'd MegaSTe.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
* Magic - NVDI - Jinnee - Scripter - Freedom - HDDriver - Extendos
*

# 4257. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-29 00:39:18 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <mggbivkvmt4nhjcj6eombgc0tljev7q9s4@4ax.com>
Source record: 20170
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

On Tue, 29 Jul 2003 00:12:33 +0000 (UTC), "Steve Sweet"
<steve.sweet@btopenworld.com> wrote:

>Hi Paul

>> That means they will send them to you
>>
>> You sneaky sod....You set this up ;-)
>
>Ah!, they've seen through my 'French' strategy!.
>
>8~)

ROTFL
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 4258. Re: Web Browser for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-29 03:27:40 UTC
From: Mo <momo@atariland.com>
Message-ID: <MQlVa.117544$TJ.6981957@twister.austin.rr.com>
Source record: 20171

> Honestly, I think he was saying that he thought the Contiki project was a
hoak. :^)
>
> -bill!

Yes that's what I meant, although if the Phoenix does the same thing I'll
say the same about that.
Mo

# 4259. Re: Atari800MacX and ACTION!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-29 05:24:22 UTC
From: kvan@madbbs.com
Message-ID: <4508e45e.0307282124.3d669ed1@posting.google.com>
Source record: 20172

lp <gfa@basic.net> wrote in message news:<BB4B1923.130C%gfa@basic.net>...
> As the topic suggests I have this setup, but for the life of me I can't get
> to the Monitor from the ACTION! editor. I thought is was control-m?
> This is probably been asked before, if so I'm sorry.
> Also any docs on the web at all for ACTION! ?

Check out this ftp web site <ftp://atari8@atari.xs4all.nl/> then click
on holmes archives then utilities. There are several demos, tutorials,
etc. that may help you. If you can't access the ftp site, send me an
e-mail and I will explain how to gain access. Also, I have the action
manual if you have any other questions.

Regards,
Kvan

# 4260. Re: Web Browser for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-29 06:23:18 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gu195vokp.fsf@legolas.mdh.se>
Source record: 20173

"Mo" <momo@atariland.com> writes:

>> Honestly, I think he was saying that he thought the Contiki project
>> was a hoak. :^)
> Yes that's what I meant, although if the Phoenix does the same thing
> I'll say the same about that.

I don't know what options are available in the Atari world, but there
is an Ethernet microcontroller successfully interfaced with the C64
and the Oric-1 (both 6502-based, and Contiki is working on the C64).

Since Adam has been running a (slashdotted) web server off Contiki 64,
I wouldn't call it a hoax. Maybe it is for you until there is a feasible
network solution for Atari computers.

--
Anders Carlsson

"Please do not make on the woolen blanket or carpet its run about because
easily make the floss the but the of the breakdown." -- Bit Racer manual

## 4261. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-29 07:29:53 UTC
From: nick@1632systems.co.uk
Message-ID: <bg57lt$d4p$1@thorium.cix.co.uk>
Source record: 20174
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Loved Monty Python... preferred The Goodies-far more politically incorrect

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

# 4262. Re: Atari++ and Debian (Report and Questions)

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-29 09:05:46 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bg5dda$goo$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 20175

Hi,

> Howdy *.*!

> I finally ran away from Redmond and found my new home with Debian :-) ..
> however, I need of course an xl/xe emulation on my pc. so I heard many
> good things about Atari++ and today I installed it.

> I was very impressed by the easy installation (don't forget to install
> the sdl and sdl-dev!!) and the single executable file in which the
> compilation resulted. Well, I dont remember an emualtion which is so
> compact :-)

> I had some trouble in "feeling good" with the new frontend which is
> different to the atari800winPLus emulator, but after a while it was just
> as easy to use as the windows thing.

> But I have also problems with it (thomas please don't be pissed off, this
> is only a report)

Reports are always welcome, thus how should I feel pissed? (-;

> *the fullscreen support using sdl seems to work, but instead of a
> fullscreen atari blue I got a big black border and a very small atari
> viewport. What the hell?!! When changing the pixel-size, the performance
> decreases dramatically. So why not changing the resolution?

Well, that's the SDL matter. It tries to find a screenmode that's close
to the required resolution (something wierd as 360x384 right now) and if
there isn't, it has to fall back to the black frame.

The easiest solution on Debian is to edit /etc/X11/XF86Config-4 and
enter the resolutions there. Unfortunately, a bit involved if you do
it by hand, but I could help you with my configurations (for a flat-
panel screen, though). It's a good idea nevertheless to put it into
the manual; I hope I'll get a vacation next week so I'll have some
time to work on it. (It = the manual).

> *where is the keyboard-shortcut descritpion? (where is the Atari-Key?)

In the manual. Either, it's installed globally, or if you haven't used
a "make install", in the directory where you compiled the emulator in.

man ./atari++.man

will give you that. Search (with /) to "KEYBOARD", and you'll find
a description of the keyboard shortcuts. It's near the end of the
rather lenghty man-page.

> *the compatibility seems to be a problem in my version. There are a lot
> of demos, which simply did not work properly. In my short testing time I tried
> Trip6 for example which crashed the emulation.

Note that Atari++ defaults to the XL os, not to the OsA operating
system. Might be different for the Atari800 emulator. This also
implies that you most likely want to press "Option" automatically on
boot to disable the Basic-ROM that's otherwise enabled. That's in the
keyboard section. If problems remain, please feel free to send me the
offending programs and I'll have a look. I'm quite interested in
problem cases.

> *the performance is also not the same as with Atari800Win .. at least my
> old PIII 500 has many problems with Drunken Chessboard, which runs
> perfectly but slows down when the vertex's are rotating or the chessboard
> is moving. Why? Is it because of the exact emulation?

Not too unlikely. The CPU emulation is not a stop-and-go emulation, but
a cycle-by-cycle emulation which is clearly more demanding. What you can
do is to allow the emulator to drop frames. Go to "Speed", there "MaxMiss".
Scroll the bar a bit to the right. This will allow the emulator to drop
some screen refreshes to "catch up". Typical problem cases are programs
that scroll screens a lot. My personal favourite ("Boulder Dash") is a
real stress-test for the X-frontend.

> *the pokey sound is much better than with Atari800Win ... at least I
> think so :-) ... the sounds are more "smooth" ... but as normal (this
> seems to be a general problem to all 8bit emualtions I know) there are
> some "clicks" and annoying "pop"-sounds when leaving or entering the
> menu or while loosing/getting the focus of the window

Depends a bit, also on the sound front-end. The best front-end I can
currently offer is the one for "ALSA". Unfortunately, installing a
recent ALSA version (you want something above 0.9.0rc7, 0.9.4 or better
would be optimal) on Debian means most likely you need to recompile the
kernel. All this will hopefully change with the 2.6.xx kernels that should
have ALSA built-in. ALSA runs the sound generation in a side-thread (not
quite, but leave technical issues aside for a while) that allows better
adaption to the system load. If drop-outs concern you, the SDL front-end
for sound should also work very fine for you, though it can't do magic
if all it has is an OSS-Sound underneath. HQ-Oss is the next best option
I'd say.

> *as for the compatibility again: Our5oft's Demo (disk 16 in the
> Homesoft archive) shows to the left the hires gr.8 mode in the middle the
> gr.9 mode (or gtia mode) and to the right only garbage. Maybe, the
> emulation is precise enough?

Well, just do it as follows: Send me the Atari binaries, describe how it
*should* look like and I'll see what I can do. (-;

As said, all this will likely happen next week should I find time. Matthias
send me a User-space version of the AtariSIO emulation in the mean-time,
most of the stuff is integrated into the 1.27, but not quite as I found

precisely zero time right now to do it, sorry. We had exams here, and to correct around 400-500 exams is not much fun...

So long,
Thomas

# 4263. Re: Basic Detokenizer

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-29 09:07:56 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bg5dhc$goo$2@mamenchi.zrz.TU-Berlin.DE>
Source record: 20176

Hi,

> I'm looking for a basic detokenizer. Years ago, there was one written by
> '-=Psycho=-' and was wondering if anybody had it or any other detokenizer
> laying around that they could post to alt.binaries.atari or post
> somewhere -- or point me in the right direction.

Please drop me a mail so I don't forget it, but I've a suitable program
for this in TurboBasic (at home, though...).

Greetings,
Thomas

# 4264. Re: Someone tell me is 800XL better than 800?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-29 13:30:25 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <YCuVa.16504$Hb.277298@news4.e.nsc.no>
Source record: 20177

"Son of man" <bcozier@bellsouth.net> skrev i melding
news:HC4Pa.5529$kx6.4750@fe03.atl2.webusenet.com...
> I mean what's the advantage besides the 64k vs 48k ??

Do the MIO and Blackbox for example work on 800 ? The expansion port isn't there, so unless they made someting to make it work on 800, I think that's a plus on the XL. And if you find the right 800XL, the keyboard is actually very good. I have three or four 800XL's and only one with a good keyboard. The others seem to "give" when I press the keys (and I am not one of those punching keys). The 800's plus is the four joystick ports, the design, it can be dropped for a table and not feel a thing.

I love both my 800, 400, 600XL, 800XL, 1200XL, 130XE and all those XEGS thingies, but mainly use my 130XE

# 4265. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-29 14:03:43 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <fkvcivk981kml98o0m14tvb852r5r22urm@4ax.com>
Source record: 20178
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

On Tue, 29 Jul 2003 07:29:53 GMT, nick@1632systems.co.uk wrote:

>Loved Monty Python... preferred The Goodies-far more politically incorrect

Hehe....You'll have purchased the DVD then...
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's removed already.

# 4266. Re: Basic Detokenizer

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-29 16:15:28 UTC
From: John Ryan <jrusenet@removethis.greenquark.com.removethistoo>
Message-ID: <A4xVa.3618$4H.3597@newssvr23.news.prodigy.com>
Source record: 20179

"Jindroush" <jindroush@nospam.seznam.nospam.cz> wrote in message
news:3F259987.1A678217@nospam.seznam.nospam.cz...
>
> If PeeCee detokenizer is not a problem for you, you can find it on my
> site. It's name is ChkBas.
>

Thanks. I had to jump through a few hoops to get the program on to a PC,
but it worked flawlessly once I got it there.

# 4267. Re: which irc server to use

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-29 18:47:51 UTC
From: dely@scene.pl
Message-ID: <5e58b0d0.0307291047.1ea7494e@posting.google.com>
Source record: 20180

Christopher Lang wrote...

> So I was wondering: which irc network/server should I go to to find some
> 8-bit atarians from time to time?

try ircnet (eg. irc.stealth.net) and /join #atari8.

dely

## 4268. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-29 19:19:56 UTC
From: nick@1632systems.co.uk
Message-ID: <bg6h99$44o$1@thorium.cix.co.uk>
Source record: 20181
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

natch... forgot how funny the Sex Education one was and Eckky Thump

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

## 4269. Do these (UK) Atari mags still exist anywhere?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-29 19:35:53 UTC
From: pjr1969 <pjr1969@XSPAMXhotmail.com>
Message-ID: <i_zVa.52994$xd5.3148782@stones.force9.net>
Source record: 20182

Just wondering, has anyone seen or got issues 2 and 3 of the "UK Atari Computer Owner's Club" magazine (subsequently known as "Mon itor"). I've got the others but I've never seen these ones mentioned anywhere. No idea what the print run would have been, but surely they must still exist somewhere?!

PJR

# 4270. Ebay Auction 1050 with US Doubler and Happy S/W

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-29 20:09:18 UTC
From: onetime <bwiltsdropthis@blueyonder.co.uk>
Message-ID: <rukdiv88dsjtm2ed6pe97mgkrmmb3km9ru@4ax.com>
Source record: 20184

Here:
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3038361688&ssPageName=ADME:B:LC:UK:1

# 4271. Re: eBay idiots

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-29 20:20:46 UTC
From: Commodore Addict <commodore_fun_addict@yahoo.com>
Message-ID: <5c9fb214d940c4650e35d221723afcde@free.teranews.com>
Source record: 20183

Dear Friends,

I must take exception to this ebay bashing. True, I have seen certain items sell for outrageous sums, but, the bottom line is no seller is forcing anyone to bid on their item. ebay is a buyer driven market, by that I mean, when a seller places something up for bid, he has no idea if it will sell or not, it's up to the whims of the bidders. Many times If a starting bid is too high the item will go unsold. If he wants to sell the item the starting bid will have to be lowered. In a free market arena such as ebay there are no hard and fast rules, bidders determine the prices based on their sentiment and their desire to own the items up for bid. I myself have paid way more than I should have at times, but, my mindset was that I wanted the item and I was going to get it no matter what the price, again, I knew what I was doing and no one forced me to bid.

As to the issue that ebay bidders don't support the Atari(or any other 8-bit) community by buying off of ebay is ridiculous. Look at it this way, the person who is selling the computer probably had it packed away for years going unused, but, we can assume the new person who bought the computer did so because they wanted to actually set it up and use it. We then can assume if the person is using the computer, maybe, they will need software, peripherals, and, other accessories for it, which might lead to them buying from the Atari dealers. Maybe they will even write their own software, and, possibly share it with others. All of these activities actually work to promote the community, not, detract from it.

I have been an avid collector of Commodore items for the past 20 years.(ok it's not Atari, but, the situation is the same for all 8-bit communities these days)

I have recently started selling on ebay, and, want to have a business of dealing in vintage computer items. I have a full time job and can only dedicate part of my time to selling. I don't have the time or money to maintain my own web server for a business, so, ebay is the perfect forum for my needs. Here is a recent auction I ran:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2738599152&category=1247&rd=1

Take a look, I started the bidding at a reasonable $9.99, I don't think the winning bidder got ripped off in anyway, look at all the software he got for his winning bid of $26.54.

This just proves there are bargains to be found if you look for them.

So think twice when you call it evilbay!!!

Rod Smith wrote:

> In article <vhb95hlospqvbe@corp.supernews.com>,
> "Tim" <tjlazer@nospam.mail.com> writes:
>
>>There is a NEW 130XE on there now for the same price I can get it from a
>>dealer. Why would anyone buy it from a unknown person for the same price?
>>Unless they were an idiot...
>>
>
> Ignorance != idiocy
>
> Not everybody knows about all Atari dealers. That doesn't make the person
> who buys at the same or higher price than the dealer charges an idiot,
> just ignorant -- and I don't mean that word in a pejorative sense; nobody
> is omniscient, after all. There might be other factors, too, like trust
> (or lack thereof) in the dealer, shipping policies (including
> international shipping), etc.
>
>

# 4272. Re: For what do you use Emulators?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-29 20:36:07 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vidmlo4semkd42@corp.supernews.com>
Source record: 20185

"Mirko Sobe" <atarixle@12move.de> wrote in message
news:bg484g$1cef$1@ulysses.news.tiscali.de...
> I want to know, for what are people using ATARI-Emulators?
> I use an emulator to test configurations I don't have in real
(R-Time-Clock,
> dual-pokey, DOSses I don't want to install on my HDD) and sometimes I need
> more speed. I often use an emulator on my Laptop to have a mobile
> ATARI-8-Bit-System. But usualy I use my real ATARI 800XL (320kB, HDD).
> What do you do with emulators? Do you own a real ATARI?
>
> Mirko Sobe
>

Well obviously people will use the Emulator because it is easier than
breaking out the old Atari Hardware and having to transfer the illegaly
downloadable disk images on the net to a disk to use on the real Ataris! ;)

Seriously I think it is becuase it is easier to just use ONE computer for
everything. Internet, email, Word Processing, and playing vintage Atari
games! :)

I personally like to use the real thing. I, however, can easily transfer
.ATR images to 5.25" disk using my Amiga 3000 and Amiga A1020 5.25" disk
drive.

Tim

# 4273. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-29 20:46:40 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bg6mff$5on$1@sparta.btinternet.com>
Source record: 20186
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Nick

> natch... forgot how funny the Sex Education one was and Eckky Thump

Anyone else get an email complaining about the x-posting, I've dropped the relevant echo from this reply.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

# 4274. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-29 21:22:36 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <4cpdivs22iupr155no424khpl596i67ela@4ax.com>
Source record: 20187

On Tue, 29 Jul 2003 20:46:40 +0000 (UTC), "Steve Sweet"
<steve.sweet@btopenworld.com> wrote:

>Hi Nick
>
>> natch... forgot how funny the Sex Education one was and Eckky Thump
>
>Anyone else get an email complaining about the x-posting, I've dropped the
>relevant echo from this reply.

Nope...300 spams but no complaints...Yet.
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 4275. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-29 21:53:54 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <s6rdivsiltjatevk12fknhq8i0acuc153c@4ax.com>
Source record: 20188

On Tue, 29 Jul 2003 22:22:36 +0100, Paul Irvine
<mclane.dellosYOURFINGER@btinternet.com> wrote:

>On Tue, 29 Jul 2003 20:46:40 +0000 (UTC), "Steve Sweet"
><steve.sweet@btopenworld.com> wrote:
>
>>Hi Nick
>>
>>> natch... forgot how funny the Sex Education one was and Eckky Thump
>>
>>Anyone else get an email complaining about the x-posting, I've dropped the
>>relevant echo from this reply.
>
>Nope...300 spams but no complaints...Yet.

Just got it...Replied accordingly to the tone of the mail..
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 4276. Re: Atari800MacX and ACTION!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-29 22:04:14 UTC
From: lp <gfa@basic.net>
Message-ID: <BB4C679E.1369%gfa@basic.net>
Source record: 20189

in article 3F25B2FD.145D2F1C@nospam.seznam.nospam.cz, Jindroush at
jindroush@nospam.seznam.nospam.cz wrote on 7/28/03 7:34 PM:

> lp wrote:
>>
>> As the topic suggests I have this setup, but for the life of me I can't get
>> to the Monitor from the ACTION! editor. I thought is was control-m?
>
> CTRL-SHIFT-M?

Ah! That's it. ;-)
It has been to long since I last used ACTION!
Thanks!

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

# 4277. Re: Atari800MacX and ACTION!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-29 22:06:35 UTC
From: lp <gfa@basic.net>
Message-ID: <BB4C682B.136A%gfa@basic.net>
Source record: 20190

in article 4508e45e.0307282124.3d669ed1@posting.google.com, Keith Vandewark
at kvan@madbbs.com wrote on 7/29/03 1:24 AM:

> Check out this ftp web site <ftp://atari8@atari.xs4all.nl/> then click
> on holmes archives then utilities. There are several demos, tutorials,
> etc. that may help you. If you can't access the ftp site, send me an
> e-mail and I will explain how to gain access. Also, I have the action
> manual if you have any other questions.

I am familiar with with ftp, but I got a password prompt and didn't
know what to enter. Tried anonymous, no worky. ;-)

--
Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

# 4278. Re: For what do you use Emulators?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-29 22:23:53 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030729182353.06816.00000727@mb-m06.aol.com>
Source record: 20191

> I personally like to use the real thing. I, however, can easily transfer
.ATR images to 5.25" disk using my Amiga 3000 and Amiga A1020 5.25" disk drive.
<

Hi Tim-
Interesting... I know very little about Amiga's -- will it write out all 3 of
the 5-1/4" formats (90K, 130K, 180/360K)?
What software does it use to do this?

Larry

# 4279. Re: For what do you use Emulators?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-29 22:33:50 UTC
From: bill@newbreedsoftware.com
Message-ID: <iDCVa.6459$dk4.304510@typhoon.sonic.net>
Source record: 20192

Mirko Sobe <atarixle@12move.de> wrote:
> I want to know, for what are people using ATARI-Emulators?
> I use an emulator to test configurations I don't have in real (R-Time-Clock,
> dual-pokey, DOSses I don't want to install on my HDD) and sometimes I need
> more speed. I often use an emulator on my Laptop to have a mobile
> ATARI-8-Bit-System. But usualy I use my real ATARI 800XL (320kB, HDD).
> What do you do with emulators? Do you own a real ATARI?
>

I own a real Atari (800XL w/ 256K RAM), which is on my desk, hooked up
to my Commodore monitor and stock 1050 disk drive, next to my Linux box.

However, my desk is small and cluttered, so the Atari often gets buried
under papers. :)

I would use it more, if there were something like APE for Linux.
At the moment, there's AtariSIO for Linux, but it doesn't have the pretty
front-end. :)

Since I haven't been doing much development FOR the Atari lately, I haven't
needed to use my Action! cartridge, so I've mostly been just playing games
on occasion, or looking at demoscene demos.

So... it's much quicker to download an ATR and throw it at Atari800 on
my Linux box, than it is to shuffle papers, make sure my SIO2PC cable is
bent 'just right' (it's a little flakey), and then try to get the ATR up
and running on my real Atari.

OTOH, I did play with an Atari800 I'll be selling this weekend at a
swap-meet, and am thinking maybe I should bring my 800XL downstairs to
play games with my wife and our friends every now and then.

She's got a laptop, so I might even be able to use my SIO2PC cable on it.
(When's the SIO2PC stuff gonna get packaged for Debian, huh? ;) )

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 4280. I need how can i use the key to appear the Map in Montezuma Revenge's In Atari 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-30 01:38:56 UTC
From: NEWS <rucio2002@terra.cl>
Message-ID: <QkFVa.90260$%Y6.230647@maule>
Source record: 20193

Hello :

I need how can i use the key to appear the Map in Montezuma Revenge's In
Atari 8 Bit

Exist any Hot Key to Display The Map ?

Regards

# 4281. Re: Atari800MacX and ACTION!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-30 01:52:24 UTC
From: kvan@madbbs.com
Message-ID: <4508e45e.0307291752.e1fd247@posting.google.com>
Source record: 20194

```
lp <gfa@basic.net> wrote in message news:<BB4C682B.136A%gfa@basic.net>...
> in article 4508e45e.0307282124.3d669ed1@posting.google.com, Keith Vandewark
> at kvan@madbbs.com wrote on 7/29/03 1:24 AM:
>
> > Check out this ftp web site <ftp://atari8@atari.xs4all.nl/> then click
> > on holmes archives then utilities. There are several demos, tutorials,
> > etc. that may help you. If you can't access the ftp site, send me an
> > e-mail and I will explain how to gain access. Also, I have the action
> > manual if you have any other questions.
>
> I am familiar with with ftp, but I got a password prompt and didn't
> know what to enter. Tried anonymous, no worky. ;-)

Hi lp
<ftp://atari8@atari.xs4all.nl/> Try atari4ever as the password and
atari8 as the user name. Also, check out xlsearch for some action information.

Regards,
kvan
```

# 4282. Re: For what do you use Emulators?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-30 03:05:11 UTC
From: Vader <replyto@newsgroup.please>
Message-ID: <HBGVa.5462$gn6.1301863@news1.news.adelphia.net>
Source record: 20195

As for me, I sold my Atari 800, 130XE, 1050 & happy-enhanced 810 disk drives, and my monitor back in 1990 when I got my first PC..... and that was one of the biggest mistakes I have ever made. If I only knew then what I know now, but at the time I was young and foolish (now I'm not so young). The day I found emulation was the day that I could, at least in part, reclaim that part of my past. I know that emulating the actual hardware and actually having it are two entirely separate things, and now I kick myself everyday for selling them in the first place. To me, the emulators give a link to a fondly remembered friend from the past...

--
Vader

"Impressive. Most impressive."

## 4283. M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-30 05:03:35 UTC
From: Paul Allen Panks <panks@sdf.lonestar.org>
Message-ID: <bg7jj7$14g$3@chessie.cirr.com>
Source record: 20196

I've played M.U.L.E. on the C64, and it is a very plentiful game. Is it that rare on the Atari machines, for it to be so high priced on eBay? Or does the inclusion of a boxed M.U.L.E. make the price higher? (I would assume the later)

Sincerely,

Paul Allen Panks
dunric@yahoo.com

P.S. Anyone interested in porting some of my C64/128 adventure over to the Atari 800XL?

http://www.geocities.com/dunric/westfront.html

(scroll down to Commodore adventures, then click on the link)

All are (well are) 40-columns.

Sincerely,

Paul Allen Panks
dunric@yahoo.com

--
panks@sdf.lonestar.org
SDF Public Access UNIX System - http://sdf.lonestar.org

# 4284. Re: For what do you use Emulators?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-30 06:20:01 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vieosj5jonvad8@corp.supernews.com>
Source record: 20097

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20030729182353.06816.00000727@mb-m06.aol.com...
> > I personally like to use the real thing. I, however, can easily
transfer
> .ATR images to 5.25" disk using my Amiga 3000 and Amiga A1020 5.25" disk
drive.
> <
>
> Hi Tim-
> Interesting... I know very little about Amiga's -- will it write out all
3 of
> the 5-1/4" formats (90K, 130K, 180/360K)?
> What software does it use to do this?
>
> Larry
>

Yes there is a freeware tool called '551conv' that I use that writes all
Atari formats to the disks. Works great.

Tim

# 4285. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-30 07:10:20 UTC
From: nick@1632systems.co.uk
Message-ID: <bg7qt9$k1h$1@thorium.cix.co.uk>
Source record: 20098
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On 29-Jul-2003, "Steve Sweet" <steve.sweet@btopenworld.com> wrote:

> Anyone else get an email complaining about the x-posting, I've dropped the
> relevant echo from this reply.
>
> --

yep it was pdx.forsale, I did't notice it, so I apologised and now dropped
it...

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

# 4286. Re: M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-30 08:36:57 UTC
From: Jon-Paul <pockets@NO.SPAM.cix.co.uk>
Message-ID: <bg8039$m83$1@thorium.cix.co.uk>
Source record: 20099

"Paul Allen Panks" <panks@sdf.lonestar.org> wrote in message
news:bg7jj7$14g$3@chessie.cirr.com...
> I've played M.U.L.E. on the C64, and it is a very plentiful game. Is it
> that rare on the Atari machines, for it to be so high priced on eBay? Or
> does the inclusion of a boxed M.U.L.E. make the price higher? (I would
> assume the later)
>
> Sincerely,
>
> Paul Allen Panks
> dunric@yahoo.com

Remeber some people are prepared to pay a premium for the packaging,
especialy if its 'shop shelf quality'.

I could only ever find one shop in the UK which stocked M.U.L.E. at the
time.
Its not the most common game now either. Not only has its Rep grown over the
years but its release was at the time when Atari was not a major machine in
the UK. My Copy of mule is proberbly one of the most common type availabel
now in the UK, my Mule's have wooden legs and eye patches! And its proberbly
the game I play most on my Atari!

>
> P.S. Anyone interested in porting some of my C64/128 adventure over to the
> Atari 800XL?
>
> http://www.geocities.com/dunric/westfront.html
>
> (scroll down to Commodore adventures, then click on the link)
>
> All are (well are) 40-columns.
>
> Sincerely,
>
> Paul Allen Panks
> dunric@yahoo.com
>
>
> --
> panks@sdf.lonestar.org
> SDF Public Access UNIX System - http://sdf.lonestar.org

# 4287. Re: Full Motion video on ATARI again

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-30 12:53:44 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F27BFD8.34B99C47@students.uni-mainz.de>
Source record: 20100

Well,
afaik the MyIDE supports a RAM card (it uses it like a harddisk, you can load and copy images from/to it). Of course you need some additional hardware to connect the Ramcard to the Atari, but this costs less than 10 dollars. A friend of mine already has a 64MB Ramcard and the proper hardware (MyIDE interface, small Ramcard "interface") installed in his computer and is currently testing it. If all goes well, we might look forward to another cool hardware upgrade at the ABBUC JHV in October. As soon, as the thing is released, plans and schematics will be available from ABBUC. So, at the moment it is a good idea to buy a MyIDE interface from Sijmen Schouten (the Ramcard works with the internal and external/cartridge version of MyIDE). But maybe in the future we will find other ways (hardware and software) to connect a Ramcard to the A8 (meaning without the need of a MyIDE)... greetings, Andreas.

Zothen Runecaster schrieb:
> 
> I´ve been thinking about FMV on ATARI and the biggest problem you have
> on an ATARI 800 XL is the lack of memory.
> 
> FMV itself is not a problem for the ATARI.If it had 1Mbyte of RAM for
> example , short clips would be possible with a small assembler program
> just as on an ATARI ST for example - on the ST you can play short
> clips with some compression and longer ones if you have more memory or
> a harddrive.
> 
> Without large HDs or CDs/DVDs FMV on PCs or consoles would not be
> possible ,too.
> 
> So what we would need would be some kind of mass storage - something
> better than a 360K Drive (XF551).
> 
> Two ideas :
> 
> First , a very large RAM-card , something like you have in modern
> digital cameras /digital video cameras etc.16Mbyte would be a lot for
> an ATARI 800 XL.
> Maybe it would be possible to build some adapter to the ATARI´s
> expansion port or the ATARI´s cartridge port , so that a part of the
> let´s say 16Mbyte RAM can be accessed with the ATARI.
> 
> The advantage of this would be that RAM is fast , but the data must be
> written on the RAM before - on a PC - and a battery would be required
> or memory would be lost.

>
> Second idea :
>
> Hard disk or CD-ROM with "intelligent controller" , that means the HD
> starts to read data and puts it in a certain place in ATARI´s memory.
> But it then continues reading until end of file without the "help" of
> the ATARI.
> The ATARI could be used to copy the data to the screen RAM/that means
> decompressing or just changing the address of the screen RAM.We would
> need 2 buffers , one for displaying the screen ,another for new data.
>
> Audio :
>
> digitized sound/music would be possible if a "normal" screen-mode is
> used ,
> that means no 256-color mode , just Graphics 9 for example.But not at
> a high quality.1 or 2 Bit samples maybe.
>
> Another idea is to record the soundtrack to tape and use the ATARI´s
> cassette player for it.
>
> All Graphics modes are possible - but some are to blocky (Graphics
> 3).I´ve even seen ASCII-only FMV on a PC , this should be possible on
> the ATARI,too , maybe even with a standard disk-drive.
>
> Graphics 9 would give the best results , from a few meters away it
> would look like a movie on a black/white TV.
>
> 256 color mode looks better,but takes a lot of CPU time.But if the
> harddrive does the work of reading the data and copying to the RAM ,
> this could be possible.It takes only 7680 bytes just as graphics 8.
>
> Other graphics modes like Colorview etc. take too much RAM and CPU
> time.
>
> ZR
>
> Please note that someone has achieved something like FMV on an ATARI
> 2600.This system is very limited and needs lots of CPU -time for
> creating something like real VIDEO-Ram which the 2600 does not have.

# 4288. Re: I need how can i use the key to appear the Map in Montezuma Revenge's In Atari 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-30 13:51:29 UTC
From: pitfall@cuckoos.net
Message-ID: <981b2c7e.0307300551.536845fb@posting.google.com>
Source record: 20101

"NEWS" <rucio2002@terra.cl> wrote in message news:<QkFVa.90260$%Y6.230647@maule>...
> Hello :
>
> I need how can i use the key to appear the Map in Montezuma Revenge's In
> Atari 8 Bit
>
>
>
> Exist any Hot Key to Display The Map ?

There is a map in montezuma's revenge ?!!

hmm, I'm just trying to finish it ;)

Pr Din.

# 4289. Re: For what do you use Emulators?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-30 19:10:47 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <bg957k$25o7$1@ulysses.news.tiscali.de>
Source record: 20102

> drives, and my monitor back in 1990 when I got my first PC..... and that

I had my first ATARI in 1991 :-) , it was the best thing ever happen to me.

Mirko

www.atarixle.de

# 4290. * * * IMAGES NEEDED FOR WEBSITE * * *

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-30 20:48:56 UTC
From: rtdos@juno.com
Message-ID: <f927c019.0307301248.a2333ff@posting.google.com>
Source record: 20103

i am in need of the following types of images for this website:

screenshots of games & applications (both in 320*200 & 640*480 JPG format)
boot screens the classic systems (both in 320*200 & 640*480 JPG format)
boxshots & catalog pages (both in 320*200 & 640*480 JPG format)
images of the classic computers themselves on a plain jane vanilla bkgrnd (both in 320*200 & 640*480 JPG format)

...and other "appropriate" images are welcome!

email your contributions here: images@rtdos.com

# 4291. FA: 49 2600 carts, Atari 7800

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-30 21:19:34 UTC
From: BoB <ohyes@nospamforme.com>
Message-ID: <bg9cpa$prj$1@newsg3.svr.pol.co.uk>
Source record: 20104

49 loose carts
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?MfcISAPICommand=ViewItem&item=3037914623

Boxed 7800 and games
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?MfcISAPICommand=ViewItem&item=3037915695

Thanks

BoB

# 4292. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-30 21:39:30 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bg9duh$5rn$1@sparta.btinternet.com>
Source record: 20105
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Nick

> On 29-Jul-2003, "Steve Sweet" <steve.sweet@btopenworld.com> wrote:
>
>> Anyone else get an email complaining about the x-posting, I've
>> dropped the relevant echo from this reply.
>>
>> --
>
>
> yep it was pdx.forsale, I did't notice it, so I apologised and now dropped
it...

I'd already done that, well done, right, now who was lying on the floor
bleeding from a head wound?.

--

Regards Steve

Rope me a sheep and I'll make it smile.

# 4293. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-30 22:47:20 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bg9htn$15j$1@hercules.btinternet.com>
Source record: 20106

Hi Paul

>>>> natch... forgot how funny the Sex Education one was and Eckky Thump
>>>
>>> Anyone else get an email complaining about the x-posting, I've
>>> dropped the relevant echo from this reply.
>>
>> Nope...300 spams but no complaints...Yet.
>
> Just got it...Replied accordingly to the tone of the mail..

It was a bit nose up i thought, but as we were in the wrong i apologised.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

# 4294. Re: eBay idiots

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-30 22:56:38 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vigj96qtd6h288@corp.supernews.com>
Source record: 20107

"Commodore Addict" <commodore_fun_addict@yahoo.com> wrote in message
news:5c9fb214d940c4650e35d221723afcde@free.teranews.com...
> Dear Friends,
>
> I must take exception to this ebay bashing. True, I have seen certain
> items sell for outrageous sums, but, the bottom line is no seller is
> forcing anyone to bid on their item. ebay is a buyer driven market, by
> that I mean, when a seller places something up for bid, he has no idea
> if it will sell or not, it's up to the whims of the bidders. Many times
> If a starting bid is too high the item will go unsold. If he wants to
> sell the item the starting bid will have to be lowered. In a free
> market arena such as ebay there are no hard and fast rules, bidders
> determine the prices based on their sentiment and their desire to own
> the items up for bid. I myself have paid way more than I should have at
> times, but, my mindset was that I wanted the item and I was going to get
> it no matter what the price, again, I knew what I was doing and no one
> forced me to bid.

Yeah but it just pisses me off when I look on eBay and see some guy selling
a new Atari 130XE for $149.99 starting bid, when I can go to any Atari
dealer and buy the same thing for one cent more!!!!!!

I am all for buying on ebay and have got some nice deals myself! Like a
nice Atari 130XE, 1050, 410 and a hidden bonus of a Happy Chip for $32!!!
And also a ok deal of a NEW in the Box XF551 drive for $142, which was a
deal as no New units are avail to be sold at dealers, and they wanted $175
for a refurbished unit. Thats the way bidding is on eBay, you can get a
really great deal one minute and over pay other times. Thats the nature of
the beast.

It is just a gripe I have of people selling items for what they can be
bought in a store/dealer. It is one thing to start it low (like you are
with your Commodore items!) and where it ends, it ends (thats fine!) and yet
another to start the dang bid at the same price it can be bought somewhere
else...

/RANT OFF ;)

Tim

# 4295. Re: Someone tell me is 800XL better than 800?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-31 01:47:41 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <ur_Va.3892$f%2.1338@fe05.atl2.webusenet.com>
Source record: 20108

"Vidar Olavesen" <hawk@nmi.no> wrote in message
news:YCuVa.16504$Hb.277298@news4.e.nsc.no...
> "Son of man" <bcozier@bellsouth.net> skrev i melding
> news:HC4Pa.5529$kx6.4750@fe03.atl2.webusenet.com...
> > I mean what's the advantage besides the 64k vs 48k ??
>
> Do the MIO and Blackbox for example work on 800 ? The expansion port isn't
> there, so unless they made someting to make it work on 800, I think that's
a
> plus on the XL. And if you find the right 800XL, the keyboard is actually
> very good. I have three or four 800XL's and only one with a good keyboard.
> The others seem to "give" when I press the keys (and I am not one of those
> punching keys). The 800's plus is the four joystick ports, the design, it
> can be dropped for a table and not feel a thing.
>
> I love both my 800, 400, 600XL, 800XL, 1200XL, 130XE and all those XEGS
> thingies, but mainly use my 130XE

I wanted to upgrade my XEGS to 128K, but can't find someone to perform the
upgrade.

# 4296. FA:Cheap ATARI XL/XE carts (Airball,Crystal Castles ...)

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-31 02:08:38 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <f16cbc23.0307301808.3cfdc1f8@posting.google.com>
Source record: 20109

Look at my auctions :

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=klassische-videospiele&sort=3&page=1&rows=25&since=-1&showpics=1&stab=0

all the auctions are buy-it-now , so you donï¿½t have to wait until the end of auction - buy-it-now = starting price for most auctions.

I sell many rare ATARI XEGS carts for less than $10 - for example Airball , Rescue on Fractalus , Thunderfox,Loderunner,Crystal Castles,Necromancer , Battlezone , Blue Max - all the games are new/boxed+factory sealed.

I also sell factory-sealed ATARI 2600 "Fatal Run" for $10 , new/boxed "Ghostbusters 2" for $10 and many other boxed games.

I can accept paypal and itï¿½s possible to send up to 15 games in one package for only $14 worldwide !!!

This may be the last chance to get NEW + boxed games !!!

Please note : ATARI XL/XE carts are US - NTSC versions which are 100% compatibel with European PAL games !

ATARI 2600 games usually are PAL - that means the TV must be able to display 50Hz.

Mathias

# 4297. ADV: August's Atari Sale Days!

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-31 07:30:48 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0307310025540.8433-100000@shell1.aracnet.com>
Source record: 20110
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm currently having an Atari Back-To-School Sale! Games/Software and
Books/References are 20% off the top, and if it's Educational, take
another 10% off! A whopping 30% off for Back-To-School! This applies only
to Atari 8 Bit and Atari ST Computer Lines!

Due to Popular Demand, I'm extending my Christmas in July into August!
This is how it works. Buy the HardWare/Accessories for any Classic Atari
8 Bit and/or 16/32 Bit Atari ST System and I'll outfit your system with
Games/SoftWare and/or Books/References. You be good to me and I'll be good
to you! The more you spend on HardWare/Accessories, the better I outfit
your system. The more HardWare you buy for your system, the more Software/
Games and/or Books/References you receive! You choose the Atari Hardware
you want to buy and You & I choose the Books/References and/or Software/
Games I'll include in your Order.This will be a good opportunity to renew
lost interest in collecting Atari or building a New Atari system for the
first time. ReLive your Atari Youth! Offered While supplies last.
Goto http://BensCatalogs.Atari.org or Call Ben anytime at (503)256-9974!!!
To proceed with offer HotLink to:

http://www.aracnet.com/~atari/specials.htm Atari Specials!
http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/maillist.htm SignUp for Ben's Mail List!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 4298. Re: * * * IMAGES NEEDED FOR WEBSITE * * *

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-31 14:50:05 UTC
From: lbaeza@usa.net
Message-ID: <c860ca33.0307310650.1aa4188f@posting.google.com>
Source record: 20111

You are in charge of the new AtariAge 8-bit section,
aren't you?

Regards

rtdos@juno.com (status@rtdos.info) wrote in message
news:<f927c019.0307301248.a2333ff@posting.google.com>...
> i am in need of the following types of images for this website:
>
> screenshots of games & applications (both in 320*200 & 640*480 JPG
> format)
> boot screens the classic systems (both in 320*200 & 640*480 JPG
> format)
> boxshots & catalog pages (both in 320*200 & 640*480 JPG format)
> images of the classic computers themselves on a plain jane vanilla
> bkgrnd (both in 320*200 & 640*480 JPG format)
>
> ...and other "appropriate" images are welcome!
>
> email your contributions here: images@rtdos.com

# 4299. good emulator for msdos ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-31 15:45:14 UTC
From: rtdos@juno.com
Message-ID: <f927c019.0307310745.465ad797@posting.google.com>
Source record: 20112

what is a good Atari 8 emulator for microsoft DOS ?

# 4300. Re: * * * IMAGES NEEDED FOR WEBSITE * * *

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-31 17:06:53 UTC
From: rtdos@juno.com
Message-ID: <f927c019.0307310906.6f733d42@posting.google.com>
Source record: 20113

Not that I know of. Who is?

lbaeza@usa.net (Luis Baeza) wrote in message
news:<c860ca33.0307310650.1aa4188f@posting.google.com>...
> You are in charge of the new AtariAge 8-bit section,
> aren't you?
>
> Regards
>
> rtdos@juno.com (status@rtdos.info) wrote in message
news:<f927c019.0307301248.a2333ff@posting.google.com>...
> > i am in need of the following types of images for this website:
> >
> > screenshots of games & applications (both in 320*200 & 640*480 JPG
> > format)
> > boot screens the classic systems (both in 320*200 & 640*480 JPG
> > format)
> > boxshots & catalog pages (both in 320*200 & 640*480 JPG format)
> > images of the classic computers themselves on a plain jane vanilla
> > bkgrnd (both in 320*200 & 640*480 JPG format)
> >
> > ...and other "appropriate" images are welcome!
> >
> > email your contributions here: images@rtdos.com

# 4301. Re: good emulator for msdos ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-31 18:23:16 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <bgbmqg$2k0q$1@ulysses.news.tiscali.de>
Source record: 20114

ATARI800 Version 1.3.0 is available as a DOS-Version.
Faster, but not 100% compatible is Xformer Classic.

Links:
http://atari800.sourceforge.net/
http://www.emulators.com/

Mirko

"status@rtdos.info" <rtdos@juno.com> schrieb im Newsbeitrag
news:f927c019.0307310745.465ad797@posting.google.com...
> what is a good Atari 8 emulator for microsoft DOS ?

# 4302. Trade 800XL for 800?

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-31 19:42:56 UTC
From: misterbumpy73@wmconnect.com
Message-ID: <20030731154256.02382.00000751@mb-m21.wmconnect.com>
Source record: 20115

Would anyone out there be interested in trading with me? I have an 800XL w/XF551 in perfect working order and would like to trade for an 800 (at least 48K) with one or two 810 floppy drives.

I am trying to do this for compatability reasons and have several of my old Atari apps from way back when that either don't work with the XF551 at all or I need a silly translator disk for the XL. And no, I don't believe in translator disks... had Commodore come up with the idea we all would have laughed and we know it.

I'm just a stubborn old schooler, really and would like to just be able to put my old disks into a machine and fire them up directly. That and I miss having a bulky, beige 800 around. ;-)

If anyone is interested, please e-mail me or respond here and I'll contact you.

Thanks!
Louis

# 4303. Re: A very stupid question about printing to the screen...

Newsgroup: comp.sys.atari.8bit
Date: 2003-07-31 22:10:10 UTC
From: "Ernest R. Schreurs" <ernest@wxs.nl>
Message-ID: <5t3jivsse19nqrj7skuj6ssg80ao8e517o@4ax.com>
Source record: 20116

On Tue, 22 Jul 2003 11:34:30 GMT, "Undead Mechanic"
<davidb81@earthlink.net> wrote:

>It's gotten to be such a headache for me that I almost gave up entirely on
>printing from ML

So this turned out to be not such a stupid question after all.
In fact, one of the first things you want to do in any programming
language is to print something to the screen, to see what your program
is doing. In the beginning it is the only visible evidence that your
program actually works.
This is why I wondered why this was not in every single text book
about the subject of programming on the Atari. Like K&R starts out
with printing "hello world", so should an introductory book on
assembly on the Atari 8-bit systems have some demonstration of the
proper way to do things, opening the E; device, or simply assuming
that it is open, and using CIO.
Sure enough, especially when you want to do a few quick programs with
just a few lines of assembly, a JSR $F6A4 is the quickest.
Maybe that is acceptable on the first few pages, so as not to scrare
programmers off by the "complexity" of the O.S. But this should have
been corrected if the $F6A4 method was shown initially. Most
programmers stuck with that though, and in later revisions of the O.S.
these adresses were moved, so programs crashed. Off course, you can
manually figure out where the routine is at now by looking in the
HATAB and then hard coding that new value.
To use a program to extract the address and use that is ridiculous.
How would one use that? A jump through a page zero vector?
Or maybe worse, copying the values and patching the JSR instructions?
Self modifying code is great fun, but it is not the way for beginning
programmers that simply want to follow the rules. Unfortunately, the
rules were hardly ever properly explained in those days.
The real reason the $F6A4 method was used is probably the fact that it
is hard to squeeze a full size program into page 6, so this was a
shortcut to keep the code small. I wrote a morse decoder in page 6.
Later I added just a few lines of code and it no longer fitted. These
were the lines to do it properly, but by that time I already knew
where the safe memory areas were, or what locations apart from page 6
could be used.
My fairly short morse code decoder is on the Pooldisk in the stack
directory. I did not want to include the source here, since this
message is long enough already, and some 275 lines code is not much,
but it shows that it is not much harder to do it right.

Keep those XL's/XE's humming.
Ernest.

# 4304. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-01 00:34:25 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <dtcjiv0hr0hq2l72sun43ple5apgedqj7g@4ax.com>
Source record: 20117

On Wed, 30 Jul 2003 22:47:20 +0000 (UTC), "Steve Sweet"
<steve.sweet@btopenworld.com> wrote:

>Hi Paul
>
>>>>> natch... forgot how funny the Sex Education one was and Eckky Thump
>>>>
>>>> Anyone else get an email complaining about the x-posting, I've
>>>> dropped the relevant echo from this reply.
>>>
>>> Nope...300 spams but no complaints...Yet.
>>
>> Just got it...Replied accordingly to the tone of the mail..
>
>It was a bit nose up i thought, but as we were in the wrong i apologised.

Wasn't happy with the email, explained it was not the best way to stop
someone crossposting by making an implied threat, explained that an
email saying please stop was the best move or I might just sit in his
NG.

Bloke seemed reasonable...

Shame he decided to word the email badly, got my arse up initially
which only puts me in 'confront mode' and I'm a shite in that,
thankfully sorted nicely..

Apologies all around..
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 4305. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-01 00:35:34 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <vcdjiv0ed7cs7fg44qe2h7m5ch0huc99eu@4ax.com>
Source record: 20118
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Wed, 30 Jul 2003 21:39:30 +0000 (UTC), "Steve Sweet"
<steve.sweet@btopenworld.com> wrote:

>Hi Nick
>
>> On 29-Jul-2003, "Steve Sweet" <steve.sweet@btopenworld.com> wrote:
>>
>>> Anyone else get an email complaining about the x-posting, I've
>>> dropped the relevant echo from this reply.
>>>
>>> --
>>
>>
>> yep it was pdx.forsale, I did't notice it, so I apologised and now dropped
>it...
>
>I'd already done that, well done, right, now who was lying on the floor
>bleeding from a head wound?.

Must be Nick although that's a let off in my book ;-)
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 4306. Re: Trade 800XL for 800?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-01 03:54:25 UTC
From: Mo <momo@atariland.com>
Message-ID: <RvlWa.141837$xg5.108727@twister.austin.rr.com>
Source record: 20119

Good luck. 800XL's are alot more common than 800's also the 810 drives are becoming harder to find while 1050's seem to be prolific. That XF551 would be worth holding onto though. They are pretty hard to find.
Mo

"Mister Bumpy73" <misterbumpy73@wmconnect.com> wrote in message news:20030731154256.02382.00000751@mb-m21.wmconnect.com...
> Would anyone out there be interested in trading with me? I have an 800XL
> w/XF551 in perfect working order and would like to trade for an 800 (at least
> 48K) with one or two 810 floppy drives.
>
> I am trying to do this for compatability reasons and have several of my old
> Atari apps from way back when that either don't work with the XF551 at all or I
> need a silly translator disk for the XL. And no, I don't believe in translator
> disks... had Commodore come up with the idea we all would have laughed and we
> know it.
>
> I'm just a stubborn old schooler, really and would like to just be able to put
> my old disks into a machine and fire them up directly. That and I miss having a
> bulky, beige 800 around. ;-)
>
> If anyone is interested, please e-mail me or respond here and I'll contact you.
>
> Thanks!
> Louis

# 4307. Re: Trade 800XL for 800?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-01 09:35:58 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <2wqWa.1296$jp.731@newsread4.news.pas.earthlink.net>
Source record: 20120

"Mister Bumpy73" <misterbumpy73@wmconnect.com> wrote in message
news:20030731154256.02382.00000751@mb-m21.wmconnect.com...
> Would anyone out there be interested in trading with me? I have an 800XL
> w/XF551 in perfect working order and would like to trade for an 800 (at
least
> 48K) with one or two 810 floppy drives.
>
> I am trying to do this for compatability reasons and have several of my
old
> Atari apps from way back when that either don't work with the XF551 at all
or I
> need a silly translator disk for the XL. And no, I don't believe in
translator
> disks... had Commodore come up with the idea we all would have laughed and
we
> know it.
>
> I'm just a stubborn old schooler, really and would like to just be able to
put
> my old disks into a machine and fire them up directly. That and I miss
having a
> bulky, beige 800 around. ;-)
>
> If anyone is interested, please e-mail me or respond here and I'll contact
you.

While I don't have an 810 drive, I do have a Atari 800 at my parents' house back home. It has been many years since it has been fired up after I replaced it with my 130XE. As I remember (and assuming it hasn't been screwed by time), the only thing wrong with it is that the little metal uh.... "plate" that attaches to the underside of the cartridge flip-up lid has come unglued. It's still on the computer, it just needs to be re-attached.

The next time I go back home will be in a couple of weeks. If you're interested in it, I'll dig it out and test it. I've never even considered throwing it away, but if you are willing to give it a good home, I think that's a better life for this piece of history than to let it sit on a shelf and continue to collect dust.

>
> Thanks!
> Louis
--
David Bowden

The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic

# 4308. Re: A very stupid question about printing to the screen...

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-01 09:52:25 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <tLqWa.1299$jp.533@newsread4.news.pas.earthlink.net>
Source record: 20121

"Ernest R. Schreurs" <ernest@wxs.nl> wrote in message
news:5t3jivsse19nqrj7skuj6ssg80ao8e517o@4ax.com...
> On Tue, 22 Jul 2003 11:34:30 GMT, "Undead Mechanic"
> <davidb81@earthlink.net> wrote:
>
> >It's gotten to be such a headache for me that I almost gave up entirely
on
> >printing from ML
>
> So this turned out to be not such a stupid question after all.
> In fact, one of the first things you want to do in any programming
> language is to print something to the screen, to see what your program
> is doing. In the beginning it is the only visible evidence that your
> program actually works.
> This is why I wondered why this was not in every single text book
> about the subject of programming on the Atari. Like K&R starts out
> with printing "hello world", so should an introductory book on
> assembly on the Atari 8-bit systems have some demonstration of the
> proper way to do things, opening the E; device, or simply assuming
> that it is open, and using CIO.

I really appreciate everyone's help on this topic. With all of the manuals I
have around here, I finally found one with a clear exampe of how to do the
job that was described quite some time ago in this thread. The article was
"The Wedge" in Compute!'s Third book of Atari. After having read how it
works in a post here, I scoured my books and memory maps looking for the
routine in memory, with less than good results. To my surprise, even the
mighty "Mapping The Atari: Revised Edition" had no real description of how
to use the CIO to print effectively. So, I just wrote my own screwed up
little table and routine to stuff it straight to screen memory.

>
> Keep those XL's/XE's humming.
> Ernest.

Thanks again, people.

--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic

# 4309. Re: Trade 800XL for 800?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-01 11:34:01 UTC
From: pitfall@cuckoos.net
Message-ID: <981b2c7e.0308010334.320117b1@posting.google.com>
Source record: 20122

To run 800 apps on my 800xl, I used a software called "Be Hacker
Georges", anyone know it too ?

I had to boot on this disk, then put the 800 software, type "RUN E477"
then it boots the other floppy...

I still remember the 'run e477' ;) (i was very young)

hope it helps

Mr Din.

"Mo" <momo@atariland.com> wrote in message
news:<RvlWa.141837$xg5.108727@twister.austin.rr.com>...
> Good luck. 800XL's are alot more common than 800's also the 810 drives are
> becoming harder to find while 1050's seem to be prolific. That XF551 would
> be worth holding onto though. They are pretty hard to find.
> Mo
>
> "Mister Bumpy73" <misterbumpy73@wmconnect.com> wrote in message
> news:20030731154256.02382.00000751@mb-m21.wmconnect.com...
> > Would anyone out there be interested in trading with me? I have an 800XL
> > w/XF551 in perfect working order and would like to trade for an 800 (at
> least
> > 48K) with one or two 810 floppy drives.
> >
> > I am trying to do this for compatability reasons and have several of my
> old
> > Atari apps from way back when that either don't work with the XF551 at all
> or I
> > need a silly translator disk for the XL. And no, I don't believe in
> translator
> > disks... had Commodore come up with the idea we all would have laughed and
> we
> > know it.
> >
> > I'm just a stubborn old schooler, really and would like to just be able to
> put
> > my old disks into a machine and fire them up directly. That and I miss
> having a
> > bulky, beige 800 around. ;-)
> >
> > If anyone is interested, please e-mail me or respond here and I'll contact
> you.
> >
> > Thanks!

> > Louis

# 4310. Security problem in Atari800 emulator for Linux (& Unix?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-01 14:47:40 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <ciudgb-tr.ln@speaker.rodsbooks.com>
Source record: 20123

Hi,

I ran across a security announcement in the linux.debian.announce.security newsgroup regarding the atari800 emulator. Here's a link to the announcement on the Debian web site:

http://www.debian.org/security/2003/dsa-359

In brief, a local attacker could exploit buffer overrun bugs in the code to gain root access. I don't know if the bug is in the main atari800 package, and so would affect other Linux distributions and even other Unixes, or if it's something in a Debian-specific patch. I don't see any mention of the problem on the main atari800 page (http://atari800.sourceforge.net).

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

# 4311. Re: * * * IMAGES NEEDED FOR WEBSITE * * *

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-01 15:21:52 UTC
From: bill@newbreedsoftware.com
Message-ID: <kAvWa.7366$dk4.326508@typhoon.sonic.net>
Source record: 20124

status@rtdos.info <rtdos@juno.com> wrote:
> i am in need of the following types of images for this website:
>
> screenshots of games & applications (both in 320*200 & 640*480 JPG
> format)

I would avoid using JPEG format for Atari screenshots. The resolution is so low that the artifacting will stand out a lot more than in larger photographic images.

Plus the fact that the screenshots will have 'very few' colors (compared to a photo or photorealistic image - 3D render, painting, etc.)... JPEG's not meant for pictures like that.

I'd stick to GIF or, better yet, PNG...

<snip>
> boxshots & catalog pages (both in 320*200 & 640*480 JPG format)

JPEG is good for these. :)

Good luck!

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 4312. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-01 21:17:50 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bgeldt$b84$1@sparta.btinternet.com>
Source record: 20125
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Yo!, Paul

>>> On 29-Jul-2003, "Steve Sweet" <steve.sweet@btopenworld.com> wrote:
>>>
>>>> Anyone else get an email complaining about the x-posting, I've
>>>> dropped the relevant echo from this reply.
>>>>
>>>> --
>>>
>>>
>>> yep it was pdx.forsale, I did't notice it, so I apologised and now
>>> dropped it...
>>
>> I'd already done that, well done, right, now who was lying on the
>> floor bleeding from a head wound?.
>
> Must be Nick although that's a let off in my book ;-)

I was beginning to wonder what game of dollies you were playing. Now, he
mentioned something about your sister, are you gonna take that?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

# 4313. Re: Trade 800XL for 800?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-01 22:02:17 UTC
From: misterbumpy73@wmconnect.com
Message-ID: <20030801180217.28299.00000790@mb-m24.wmconnect.com>
Source record: 20126

Really? That's interesting... I didn't know that.

This is the 2nd XF551 I've had and I've never even seen an 810 in person! Last time I had a 1050 (four of them, actually)!

# 4314. Re: open jpg in Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-02 01:58:18 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0025b8fe@fmlynet.org>
Source record: 20002

FamilyNet Newsgate

Oh that's wierd! What is JPG2000 anyway? First I've heard of it.

Doctor Clu
/|\ TT 030

> From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>

> Hi Andreas,

>> Yeah,
>> the converter cannot display a) progressive JPEG pics and b) JPEG pics
>> of the new JPEG 2000 or 2001 standard (if they are not the same as
>> progressive JPEG`s; I don`t know, since I merely have an old 486 PC
>> which almost has the same problems as the A8 - at least with displaying
>> newer JPEG pics)...

> JPEG2000 is something very different from the "traditional" JPEG and,
> except for the name, is not at all related to it. (Ok, it's standardized
> by the same ISO group, but that's it.) I pretty much doubt there's a
> JPEG2000 codec for the A800, actually.

> So long,
> Thomas

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

# 4315. Re: Someone tell me is 800XL better than 800?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-02 02:04:06 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0025b8ff@fmlynet.org>
Source record: 20001

FamilyNet Newsgate

And naturally when I dabble in the Atari 8 world I only mess with the Atari
800. Like the 400, but the monitor options are limited.

Doctor Clu
/|\ TT 030

> From: Daniel Miller <daclmi@mediakingx.com>

> On Wed, 9 Jul 2003 23:08:17 -0400, "Son of man"
> <bcozier@bellsouth.net> wrote:

>> I mean what's the advantage besides the 64k vs 48k ??

> I like the 800 better, but there is just a lot of software that makes
> use of the extra "RAM under the ROM" of the 800XL, and if you want to
> run that software you really need the XL. There are also hard-drive
> expansions that make use of an... ummm, port or something that is only
> on the XL. The 800XL was the final "baseline" for the Atari 8bit, in
> that the later software was programmed with it in mind. At least that
> is my understanding.

> The 800 had four joystick ports though so it was a good party machine.
> The 800 had the extra cartridge slot for a real-time clock. Also, the
> 800 was a tank! I'm a proud 800 owner.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

# 4316. Re: good emulator for msdos ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-02 04:08:03 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vime8n75ljlb34@corp.supernews.com>
Source record: 20127

I use XLIT .2 most often. Atari800win crashes some,
but is pretty good, but you wanted a DOS version, which
somebody already mentioned, Atari800 DOS.
Markus Gietzen is the author of XLIT.
Darek Michoca's Xformer classic might do.

# 4317. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-02 08:48:55 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <6mumiv0f220hagl9hfq09j9ooht14g5fle@4ax.com>
Source record: 20128

On Fri, 1 Aug 2003 21:17:50 +0000 (UTC), "Steve Sweet"
<steve.sweet@btopenworld.com> wrote:

>I was beginning to wonder what game of dollies you were playing. Now, he
>mentioned something about your sister, are you gonna take that?.

Am I going to take my sister?

Eeek, this isn't the deep south you know ;-)
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 4318. Re: Trade 800XL for 800?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-02 11:00:36 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <oRMWa.295$U74.16049@news.optus.net.au>
Source record: 20129

"Mister Bumpy73" <misterbumpy73@wmconnect.com> wrote in message
news:20030731154256.02382.00000751@mb-m21.wmconnect.com...
> Would anyone out there be interested in trading with me? I have an 800XL
> w/XF551 in perfect working order and would like to trade for an 800 (at
least
> 48K) with one or two 810 floppy drives.
>
> I am trying to do this for compatability reasons and have several of my
old
> Atari apps from way back when that either don't work with the XF551 at all
or I
> need a silly translator disk for the XL. And no, I don't believe in
translator
> disks... had Commodore come up with the idea we all would have laughed and
we
> know it.
>
> I'm just a stubborn old schooler, really and would like to just be able to
put
> my old disks into a machine and fire them up directly. That and I miss
having a
> bulky, beige 800 around. ;-)
>
> If anyone is interested, please e-mail me or respond here and I'll contact
you.

All you need in the XL is a rom chip with a switch. switch up, normal XL,
switch down, rev B 800 os, sutibally modifyed to enable basic etc.

James

# 4319. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-02 11:01:17 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1059822027@rtfm.mit.edu>
Source record: 20130
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 28, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

# 4320. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-02 13:05:52 UTC
From: nick@1632systems.co.uk
Message-ID: <bggcvj$ra9$1@thorium.cix.co.uk>
Source record: 20131
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On 1-Aug-2003, Paul Irvine <mclane.dellosYOURFINGER@btinternet.com> wrote:

> >I'd already done that, well done, right, now who was lying on the floor
> >bleeding from a head wound?.
>
> Must be Nick although that's a let off in my book ;-)
> --

nahh I am sure it was Paul suffering from Gas....

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

# 4321. Re: Web Browser for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-02 13:38:57 UTC
From: MrShoujo@webtv.net
Message-ID: <7418-3F2BBEF1-2@storefull-2336.public.lawson.webtv.net>
Source record: 20132

If you're looking for a web browser, one of sorts is called "Contiki". I've grabbed a copy, but haven't tried it out. I don't even know if my ISP will allow 4800 baud connections. ^_^ A google search will likely turn up something. After all, it was this newsgroup that told me about it. ^_^

"Read this very carefully, I shall type this only once nyo!"
"There would be little point in typing it twice nyo!!" - 'Allo 'Allo nyo
||| Last night I dreamed I was eating a huge marshmallow. When I woke up, my pillow was gone!

# 4322. ColorView works in PsPro. ^_^

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-02 13:50:15 UTC
From: MrShoujo@webtv.net
Message-ID: <7418-3F2BC197-3@storefull-2336.public.lawson.webtv.net>
Source record: 20133

Anyone remember those Color View programs by Jeff Potter, if I remember right? He came up with an ingenious method of displaying more than 256 colors on the ol' 8-bit by using 3 screens of Red, Green, and Blue graphics and then rotating them to mix the colors.

I knew for some time that Paint Shop Pro on the Windoze 'puter we got has a feature called Channels. It'll split a 16-bit image into its component R,G, and B values, each picture a 256 color grayscale image.

Well... How about I use Gifncode by the same guy, turn those separated R,G,B pics created for Colorview into GIFs and port them over, and see about mixing them by combining the pics in Paint Shop Pro using the Combine Channels option? ^_^

I had only 3 pictures that came with Colorview to check it out, the Super Girl image, the Unicorn image, and the Graphics 9 split of a Jukebox image (must be a 3-D glasses effect thingy). I converted them to GIF, loaded them in Paint Shop Pro, increased the number of colors to 256 per image, and then combined the channels into a 16-bit image. Surprisingly, the Super Girl and Unicorn images turned out very colorful, and properly colored as well. The Jukebox one was a little disappointing. But it proves that Colorview does work, and it's possible to create the component channels of an image that will have more than 256 colors using an Atari 8-bit, ComputerEyes, and color filters over the camera. Maybe it's not the sort of thing to do because it's far easier to just scan things or use a Snappy for videocapture... ^_- But it's cool to find this out.

ja ne nyo deshi punyoun...

"Read this very carefully, I shall type this only once nyo!"
"There would be little point in typing it twice nyo!!" - 'Allo 'Allo nyo
||| Last night I dreamed I was eating a huge marshmallow. When I woke up, my pillow was gone!

# 4323. Re: For what do you use Emulators?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-02 15:04:57 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f2b7e76259b683@comcast.net>
Source record: 20134

>I want to know, for what are people using ATARI-Emulators?
>I use an emulator to test configurations I don't have in real (R-Time-Clock,
>dual-pokey, DOSses I don't want to install on my HDD) and sometimes I need
>more speed. I often use an emulator on my Laptop to have a mobile
>ATARI-8-Bit-System. But usualy I use my real ATARI 800XL (320kB, HDD).
>What do you do with emulators? Do you own a real ATARI?
>
>Mirko Sobe

Hello Mike,

I actually own two XE's, two XL's and one Atari 400. I also have a
32-bit Atari Clone (the Hades060). It keep my 8-bit disks safe I
use 800XLDJ which runs on my Hades060 (and also on a
ST,STe,Mega,MegaSTe,TT,Falcon,Milan) and emulates an 8-bit disk
drive. I first connect the XL or XE to my Hades using a SIO2PC
cable which is the same cable used in APE. The cable connects to
my Hades's RS232 Modem 1 port. I run the program, load in a DI
image disk, turn on the XE and the game/application program then
runs on my XE. I will storing these DI images on CD for future use.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 4324. Re: Web Browser for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-02 15:04:57 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f2b7e76259b685@comcast.net>
Source record: 20135

>Has anyone developed a web broswer for the Atari 800/XE/XL line of
>computers? I remember Phoenix, but that was cancelled.
>
>Sincerely,
>
>Paul Allen Panks
>dunric@yahoo.com

There is a program called Contiki that is being developed for the
8-bit. Works only with the 850 Interface.....

Try the site below for more details:

http://dunkels.com/adam/contiki/

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 4325. Re: ATARI adoption agency!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-02 15:11:45 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bggkb9$jqu$1@hercules.btinternet.com>
Source record: 20136

Hi Paul

>> I was beginning to wonder what game of dollies you were playing.
>> Now, he mentioned something about your sister, are you gonna take
>> that?.
>
> Am I going to take my sister?
>
> Eeek, this isn't the deep south you know ;-)

You could always claim you thought it was your cousin given the quoted
price!.

--

You've not seen a worried sheep until you've seen a sheep worried by me!!

# 4326. Re: ColorView works in PsPro. ^_^

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-02 19:56:13 UTC
From: Jeff Potter <jpotter@cfl.rr.com>
Message-ID: <xHUWa.10984$K4.455039@twister.tampabay.rr.com>
Source record: 20137

Hiya Andrew:

Andrew Floyd wrote:
> Anyone remember those Color View programs by Jeff Potter, if I remember
> right? He came up with an ingenious method of displaying more than 256
> colors on the ol' 8-bit by using 3 screens of Red, Green, and Blue
> graphics and then rotating them to mix the colors.

Yep, I remember :) It would do 4, 2, or 1 bit per color, for 4096, 64,
or 8 colors.

>
> I knew for some time that Paint Shop Pro on the Windoze 'puter we got
> has a feature called Channels. It'll split a 16-bit image into its
> component R,G, and B values, each picture a 256 color grayscale image.

Yes. So does Photoshop and The GIMP.

>
> Well... How about I use Gifncode by the same guy, turn those separated
> R,G,B pics created for Colorview into GIFs and port them over, and see
> about mixing them by combining the pics in Paint Shop Pro using the
> Combine Channels option? ^_^

Uhhh... well they probably started out as GIFs, and you're
reconstituting them.

>
> I had only 3 pictures that came with Colorview to check it out, the
> Super Girl image, the Unicorn image, and the Graphics 9 split of a
> Jukebox image (must be a 3-D glasses effect thingy). I converted them to
> GIF, loaded them in Paint Shop Pro, increased the number of colors to
> 256 per image, and then combined the channels into a 16-bit image.
> Surprisingly, the Super Girl and Unicorn images turned out very
> colorful, and properly colored as well. The Jukebox one was a little
> disappointing. But it proves that Colorview does work, and it's possible
> to create the component channels of an image that will have more than
> 256 colors using an Atari 8-bit, ComputerEyes, and color filters over
> the camera. Maybe it's not the sort of thing to do because it's far
> easier to just scan things or use a Snappy for videocapture... ^_- But
> it's cool to find this out.

Glad you enjoyed doing this...

>
> ja ne nyo deshi punyoun...
>

> "Read this very carefully, I shall type this only once nyo!"
> "There would be little point in typing it twice nyo!!" - 'Allo 'Allo nyo
> ||| Last night I dreamed I was eating a huge marshmallow. When I woke
> up, my pillow was gone!
>

Your eight-bit friend,

Jeff Potter

# 4327. Atari eBay auctions: 800/XL/XE SCART cable and RCA Phono Cable

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-02 22:12:13 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1059862484.17183.0@demeter.uk.clara.net>
Source record: 20138

Hello All,

I have auctions not far off closing for an Atari 800/XL/XE Monitor Port to SCART cable and an Atari 800/XL/XE Monitor Port to RCA Phono cable. These are suitable for PAL or NTSC systems (but NOT SECAM). They are useful if your TV output has become noisy. These cables use unmodulated composite signals to carry the picture and sound to the TV and give a far superior image to the RF (TV) cable.

I also have some very cheap TOSlink (optical) cables available, along with some DVD setup/calibration discs.

The link is below (this will split on to two lines, so please copy both lines into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangar
raghty

# 4328. Re: Trade 800XL for 800?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-02 22:57:07 UTC
From: Paul Alhart <paulalhart@hotmail.com>
Message-ID: <7IXWa.5272$td7.1175@nwrddc01.gnilink.net>
Source record: 20139

If you don't fide a trade, let me know. I have a couple 800s I'll sell. One with omnimon.
paulalhart@hotmail.com

# 4329. Re: A very stupid question about printing to the screen...

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-03 04:21:51 UTC
From: RoyalHeart <royalheart@yahoo.com>
Message-ID: <3F2C8DDF.9010303@yahoo.com>
Source record: 20140

```
>On Tue, 22 Jul 2003 11:34:30 GMT, "Undead Mechanic"
><davidb81@earthlink.net> wrote:
>
>
>
>It's gotten to be such a headache for me that I almost gave up entirely on
>printing from ML
>
```

After following this thread the past few days, I remembered a ML prog I wrote years ago that used the put-character vector ICPTL (low byte) and ICPTH (high byte) in IOCB0. The resides at $0346 (ICPTL) and $0347 (ICPTH). The address stored here is the routine address MINUS ONE. This is because the routine is indirectly JSRed to (example follows).

To use this method, place the starting x-coordinate in COLCRS ($55) and the starting y-coordinate in ROWCRS ($54). (Since GR0 has a max x of 39, COLCRS + 1 would naturally be set to zero.) Then LDA with the char to print and indirectly JSR through the vector. Tada! Char printed on the screen. If the coordinates in COLCRS and ROWCRS are out of range, error code 141 is returned in the Y register and the N flag is set. Also, if the bottom of the screen is reached, it will scroll automatically.

Notice I stated STARTING COORDINATE above. The cursor automatically moves one position to the right, and wraps around at the end of the physical line. The cursor behavior is exactly the same as that in Atari BASIC's editor mode.

Here's one method:

```
LDA ICPTL0 ; SAVE IOCB0 PUTCHR VECTOR ON STACK
PHA ; TO SIMULATE AN INDIRECT JSR
LDA ICPTH0
PHA

LDA #'A ; ATASCII CHARACTER VALUE
RTS ; DO THE INDIRECT JSR
```

Alternatively, the vector plus one is stored elsewhere and you then JMP (IND) to it, as follows:

```
; SET UP PUTCHR VECTOR

CLC ; ADD ONE TO VECTOR TO MAKE IT
LDA ICPTL0 ; A "NORMAL" VECTOR ADDRESS
ADC #1
STA PUTVEC ; SAVE THE RESULT AS A VECTOR
```

```
LDA ICPTH0 ; THAT CAN BE JMP (ind) TO
ADC #0
STA PUTVEC+1

; GO PRINT A CHAR ON THE SCREEN

LDA #'A ; ATASCII CHAR VALUE FOR AN A
JSR PUTCHR ; GO PRINT IT ON THE SCREEN

; OTHER CODE HERE

.
.
.

; CALL THE EDITOR PUT BYTE ROUTINE

PUTVEC JMP (PUTVEC) ; NO RTS NEEDED AS THIS IS
; A SIMULATED INDIRECT JSR
```

I believe this general method (not the actual code) is used by Atari BASIC to print to the editor. I may be wrong...

"The Master Memory Map for the Atari" gives the details on the memory locations associated with the editor. I recommend reading up on them if you are not familiar with them.

Of course, one could always set up IOCB0 with the required parameters and call CIO to print to the screen, but this seems a whole lot simpler (to me, anyway).

Hope this helps!!

RoyalHeart

A thoughtful pause, then resumes the prince, "Thou hast to learn from Yesterday, but live for Today, and look forward to Tomorrow, for The Past is The Present, and no less The Future."

## 4330. need

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-03 07:49:12 UTC
From: larry5@webtv.net
Message-ID: <18552-3F2CBE78-10@storefull-2275.public.lawson.webtv.net>
Source record: 20141

I need a compatible atari printer of some sort not a small 1020 but one
bigger. I was using an Ibm printer with monkey attachment but that went.
need one badly at a reasonabl price.

## 4331. printer

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-03 07:52:18 UTC
From: larry5@webtv.net
Message-ID: <18552-3F2CBF32-11@storefull-2275.public.lawson.webtv.net>
Source record: 20142

Iforget to say what kind of atari computer I`m using a 65xe or Ican use
800xl thank you larry5@webtv.net

# 4332. FA: SORCERER FOLIO INFOCOM and more

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-03 09:37:33 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3F2CD7DD.8070900@t-online.de>
Source record: 20143

Hello,

rare opportunity to get Folios from Infocom like Sorcerer, for example:

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&item=2744405698

or both parts of the Alternate Realiry series:

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&item=2744388572

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&item=2744388557

I ship worldwide and I accept PayPal payments.

Thanks for your attention,

Andre

# 4333. Re: A very stupid question about printing to the screen...

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-03 12:17:14 UTC
From: RoyalHeart <royalheart@yahoo.com>
Message-ID: <3F2CFD4A.8050605@yahoo.com>
Source record: 20144

RoyalHeart wrote:

```
>
> ; CALL THE EDITOR PUT BYTE ROUTINE
>
> PUTVEC JMP (PUTVEC) ; NO RTS NEEDED AS THIS IS
> ; A SIMULATED INDIRECT JSR
>
```

Errrmmm... Apparently I had a brain fart yesterday when I wrote that part. It should be

```
; CALL THE EDITOR PUT BYTE ROUTINE

PUTCHR JMP (PUTVEC) ; NO RTS NEEDED AS THIS IS
; A SIMULATED INDIRECT JSR
```

RoyalHeart

A thoughtful pause, then resumes the prince, "Thou hast to learn from Yesterday, but live for Today, and look forward to Tomorrow, for The Past is The Present, and no less The Future."

# 4334. FA: UK Atari Computer Owners Club ("Monitor") magazine issues 5-6 and 8-18

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-03 14:33:06 UTC
From: Paul R <pjr1969@XNOSPAMXhotmail.com>
Message-ID: <D79Xa.52397$9C6.3082301@wards.force9.net>
Source record: 20145

Hi, I am selling some RARE copies of the UK Atari Computer Owners Club magazine (aka Monitor magazine) on eBay. All mags are in superb, clean condition.

The UK Atari Computer Owners Club was run by staff of Maplin Electronics during the 1980s. The club magazine was initially called 'UK Atari Computer Owners Club' and subsequently 'Monitor', and sold on a subscription basis. It was a professional typeset publication with articles, reviews, program listings etc. relating to Atari computing (some ST content from issue 11 onwards).

issues 5-6
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=38597&item=3039199788
issues 8-10
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=38597&item=3039200679
issues 11-14
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=38597&item=3039201311
issues 15-18
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=38597&item=3039201806

Thanks.
Paul R

# 4335. Re: Do these (UK) Atari mags still exist anywhere?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-03 15:41:52 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0308030741.699db677@posting.google.com>
Source record: 20146

Hello there, I have a few (not many) Monitor mags (similar in sytle to page 6) I don't have any hardware to scan monitor in with (unless you have, and live in London)

# 4336. Re: What versions of Happy 1050 are there?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-03 15:56:05 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0308030756.47c72093@posting.google.com>
Source record: 19997

Hello Karl

I only remember from version 6.0 and 7.0 and 7.10 software, however if you have the lazer/hyperdrive software (basically a cloned or hacked copy of the above) it should still work

However if you are using happy software with the lazer or hyperdrive you wont be able to use some of the later options (i guess that the software checks the hardware to see if pucker happy is installed)

But if memory serves me right there was a version of lazer/hyperdrive software that had all the happy options enabled, I did have this version but I accidently formatted the disk, and because I havent used my 1050 in several years I think it needs re:alligning, the later versions of the lazer/hyperdrive software had just the standard and non standard sector and track copiers, that other options were disabled or removed

# 4337. Re: Web Browser for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-03 21:02:20 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-7Md4MdTcc1G5@localhost>
Source record: 19998

hi,
try a search for contiki. I recently saw it but dont remember where.

On Sun, 27 Jul 2003 09:29:38, Paul Allen Panks
<panks@sdf.lonestar.org> wrote:

> Has anyone developed a web broswer for the Atari 800/XE/XL line of
> computers? I remember Phoenix, but that was cancelled.
>
> Sincerely,
>
> Paul Allen Panks
> dunric@yahoo.com
>

--

# 4338. Re: Do these (UK) Atari mags still exist anywhere?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-03 22:52:06 UTC
From: PJR1969 <pjr1969@XSPAMXhotmail.com>
Message-ID: <2lgXa.53971$xd5.3298368@stones.force9.net>
Source record: 19999

Hi
I'm only interested in issues 2 and 3, which I've never seen anywhere. Don't
suppose you have these?
I've got all the others.

PJR

"carmel" <carmel_andrews@hotmail.com> wrote in message
news:6912483e.0308030741.699db677@posting.google.com...
> Hello there, I have a few (not many) Monitor mags (similar in sytle to
> page 6) I don't have any hardware to scan monitor in with (unless you
> have, and live in London)

# 4339. Pre-ordering available now: Flash Multi-Cart for Atari 8-bit Computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-04 01:52:57 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <Z%iXa.9661$gi.4832389@news2.news.adelphia.net>
Source record: 20000

Pre-ordering starts today for my Flash Multi-Cart/Disk-Cart/Homebrewing Cartridge, with shipment of orders by 08/11.

The cartridge is professionally produced, with open-source software and extensive documentation.

Limited edition pricing is $29.99 per cartridge, with a shipping discount for buying five. After 8/11 the price will increase to $34.99.

For complete product information and the order form go to:

http://www.atarimax.com/

or directly to the MaxFlash cartridge page at:

http://www.atarimax.com/flashcart/documentation/

# 4340. Re: Web Browser for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-04 06:34:32 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gy8ya7wxz.fsf@legolas.mdh.se>
Source record: 20003

kenames@pacbell.net writes:

> try a search for contiki. I recently saw it but dont remember where.

http://dunkels.com/adam/contiki/ports/atari.html

--
Anders Carlsson

"Please not to close to the hair, finger, clothes to run about the
inside's vehicle, in order to prevent quilt involvement." -- Bit Racer

# 4341. Emulator newbie/help with M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-04 10:29:27 UTC
From: SteelWheel <stwheelREMOVEALLSOLIDCAPS@optonline.net.INVALID>
Message-ID: <3F2E3591.AED8105C@optonline.net.INVALID>
Source record: 20004

Hi group. A friend of mine decided to buy an old Atari 800 (must be the tenth time or so--he would do better to hang onto these things instead of selling them and then rebuying them). He got me sufficiently nostalgic to do some googling on my own, and now I've discovered this whole "keep the 8-bit machines alive" movement.

I've been running Atari800Win Plus 3.1 on my PC, and playing M.U.L.E. for the past few days (btw, I actually DO still own an 800 that was working last I knew, as well as a copy of the game, so I'm 100% legit here--just don't feel like hauling it out of storage). However, the graphics have been a little bit flaky--a portion of the "store" is not rendered correctly, making it impossible to see how many mules are in stock. Also, emulator seems to freeze up once every three or four times the wampus is captured. Are these problems common? Are these known bugs with this setup? I was considering trying to d/l and setup one of the DOS or Linux emulators instead hoping for better results, but didn't know if it was worth the effort. Anyone have any experience they can share here?

Also, are people actually using PC 5.25" disk drives to make copies of Atari format disks? And hooking them up to old Atari machines? I'm pretty sure my 800 is working (if I ever decide to get it out of mothballs), but I can't be quite so sure about my old Atari 810 disk drive. It would be great if there was a way to read all my old disks, if for no other reason than to store them in some more permanent format for the future.

Thanks folks!

Steel Wheel

# 4342. Re: I need how can i use the key to appear the Map in Montezuma Revenge's In Atari 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-04 14:04:56 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <af54ce400ee1ffabf77607763846c062@free.teranews.com>
Source record: 20005

```
Odd. I played that game to the very end. I was so good at it, that I
gained more lives than I lost. I quite playing when my score reached
1,000,000 with no end in sight, and I never used a map. The very last level
has NO torch at all, you go only by memory and when you win that level, it
level just keeps repeating itself over and over. It is not so bad though,
by the time you get to the last level, you pretty much know the rooms
anyways.

--
Steve S
```

"NEWS" <rucio2002@terra.cl> wrote in message
news:vB_Va.91607$%Y6.232506@maule...
> My friend i have information and i was put new objets in the first screen
>
> Keys White, Blue, etc.
>
> Send me any email and i will send the roms change by Me
>
>
> About the Hot Key : I was hear any comment about this hot key to display
the
> map, but i dont have more information
>
> Note : Try whit ATR file and you can go to the Indian easy.
>
>
> Regards
>
>
> "prdin" <pitfall@cuckoos.net> escribi&#65533; en el mensaje
> news:981b2c7e.0307300551.536845fb@posting.google.com...
> > "NEWS" <rucio2002@terra.cl> wrote in message
> news:<QkFVa.90260$%Y6.230647@maule>...
> > > Hello :
> > >
> > > I need how can i use the key to appear the Map in Montezuma Revenge's
In
> > > Atari 8 Bit
> > >
> > >
> > >
> > > Exist any Hot Key to Display The Map ?

> >
> > There is a map in montezuma's revenge ?!!
> >
> > hmm, I'm just trying to finish it ;)
> >
> > Pr Din.
>
>
>

# 4343. Re: need

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-04 17:16:00 UTC
From: Paul Alhart <paulalhart@hotmail.com>
Message-ID: <kxwXa.15565$iZ4.1815@nwrddc02.gnilink.net>
Source record: 20006

I have a Epson MX-80 and several Atari printer interfaces (ApeFace &
Graphix-AT) that I would part with. Shipping may be an issue depending on
your location though. I am in California. Paul

"lawrence chapman" <larry5@webtv.net> wrote in message
news:18552-3F2CBE78-10@storefull-2275.public.lawson.webtv.net...
> I need a compatible atari printer of some sort not a small 1020 but one
> bigger. I was using an Ibm printer with monkey attachment but that went.
> need one badly at a reasonabl price.
>

## 4344. Atari's in old films..

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-04 22:50:45 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <4untivs6k1o03c0g0p1en2p10kj0mrvvjp@4ax.com>
Source record: 20007

Yeah, I know its been done before but I was sitting watching Police
Story with Jackie Chan and up pops Syncalc running on either a 800XL
or a 130XE (hard to spot quickly).

Nice to see the old stuff on the big screen...
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 4345. Re: Atari's in old films..

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-04 23:40:14 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <y9CXa.12308$bo1.6002@news-server.bigpond.net.au>
Source record: 20008

Better get the traditional ones in, that is an Atari Portfolio in Terminator 2 and an 800XL in D.A.R.Y.L also The Last Startfighter (the game was supposed to be in an Atari Cabinet though I don't recall if the logo was displayed), and who can forget the Tee-shirt in Road Trip.

Mark

"Paul Irvine" <mclane.dellosYOURFINGER@btinternet.com> wrote in message news:4untivs6k1o03c0g0p1en2p10kj0mrvvjp@4ax.com...
>
> Yeah, I know its been done before but I was sitting watching Police
> Story with Jackie Chan and up pops Syncalc running on either a 800XL
> or a 130XE (hard to spot quickly).
>
> Nice to see the old stuff on the big screen...
> --
>
> Paul...
>
> If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's removed already.

# 4346. Wanted Atari 800 in Canada

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-05 04:23:20 UTC
From: Don <scruffy70@hotmail.com>
Message-ID: <YiGXa.623071$ro6.13493614@news2.calgary.shaw.ca>
Source record: 20009

Hi All,

Anybody have a Atari 800 stored away that they want to go to a good home. Never had an Atari and would like to play around with one. Willing to pay for shipping and a reasonable price. Prefer someone in Canada to keep the cost of shipping down. Also looking for software as well.

can reply to Scruffy70@"no-spam"hotmail.com

remove the "no-spam" to reply

Thanks,
Don

# 4347. Re: Atari's in old films..

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-05 05:50:45 UTC
From: misterbumpy73@wmconnect.com
Message-ID: <20030805015045.21671.00000012@mb-m21.wmconnect.com>
Source record: 20010

Let's not forget the unwashed twit in the beginning of Cloak and Dagger using an Atari 800 for what appears to be a terminal (or at least irregularly scrolling text).

# 4348. Re: Atari's in old films..

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-05 06:12:02 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <viuilk1h222c68@corp.supernews.com>
Source record: 20011

"Mister Bumpy73" <misterbumpy73@wmconnect.com> wrote in message
news:20030805015045.21671.00000012@mb-m21.wmconnect.com...
> Let's not forget the unwashed twit in the beginning of Cloak and Dagger
using
> an Atari 800 for what appears to be a terminal (or at least irregularly
> scrolling text).

And the Atari 5200 in the movie too!!!!

# 4349. Re: Commodore One

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-05 09:14:27 UTC
From: Dave Blears <dave@davecandoit.com.NOSPAM>
Message-ID: <3f2f7581_3@news.brisbane.pipenetworks.com>
Source record: 20012

Bloody hell, you still playing with these 8 bits "William Kendrick" !

dont recognise any other names but my "senior moments" are grouped much closer together these days.

how many others from the 80's etc are still lurking in here?

just popped into the newsgroup to see if there was still any interest and low and behold the place lives...

those were the days.... still got a room full of the stuff upstairs. a man should go dig out his spartaX cart and try to remember how to drive it. Me thinks the R-Time-8 cart might need a new battery as well... hehe

truly inspiring to see the humble 8 bit still lives on

more power to you all.

ExSysop Support AT-8 BBS
130XE with 10mb - Blackbox
1mb MIO and 4 floppy drives
364k - OASIS BBS Software
Godwin Beach, Qld. Australia

---
Dave Blears Computing
http://www.davecandoit.com/

## 4350. Hello out there!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-05 09:18:37 UTC
From: Dave Blears <dave@davecandoit.com.NOSPAM>
Message-ID: <3f2f7674_3@news.brisbane.pipenetworks.com>
Source record: 20013

Bloody hell, you still playing with these 8 bits "William Kendrick" !

dont recognise any other names but my "senior moments" are grouped much closer together these days.

how many others from the 80's etc are still lurking in here?

just popped into the newsgroup to see if there was still any interest and low and behold the place lives...

those were the days.... still got a room full of the stuff upstairs. a man should go dig out his spartaX cart and try to remember how to drive it. Me thinks the R-Time-8 cart might need a new battery as well... hehe

truly inspiring to see the humble 8 bit still lives on

more power to you all.

ExSysop Support AT-8 BBS
130XE with 10mb - Blackbox
1mb MIO and 4 floppy drives
364k - OASIS BBS Software
Godwin Beach, Qld. Australia

---
Dave Blears Computing
http://www.davecandoit.com/

# 4351. Re: Hello out there!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-05 10:28:01 UTC
From: Tom Hunt <NoOne@FakeEmail.invalid>
Message-ID: <Xns93CE417B3EB1DPrivacyLabs@209.143.0.11>
Source record: 20014

"Dave Blears" <dave@davecandoit.com.NOSPAM> wrote in news:3f2f7674_3
@news.brisbane.pipenetworks.com:

> http://www.davecandoit.com/

Ah, another old Oasis sysop! Remember John Hanes of Simplicity BBS in
NZ? Or Jeff Coover of Revelstone? Or Glenda Stocks of XBN? All of them
members of Oasis Net. There were many others that were not networked.
You can run your Oasis BBS in an emulator now and people can telnet in to
it. You should give it a try.

http://cth.dtdns.net
telnet://cth.dtdns.net
http://cth.hn.org
http://www.privacylabs.net

Real email address encoded on web pages,
spam trap = joeclark1@hotpop.com, use this to get LARTed

--

# 4352. Re: Hello out there!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-05 12:12:24 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <IaNXa.362$U74.19579@news.optus.net.au>
Source record: 20015

good to see ya pop in. enough room in your shop thee to have a 8-bit display
eh? ;)

James

## 4353. Re: Atari's in old films..

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-05 12:14:31 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <HcNXa.363$U74.19579@news.optus.net.au>
Source record: 20016

what about flying high? using an atari for the planes computer i beleave.

James

# 4354. Re: LEGAL CABLE TV DE-SCRAMBLER dddddd

>
> Q: Can the cable company detect that I have the d*e*s*c*r*a*m*b*l*e*r?
> A: No, the signal descrambles right at the box and does
> not move back through the line!
>
> Q: Do I have to alter my existing c-a-b-l-e system,
> television or VCR?
> A: The answer is no!
>
> Q: Does this work with my remote control?
> A: The answer is yes. The descrambler is
> manually controlled--but very easy to use!
>
> Q: Can you email me the plans?
> A: No the program comes with an easy to follow picture guide.
>
> Q: Does this work everywhere across the country?
> A: Yes, everywhere in the USA plus England,
> Brazil, Canada and other countries!
>
> Q: Is this deal guaranteed?
> A: Yes, if you are unhappy for any reason we will refund your money.
>
> Q: When I order, when will I get my package?
> A: We mail out all orders within 24 hours of receiving them.
>
> You get the complete 6 page report "Using a D-e-s-c-r-a-m-b-l-e-r
LEGALLY",
> the instruction plans and theeasy to follow diagram all for just--$10.00
>
> Fill out form below and send it, along
> with your $10.00 payment to:
>
> SMG PUBLISHING INC
> 1340 East Vine Str #218
> Kissimmee Fl 34744
>
> (Cash, Check or Money Order.)
>
> (Florida residents include 7% Florida State Sales Tax)
>
> (All orders outside the U.S.A. add $5.00)
>
>
> PRINT YOUR:
>
> NAME_____
>
> ADDRESS_____
>

> CITY/STATE/ZIP_____
>
> E-MAIl ADDRESS_____
>
> We are NOT ASSOCIATED in any way with R-A-D-I-O S-H-A-C-K.
>
>
>
>
>
>
> 4rwerwer24534ty5tgertrwetertertretrtre
>
>
>
> 3r34534534543543534543534543 5
>
>
>
> ygery35346346yhryhdtryeryteryery56345634534
>
>
>
> 5635y45hyy45y45y45yery454545y45y45y45y45y45y45rtytrytry
>
>
>
> 56y5465464564565637u56eu56erue56rtueyruytuytuty
>

[Inline base64-encoded payload not displayed]
>

# 4355. Re: Emulator newbie/help with M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-05 17:41:16 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <30222016832f34639d5853c57d93cfdf@free.teranews.com>
Source record: 20018

Greetings Atarian....

"SteelWheel" <stwheelREMOVEALLSOLIDCAPS@optonline.net.INVALID> wrote in
message news:3F2E3591.AED8105C@optonline.net.INVALID...
> Hi group. A friend of mine decided to buy an old Atari 800 (must be the
> tenth time or so--he would do better to hang onto these things instead
> of selling them and then rebuying them). He got me sufficiently
> nostalgic to do some googling on my own, and now I've discovered this
> whole "keep the 8-bit machines alive" movement.
>
> I've been running Atari800Win Plus 3.1 on my PC, and playing M.U.L.E.
> for the past few days (btw, I actually DO still own an 800 that was
> working last I knew, as well as a copy of the game, so I'm 100% legit
> here--just don't feel like hauling it out of storage). However, the
> graphics have been a little bit flaky--a portion of the "store" is not
> rendered correctly, making it impossible to see how many mules are in
> stock. Also, emulator seems to freeze up once every three or four times
> the wampus is captured. Are these problems common? Are these known
> bugs with this setup? I was considering trying to d/l and setup one of
> the DOS or Linux emulators instead hoping for better results, but didn't
> know if it was worth the effort. Anyone have any experience they can
> share here?

Not me. I use 3.0 version and have no troubles.

>
> Also, are people actually using PC 5.25" disk drives to make copies of
> Atari format disks? And hooking them up to old Atari machines? I'm
> pretty sure my 800 is working (if I ever decide to get it out of
> mothballs), but I can't be quite so sure about my old Atari 810 disk
> drive. It would be great if there was a way to read all my old disks,
> if for no other reason than to store them in some more permanent format
> for the future.

I think the better method is to use an SIO2PC cable. There is a guy on ebay
that sells them all the time, very useful. It allows you to maintain your
copies on the PC like you use the emulator and hook up your PC to your
Atari. The Atari thinks that the PC is a disk drive, reading the image off
of the computer as it would a disk.

>
> Thanks folks!
>
> Steel Wheel
>
>

# 4356. Re: Atari's in old films..

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-05 18:11:32 UTC
From: Wilheim <guillermo@mail.cl>
Message-ID: <bgos0n$s9h$1@news1.nivel5.cl>
Source record: 20019

I remember also seeing a big ATARI street screen in Blade Runner, too.

"jim" <sup8pdct@mail.cth.com.au> escribi&#65533; en el mensaje
news:HcNXa.363$U74.19579@news.optus.net.au...
> what about flying high? using an atari for the planes computer i beleave.
>
> James
>
>

# 4357. Re: Atari's in old films..

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-05 18:51:56 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3F301818.2ADB78D4@ev1.net>
Source record: 20020

```
Mister Bumpy73 wrote:
>
> Let's not forget the unwashed twit in the beginning of Cloak and Dagger using
> an Atari 800 for what appears to be a terminal (or at least irregularly
> scrolling text).
>
"Cloak and Dagger" was *not* only a film with Atari computers
in it, but IIRC, there was a "Cloak and Dagger" cartridge game
for the Atari 800...

--
+--------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+--------------------------------------------------------------+
```

# 4358. Re: Hello out there!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-05 23:37:17 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <npf0jv0mvr84u1jfemjbv4fqka8gnfl066@4ax.com>
Source record: 20021

On Tue, 5 Aug 2003 19:18:37 +1000, "Dave Blears"
<dave@davecandoit.com.NOSPAM> wrote:

>how many others from the 80's etc are still lurking in here?

Jesus, I'm PRE 80's :-)

Hell, I've written it, coded it, reviewed it, hacked it, cracked it,
sold it, and even played it :-)
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 4359. Re: Atari's in old films..

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-06 02:32:07 UTC
From: Cruiser7 <Cruiser7@nospam.com>
Message-ID: <vj0q50ludqfob2@corp.supernews.com>
Source record: 20022

Paul Irvine wrote:
> Yeah, I know its been done before but I was sitting watching Police
> Story with Jackie Chan and up pops Syncalc running on either a 800XL
> or a 130XE (hard to spot quickly).
>
> Nice to see the old stuff on the big screen...

Can't forget that scene in Superman III when the bad guys are trying to shoot Supes down with missles by using an interface that looked like an Atari 5200 game. I read somewhere that scene was done with Atari Computers but have never been able to verify it anywhere else.

C7

# 4360. Re: Atari's in old films..

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-06 06:18:29 UTC
From: Mad_Kat <maloney@HotPOP.com>
Message-ID: <ua71jv848fe6skqt4qoklis1hvdue6272b@4ax.com>
Source record: 20023

>Can't forget that scene in Superman III when the bad guys are trying to
>shoot Supes down with missles by using an interface that looked like an
>Atari 5200 game. I read somewhere that scene was done with Atari
>Computers but have never been able to verify it anywhere else.
>
>C7

Here's where I read about it (somewhat) - this article about that got
a bit cropped:

http://www.atariage.com/magazines/magazine_page.html?MagazineID=9&CurrentPage=12

MK

# 4361. Re: ATARI XL prototypes ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-06 08:10:20 UTC
From: Frank Schr&#65533;der-H&#65533;ftmann <bgtzhn@NoSPAM.gmx.de>
Message-ID: <989ae$3f30b7b2$d527c40e$12844@nf1.news-service.com>
Source record: 20024

Hi ZR!

> I once read in a magazine , that "Rainbow Arts" was porting some of
> their C64 games to the XL , for release on XEGS carts.We know , only
> Jinks was released on Disk and there is a 7800 version AFAIK.

A few years back I was emailing Julian Eggebrecht (ex-Rainbow Arts) about
the game Ataris commissioned from Rainbow Arts, i.e. Jinks, Bad Cat etc.

I can't remember what exactly he said but it was something along the lines
that Atari insisted on having those games on cartridges only (because of the
harder to do pirating) and not as disk versions, which seemed financially
not viable to Rainbow Arts.

> But in this magazine , ports of "Great Giana Sisters" or "Street Gang"
> were mentioned - but never released - maybe unfinished versions exist.

According to him, they do. Or at least, they did.

Once again, I may be wrong on this one. Could be that only Jinks was
completed (by the AMC lads) and the others weren't even started. Maybe I'm
mixing that up as well... (-;

In 2002 there was a thread in csa8 on Lucasfilm's Labyrinth which, contrary
to rumours, was never even started for the Atari.

> Anyone hunting for prototypes , especially in Europe ,were it&#65533;s
> possible that such games exist , games that were made after 1985 by
> smaller companies ?

Check out www.jetbootjack.com

Frank

# 4362. Re: Hello out there!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-06 09:52:47 UTC
From: Dave Blears <dave@davecandoit.com.NOSPAM>
Message-ID: <3f30d01e_2@news.brisbane.pipenetworks.com>
Source record: 20025

> Ah, another old Oasis sysop! Remember John Hanes of Simplicity BBS in
> NZ? Or Jeff Coover of Revelstone? Or Glenda Stocks of XBN? All of them
> members of Oasis Net. There were many others that were not networked.

spent many hours talking to john, and many bucks on phone calls using a
300baud modem to download bits and pieces at $110 a minute ....

> You can run your Oasis BBS in an emulator now and people can telnet in to
> it. You should give it a try.
>
> http://cth.dtdns.net
> telnet://cth.dtdns.net
> http://cth.hn.org
> http://www.privacylabs.net
>

bloody hell... might just have a bo peep at doing that too..

cheers

---
Dave Blears Computing
http://www.davecandoit.com/

# 4363. Re: Hello out there!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-06 10:36:34 UTC
From: Dave Blears <dave@davecandoit.com.NOSPAM>
Message-ID: <3f30da41_3@news.brisbane.pipenetworks.com>
Source record: 20026

> good to see ya pop in. enough room in your shop thee to have a 8-bit
display
> eh? ;)

was always going to do that, but someone never dropped me in the 800 :P

how you keeping?

get that toyota?

well better run and pretend i have a life...

look after your self and say hello to that girl of yours for me...

cheers
---
Dave Blears Computing
http://www.davecandoit.com/

# 4364. Re: Hello out there!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-06 10:44:55 UTC
From: Dave Blears <dave@davecandoit.com.NOSPAM>
Message-ID: <3f30dca9_2@news.brisbane.pipenetworks.com>
Source record: 20027

> Jesus, I'm PRE 80's :-)

i had a life in the 70's :P

>
> Hell, I've written it, coded it, reviewed it, hacked it, cracked it,
> sold it, and even played it :-)

i was a try hard, i tried and i tried but could never get my head past basic, and was useless at games with the exception of boulderdash so i started running the bbs and my passion progressed from there.

cheers

---
Dave Blears Computing
http://www.davecandoit.com/

# 4365. OT: Yo! Oldschoolers, out of the woodwork!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-06 11:01:43 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <re5Ya.36$7z1.11@newsread3.news.pas.earthlink.net>
Source record: 20028

Hey, I know this place has taken somewhat of a dive lately, but I just
wanted to see how many of the guys from yesteryear were still here.

So all you lurkers of olde out there, speak out!
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic

# 4366. Re: Yo! Oldschoolers, out of the woodwork!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-06 11:03:33 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <9g5Ya.37$7z1.14@newsread3.news.pas.earthlink.net>
Source record: 20029

Aw, crap... Sorry, dudes. I wasn't paying attention and posted this to the wrong NG!

I forgot I had this NG selected when I hit the "new post option"!

Please forgive me!
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic

# 4367. Re: Hello out there!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-06 11:09:32 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <Ml5Ya.393$U74.21049@news.optus.net.au>
Source record: 20030

"Dave Blears" <dave@davecandoit.com.NOSPAM> wrote in message
news:3f30da41_3@news.brisbane.pipenetworks.com...
> > good to see ya pop in. enough room in your shop thee to have a 8-bit
> display
> > eh? ;)
>
> was always going to do that, but someone never dropped me in the 800 :P

:))))
is in storage. must dig it out :)
\

>
> how you keeping?
very well thank you :)
>
> get that toyota?
sure did. now have a 3" lift and sliders. working on a rear bar now

> look after your self and say hello to that girl of yours for me...

sure will :)

James

# 4368. Re: Hello out there!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-06 11:11:00 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <8n5Ya.394$U74.21088@news.optus.net.au>
Source record: 20031

"Dave Blears" <dave@davecandoit.com.NOSPAM> wrote in message
news:3f30dca9_2@news.brisbane.pipenetworks.com...
> > Jesus, I'm PRE 80's :-)
>
> i had a life in the 70's :P
>
> >
> > Hell, I've written it, coded it, reviewed it, hacked it, cracked it,
> > sold it, and even played it :-)
>
> i was a try hard, i tried and i tried but could never get my head past
> basic, and was useless at games with the exception of boulderdash so i
> started running the bbs and my passion progressed from there.

don't forget..... breaking keyboards and emergancy
dashes to fix it :)

James

# 4369. Re: Hello out there!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-06 14:01:55 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vj22hvr16phcae@corp.supernews.com>
Source record: 20032

```
..... $110 a minute .....!
???
That'd be Aussie $, I guess, but still, I bet you could
find a walaby that could dance for you for less than
that, or you mean $1.10? even then.?
I remember my son phreaking, he thought, some
bozo gave him a number to call to log onto warez
sites, a long distance number he thought was a free
number to call. cost me about $150 for that month's
long distance bill. (USDollars, about 1986).
```

# 4370. Re: Yo! Oldschoolers, out of the woodwork!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-06 16:26:22 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vj2b1e3timlta7@corp.supernews.com>
Source record: 20033

"The Undead Mechanic" <davidb81@earthlink.net> wrote in message
news:re5Ya.36$7z1.11@newsread3.news.pas.earthlink.net...
> Hey, I know this place has taken somewhat of a dive lately, but I just
> wanted to see how many of the guys from yesteryear were still here.
>
> So all you lurkers of olde out there, speak out!
> --

Well I am a old school Atari 8-bit user! ;)

Tim

# 4371. FA: 11 boxed 2600 carts

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-06 17:27:09 UTC
From: BoB <ohyes@nospamforme.com>
Message-ID: <bgrdph$50f$1@newsg4.svr.pol.co.uk>
Source record: 20034

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?MfcISAPICommand=ViewItem&item=3039238766

Thanks for looking

Bob

# 4372. WANTED: Black-box

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-06 20:54:47 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3f316c7c$0$49105$e4fe514c@news.xs4all.nl>
Source record: 20035

Hi,

I like to get a black-box for a friend of mine. Please let me know if
someone has one for sale.

Mail me private: txg01@xs4all.nl

TXG/MNX

# 4373. MIO HD on black box help

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-07 03:02:48 UTC
From: kheller2@mac.com
Message-ID: <6982911f.0308061902.75b20910@posting.google.com>
Source record: 20036

I have a Seagate ST125 connected to a MIO via an XEBEC controller that works just fine on the MIO. I'm trying to get the drive to work on a black box. I've flipped switch 7 to invert the data.. but I'm having some problems getting anything but boot errors. I've configured the drive settings to the best of my knowledge. Used 256 byte sectors. I'm not sure how the BB will store its partition information as that takes up 15? sectors. The MIO only used Sector 0 for this information.

Any help is appreciated!

Karl

# 4374. Re: ATARI XL prototypes ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-07 03:47:46 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <vbi3jv0ce8okfc8hs83t1v5jace6f9dqtg@4ax.com>
Source record: 20037

On 5 Aug 2003 16:06:46 -0700, zothen@my-deja.com (Zothen Runecaster) wrote:

>I think that there must b many unreleased games for the ATARI 8 Bit.
>
>Not only classic games by ATARI , that were planned for cartridge
>release or XEGS carts etc.
>
>But also disk-based or cassette-based games.
>
>Because in old magazines , XL versions of somes games were mintioned
>as "coming soon" - but never came.
>
>One example is "The Last Ninja" , this game was programmed for the
>ATARI , but never released - but there are versions for much inferior
>systems like the Acorn BBC.
>
Now that you mention it, it's the time of the year for my inquiry on Gunship for the Atari XL/XE... Yes, it DID exist, I wasn't dreaming (my cousin-in-law can confirm the story), and it isn't a case of misidentification of another game (Tomahawk). A German friend back in school had it, back then in 1987, he said he had got it from another friend of him; it was a double-sided disk, and he could make a copy of it (using the Happy Archiver for one side and some other thing for the other side, which he hadn't but his friend had) but then the copy would run only on his drive so I'd have to take his original disk. Unfortunately at the time I didn't have a disk drive, and my cousin-in-law wasn't interested; by the time I got an XF 551 next year, my schoolmate had already left the country and I haven't heard of him ever since.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

# 4375. Re: Atari's in old films..

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-07 05:59:27 UTC
From: misterbumpy73@wmconnect.com
Message-ID: <20030807015927.21510.00001102@mb-m07.wmconnect.com>
Source record: 20038

I forgot the 5200! D'oh! Gotta see it again... if only for the nifty Ataris!
;-)

## 4376. 600XL 64k

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-07 07:15:59 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <P0nYa.18784$bo1.8338@news-server.bigpond.net.au>
Source record: 20039

Hey guys, thanks to TXG I have a 64k 600XL. I used this method http://atrey.karlin.mff.cuni.cz/~pavel/atari/600xl64Ka.html it works perfectly. I have a couple of questions tho. How do the other upgrades differ? http://atrey.karlin.mff.cuni.cz/~pavel/atari/600xl64Kb.html and http://www-users.rwth-aachen.de/mathy.van_nisselroy/xl600k64.htm respectivly, and is it possible to use the 1064 upgrade to give 112k of ram with any of these. I will do the satantronic 1088k upgrade next, but was just interested about the old 1064, I read some where long ago that it was possible.

Mark

# 4377. Re: Hello out there!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-07 09:26:34 UTC
From: Dave Blears <dave@davecandoit.com.NOSPAM>
Message-ID: <3f321b50_1@news.brisbane.pipenetworks.com>
Source record: 20040

"Russ Gilbert" <russg@en.com> wrote in message
news:vj22hvr16phcae@corp.supernews.com...
> ..... $110 a minute .....!
> ???
> That'd be Aussie $, I guess, but still, I bet you could
> find a walaby that could dance for you for less than
> that, or you mean $1.10? even then.?

dam the . disappeared... it was $1.10 and at 300bps it took a while to
download from toms or johns bbs's, but it was the only way to new stuff down
here in reasonable time :P

## 4378. Re: Hello out there!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-07 09:28:13 UTC
From: Dave Blears <dave@davecandoit.com.NOSPAM>
Message-ID: <3f321bc0$1_3@news.brisbane.pipenetworks.com>
Source record: 20041

```
> don't forget..... breaking keyboards and emergancy
> dashes to fix it :)

thats enough from the peanut gallery!

:P

---
Dave Blears Computing
http://www.davecandoit.com/
```

# 4379. Looking for memory upgrades for 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-07 11:41:03 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <jVqYa.415$Nf3.289@newsread4.news.pas.earthlink.net>
Source record: 20042

Where can I go to get RAM upgrades? I tried a lot of my old suppliers, but
they seem to be temporarily out of stock on them.

If nothing else, where may I find a diagram and a list of stuff I need to
put together my own upgrade?

I'd like to go up to at least one meg.

Thanks!
--
David Bowden
The Undead Mechanic.

# 4380. Re: 600XL 64k

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-07 12:29:25 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <FCrYa.433$U74.22447@news.optus.net.au>
Source record: 20043

"Mark Bedingfield" <mark@computercom.com.au> wrote in message
news:P0nYa.18784$bo1.8338@news-server.bigpond.net.au...
> Hey guys, thanks to TXG I have a 64k 600XL. I used this method
> http://atrey.karlin.mff.cuni.cz/~pavel/atari/600xl64Ka.html it works
> perfectly. I have a couple of questions tho. How do the other upgrades
> differ? http://atrey.karlin.mff.cuni.cz/~pavel/atari/600xl64Kb.html and
> http://www-users.rwth-aachen.de/mathy.van_nisselroy/xl600k64.htm
> respectivly, and is it possible to use the 1064 upgrade to give 112k of
ram
> with any of these. I will do the satantronic 1088k upgrade next, but was
> just interested about the old 1064, I read some where long ago that it was
> possible.

The ones I have seen and the 256k upgrade plug in board are very similar.
only differance is with the 74ls32 (U18). it is pulled out and a jumper put
into the socket 9 to 11 from memory, tho has been a while. also seen at
least 2 differant ways or sourcing the a14 and a15 address lines. either
way, they still work

James

# 4381. ADV: Atari Xmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-07 14:43:35 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0308070739160.32610-100000@shell1.aracnet.com>
Source record: 20044
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org Link to 8 newly updated Atari Catalogs!

Due to Popular Demand, I'm extending my Christmas in July into August!
This is how it works. Buy the HardWare/Accessories for any Classic Atari
8 Bit and/or 16/32 Bit Atari ST System and I'll outfit your system with
Games/SoftWare and/or Books/References. You be good to me and I'll be good
to you! The more you spend on HardWare/Accessories, the better I outfit
your system. The more HardWare you buy for your system, the more Software/
Games and/or Books/References you receive! You choose the Atari Hardware
you want to buy and You & I choose the Books/References and/or Software/
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lost interest in collecting Atari or building a New Atari system for the
first time. ReLive your Atari Youth! Call Ben anytime at (503)256-9974!!!

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Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 4382. Re: WANTED: Black-box

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-07 18:36:28 UTC
From: antidiary@angelfire.com
Message-ID: <ecfa246b.0308071036.63e46db7@posting.google.com>
Source record: 20045

"TXG" <txg01@xs4all.nl> wrote in message
news:<3f316c7c$0$49105$e4fe514c@news.xs4all.nl>...
> Hi,
>
> I like to get a black-box for a friend of mine. Please let me know if
> someone has one for sale.

Have you checked with CSS to see if you can still buy one? They might
still have a few kicking around. Their website is
http://www.nleaudio.com/css

# 4383. Re: Looking for memory upgrades for 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-07 19:36:55 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <6HxYa.406$YQ4.83@fe04.atl2.webusenet.com>
Source record: 20046

Try www.myatari.com

"The Undead Mechanic" <davidb81@earthlink.net> wrote in message
news:jVqYa.415$Nf3.289@newsread4.news.pas.earthlink.net...
> Where can I go to get RAM upgrades? I tried a lot of my old suppliers, but
> they seem to be temporarily out of stock on them.
>
> If nothing else, where may I find a diagram and a list of stuff I need to
> put together my own upgrade?
>
> I'd like to go up to at least one meg.
>
> Thanks!
> --
> David Bowden
> The Undead Mechanic.
>
>

# 4384. FS:Many boxed/new XEGS cartridge games

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-08 00:55:14 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <f16cbc23.0308071655.3d5db46b@posting.google.com>
Source record: 20047

Hi,

I offer the following ATARI XL/XE cartridge games by ATARI.

All the games are boxed and new , still factory-sealed in original shrinkwrap.

The games are US/English versions , they work on NTSC and PAL systems - there are no PAL-NTSC differences as known on the ATARI 2600.

I can ship worldwide.Shipping is about $14 for up to 15 , maybe 16 or 17 games (depends on the weight) or $7 (surface mail) / $9 (Air Mail) for only 1 game.

I can accept PAYPAL.Cash for very small orders or money orders/checks for bigger orders (because of bank fees).

Please note : The XL games in silver boxes - Millipede/Robotron etc. work on all ATARI computers - ATARI 400,800,XL machines,XE machines.

The XEGS carts - such as Rescue on Fractalus , Archon etc. require at least 48K of memory , some - like Airball - only work with 64K , so these games may not be compatible with the ATARI 400/800 , but will work on ATARI 800 XL/800 XE , 65 XE/130 XE , 1200 XL and XE Gamesystem and 600XL with 64K memory.

Mathias

ulrich_sternaxe@gmx.de

List :

Ace of Aces $7
Airball $8
Archon $6
Ballblazer $5
Crimebuster $7
Crossbow $3
Davidï¿½s Midnight Magic $5
Desert Falcon $5
Eastern Front 1941 $7
Final Legacy $5
Gato $5
Hardball $5
Joust $5
Loderunner $7
Millipede (large box) $4
Millipede (small box) $4

Moon Patrol $6
One on One Basketball $5
Pole Position $5
Rescue on Fractalus $8
Robotron 2084 $6
RS Football $7
Star Raiders 2 $6
Thunderfox $5
Tennis $5

Disk :

Mickey in the Great Outdoors $3
Microsoft BASIC $10 (heavy box ,weighs as much as 9 cart games)

Cassette

Scram $4
Touch Typing $5

# 4385. Re: MIO HD on black box help

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-08 03:43:18 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0308071943.27d8a956@posting.google.com>
Source record: 20048

khheller2@mac.com (Karl Heller) wrote in message
news:<6982911f.0308061902.75b20910@posting.google.com>...
> I have a Seagate ST125 connected to a MIO via an XEBEC controller that
> works just fine on the MIO. I'm trying to get the drive to work on a
> black box. I've flipped switch 7 to invert the data.. but I'm having
> some problems getting anything but boot errors. I've configured the
> drive settings to the best of my knowledge. Used 256 byte sectors.
> I'm not sure how the BB will store its partition information as that
> takes up 15? sectors. The MIO only used Sector 0 for this
> information.
>
> Any help is appreciated!
>
> Karl

I'm thinking it's 17 sectors for the BB. You won't be able to boot
that MIO drive on the BB till you replace the first 17 sectors with
the partition data for (96) 16 meg drives even if they are non-
existant. Then you'll need the dos boot sectors (3) and then DOS
on top of that. Faced with your delima, I would use another drive
to do the actual boot with and have the MIO drive as the second
unit on which I would use a sector editor to move the first 30 or
so sectors somewhere temporary. Not sure if I would even bother
at that point to try to get it working (bootable), but rather use
it to move files from there to the 1st drive.

Since you say you've already tried as best you can, it's probable
that the first 17 sectors are already trashed, if its a MyDOS
drive probably no biggy, but likely to be Sparta and as such your
VTOC and the first of the directory may be trash. You might still
be able to recover the VTOC using Sparta's Cleanup command if you
can get a decent Sparta boot sector where it's supposed to be and
the directory data working from a new location.

It's clearly time for a Sparta expert...I only dabble.

# 4386. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-08 08:34:39 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/vendev_1060331645@rtfm.mit.edu>
Source record: 20049
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: July 27, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:hunmanik@earthlink.net

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:hunmanik@earthlink.net

UPDATES SINCE PREVIOUS POSTING
2003.07.27 Matthias 'Hias' Reichl (HiassofT) updated (WriteAtr V0.92b)
2003.07.27 Pecus and Pirx added (Scorched Earth, OMC65)
2003.07.13 Darren Schebek updated, new URL
2003.06.27 Mark Watson added, GP32 port of Atari800 emulator, version 0.3
2003.06.10 Super Products (James Bradford) updated
2003.06.10 Tomasz Szymankowski updated (Atari800Win Plus URL)

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Subject: Introduction

Conventions
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All commercial vendors, developers, publishers, and repair shops should be
listed here. "Active" PD/freeware/shareware developers should also be listed.
Persons or entities holding rights to products, but not selling or supporting
them in any way, should NOT be listed here.
```

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

SAE/SASE/IRC info from http://www.genfair.com/greenpages/sae.htm
---
It is courteous when writing to any new correspondent to cover in advance their postage costs in replying to you. If they are in the same country it's a simple matter to enclose an SAE (stamped addressed envelope), which is known in American English as an SASE (self-addressed stamped envelope). It is not always obvious how to do this for correspondents in another country. One answer is to use International Reply Coupons.

An International Reply Coupon can be purchased at any Post Office in any country in the world. This is agreed through the Universal Postal Union. You can then send the IRC to someone in another country who can cash it in at a Post Office there for a postage stamp covering the minimum rate for an Airmail letter (unregistered).

One IRC enables a letter up to 10 grammes to be airmailed abroad. That's not much more than a couple of sheets of paper. So if you want a reply with more than this, better send two or more IRCs!

Verfications -> YOU!
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This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

---

Subject: A

4JAYS (Jay Colen) 9/02
519 W. Fourth Street

Antioch, CA 94509
USA
(925) 777-1160
Store Hours: 12-6pm Tuesday thru Friday - 11-5pm Saturday
http://www.4jays.com/
Vendor: used hardware and software

A-ONE Magazine - Atari Online News, Etc. 9/02
Dana P. Jacobson -- Editor
http://www.AtariNews.org/
Publisher: A-ONE online magazine. weekly

Alhart Enterprises Presents (AEP) 9/02
c/o Paul V. Alhart
524 North Zee St.
Lompoc CA 93436
USA
tel: (805) 736-4624
mailto:paulalhart@hotmail.com
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair Shop.

Alltronics - Electronic Component Supply 5/02
PO BOX 730
Morgan Hill, CA 95038-0730
USA
Phone: 408.847.0033 Hours 10am to 4pm Monday - Friday
Fax: 408.847.0133
http://www.alltronics.com/computer_miscellaneous.htm
Vendor: 1020 Color Printer, CX85 Numerical Keypad, CX80 Trak-Ball
Controller, ALPS/1020 printer/plotter pens

Guus Assmann 5/03
(with Marc Brings, Thomas Grasel, Harry Reminder, Carsten Strotmann)
http://www.strotmann.de/twiki/bin/view/APG/ProjUSBCart
Developer: Project USB Cartridge (USB Cartridge with two USB Slots)

Associated Enterprises (Victor Halling) (EMAIL BOUNCES 1/03)
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari Bit Byter User Club e.V. (ABBUC) 11/02
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
http://www.abbuc.de/
Vendor: PD/freeware/shareware, hardware, commercial software
Developer: wide variety including: SIO2PC(SIO2ST)-Interface,
PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply
(SPS),
8-Channel dig. Voltmeter (DVM), XL Switching Interface, Speedy 1050 upgrade,
RomDisk, QMEG+ 4.0, USB Cartridge with two USB Slots.
Extensive hardware schematics for sale.
Has obtained rights to many products including: KE-Soft, Klaus Peters
Elektronik, AMC-Verlag, Compyshop
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

ATARIX (paper magazine) 8/02
See: Satantronic

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

AVtoolbox 9/02
800-235-3280 or 859-647-1077
Fax 859-282-9995
http://www.avtoolbox.com/
Developer: a number of video<->VGA conversion devices, including the
Cheese Video Box. Connect your Atari to your PC monitor!

---

Subject: B

B&C ComputerVisions/Atari Sales & Service (Bruce & Cathy Carso) 9/02
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
FAX: (530) 295-9271
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher 9/02
http://ourworld.compuserve.com/homepages/ebacher/
Developer: DIS6502 1.4 -- Atari 6502 Disassembler for Win 3.1/95

Ullrich von Bassewitz 5/03
Germany
http://www.cc65.org/
Developer: cc65 2.9.1 - C crosscompiler / crossassembler combo for 6502
systems, including the 8-bit Atari

Michael Beck 5/03
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 9/02
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: 408-278-1070 (M-F 1:30pm to 5:00pm PST)
FAX 408-278-1092
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software) 8/02
Na Hrebenkach 42
15000 Praha
Czech Republic
mailto:olda@jrc.cz (c/o Oldrich Rezler)
Developer: BW-DOS 1.00/1.10/1.30, BW-DOS Update #2, Multi Dash, Multi Race,
Multi Worms (multiplayer-games for multilink/gamelink 2 hardware), Golfer,
H2O, Tetris 3D, Superpacker 1.0, Virus Scanner 1.0, Text Converter,
plus many other game and demo programs...

Adam Bienias 8/02
Poland
http://www.try2emu.cavern.com.pl/sap/
Developer: SAP -- Slight's Atari Player, Codecruncher 2.x and 3.x

B.G. Micro 4/02

555 N. 5th St Suite 125
Garland, TX 75040
USA
orders: 1-800-276-2206 or 972-205-9447
tech: 972-205-9427
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: CX85 Keypad,
hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 9/02
http://www.bigfivesoftware.com/
Developer: Miner 2049er, Bounty Bob Strikes Back,
Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Steve Birmanns and Matthias Belitz 3/00
Germany
http://www.birmanns.de/atari/
Developers: MSC-IDE Harddisk-Controller

Bit Busters 9/02
Poland
Aleksander Martin (Alex), Piotr Kielczyk (Pet), Pawel Szewczyk (Replay),
Tomasz Zdulski (Zulus), Pawel Sikorski (Sikor), Michal Szpilowski (Miker)
http://www.bitbusters.topnet.pl/ or http://republika.pl/alex6502/
Developer: Bobsland (Intro), Extract (Graphic Collection), More! (Intro),
Sheol (Demo Disk), Timeless Announcement (Demo), Waves (Intro)

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bravo Sierra Computers (BSC) (Ben Smith) 2/03
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~Atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenik Burian 5/02
Marie Majerove 33
Prostijov 6
798 11

Czech Republic
http://flop.atari.org/
Publisher: FLOP disk magazine (Magazine FLOP is only in Czech.), annual?

Artur Burzynski (j131) 9/02
Gdynia
Poland
http://strony.wp.pl/wp/j131atari/
Developer: SIO2PC cables

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Subject: C

Sidney Cadot 10/02
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software 11/02
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle
of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Itay Chamiel 10/02
9-A Narkis St.
Jerusalem 92461
Israel
mail: itayc at cs.huji.ac.il
http://www.cs.huji.ac.il/~itayc/
Developer: Ice-T XE v2.72 (128K XL/XE) (full-featured communications
software), Ice-T 800 v1.1 (48K), Sirtoot -paint program (not complete),
The Wall -strategy arcade game (Tetris clone),
Joust cheat - a small "hack" for the game Joust

ChildsPlay Software Services
9127 Hwy 25 APT E
Monticello, MN 55362

USA
mailto:serflaten@usinternet.com
Developer: games, and other software, including Solitaire

Computer Games Plus 8/02
PO Box 6144
Orange, CA 92861
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/03
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyberpeeps (David Loughton) 8/02
United Kingdom
http://www.cyberpeeps.freeserve.co.uk/
Vendor: small selection of hardware and software

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Subject: D

D'Antiques, Ltd. (Dan Dotson and Marilyn Saul) 11/02
PO Box 40751
Tucson, AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

Jan Detlev 11/02
The Netherlands
http://www.detlev.myweb.nl/ or http://home.wanadoo.nl/jdetlev/
Vendor: new hardware and software

DGS 11/02
See: Dean Garraghty

Digital Force (Mario Trams) 11/02
Germany
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler 5/03
http://www.akk.org/~flo/
Developer: Sheeprace, Cardgrabber, Icehockey (each games that require the
Multijoy interface

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Adam Dunkels 3/03
See Also: Christian Groessler
Stockholm
Sweden
http://dunkels.com/adam/contiki/
Developer: Contiki Operating System and Desktop Environment. Includes:
Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Personal webserver (only in the C64/TFE version),
Simple telnet client (only in the RS232/SLIP version), Web browser

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Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 11/02
P.O Box 3365
Spring Hill Florida 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware/software

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
USA
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Emulators Inc. (Derek Mihocka) 9/02
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540 Monday to Friday, 10am to 2pm EDT
FAX: (206) 236-0257
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit, Atari ST, and Apple Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 - free 8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 - free 8-bit Atari emulator for MS-DOS

Raphael Espino 9/02
United Kingdom
http://rjespino.atari.org or http://rjespino.webhop.org
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility), Atari 8-bit JPEG Viewers: a8jdpeg - 0.8 (15Sep02), JpegView - 0.2 (07Aug01), JpegShow - 0.1 (07Aug01)

Evangelo's Wares (Angelo Vahatouras)
Elizabeth NJ 07208
USA
tel: (908) 558-0383
mailto:VangelisV@AOL.com
Vendor: commercial software. "has over 1,000 titles for the Atari 8 & 16 bit machines, IBM, Amiga, C-64-128 and Used Musical Instruments. Mailorder ONLY! No Store front."

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Subject: F

Far North Atari Computers (Frank Stallings)
515 Craig Avenue
Fairbanks, Alaska 99701
USA
tel: 907-456-3700

mailto:farnorth@ptialaska.net or mailto:farnorth@polarnet.com
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/02
http://www.ctaz.com/~jlfenton/index.html
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for
68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator,
Atari 400/800/XL/XE emulation for the PowerMac),

Mike Fenton 1/02
http://www.geocities.com/SiliconValley/Node/4391/
Developer: WAHCE v1.0 beta (Weightless Atari Home Computer Emulator,
for Windows 95/98)

Foundation Two 11/02
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks)
Germany
http://rz-home.de/~foundationtwo/ or http://foundationtwo.atari.org/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut, Bremspunkt (Brems.)

Ron Fries 3/03
ftp://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98),
Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik
mailto:fox@scene.pl
Developer: X-Assembler--Two pass 6502 cross assembler for PC. The source
format is backward compatible with Quick Assembler.

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Subject: G

Dean Garraghty Software (DGS) 10/02
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-1302-855026 (Weekends only)
Fax: +44-(0)-870-133-9745
Mobile Phone: +44-(0)-7905-916138 (8am to 6pm BST/GMT weekdays only!)
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes
International English versions of Power Per Post (PPP) software from Germany;
DGS/PPP Atari 8-bit PC CD-ROM includes: Quick V2.2 and V2.1, Quick Support
Disks 1 and 2, Screen Aided Management (SAM) V1.25i, SAM Budget Designer
and Utility Extensions, Rubberball, Bombi, Minesweeper, Glaggs It!,
Quick Ed Character set editor, News-Disk issues 1-14, News-Paper issues 15-26,
News-Paper Yearly Disk 1; DGS Atari 8-bit PC CD-ROM, version without PPP
titles; DGS Atari 8-bit PC CD-ROM #2 includes: Print-Filer from Rambit,

Alien Blast from Richard Gore, Demo Maker/Edit 7 from Richard Gore, AMS 96
video in MPEG-1 format, various PD software
Developer: Digi-Studio
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

GFH Marketing (Gordon Hooper) 9/02
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
mailto:ghooper2@lycos.com
Publisher: 8-Bits Forever! (book)
$6.99 US or $7.99 CDN (money orders only)

GMG 11/02
(Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian
Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan
Cmarko))
c/o Marek A. Chorvat
Polna 11
97405 Banska Bystrica
Slovakia
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro,
HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers,
Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor,
Mega Color Editor, Wanted megademo, Bristly hedgehog music collection,
Robot Assault intro, Risa Zla intro, Street fighter II demo

Steve Goss - "JetBoot Jack's Computer Game Relics" 1/03
http://www.jetbootjack.com/
Developer: Contagion, Zero War, Plastron

Thimo Graef 6/02
Im Osterfeld 13
56462 Hoehn
Germany
http://www.classic-videogames.com
Vendor: new software

Mark Grebe 5/03
http://members.cox.net/atarimac/
Developer: Atari800MacX 1.4.0 (version of Atari800 emulator for MacOS X)

Christian Groessler 3/03
See Also: Adam Dunkels
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
Developer: Atari800 DC v0.72 (8-bit Atari emulator for Sega Dreamcast),
8-bit Atari port of: Contiki Operating System and Desktop Environment 1.0
-- Includes: Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Simple telnet client, Web browser

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Subject: H

Clay Halliwell 10/02
11720 Mastin, Apt 2508
Overland Park, KS 66210
USA
mailto:clay.h@att.net
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView, EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu, Link Basher, MazeWar 3D, Cliff Diver

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HARD Software 11/02
H-1076 Budapest
Thokoly ut 25.
Hungary
http://www.geocities.com/SiliconValley/Vista/6084/
Developer: Veronika, Blip!, Cool Emotion, ABBUC Magazine #36 Intro, Joyride

Harmonic Research 8/02
40 Wiley Lane
Woodstock, NY 12498
USA
voice: 845-679-5856
fax: 845-679-5856
http://www.hrx.com/
Developer: various RGB/NTSC/PAL video signal encoders/decoders

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [this zip code is old; need new zip code]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Tom Hunt (Closer To Home Enterprises) 12/02
USA
http://cth.dtdns.net/ or http://cth.hn.org/
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
Developer: The Armorizer, ATOS ATari Operating System (GUI), Check CRC32, Disk Fragmentation Utility, The Long Integer Library, M.T.O.S. (Multi-Tasking Operating System), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell, Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old

computer or dumb terminal to access the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet), AT Term (ATASCII terminal emulator for Windows), Mouse 03, Mouse 78. (Mouse is a programming language)

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Subject: I

individual Computers (Jens Schonfeld) 6/02
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel, a universal floppy disk controller that uses unmodified PC diskdrives. Disk formats supported include:
Atari 800XL (all MFM formats, FM under developement). 3 Catweasel versions:
- Catweasel MK2 for Amiga 1200 and Amiga 4000
- Catweasel ZII S-Class for Amiga with Zorro slots
- Catweasel ISA version (PC, Alpha AXP)

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Subject: J

Jeff Jackson 9/02
USA
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

JAY Software (Jan Krupka and Stanislav Opichal) 8/02
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

JTM Ltd
330 1st NE
Mason City, IA 50401
USA
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

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Subject: K

Nick Kennedy 8/02
300 S Vancouver Ave
Russellville AR 72801-5632
USA

tel: (501) 967-3843
http://www.tcainternet.com/wa5bdu/
Developer: SIO2PC 4.19 software, hardware plans, cables, parts (not for WIndows-XP); PINEWOOD.EXE (time external events to millisecond accuracy), TIMER.COM (variation of PINEWOOD), PACKET.OBJ (packet radio controller for the Atari), EPROM.COM (controller program for burning EPROMS), FREQ.COM & SYNTH.OBJ (controller for a Direct Digital Frequency Synthesizer), KEYER.OBJ (morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 3/03
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.91 Beta (Atari 8-bit emulator for PC)

Miro Kropacek (MiKRO) 8/02
Slovakia
http://mikro.atari.org/ or http://mikro.local.sk/
Developer: Sprite Editor 1.2 for Atari XE/XL, 48 kB RAM (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Jindrich Kubec (Jindroush) 1/02
Czech Republic
http://jindroush.atari.org
Developer: Acvt v1.07 (PC), Adir v0.67 (PC), AExt v1.01 (PC), AutoRBas v1.00 (ATARI), Bas2Boot v1.02 (PC+ATARI), BasLoad v1.00 (ATARI), ChkBas v1.10 (PC), ChkExe v2.71 (PC), ChkRom v1.00 (PC), IMID v1.02 (PC), IMIDdb v1.00 (PC), SidLoad v1.06 (ATARI)

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Subject: L

Chris Lam 8/02
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for the Apple Mac, Rainbow 1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000

Rich "Twist" Lawrence 10/02
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.6c (Atari 8-bit emulator for Win9X/NT)

Olivier Le Bihan 6/02
http://perso.wanadoo.fr/olivier.lebihan/tool/
Developer: CAS2BAS ("a tool for the WAV2CAS, ATRUTIL, XFORMER suite")

Bertrand Le Roy
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Derek Ledbetter 7/02
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator for the Mac 1.0.7, developement release 3

L.K. Avalon 10/02
Skrytka Pocztowa 66
35-959 Rzeszow 2
Poland
tel. (017) 856 99 12
http://www.lkavalon.com (send e-mail for current Atari XL/XE catalog)
more info: http://people.freenet.de/mrbacardi/LK_Avalon.html
Developer: A.D. 2044, Adax, Animator, Aurum, Automat Perkusyjny, Barahir, Barbarian, Captain Gather, Change, Constellation, Chaos Music Composer, Czaszki + Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money & Honky, Frank & Mark, Geometria, Global War, Gold Hunter, Hans Kloss, Hawkmoon, Hydraulik/Snowball, Kampania Wrze_niowa, Kernaw, Klatwa, Kurs Fizyki, Lasermania + Robbo Konstruktor, Lorien's Tomb, Major Bronx, Misja (Mission Shark) + Fred, Neron, Panther, Piekielko, Robbo, Rucu, Saper, Smus, Spy Master, Streets, Syn Boga Wiatru, Szperacz Dyskowy, The Jet Action, The Last Guardian, Trix, U 235, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Wloczykij, Zeus

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Subject: M

MacFalkner (Andre Bertram) 10/02
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

Alex Martin
Poland
mailto:alex6502@friko.onet.pl
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static-memory expansion (backuped with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interfaces, & the like

MCM Electronics 8/02
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
http://www.mcmelectronics.com/
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine (Ivo van Poorten / Freddy Offenga) 10/02
P.O. Box 164

8800 AD Franeker
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

The MESS Team 12/02
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS), an emulator of
a large number of systems, including the 8-bit Atari computers, which can
run on Win32, Unix, MacOS, AmigaPPC WarpUP, Digita, Solaris

Marek Mikolajewski (MMSoft) 2/03
Gdansk
Poland
http://www.atari.cuprum.com.pl/sio2ide.htm
Developer: SIO2IDE 1.7, 3.2e, 4.1. An interface that allows you to attach
any IDE Disk Drive to your 8-bit Atari computer. 4.1 includes a USB port.

Moonsoft
See: Black Moon Systems

David Moore
8023 N. Berkeley Ave #2
Portland, OR 97203
USA
tel: (503) 289-9699
mailto:dwmoar@teleport.com
Repair Shop.

More Than Games (Rick Detlefsen) 10/02
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://www.a8maestro.com/detent/mtgcat/mtgcat.htm
Vendor: Super Sketch Graphics Tablet W/cart (PPI), 1020 Pens-Black,
1020 Pens-Color, 1020 paper rolls (single or double size)
Developer: AGDA GameLink I adapter, AGDA GameLink II adapter,
850 Printer adapter (15 to 25), 850 to modem adapter (9 to 25),
EASIO-S SIO adapter cable 18", EASIO-S SIO adapter cable 3',
EASIO-P Printer adapter cable 5'

MS-Software (Mirko Sobe) 10/02
Germany
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, BOSS-X v10.2

MyAtari magazine 8/02
c/o Matthew Bacon
49 Douglas Road
Surbiton
Surrey

KT6 7RZ
England
http://www.myatari.net/
Publisher: MyAtari (free online magazine, monthly)

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
USA
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

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Subject: N

New Breed Software 10/02
c/o Bill Kendrick
675 Alvarado Ave #27
Davis, CA 95616-0620
USA
FAX: 530-325-9588
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector, MuxChat, Super-IRG Font Editor (SIFE)

New Generation Atari-Magazin (N.G.A.M.) 9/02
See: PD-World-Versand

Nelson Nieves 9/02
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree, TS, TSplit, UnDelete, WipeDisk, xErase, xType

No Frills Software (Ed Kielbasinski) 11/02
800 E. 23rd St.
Kearney NE 68847-5512
USA
tel: 308-234-2975
mailto:fast N O S P A M eddie.k (at) juno N O S P A M .com
Vendor: new and used commercial software, PD/freeware/shareware
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

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Subject: P

James R. Parish
mailto:JRParish@J-Com.net
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

PD-World-Versand 9/02
Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: PD/freeware/shareware, hardware
Developer: all Power Per Post (PPP) and some KE-Soft product rights
Publisher: 1) New Generation Atari-Magazin (N.G.A.M.)
- quarterly paper magazine, German language
2) PD-Mag - disk mag, German language

Pecus and Pirx 7/03
http://www.future-net.pl/~10vg3b/scorch/
Developers: Scorched Earth (game), OMC65 (Our Macro Crossassembler, a
Win-32 application generally 100% compatible with MAC65)

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
BT23 4PW
Nothern Ireland
Publisher: Phoenix (disk magazine)
public domain

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

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Subject: Q

Quasimodos - 8/02
Glonisz (Krzysztof Paizert), KAC (Szymon Wesolowski), Kroger (Pawel
Cierkonski), Morgoth (Michal Cierkonski), Raven (Przemek Wypierowski)
Poland
http://www.quasimodos.px.pl/pl/
Developer: Dema- Fantastic megademo, The best of YFA, The Dream, Drunk Tank,
Delirium Tremens, Ergo Bibamus, Pacem in terris. Intra- Music demo, Mikro
demo, Glonisz demo 1, Glonisz demo 2, YFA demo 1, YFA demo 2, Castle demo,
Fighter demo, Music player, Syzygy, Latajacy dywan, CMC demo 1, AMMC, Mission

dupa, Wafel, Fred, Dziedzictwo gigantow, CMC demo 2, Kaszana, Schabowy, Total sh** demo, Nasze grzyby, Tiny 01, Tiny 02, Tiny 03, Scene Register 5.0. Gry- Zamek Londyn, Kowboj, Demon, Speedball, Msciciel, Strzelanina, Ja - Jo, One Life, The car, Pruters, Pamiec. Uzytki- Analizer, Scalak, Konwenter grafiki, Unappend, Formater, DDD, Projektant, ICT 6502. Zin- Mixer

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Subject: R

Burkhard Rau (HCRBurk) 8/02
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

READY Technologies (Thomas Smailus) 8/02
254 Nelson Drive, Apt. U
Baton Rouge, LA 70808
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital hardware systems; design, development, and production of software systems; software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn Lander,
Menu Master, DOS 17; Data storage and media conversion; Engineering, Consulting;

Matthias 'Hias' Reichl (HiassofT) 7/03
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.20 beta for Linux (package contains: a Linux kernel driver, atariserver - an Atari disk drive emulator similar to SIO2PC or APE, atarixfer - a small tool to read/write ATR images to an Atari disk drive connected by a 1050-2-PC or ProSystem cable), AtariDsk V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (write double density ATR-images to Atari floppy disks on your PC; also create ATR-images of double density floppy disks), MyPicoDos V3.0 (small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks)

Retro Review 5/03
Ian Gledhill Jorge Canelhas
35 Bridge Street Apartado 3115
Aberystwyth Miguel Bombarda
Ceredigion 2745 QUELUZ
SY23 1QB Portugal
U.K.
http://www.retroreview.com/
Publisher: Retro Review (paper magazine)

Thomas Richter 3/03
Germany

http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ 1.20 (800/XL/XE/5200 emulator for Unix, Linux, etc.)

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Subject: S

Satantronic (-XI-, Dodo, Jookie, Elan, Nir Dary) 8/02
Slovakia
http://www.napri.sk/web/satantronic/ or http://satantronic.atari.org/
Developer: Manga (demo), Alien (demo), Transparent ANULOID (demo),
3D tunnel with texturemapping (demo),
1MB RAM (SIMM) expansion (second version),
XRAM 0.18.0 (SW tool - eXtended RAM test for XE)
Demos: DESIRE, zzZumRotator, OKO, DRAGONS, IHL, FLY, BEAUTY,
LIQUID, Te.mod. Games: Jurassic Park II, Magic World. Utilities: Lufa Half
Code Packer 1.0, Font Animator 1.0, Rave Extra Packer 1.0, Paradox 0.92,
Mad editor 0.98.
Publisher: ATARIX - paper magazin in Slovak language

Sauron 6/02
http://web.tiscali.it/retrogaming/
Vendor: used software

Darren Schebek 7/03
http://www.schebek.ca/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Sijmen Schouten (Mr.Atari) 11/02
The Netherlands
http://home.wanadoo.nl/mr.atari/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 10/02
The Netherlands
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-
ROM)

Ernest R. Schreurs 10/02
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
http://home.planet.nl/~ernest/
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm
archive to SIO2PC archive converter), WAV2CAS (Digital Cassette Image system,
including CAS2SIO), CAS2WAV (Create a clean .wav file from a Digital Cassette
Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Shadow Software (David Hunt, The Shadow)
16016 SE Division St PMB 19
Portland OR 97236-1999
USA
mailto:the_shadow@portland.cc or mailto:The_Shadow@pdx.cc (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
Developer: Carina BBS (shareware). Carina 2.6:
http://www.umich.edu/~archive/atari/8bit/Telecomm/Bbs/carbbs26.arc
also http://www.aracnet.com/~atari/ftp/car_bbs.arc (doesn't work for me)

Ken Siders 11/02
USA
http://home.columbus.rr.com/ksiders/atari.htm
Developer: Emulators Utilities: ATR/DCM utilities (DOS),
AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer,
KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler,
Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus.
Development Software: KASM65 2.51 Assembler, KLINK65 1.51 Linker,
KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic,
Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Burger Boy, PacMunch Jr, The MisAdventures of Mr. Fish,
Circle of Richness

Mark Simonson 10/02
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech 7/02
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033 (0049-711/775033)
http://www.sintech-shop.de/
Vendor: hardware (computers and drives on request) and commercial software

Len Spencer 1/03
USA
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black
Box interfaces), FoReM-XE Professional BBS Version 5.4

Spike's Systems and Computer Repair 12/02
38 S. Maysville St.
Mount Sterling KY 40353-1355
USA
tel: (859)-499-0866
http://spikessystems.com/spikes.html
Vendor: small selection of commercial software
Repair Shop.

Petr Stehlik (project manager), Jacek Popawski, Krzyszt of Nikiel, 2/03
Michael Borisov, Piotr Fusik, Vasyl Tsvirkunov

http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 1.3.0 - an Atari 800, 800XL, 130XE and 5200 emulator
for Unix, Amiga, MS-DOS, Atari TT/Falcon, SDL and WinCE

Radek Sterba (Raster) 5/03
Czech Republic
http://www.infos.cz/raster/atari/homepage.htm or http://raster.atari.org/
Developer: MULTIJOY8 (connect 8 joysticks to one Atari), MultiJoy16 (connect
16 joysticks to one Atari), ATADIM v2.04 Beta (Win9x- work with Atari disk
images XFD/ATR), DRATEX 1.2 (Win9x- Drop file Atari Czech text convertor),
LPTJOY/ATAJOY Driver (connect an Atari joystick to a PC), MAT2MTX (DOS-
Mac65 to Text). Games: Cervi (Worms- Tron lightcycles-type game for
MultiJoy8),
Multris (Tetris-like game for MultiJoy4). more games: Zahada, Volleyball,
Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix,
Quadrotron-M4 (Quadro-Tron patched for Multijoy).
utilities: MPE (MIDI Pattern Editor) v2.3, HiLoader-4.2 T2000, ComprCopy4Hi,
TurboToDisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4,
Raster Music Tracker (RMT) 1.1 - cross-plaftorm XL/XE music maker for PC.
games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk,
Imagine, Gunhead. demos: YamahaDemo, Illusion 3, 80 rectangles, Motor,
Flame999, SelfDemo

SteveR's Classic Cartridges (Steve Reed) 8/02
http://www.steverd.com/
Vendor: used hardware and software

Carsten Strotmann 5/03
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS
- 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS)
PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for
BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine
for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS,
ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine
interpreter, original by Steve Wozniak), USB Device Driver Development Kit
Disk

Sunmark Products (Mark DiLuciano) 5/03
383 Broadway
Lorain OH 44052-1631
USA
http://www.sunmark.com/ Also http://www.hollex.net/
Developer: M.U.L.E. on cartridge, Rampage! on cartridge,
Hollex Cartridge (16K of SRAM powered by a lithium battery),
InstaDOS Cartridge (Atari DOS 2.0S), 400/800/XL PCB, sio2pc PCB,
Real Time Cartridge (ICD R-Time 8 clone)

Super Products 6/03
c/o James Bradford
14 poplar place

Kallangur, Qld 4503
Australia
tel: +61 7 38865712
mailto:sup8pdct@mail.cth.com.au
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 11/02
Czech Republic
http://jirkasuv.duch.cz/iPAQ/atari/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..."- text game)

Tomasz Szymankowski 6/03
http://atariarea.histeria.pl/PLus/index_us.htm
Developer: Atari800Win Plus 3.1 (for Windows, based on Atari800)

---

Subject: T

TAQUART 11/02
(Piotr 'Fox' Fusik, Marcin 'Eru' Zukowski, Michal'Dracon' Garbaciak,
Karolj 'Heaven' Nadj, Lukasz 'X-Ray' Sychowicz, Slawek 'Slaves' Sledz.
also: Bac, Dely, Samurai)
Poland
http://numen.scene.pl/
Developer: NUMEN (demo, requires 320K, PAL ANTIC)

Telegames 8/02
Box 901
Lancaster, TX 75146
USA
Orders: (972) 224-7200
Cust Service: (972) 228-0690
FAX: (972) 228-0693
http://www.telegames.com/
Vendor: commercial software

Vladimir Tichy 5/03
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC on the world.
Easy tool for archiving atari casettes to the PC files"

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester

M19 3HR
England
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator, several other programs

Vasyl Tsvirkunov 1/03
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.), SH3/4 (Jornada, etc.)

Steven J. Tucker 4/03
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v2.0.5 for Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win31/95/98, APE Warp+ OS for XL/XE machines, Imagic 1.06 95/NT--the Atari Disk Image Conversion System for 9x/NT, Imagic 1.06 DOS--the Atari Disk Image Conversion System for DOS (Imagic does disk image (ATR <-> XFD <-> DCM <-> SCP) conversion), Atari Terminal Simulator ATS 2.0 (ATASCII Telnet/Serial Terminal & Break Movie Player for 32bitWin), Break Movie Screensaver for 32bitWin

---

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Dan Vernon 3/03
http://retrobits.net/
Developer: Atari810 1.4d -- disk drive emulator in the tradition of SIO2PC, for the Windows NT/2000/XP platform

Video 61 & Atari Sales (Lance Ringquist) 2/03
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
http://cth.dtdns.net/pro/pro1.html (BBS Express! Pro)

Vendor: new/used hardware, new/used software
Developer: (all cartridges): Amaze Maze, Bumpers, Checkers,
Clash of the Kings, Concentration, Cosmos Pinball, Crystal Raiders,
Dan Strikes Back, Dandy, Desmond's Dungeons, Dinky Do, Dungeon Lords,
Dynakillers, Elevator Man, Firebug, Getaway, Hearts, Jailbreak, Jigsaw
Puzzles,
Lights Out, Lord of the Orb, Mahjong, Maze War, Midas Maze, Montana Solitaire,
Mr. Robot, MyDOS 4.5, Paddle Pack Pong, Paddle Wars, Preppie, Preppie II,
Plaqueman, Puzzler, Ricochet, Rocks, Sharp Shooters, Smush, Solitaire,
Spaceball, Spaceshot Pinball, Speedo Disk Drive Speed Checker, Tetris II,
Translator (800 OS), Twin Pack(Battleship/Jump the Pegs),
Video Poker (by H. Brown), Video Slots, Zybex, Rally Speedway, SpartaDOS 3.3C,
Twilight World, Montezuma's Revenge, Cosmic Tunnels, Nibbler,
Clowns and Balloons, Bubble Trouble, Pacific Coast Highway, Drop Zone,
S.A.G.A. Mission Secret, S.A.G.A. Strange Odyssey, S.A.G.A. Pirates Adventure,
Sling Shot, TurboBasic, Star Flite 3.5.
Also: BBS Express! Professional (Pro!) 5.0b (Atari hardware), 6.0 (emulators)
Also K-Products products, which include: Pro_Term Terminal Modules,
Hardback & Restore, Mux_Time Software, TurBoss! High Speed O/S,
KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, 1050 US Doubler (USD),
DK-Utilities for the Black Box and the MIO

Video Game Advantage (VGA) 10/02
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (440) 843-8815 24hrs
http://www.io.com/~vga2000/
Vendor: used hardware/software and accessories

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
tel: (412) 7841-2241 5pm-8pm eastern time only
mailto:vidgame@earthlink.net
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vintage Micro-Computers (Jon Lucas)
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
Vendor: hardware and software

---

Subject: W

Wacko Software (Andrei Ellman) 10/02
The Netherlands
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash (game)

Mark Watson 6/03
http://www.scrameta.net
Developer: GP32 port of Atari800 emulator, version 0.3

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, BobTerm 1.2 and several others

World of Atari 10/02
5920 Valley Vale Way
Sacramento, CA 95823
Phone: 916-422-7424
Fax: 815-377-8032
http://www.worldofatari.com/
Vendor: new and used hardware and software

Jeffrey S. Worley "Technoid Mutant" 1/03
mailto:TECHNOID@30below.com
Repair shop: offers free(!) hardware upgrades to 8-bit Atari computers
(memory, pokey, etc.)

==========
End of atari-8-bit/vendev
==========

## 4387. Help - dead XEGS!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-08 14:19:48 UTC
From: dunxuk@aol.commercial
Message-ID: <20030808101948.23687.00001706@mb-m27.aol.com>
Source record: 20050

Went to switch on the Atari this morning and was greeted by a black screen. Some times the screen is red, and other times it is accompanied by a single tone, but it never gets any further.

Any ideas where to start looking (apart for on eBay for a new XEGS!)?

Many thanks group!

# 4388. Re: ADV: Atari Xmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-08 22:50:40 UTC
From: flashdj@aol.com
Message-ID: <58d7c7.0308081450.752aa8df@posting.google.com>
Source record: 20051
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Bravo Sierra Computers <atari@aracnet.com> wrote in message
news:<Pine.LNX.4.44.0308070739160.32610-100000@shell1.aracnet.com>...
> http://BensCatalogs.Atari.org Link to 8 newly updated Atari Catalogs!
>
> Due to Popular Demand

That's the biggest crock of horseshit I've ever seen.

- Steve (MMF)

## 4389. The ATARI 8 Bit is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-08 23:23:00 UTC
From: llortagem@yahoo.ca
Message-ID: <46d567ad.0308081523.784b97ba@posting.google.com>
Source record: 20052
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

ATARI 8 Bit computers are the crappiest computers on earth !

Discuss !

# 4390. Re: The ATARI 8 Bit is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-08 23:47:01 UTC
From: paul s <paulslinux@REMOVESPAMhotmail.comKILLER>
Message-ID: <pan.2003.08.08.23.46.58.269114@REMOVESPAMhotmail.comKILLER>
Source record: 20053
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

```
On Fri, 08 Aug 2003 16:23:00 -0700, Adolf Hitler jr. wrote:

> ATARI 8 Bit computers are the crappiest computers on earth !

This post smells a bit trollish.

--
Paul S
-----------------------------------------------------------------------
- Grabel's Law: 2 is not equal to 3--not even for large values of 2. -
-----------------------------------------------------------------------
```

# 4391. Re: The ATARI 8 Bit is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 00:52:36 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vj8helo52s9eb8@corp.supernews.com>
Source record: 20054
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

"Adolf Hitler jr." <llortagem@yahoo.ca> wrote in message
news:46d567ad.0308081523.784b97ba@posting.google.com...
> ATARI 8 Bit computers are the crappiest computers on earth !
>
> Discuss !

Actually in many ways they are better than the 64!

-256 colors
-4 channel audio (though the SID makes for better music)
-easy to program (sound/graphics) basic built in (XL/XE line)
-superior I/O Disk Interface!

Both are great machines though.

I love the 64 and 8bit Atari.

Tim

# 4392. Re: The ATARI 8 Bit is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 01:23:17 UTC
From: RaYzor <no@no.no.net.org.tv.com.edu.welf>
Message-ID: <92YYa.43267$I_3.20141@twister.nyroc.rr.com>
Source record: 20055
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

"Adolf Hitler jr." <llortagem@yahoo.ca> wrote in message
news:46d567ad.0308081523.784b97ba@posting.google.com...
> ATARI 8 Bit computers are the crappiest computers on earth !
>
> Discuss !

Sorry sir, but Sinclair and TRS 80 machines are tied for worst ever 8 bit.

Apple II*.* is second.

Atari sucks, sure, but not as bad.

RaYzor

## 4393. Amstrad CPC = shit

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 01:24:09 UTC
From: llortagem@yahoo.ca
Message-ID: <46d567ad.0308081724.7fb5a1d8@posting.google.com>
Source record: 20056
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

. . .

## 4394. The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 01:31:00 UTC
From: llortagem@yahoo.ca
Message-ID: <46d567ad.0308081731.71bd8fd9@posting.google.com>
Source record: 20057
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

Made by a moron without brains , this is one of the smelliest pieces
of dark brown shi Iï¿½ve ever tasted !

Apple users have shit for brains !

# 4395. Re: The ATARI 8 Bit is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 01:34:42 UTC
From: A E <aeisenhut@videotron.ca>
Message-ID: <3F344FB2.72AC186A@videotron.ca>
Source record: 20058
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

"Adolf Hitler jr." wrote:

> ATARI 8 Bit computers are the crappiest computers on earth !
>
> Discuss !

Hey Schicklgruber, take it easy there. Actually, my first experience *ever* on any computer was at a computer camp in the early 80s (and how more 80s do you get than a computer camp??) on Atari boxes. 400 or 800 I don't recall anymore. They were pretty nice.

# 4396. Re: ADV: Atari Xmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 01:43:15 UTC
From: ken@pureacidmixtapes.com
Message-ID: <84894d69.0308081743.6c47f6b3@posting.google.com>
Source record: 20059
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Media mail rate??? Gawd, that's what you consider speedy??

flashdj@aol.com (Steve 'Flash' Juon) wrote in message
news:<58d7c7.0308081450.752aa8df@posting.google.com>...
> Bravo Sierra Computers <atari@aracnet.com> wrote in message
news:<Pine.LNX.4.44.0308070739160.32610-100000@shell1.aracnet.com>...
> > > http://BensCatalogs.Atari.org Link to 8 newly updated Atari Catalogs!
> > >
> > > Due to Popular Demand
>
> That's the biggest crock of horseshit I've ever seen.
>
> - Steve (MMF)

# 4397. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 03:23:03 UTC
From: Chris Morse <chris@cosmicwolf.com>
Message-ID: <97q8jvcvq0ortu6am8h723shrtieqfcc7q@4ax.com>
Source record: 20060
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On 8 Aug 2003 18:31:00 -0700, llortagem@yahoo.ca (Adolf Hitler jr.)
wrote:

>Made by a moron without brains , this is one of the smelliest pieces
>of dark brown shi Iï¿½ve ever tasted !
>
>Apple users have shit for brains !

Adolf Hitler never had any kids.
And if he had one, this is just what I'd expect him to say!

# 4398. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 03:56:13 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <nICdnfRfdcU-7amiXTWJjg@comcast.com>
Source record: 20061
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"Chris Morse" <chris@cosmicwolf.com> wrote in message
news:97q8jvcvq0ortu6am8h723shrtieqfcc7q@4ax.com...
> On 8 Aug 2003 18:31:00 -0700, llortagem@yahoo.ca (Adolf Hitler jr.)
> wrote:
>
> >Made by a moron without brains , this is one of the smelliest pieces
> >of dark brown shi I�ve ever tasted !
> >
> >Apple users have shit for brains !
>
> Adolf Hitler never had any kids.
> And if he had one, this is just what I'd expect him to say!

I'd like to know exactly how many different pieces of
dark brown sh*t he has actually had the pleasure of
tasting. I've tasted exactly, Hmmm, let's see, NONE!
So, I guess the Apple II is my first. LMAO!!!!!!!!!!

Bill @ GarberStreet Enterprises }:-)
Web Site - http://garberstreet.netfirms.com
Email - willy46pa@comcast.net

---
This email ain't infected, dude!

Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.507 / Virus Database: 304 - Release Date: 8/4/03

# 4399. FS: MediaMate 5 1/4" NEW in the box

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 05:26:43 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vj91gl5nu6da1f@corp.supernews.com>
Source record: 20062

Anyone looking for one of these? Brand NEW in the box MediaMate 5 1/4"
Storage bins for all your Commodore/Atari 5 1/4" disks!!! Holds about 50.

Whats a fair price? I have about a dozen of these. Come NEW in the box.

Tim

## 4400. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 05:52:55 UTC
From: Mike Spurgeon <mike@spurgeon.net>
Message-ID: <3F348C37.8060103@spurgeon.net>
Source record: 20063
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

Just a simple forward with complete headers to
groups-abuse@google.com should do it...

# 4401. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 06:16:42 UTC
From: salfter@salfter.dyndns.org
Message-ID: <el0Za.39360$Bp2.9350@fed1read07>
Source record: 20064
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

```
-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

In article <97q8jvcvq0ortu6am8h723shrtieqfcc7q@4ax.com>,
Chris Morse <chris@cosmicwolf.com> wrote:
>On 8 Aug 2003 18:31:00 -0700, llortagem@yahoo.ca (Adolf Hitler jr.)
>wrote:
>>[flamebait deleted]
>
>Adolf Hitler never had any kids.
>And if he had one, this is just what I'd expect him to say!
```

I hereby invoke Godwin's Law to announce that the punk original poster has
already lost, on account of naming himself after "der F&#65533;hrer." :-P

```
_/_ Scott Alfter
/ v \ salfter@salfter.dyndns.org
(IIGS( http://alfter.us Top-posting!
\_^_/ pkill -9 /bin/laden >What is the most annoying thing on Usenet?

-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.2.2 (GNU/Linux)

iD8DBQE/NJHMVgTKos01OwkRAl2rAKDOfEt4J4TzjYbUa0btYLmS9OKiKACeP15w
gdSS7P+MmCbOUD8AaiopLEU=
=SsP3
-----END PGP SIGNATURE-----
```

# 4402. Re: The ATARI 8 Bit is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 06:31:31 UTC
From: Mo <momo@atariland.com>
Message-ID: <7z0Za.159235$hV.10462147@twister.austin.rr.com>
Source record: 20065
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

"RaYzor" <no@no.no.net.org.tv.com.edu.welf> wrote in message
news:92YYa.43267$I_3.20141@twister.nyroc.rr.com...
>
> "Adolf Hitler jr." <llortagem@yahoo.ca> wrote in message
> news:46d567ad.0308081523.784b97ba@posting.google.com...
> > ATARI 8 Bit computers are the crappiest computers on earth !
> >
> > Discuss !
>
> Sorry sir, but Sinclair and TRS 80 machines are tied for worst ever 8 bit.
>
> Apple II*.* is second.
>
> Atari sucks, sure, but not as bad.
>
> RaYzor
>

Oh yeah right! We all know it was you RaYzor that started this thread!
And since you mentioned my beloved TRS-80, it has 11 more CPU registers in
it's Z80 than the Atari has. To this date the Z80 is stilled used in alot of
controller applications. Don't get me wrong, I love Ataris, but the TRS-80
was my first real computer!
Mo
>

# 4403. Re: The ATARI 8 Bit is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 07:03:53 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <t11Za.1237$Nf3.894@newsread4.news.pas.earthlink.net>
Source record: 20066
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

"Mo" <momo@atariland.com> wrote in message
news:7z0Za.159235$hV.10462147@twister.austin.rr.com...
>
> "RaYzor" <no@no.no.net.org.tv.com.edu.welf> wrote in message
> news:92YYa.43267$I_3.20141@twister.nyroc.rr.com...
> >
> > "Adolf Hitler jr." <llortagem@yahoo.ca> wrote in message
> > news:46d567ad.0308081523.784b97ba@posting.google.com...
> > > ATARI 8 Bit computers are the crappiest computers on earth !
> > >
> > > Discuss !
> >
> > Sorry sir, but Sinclair and TRS 80 machines are tied for worst ever 8
bit.
> >
> > Apple II*.* is second.
> >
> > Atari sucks, sure, but not as bad.
> >
> > RaYzor
> >
>
> Oh yeah right! We all know it was you RaYzor that started this thread!
> And since you mentioned my beloved TRS-80, it has 11 more CPU registers in
> it's Z80 than the Atari has. To this date the Z80 is stilled used in alot
of
> controller applications. Don't get me wrong, I love Ataris, but the TRS-80
> was my first real computer!

Which reminds me... Years ago, I had a TRS 80 given to me by my aunt who had no idea how to use it. It appeared ancient, even compared to the A800 I had at the time. The only feature it had that I found somewhat impressive, at the time, was a built in BASIC. I tinkered around with it a bit, but quickly lost interest when I couldn't find any peripherals for it (maybe I didn't look hard enough). The only thing I ever had was a cassette cable that I made for it from a cannibalized Commodore SIO cable and some jacks and crap I had stashed away. Then, some years later, I stumbled onto a Tandy/Radio Shack color computer III that I found to be quite impressive. I still have them somewhere, but I don't recall much about the CCIII other than the fact that it had 512KB of RAM. I still have both of them, along with a Texas Instruments computer (forget the model) that I never even messed with aside from making sure that it worked.

Were the TRS-80 computers very popular back in the day? In my little chunk of the US, everyone had 6502 based systems. They were either Apple IIs, Ataris, or Commodores.

--
David Bowden
The Undead Mechanic.

# 4404. Re: The ATARI 8 Bit is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 07:15:37 UTC
From: "Michael J. Schülke" <news0308@mjschuelke.de>
Message-ID: <MPG.199ebe0563056fc09897de@News.CIS.DFN.DE>
Source record: 20067
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

Adolf Hitler jr. wrote:
> ATARI 8 Bit computers are the crappiest computers on earth !

What a masterly troll -- you have managed to godwinise the thread right
at the start.

You lose.

EOT.

Michael

# 4405. Re: Help - dead XEGS!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 07:43:50 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0308082343.4fa055a@posting.google.com>
Source record: 20068

dunxuk@aol.commercial (Duncan Ross) wrote in message
news:<20030808101948.23687.00001706@mb-m27.aol.com>...
> Went to switch on the Atari this morning and was greeted by a black screen.
> Some times the screen is red, and other times it is accompanied by a single
> tone, but it never gets any further.
>
> Any ideas where to start looking (apart for on eBay for a new XEGS!)?
>
> Many thanks group!

XEGS sometimes have troubles with Missile Command/normal mode
decisions. Put in a cart, turn it on, then pull the cart out,
and hit RESET. Alternately, power on with Option down, then
RESET. Fiddle with them all - it might just be locked into
'half' mode and it does happen often enough to be a known
problem, but I disremember the exact recommeded procedure
to cure it. Pulling the cart will not harm it, but will
certainly set hardware registers for a full ram clear and
cold boot routine to follow on pressing RESET.

If you've already tried the above and you know your XEGS and
this is not that problem - then it's time for a 2nd one.
Soldered chips make fixing them much more work. First place
to look is at voltage of power supply, #1 trouble. Next,
touch the ram chips if you dare, very hot ram chips mean
ram was fried by #1. If found to be hot, replace and try
a new power supply - you may get lucky.

# 4406. Re: The ATARI 8 Bit is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 08:22:07 UTC
From: Pablo Contreras <pablo@pabs2003.plus.com>
Message-ID: <rlb9jvo1bhmgj9cq54c3i4gbpo03apks95@4ax.com>
Source record: 20069
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

On Fri, 08 Aug 2003 21:34:42 -0400, A E <aeisenhut@videotron.ca> did
in fact proclaim:

>"Adolf Hitler jr." wrote:
>
>> ATARI 8 Bit computers are the crappiest computers on earth !
>>
>> Discuss !
>
>Hey Schicklgruber, take it easy there. Actually, my first experience *ever* on
>any computer was at a computer camp in the early 80s (and how more 80s do you
>get than a computer camp??) on Atari boxes. 400 or 800 I don't recall anymore.
>They were pretty nice.

IMHO Atari computers were quite technically impressive, specially the
smoothness of the graphics, large RAMs, and the colours.

Pablo.

# 4407. Re: The ATARI 8 Bit is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 08:24:39 UTC
From: Phil-on-a-hill <malcnospam@gothcorp.co.uk>
Message-ID: <De2Za.8347$yl6.3406@newsfep4-winn.server.ntli.net>
Source record: 20070
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

"Michael J. Sch&#65533;lke" <news0308@mjschuelke.de> wrote in message
news:MPG.199ebe0563056fc09897de@News.CIS.DFN.DE...
> Adolf Hitler jr. wrote:

This idiot has spammed tons of groups. Funny how that sort of thing happens more during the school holidays.

# 4408. Re: ADV: Atari Xmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 08:36:01 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bh2bpc$hbd$1@sparta.btinternet.com>
Source record: 20071
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Hi Steve

> Bravo Sierra Computers <atari@aracnet.com> wrote in message
> news:<Pine.LNX.4.44.0308070739160.32610-100000@shell1.aracnet.com>...
>> http://BensCatalogs.Atari.org Link to 8 newly updated Atari
>> Catalogs!
>>
>> Due to Popular Demand
>
> That's the biggest crock of horseshit I've ever seen.
>
> - Steve (MMF)

And next month he'll hold a Chrimbo sale in September.

He's retard, and most of this group are butt-knocking him so expect someone
to climb up your arse for daring to post your opinion.

--

You've not seen a worried sheep until you've seen a sheep worried by me!!

# 4409. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 08:48:32 UTC
From: paul s <paulslinux@REMOVESPAMhotmail.comKILLER>
Message-ID: <pan.2003.08.09.08.48.26.283123@REMOVESPAMhotmail.comKILLER>
Source record: 20072
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Fri, 08 Aug 2003 18:31:00 -0700, Adolf Hitler jr. wrote:

> Made by a moron without brains , this is one of the smelliest pieces
> of dark brown shi Iï¿½ve ever tasted !
>
> Apple users have shit for brains !

I see the children have got un-supervised access to the computer again.

--
Paul S
---
- "Do you have any rats in Spain, or did Franco have them all shot?" -
- -- Basil Fawlty (John Cleese) -
---

# 4410. Re: The ATARI 8 Bit is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 08:54:47 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gu18rtdm0.fsf@legolas.mdh.se>
Source record: 20073
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

"Tim" <tjlazer@nospam.mail.com> writes:

> -256 colors

Hm. I thought the Atari line had 128 colours, but I never checked
it out close enough to determine this number.

> -superior I/O Disk Interface!

Can you elaborate? Do you refer to higher capacity, faster transfer,
computer independent disk activity, less external hardware required
to connect a drive, fewer bugs in DOS calls or something else?

By the way, I thought we were past the hunting season for flames
this year.

--
Anders Carlsson

"Please not to close to the hair, finger, clothes to run about the
inside's vehicle, in order to prevent quilt involvement." -- Bit Racer

# 4411. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 10:33:10 UTC
From: "M. Pender" <mpender@hotmail.com>
Message-ID: <G54Za.4124$EJ1.3814@nwrddc03.gnilink.net>
Source record: 20074
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

Scott Alfter <salfter@salfter.dyndns.org> wrote in message
news:el0Za.39360$Bp2.9350@fed1read07...
>
> I hereby invoke Godwin's Law to announce that the punk original poster has
> already lost, on account of naming himself after "der F�hrer." :-P
>

Whenever I see something like that posting, which is so clearly a troll, I
just remind myself that stupidity is its own punishment.

- Mike

## 4412. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 12:53:07 UTC
From: korax1214@mailandnews.co.uk
Message-ID: <fe420e86.0308090453.bac58c4@posting.google.com>
Source record: 20075
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"M. Pender" <mpender@hotmail.com> wrote in message
news:<G54Za.4124$EJ1.3814@nwrddc03.gnilink.net>...

> Whenever I see something like that posting, which is so clearly a troll, I
> just remind myself that stupidity is its own punishment.

And indeed, the given "username", llortagem, is megatroll backwards. :)

## 4413. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 14:17:30 UTC
From: Mike Spurgeon <mike@spurgeon.net>
Message-ID: <3F35027A.1080504@spurgeon.net>
Source record: 20076
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

Scott Alfter wrote:
> -----BEGIN PGP SIGNED MESSAGE-----
> Hash: SHA1
>
> In article <97q8jvcvq0ortu6am8h723shrtieqfcc7q@4ax.com>,
> Chris Morse <chris@cosmicwolf.com> wrote:
>
>>On 8 Aug 2003 18:31:00 -0700, llortagem@yahoo.ca (Adolf Hitler jr.)
>>wrote:
>>
>>>[flamebait deleted]

> I hereby invoke Godwin's Law to announce that the punk original poster has
> already lost, on account of naming himself after "der Fï¿½hrer." :-P

He also named himself 'megatroll' - 'llortagem'.

# 4414. Re: Amstrad CPC = shit

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 14:24:18 UTC
From: Julian Cassin <ulala..REMOVETHIS..@ihug.com.au>
Message-ID: <bh302v$2hh$1@lust.ihug.co.nz>
Source record: 20077
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

Adolf Hitler jr. <llortagem@yahoo.ca> wrote in message
news:46d567ad.0308081724.7fb5a1d8@posting.google.com...
> ...

and a fantastic piece of shit it is.

# 4415. Re: Amstrad CPC = shit

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 18:20:19 UTC
From: cyborg_jim@yahoo.com
Message-ID: <81d148da.0308091020.5ad7d027@posting.google.com>
Source record: 20078
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"Julian Cassin" <ulala..REMOVETHIS..@ihug.com.au> wrote in message
news:<bh302v$2hh$1@lust.ihug.co.nz>...
> Adolf Hitler jr. <llortagem@yahoo.ca> wrote in message
> news:46d567ad.0308081724.7fb5a1d8@posting.google.com...
> > ...
>
> and a fantastic piece of shit it is.

Brown love \o/

# 4416. Re: ADV: Atari Xmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 18:37:35 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vjafrhlv0e9801@corp.supernews.com>
Source record: 20079
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bh2bpc$hbd$1@sparta.btinternet.com...
> Hi Steve
>
> > Bravo Sierra Computers <atari@aracnet.com> wrote in message
> > news:<Pine.LNX.4.44.0308070739160.32610-100000@shell1.aracnet.com>...
> >> http://BensCatalogs.Atari.org Link to 8 newly updated Atari
> >> Catalogs!
> >>
> >> Due to Popular Demand
> >>
> > That's the biggest crock of horseshit I've ever seen.
> >
> > - Steve (MMF)
>
> And next month he'll hold a Chrimbo sale in September.
>
> He's retard, and most of this group are butt-knocking him so expect
someone
> to climb up your arse for daring to post your opinion.
>

I thought you were his boy? Whats up? lol

Tim

# 4417. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 18:41:50 UTC
From: spam@luddite.ca
Message-ID: <1fzfbyv.1210jwpcpilneN%spam@luddite.ca>
Source record: 20080
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

Robert J Baker <korax1214@mailandnews.co.uk> wrote:

> "M. Pender" <mpender@hotmail.com> wrote in message
> news:<G54Za.4124$EJ1.3814@nwrddc03.gnilink.net>...
>
> > Whenever I see something like that posting, which is so clearly a troll,
> > I just remind myself that stupidity is its own punishment.
>
> And indeed, the given "username", llortagem, is megatroll backwards. :)

But at least he didn't refer to the Apple II as a Macintosh ;-)

# 4418. Re: ADV: Atari Xmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 19:27:38 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bh3hv8$mic$3@hercules.btinternet.com>
Source record: 20081
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

```
Hi Tim

> > > Bravo Sierra Computers <atari@aracnet.com> wrote in message
> > > news:<Pine.LNX.4.44.0308070739160.32610-100000@shell1.aracnet.com>...
> > >> http://BensCatalogs.Atari.org Link to 8 newly updated Atari
> > >> Catalogs!
> > >>
> > >> Due to Popular Demand
> > >
> > > That's the biggest crock of horseshit I've ever seen.
> > >
> > > - Steve (MMF)
> >
> > And next month he'll hold a Chrimbo sale in September.
> >
> > He's retard, and most of this group are butt-knocking him so expect
someone
> > to climb up your arse for daring to post your opinion.
> >
>
> I thought you were his boy? Whats up? lol

Hm!, i think you have me mixed up with someone else!.

--

Regards Steve

Rope me a sheep and I'll make it smile.
```

## 4419. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 20:03:42 UTC
From: puritan_2076@yahoo.com
Message-ID: <ae64f04a.0308091203.5ecc0c@posting.google.com>
Source record: 20082
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

<snip stupidity and profanity.>

For those of us who are sick of flamewars but interested in other computers, I was thinking of starting a thread comparing 8-bit multi user, multi tasking OSes, such as OS-9 Level 2, OS-A65, LUnix/LNG, etc.

Anyone interested?

If so, bring a wooden stake or some silver bullets for the trolls. They are not welcome here.

# 4420. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 20:08:34 UTC
From: P D aka Sinclair_QL <do.not.disturb@get.it.spammer.net>
Message-ID: <oprtnl8vk8f1jixt@news2.news.adelphia.net>
Source record: 20083
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On 9 Aug 2003 13:03:42 -0700, Leon Howell <puritan_2076@yahoo.com> wrote:

> <snip stupidity and profanity.>
>
> For those of us who are sick of flamewars but interested in other
> computers, I was thinking of starting a thread comparing 8-bit multi
> user, multi tasking OSes, such as OS-9 Level 2, OS-A65, LUnix/LNG,
> etc.
>
> Anyone interested?
>
> If so, bring a wooden stake or some silver bullets for the trolls.
> They are not welcome here.
>

Speaking of OS/9... anybody seen the OS/9 for the QL? I am trying to locate
a copy for documentation in the FAQ.

Phoebus

--
Visit the QL-FAQ at: <http://www.dokos-gr.net/ql/faq/> (Still uploading
stuff!)
Visit the uQLX-win32 at: <http://www.dokos-gr.net/ql/uqlx.html>
For mail reply to: ql PUNKT css AT dokos MINUS gr DOT net

# 4421. Re: The ATARI 8 Bit is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 20:24:28 UTC
From: John Ryan <jrusenet@removethis.greenquark.com.removethistoo>
Message-ID: <0McZa.170$UR6.22678688@newssvr13.news.prodigy.com>
Source record: 20084

"paul s" <paulslinux@REMOVESPAMhotmail.comKILLER> wrote in message
news:pan.2003.08.08.23.46.58.269114@REMOVESPAMhotmail.comKILLER...
> On Fri, 08 Aug 2003 16:23:00 -0700, Adolf Hitler jr. wrote:
>
> > ATARI 8 Bit computers are the crappiest computers on earth !
>
> This post smells a bit trollish.

Hmmm... Ya think? Belligerent message posted in a group of topic
enthusiasts. Posted by someone calling themselves "Adolf Hitler Jr.".
Hmmm... you may have something there.

# 4422. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 21:47:11 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vjaqv0c796tb49@corp.supernews.com>
Source record: 20085
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"Adolf Hitler jr." <llortagem@yahoo.ca> wrote in message
news:46d567ad.0308081731.71bd8fd9@posting.google.com...
> Made by a moron without brains , this is one of the smelliest pieces
> of dark brown shi l�ve ever tasted !
>
> Apple users have shit for brains !

Talk about not having brains. This is a Commodore group not Apple!

I think most CMBers disliked the Apple back in the day anyhow. LOL

Tim

# 4423. Re: MediaMate 5 1/4" NEW in the box

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 21:52:01 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <BRdZa.8642$AO3.4044@fe02.atl2.webusenet.com>
Source record: 20086

Maybe $5.

"Tim" <tjlazer@nospam.mail.com> wrote in message
news:vj91gl5nu6da1f@corp.supernews.com...
> Anyone looking for one of these? Brand NEW in the box MediaMate 5 1/4"
> Storage bins for all your Commodore/Atari 5 1/4" disks!!! Holds about 50.
>
> Whats a fair price? I have about a dozen of these. Come NEW in the box.
>
> Tim
>
>
>

# 4424. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 22:09:20 UTC
From: P D aka Sinclair_QL <do.not.disturb@get.it.spammer.net>
Message-ID: <oprtnrt5ojf1jixt@news2.news.adelphia.net>
Source record: 20087
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Sat, 9 Aug 2003 14:47:11 -0700, Tim <tjlazer@nospam.mail.com> wrote:

>
> "Adolf Hitler jr." <llortagem@yahoo.ca> wrote in message
> news:46d567ad.0308081731.71bd8fd9@posting.google.com...
>> Made by a moron without brains , this is one of the smelliest pieces
>> of dark brown shi IoΩ½ve ever tasted !
>>
>> Apple users have shit for brains !
>
> Talk about not having brains. This is a Commodore group not Apple!
>
> I think most CMBers disliked the Apple back in the day anyhow. LOL
>
> Tim
>
>
>
That's actually a cross-post (as easily seen by the header;-)
--
Visit the QL-FAQ at: <http://www.dokos-gr.net/ql/faq/> (Still uploading
stuff!)
Visit the uQLX-win32 at: <http://www.dokos-gr.net/ql/uqlx.html>
For mail reply to: ql PUNKT css AT dokos MINUS gr DOT net

## 4425. The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 22:20:39 UTC
From: llortagig@freenet.de
Message-ID: <e2cbc849.0308091420.5088272d@posting.google.com>
Source record: 20088
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

because everything with Commodore in its name must be as worthless as shit.

# 4426. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 23:24:35 UTC
From: Linards Ticmanis <ticmanis@coli.uni-sb.de>
Message-ID: <bh3vrj$ketq$3@hades.rz.uni-saarland.de>
Source record: 20089
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

Leon Howell wrote:

> For those of us who are sick of flamewars but interested in other
> computers, I was thinking of starting a thread comparing 8-bit multi
> user, multi tasking OSes, such as OS-9 Level 2, OS-A65, LUnix/LNG,
> etc.
>
> Anyone interested?

What about MP/M? Or was that a "serial multiuser" system, only allowing
users to log in one after the other?

--

Linards Ticmanis

The Master said, "The business of laying on the colors follows the
preparation of the plain ground."

# 4427. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 23:47:17 UTC
From: Roger Johnstone <rojaws@ihug.co.nz>
Message-ID: <20030810114659208+1200@news.inv.ihug.co.nz>
Source record: 20090
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

In <20030809161103.21510.00001208@mb-m07.aol.com> Michael J. Mahon wrote:
> Leon Howell asked:
>
>>For those of us who are sick of flamewars but interested in other
>>computers, I was thinking of starting a thread comparing 8-bit multi
>>user, multi tasking OSes, such as OS-9 Level 2, OS-A65, LUnix/LNG,
>>etc.
>>
>>Anyone interested?
>
> I would expect that csa2 is a relatively poor place for such
> a thread, compared to comp.os.os9, etc.
>
> Multi-user Apple II seems almost a contradiction in terms...
> (I don't mean that it _can't_ be done, only that it shouldn't. ;-)
>
> -michael
>
> Check out amazing quality 8-bit Apple sound on my
> Home page: http://members.aol.com/MJMahon/

Well, OS-9 _was_ available for the Apple II, with the appropriate 6809
coprocessor card of course :-p It certainly multi-tasked, I don't know
about multi-users though. Come to think of it, a BBS system with more
than one modem would qualify as a multi-user system :-)

--
Roger Johnstone, Invercargill, New Zealand

Apple II - FutureCop:LAPD - iMac Game Wizard
http://homepages.ihug.co.nz/~rojaws/

---
Imagine the disincentive to software development if after months of work
another company could come along and copy your work and market it under
its own name...without legal restraints to such copying, companies like
Apple could not afford to advance the state of the art.

Bill Gates (New York Times, 25 September 1983)

# 4428. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-09 23:52:41 UTC
From: Roger Johnstone <rojaws@ihug.co.nz>
Message-ID: <20030810115223991+1200@news.inv.ihug.co.nz>
Source record: 20091
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

In <1fzfbyv.1210jwpcpilneN%spam@luddite.ca> Ned Ludd wrote:
> Robert J Baker <korax1214@mailandnews.co.uk> wrote:
>
>> "M. Pender" <mpender@hotmail.com> wrote in message
>> news:<G54Za.4124$EJ1.3814@nwrddc03.gnilink.net>...
>>
>> > Whenever I see something like that posting, which is so clearly a
>> > troll, I just remind myself that stupidity is its own punishment.
>>
>> And indeed, the given "username", llortagem, is megatroll backwards. :)
>
> But at least he didn't refer to the Apple II as a Macintosh ;-)

No, no, no. A _real_ troll always calls it a MAC, either because they've
never actually used on, they're just plain thick, or quite likely they
know it pisses off Mac users.

--
Roger Johnstone, Invercargill, New Zealand

Apple II - FutureCop:LAPD - iMac Game Wizard
http://homepages.ihug.co.nz/~rojaws/

---
To create a new standard it takes something that's not just a little
bit different. It takes something that's really new and really captures
people's imagination. And the Macintosh, of all the machines I've ever
seen, is the only one that meets that standard.

Bill Gates

## 4429. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 00:45:53 UTC
From: HMJ <harrymj@[remove]>
Message-ID: <bh44k1$9ae$1@sparta.btinternet.com>
Source record: 20092
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"Llort Agig" <llortagig@freenet.de> wrote in message
news:e2cbc849.0308091420.5088272d@posting.google.com...
> because everything with Commodore in its name must be as worthless as
shit.

These Spectrum owners never give up :-)

# 4430. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 00:53:10 UTC
From: P D aka Sinclair_QL <do.not.disturb@get.it.spammer.net>
Message-ID: <oprtnze7iuf1jixt@news2.news.adelphia.net>
Source record: 20093
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Sun, 10 Aug 2003 00:45:53 +0000 (UTC), HMJ
<harrymj@[remove]btinternet.com> wrote:

>
> "Llort Agig" <llortagig@freenet.de> wrote in message
> news:e2cbc849.0308091420.5088272d@posting.google.com...
>> because everything with Commodore in its name must be as worthless as
> shit.
>
> These Spectrum owners never give up :-)
>
>
>

Nah that's just a major troll... I actually like the C-1 project as it can
emulate the Spectrum (and god knows what else)... not to mention that it is
the ultimate "unholy" union which makes it interesting as heck ;-)

--
Visit the QL-FAQ at: <http://www.dokos-gr.net/ql/faq/> (Still uploading
stuff!)
Visit the uQLX-win32 at: <http://www.dokos-gr.net/ql/uqlx.html>
For mail reply to: ql PUNKT css AT dokos MINUS gr DOT net

# 4431. Re: The Adolf Kid is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 01:18:34 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <K3hZa.3720$dm.2712@nwrddc02.gnilink.net>
Source record: 20094
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

The Undead Mechanic wrote ...

>Were the TRS-80 computers very popular back in the day? In my little chunk
>of the US, everyone had 6502 based systems. They were either Apple IIs,
>Ataris, or Commodores.

The TRS-80 was fairly popular in the Dallas area in the early and mid 80's.
What popularity they didn't lose to the less expensive 8-bits, they lost to
the Amigas, Atari STs, and the 386 PC clones.

One thing that made them popular in the late 70's and early 80's was
availability. You could find Radio Shack stores _everywhere_! :-)

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
Last 8-bit BBS in the Dallas area. Commodore lives!

# 4432. Re: The Adolf Kid is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 01:25:54 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <CahZa.3722$dm.1744@nwrddc02.gnilink.net>
Source record: 20095
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

Sam Gillett wrote ...

>The Undead Mechanic wrote ...
>
>>Were the TRS-80 computers very popular back in the day? In my little chunk
>>of the US, everyone had 6502 based systems. They were either Apple IIs,
>>Ataris, or Commodores.
>
>The TRS-80 was fairly popular in the Dallas area in the early and mid 80's.
>What popularity they didn't lose to the less expensive 8-bits, they lost to
>the Amigas, Atari STs, and the 386 PC clones.

Whoops! I typoed. That should be 286...

>One thing that made them popular in the late 70's and early 80's was
>availability. You could find Radio Shack stores _everywhere_! :-)
>
>Best regards,
>
>Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
> Last 8-bit BBS in the Dallas area. Commodore lives!

# 4433. Re: The Adolf Kid is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 01:29:04 UTC
From: P D aka Sinclair_QL <do.not.disturb@get.it.spammer.net>
Message-ID: <oprtn021vkf1jixt@news2.news.adelphia.net>
Source record: 20096
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

On Sun, 10 Aug 2003 01:25:54 GMT, Sam Gillett <samgillett@msn.com> wrote:

>
> Sam Gillett wrote ...
>
>> The Undead Mechanic wrote ...
>>
>>> Were the TRS-80 computers very popular back in the day? In my little
>>> chunk
>>> of the US, everyone had 6502 based systems. They were either Apple IIs,
>>> Ataris, or Commodores.
>>
>> The TRS-80 was fairly popular in the Dallas area in the early and mid
>> 80's.
>> What popularity they didn't lose to the less expensive 8-bits, they lost
>> to
>> the Amigas, Atari STs, and the 386 PC clones.
>
> Whoops! I typoed. That should be 286...
>
<snip>

Now if you want to talk about CRAP that would be 286's... Bah Humbug!

--
Visit the QL-FAQ at: <http://www.dokos-gr.net/ql/faq/> (Still uploading
stuff!)
Visit the uQLX-win32 at: <http://www.dokos-gr.net/ql/uqlx.html>
For mail reply to: ql PUNKT css AT dokos MINUS gr DOT net

# 4434. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 02:53:08 UTC
From: Derek Jolly <derek.jolly@deadspam.com>
Message-ID: <Xns93D32730F7A5Bderekjollydeadspamco@195.92.193.157>
Source record: 19947
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"Tim" <tjlazer@nospam.mail.com> wrote in news:vjaqv0c796tb49
@corp.supernews.com:

>
> "Adolf Hitler jr." <llortagem@yahoo.ca> wrote in message
> news:46d567ad.0308081731.71bd8fd9@posting.google.com...
>> Made by a moron without brains , this is one of the smelliest pieces
>> of dark brown shi I�ve ever tasted !
>>
>> Apple users have shit for brains !
>
> Talk about not having brains. This is a Commodore group not Apple!

What is? comp.sys.apple2? I'd say that's likely to be an Apple group.
comp.sys.sinclair is likely not to be about CBM machines either (although
you never know in there), and c.s.atari.8bit won't be about Commodore
either. Check what newsgroups a message is posted to before spouting off
about things like that.

> I think most CMBers disliked the Apple back in the day anyhow. LOL

Possibly. The C64 was always so much more expensive than the Speccy here
in the UK.
--
Derek Jolly (derek at rivetsoft dot freeserve dot co dot uk)
Leaner, cleaner homepage: http://rivet.50megs.com/
comp.sys.sinclair folklore FAQ: http://rivet.50megs.com/cssfolk.html
YASPIC v1.5.1: http://rivet.50megs.com/speccy.html

# 4435. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 03:06:35 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3F35D206.419250F5@ev1.net>
Source record: 19948
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

```
Llort Agig wrote:
>
> because everything with Commodore in its name must be as worthless as shit.
>
Yes sir, Commodore Llort Agig...

--
+-----------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+-----------------------------------------------------------------+
```

# 4436. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 03:30:33 UTC
From: foxnhare@bigvalley.net
Message-ID: <c950eaf9.0308091930.2a3c800d@posting.google.com>
Source record: 19949
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

Well, giga troll (your handle spelled backwards),

I can't believe that statement because
Anything associated with your handle IS worthless.

Larry

llortagig@freenet.de (Llort Agig) wrote in message
news:<e2cbc849.0308091420.5088272d@posting.google.com>...
> because everything with Commodore in its name must be as worthless as shit.

# 4437. Re: The ATARI 8 Bit is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 03:50:09 UTC
From: foxnhare@bigvalley.net
Message-ID: <c950eaf9.0308091950.ed95920@posting.google.com>
Source record: 19950
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

I believe it was 121 colors (the 8 shades of black don't count on the atari either).

I was seriously looking at the ataris when I was choosing my first computer..

Things that were sooo cool about the Atari:
- almost 2mghz 6502 processor
- FOUR joystick ports!
- Graphics and Sound commands built into thier BASIC.
- Stereo cassette drive (one track was data the other audio which could play when programs were loading!)
- Those really cool looking cases
- Somre Really Cool Games! (Asteriods, Missile Command, STAR RAIDERS! also some nifty ones from places like Adventure International, Big Five, etc.)

What I didn't like about the 400/800s
- Everything was extra (expensive too), BASIC, memory, serial and parallel ports, etc.
- BASIC was quirky (Dimming strings, etc.)

When it came down to it my $215 I had to spend (1983) would either buy:
- an Atari 400 - no BASIC, no cassette, no games - and I would have to borrow cash to pay the sales tax.
- or a Commodore VIC-20 and 1530 datasette with a bit to spare.

I bought the VIC-20 & datasette, and with the rest got a programmer's reference guide and the first Issue of COMPUTE!'s Gazzette magazine. It's been a blast ever since!

Comparing the bulk of the Atari Line to the Commodore 64:
- the Atari lacks the great sound of the 64
- the capacity of the disk drives (170k vs 90k)
- the ease of using the drives (no DOS disk needed AT ALL!)
- the interfacability of the stock computers (the parallel port was a great feature, it took Atari until the 800XL to finally put one in)
- and the 64 had more memory. (Before you say it, If you want to compare the second genration Atari 8-bit - the 130XE - you shoiuld compare it to the second generation Commodore 64, the Commodore 128. :-)
- Also on the graphics the 64 won in the sprite department for looks, the Atari Player Missiles were very bland and colorless (see Donkey Kong on both platforms for an example)

- 64 has more software, more games and more productivity programs.

Larry

P.S. Yep, I do have an Atari 400 and 800 now, because I like many of
the games. :-)

Things I thought were cool about the 800/400

Anders Carlsson <anders.carlsson@mds.mdh.se> wrote in message
news:<k2gu18rtdm0.fsf@legolas.mdh.se>...
> "Tim" <tjlazer@nospam.mail.com> writes:
>
> > -256 colors
>
> Hm. I thought the Atari line had 128 colours, but I never checked
> it out close enough to determine this number.
>
> > -superior I/O Disk Interface!
>
> Can you elaborate? Do you refer to higher capacity, faster transfer,
> computer independent disk activity, less external hardware required
> to connect a drive, fewer bugs in DOS calls or something else?
>
> By the way, I thought we were past the hunting season for flames
> this year.

# 4438. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 04:09:02 UTC
From: cyborg_jim@yahoo.com
Message-ID: <81d148da.0308092009.3e044617@posting.google.com>
Source record: 19951
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

llortagig@freenet.de (Llort Agig) wrote in message
news:<e2cbc849.0308091420.5088272d@posting.google.com>...
> because everything with Commodore in its name must be as worthless as shit.

Don't degrade shit like that!

# 4439. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 06:30:21 UTC
From: wildstar <wildstar128@hotmail.com>
Message-ID: <Xns93D2EF1BBD6EBwildstar128hotmailco@216.168.3.44>
Source record: 19952
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

llortagig@freenet.de (Llort Agig) wrote in
news:e2cbc849.0308091420.5088272d@posting.google.com:

> because everything with Commodore in its name must be as worthless as
> shit.

Dude, it is called C-One. Officially it is no longer called Commodore One. As it is more than a "Commodore 64". Actually the C-One can probably smoke a speccy any day with 20 MHz and 65,536 colors and potentially capable of ALOT more color. Resolutions upto 1280 x 1024. OVER 16,777,216 bytes of memory. Capable of over 1 BILLION bytes of memory (1 WHOLE GIGABYTE of SD-RAM memory) just for main memory and 128 MBytes of Multimedia memory (Video & Audio memory)

Enough said. Learn more, go join the C-One Mail List. Since some of you would be newbies. I think it would be acceptable for most of those on the list to answer your questions. Jeri and/or Jens may be too busy to answer but others may answer you in order to update you and allow Jeri and Jens to focus on the project.

To end this in a positive "Speccy" note, the C-One can very well handle Speccy software when the "Speccy" cores are developed. I personally don't go into platform flame wars so guys enjoy.

## 4440. The 286 is Crap!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 06:42:22 UTC
From: Mo <momo@atariland.com>
Message-ID: <iPlZa.175560$xg5.162703@twister.austin.rr.com>
Source record: 19953

I never really liked the 286, it's faster than an 8086- but not much. The machines they ran in tended to be heavy and bulky for some reason (IBM AT for instance). I loved that movie 'Hackers' with Angelina Jollie- the part where they were oohing and ahhing over her new 286 notebook that was running at blazing speeds. HAHA
Mo

# 4441. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 07:16:52 UTC
From: Phil-on-a-hill <malcnospam@gothcorp.co.uk>
Message-ID: <5lmZa.8989$yl6.7851@newsfep4-winn.server.ntli.net>
Source record: 19954
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"Tim" <tjlazer@nospam.mail.com> wrote in message
news:vjaqv0c796tb49@corp.supernews.com...
>
> "Adolf Hitler jr." <llortagem@yahoo.ca> wrote in message
> news:46d567ad.0308081731.71bd8fd9@posting.google.com...
> > Made by a moron without brains , this is one of the smelliest pieces
> > of dark brown shi I�ve ever tasted !
> >
> > Apple users have shit for brains !
>
> Talk about not having brains. This is a Commodore group not Apple!
>
> I think most CMBers disliked the Apple back in the day anyhow. LOL

I think most Apple owners did too....

# 4442. Re: The ATARI 8 Bit is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 09:03:49 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2g65l57ukq.fsf@legolas.mdh.se>
Source record: 19955
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

foxnhare@bigvalley.net (Joe Commodore) writes:

> Comparing the bulk of the Atari Line to the Commodore 64:
> - the interfacability of the stock computers

I tend to remember that the SIO (?) connector used on the Atari may
be rather difficult to find these days, unless you sacrifice an
original cable to build some PC interface cable. Compared to that,
the 6-pin DIN used on Commodore's IEC interface is much easier to
locate (although it may have begun to go out of fashion now).

--
Anders Carlsson

"Please not to close to the hair, finger, clothes to run about the
inside's vehicle, in order to prevent quilt involvement." -- Bit Racer

# 4443. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 09:12:36 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1060506687@rtfm.mit.edu>
Source record: 19956
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 28, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

# 4444. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 09:47:46 UTC
From: b00mzi11a <dsuzukisanders@hotmail.com>
Message-ID: <3f3614d5$0$11377$cc9e4d1f@news.dial.pipex.com>
Source record: 19957
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

erm - isn't it actually a new Amiga and therefore absolutely nothing to do with the C64? And you're a commodore fan? Hmmm... T'other thing being that it isn't anything like an Amiga anyways, more of a slightly hacked up PowerPC Macintosh. Great! Welcome to the speed and quality of 10 years ago!

"wildstar" <wildstar128@hotmail.com> wrote in message news:Xns93D2EF1BBD6EBwildstar128hotmailco@216.168.3.44...
> llortagig@freenet.de (Llort Agig) wrote in
> news:e2cbc849.0308091420.5088272d@posting.google.com:
>
> > because everything with Commodore in its name must be as worthless as
> > shit.
>
> Dude, it is called C-One. Officially it is no longer called Commodore
> One. As it is more than a "Commodore 64". Actually the C-One can probably
> smoke a speccy any day with 20 MHz and 65,536 colors and potentially
> capable of ALOT more color. Resolutions upto 1280 x 1024. OVER 16,777,216
> bytes of memory. Capable of over 1 BILLION bytes of memory (1 WHOLE
> GIGABYTE of SD-RAM memory) just for main memory and 128 MBytes of
> Multimedia memory (Video & Audio memory)
>
> Enough said. Learn more, go join the C-One Mail List. Since some of you
> would be newbies. I think it would be acceptable for most of those on the
> list to answer your questions. Jeri and/or Jens may be too busy to answer
> but others may answer you in order to update you and allow Jeri and Jens
> to focus on the project.
>
> To end this in a positive "Speccy" note, the C-One can very well handle
> Speccy software when the "Speccy" cores are developed. I personally don't
> go into platform flame wars so guys enjoy.
>
>
>

# 4445. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 09:55:52 UTC
From: b00mzi11a <dsuzukisanders@hotmail.com>
Message-ID: <3f3616bb$0$11383$cc9e4d1f@news.dial.pipex.com>
Source record: 19958
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

Ah - no I was thinking of something different. But if you want to see the Sinclair equivalent, then goto http://www.petersplus.com and take a look at the Sprinter:

Totally spectrum compatible, with 4MB of program memory, SVGA graphics, IDE support, CDROMS, ISA slots, and loads of other cool stuff ... Ah - you must see Doom running on it as well, pretty impressive :D

pardon my c-one ignorance, was obviously thinking of Amiga-One (or is that a-one?)

dave

"wildstar" <wildstar128@hotmail.com> wrote in message news:Xns93D2EF1BBD6EBwildstar128hotmailco@216.168.3.44...
> llortagig@freenet.de (Llort Agig) wrote in
> news:e2cbc849.0308091420.5088272d@posting.google.com:
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> > because everything with Commodore in its name must be as worthless as
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> but others may answer you in order to update you and allow Jeri and Jens
> to focus on the project.
>
> To end this in a positive "Speccy" note, the C-One can very well handle
> Speccy software when the "Speccy" cores are developed. I personally don't
> go into platform flame wars so guys enjoy.
>
>
>

# 4446. Re: Amstrad CPC = shit

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 09:56:55 UTC
From: Ross Simpson <Hi_Mr_Spammer@nowhere.com.au>
Message-ID: <3f361797$0$14558$afc38c87@news.optusnet.com.au>
Source record: 19959
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

X-Complaints-To: groups-abuse@google.com

# 4447. USB Programming Session in Frankfurt, 9th August 2003

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 10:13:36 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <bh55sh$tq972$1@ID-174234.news.uni-berlin.de>
Source record: 19960

Harry Reminder, Thomas Grasel and I used the hottest Day of the year (so far, 40 C in Frankfurt) for a USB Coding Session. The Joystick Firmware is almost complete, there are some problems with the Uni-Code Strings (this might be the 1st ATARI 8-Bit PGM with Uni-Code :) ) and with the USB Reports.

See the Pictures of the day.
http://www.strotmann.de/twiki/bin/view/APG/ProjUSBConvOnePic

Carsten Strotmann
ABBUC RAF

# 4448. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 10:16:37 UTC
From: b00mzi11a <dsuzukisanders@hotmail.com>
Message-ID: <3f361b99$0$11382$cc9e4d1f@news.dial.pipex.com>
Source record: 19961
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

Forgot to add - the CPU is 21mhz :)

"b00mzi11a" <dsuzukisanders@hotmail.com> wrote in message
news:3f3616bb$0$11383$cc9e4d1f@news.dial.pipex.com...
> Ah - no I was thinking of something different. But if you want to see the
> Sinclair equivalent, then goto http://www.petersplus.com and take a look
at
> the Sprinter:
>
> Totally spectrum compatible, with 4MB of program memory, SVGA graphics,
IDE
> support, CDROMS, ISA slots, and loads of other cool stuff ... Ah - you
must
> see Doom running on it as well, pretty impressive :D
>
> pardon my c-one ignorance, was obviously thinking of Amiga-One (or is that
> a-one?)
>
> dave
>
> "wildstar" <wildstar128@hotmail.com> wrote in message
> news:Xns93D2EF1BBD6EBwildstar128hotmailco@216.168.3.44...
> > llortagig@freenet.de (Llort Agig) wrote in
> > news:e2cbc849.0308091420.5088272d@posting.google.com:
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the
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> > but others may answer you in order to update you and allow Jeri and Jens
> > to focus on the project.
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> > To end this in a positive "Speccy" note, the C-One can very well handle
> > Speccy software when the "Speccy" cores are developed. I personally
don't
> > go into platform flame wars so guys enjoy.
> >
> >
> >
>
>

# 4449. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 11:30:34 UTC
From: P D aka Sinclair_QL <do.not.disturb@get.it.spammer.net>
Message-ID: <oprtosxm0xf1jixt@news2.news.adelphia.net>
Source record: 19962
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Sun, 10 Aug 2003 10:47:46 +0100, b00mzi11a <dsuzukisanders@hotmail.com>
wrote:

> erm - isn't it actually a new Amiga and therefore absolutely nothing to
> do
> with the C64? And you're a commodore fan? Hmmm... T'other thing being
> that
> it isn't anything like an Amiga anyways, more of a slightly hacked up
> PowerPC Macintosh. Great! Welcome to the speed and quality of 10 years
> ago!
>

Nope it is not (Amiga and Commodore in any case are two different
companies) (Commodore is owned by Tulip)

The C1 can be seen here: <URL:http://c64upgra.de> and I am have to say it
is pretty impressive... and although not yet available since it's in
Germany I'd imagine a lot easier to get than the Sprinter which is in
Russia (ie I've sent $$$ for a Sprinter 2 years ago, they never received it
and if it weren't for Western Union I would still be trying to figure out
what happened with it). The C1 also has a PCI slot and it's regular ATX
compared to the not-so-standard Sprinter size

Also the sprinter can be ONLY a Z80 computer while the C1 can be whatever
the heck it wants. It is a REALLY good design (oh well here I am committing
the sacriledge.... in any case judge for yourselves)

Take care
--
Visit the QL-FAQ at: <http://www.dokos-gr.net/ql/faq/> (Still uploading
stuff!)
Visit the uQLX-win32 at: <http://www.dokos-gr.net/ql/uqlx.html>
For mail reply to: ql PUNKT css AT dokos MINUS gr DOT net

# 4450. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 12:08:49 UTC
From: b00mzi11a <dsuzukisanders@hotmail.com>
Message-ID: <3f3635e5$0$11380$cc9e4d1f@news.dial.pipex.com>
Source record: 19963
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

Hmmm - Yeah, but you have to stick a CPU in! That's hardly very impressive is it? In actual fact this machine is almost exactly like the sprinter (using Altera Flex chips as a reprogrammable chipset), and being ATX - all the connectors are built into the board, which means when they go, the whole machine goes ;| True it looks quite nice, but it's just a Sprinter with a CPU slot to be hardware compatible with some other 8-bit micros. I don't know what is c64-like about it, apart from the Monster-SID (which sounds very much like a standard DAC to me), and the fact the standard firmware configuration will be for c64. Jus' my thoughts ;) Certainly not crap tho, a very worthy project :D

# 4451. Re: Amstrad CPC = shit

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 12:29:09 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <BTRl4zvVqjN$Ewdo@gratiano.zephyr.org.uk>
Source record: 19964
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

In message <3f361797$0$14558$afc38c87@news.optusnet.com.au>, Ross
Simpson <Hi_Mr_Spammer@nowhere.com.au> writes:
>X-Complaints-To: groups-abuse@google.com

You appear to be confusing abuse *on* the net with abuse *of* the net.

Ever thought to read Google's policy (which mirrors many other news
provides)?

"While we appreciate how annoying off-topic posts can be, we are not
able to pursue most of the complaints we receive about them."

http://groups.google.com/googlegroups/help.html

Why waste your time and theirs?

--
James Coupe
PGP Key: 0x5D623D5D
Lucky that my breasts are small and humble, EBD690ECD7A1FB457CA2
So you don't confuse them with mountains. 13D7E668C3695D623D5D

# 4452. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 12:54:03 UTC
From: P D aka Sinclair_QL <do.not.disturb@get.it.spammer.net>
Message-ID: <oprtowspqmf1jixt@news2.news.adelphia.net>
Source record: 19965
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Sun, 10 Aug 2003 13:08:49 +0100, b00mzi11a <dsuzukisanders@hotmail.com>
wrote:

> Hmmm - Yeah, but you have to stick a CPU in! That's hardly very
> impressive
> is it? In actual fact this machine is almost exactly like the sprinter
> (using Altera Flex chips as a reprogrammable chipset), and being ATX -
> all
> the connectors are built into the board, which means when they go, the
> whole
> machine goes ;| True it looks quite nice, but it's just a Sprinter with
> a
> CPU slot to be hardware compatible with some other 8-bit micros. I don't
> know what is c64-like about it, apart from the Monster-SID (which sounds
> very much like a standard DAC to me), and the fact the standard firmware
> configuration will be for c64. Jus' my thoughts ;) Certainly not crap
> tho, a
> very worthy project :D

It is indeed, I was more commenting on what actually is there... as Greeks
say: if my Granma had wheels she'd be a bus :-) Meaning of course that we
can't theorise on how the Sprinter would or would not be if it had a cpu
slot. Having said that of course the Sprinter is definitely a super product
and I will be in the near future attempting to get one (yet again)

But I was commenting more on the ability to reach major markets and it's
manufacturing quality...
Now on the c1 site you can see even the manufacturing process if you know
what I mean... And in any case I'd take MonsterSID anyday over an AY... not
that there's nothing wrong with an AY but compared to Monster SID is
limited (sound wise...)

Now a Spectrum is always easier to program...

And of course having said ALL of the above, the choice is really clear...
Get a Q60 (QL compatible) that blows them both of the map :-)

(www.q40.de)

Cheers

--
Visit the QL-FAQ at: <http://www.dokos-gr.net/ql/faq/> (Still uploading
stuff!)
Visit the uQLX-win32 at: <http://www.dokos-gr.net/ql/uqlx.html>
For mail reply to: ql PUNKT css AT dokos MINUS gr DOT net

# 4453. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 14:13:29 UTC
From: b00mzi11a <dsuzukisanders.around.hotmail.com>
Message-ID: <3f36531e$0$11377$cc9e4d1f@news.dial.pipex.com>
Source record: 19966
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

Sprinter has the AY programming in a flex chip, so I guess it could be programmed into some other sound-device if they wanted, also it has dedicated covox sound with an 8bit DAC, which is also accesible from within ZX Basic in Sprinter mode. So with the extra CPU horsepower and a proper DAC you don't need a 3-channel FM synthesiser really. Have you heard the AY Riders Atari-ST AY tunes? They use some very silly methods to output samples with proper filters and ring-mod a la SID, so it would be easily achievable for the Sprinter to sound just like a SID anyhow (with some more dedicated coders :) Though I would guess the main reason to get one is just because of the Russian Clone compatability, I don't think I've seen Walker and Dune 2000 on the C64? I don't suppose it would look very nice anyways in superblocks colour mode...

# 4454. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 14:56:24 UTC
From: "Dave R." <watsonc64@ten.tsacmoc>
Message-ID: <Xns93D3651E3D6C6watsonenteractcom@216.148.227.77>
Source record: 19967
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"b00mzi11a" <dsuzukisanders@hotmail.com> wrote in
news:3f3635e5$0$11380$cc9e4d1f@news.dial.pipex.com:

> compatible with some other 8-bit micros. I don't know what is c64-like
> about it, apart from the Monster-SID (which sounds very much like a
> standard DAC to me), and the fact the standard firmware configuration
> will be for c64. Jus' my thoughts ;) Certainly not crap tho, a very
> worthy project :D

Are the SID sockets still part of the design?

--
Oh my! The domain name in my return email address is backwards!
You might want to fix it before you email me...

# 4455. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 15:31:16 UTC
From: wildstar <wildstar128@hotmail.com>
Message-ID: <Xns93D356ADFA2AAwildstar128hotmailco@216.168.3.44>
Source record: 19968
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"b00mzi11a" <dsuzukisanders@hotmail.com> wrote in
news:3f3614d5$0$11377$cc9e4d1f@news.dial.pipex.com:

> erm - isn't it actually a new Amiga and therefore absolutely nothing
> to do with the C64? And you're a commodore fan? Hmmm... T'other thing
> being that it isn't anything like an Amiga anyways, more of a slightly
> hacked up PowerPC Macintosh. Great! Welcome to the speed and quality
> of 10 years ago!
>

Errr... it is a reconfigurable computer based on the FPGA technology with
the option to various kinds of CPU cards containing various CPUs. 1 GB of
SD-RAM is rather large amount of RAM. I suspect that alot can be done.
Don't use over-bloated software. I generally support multiple platforms and
am not interested in getting into flamming others due to their platform.

# 4456. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 15:35:21 UTC
From: wildstar <wildstar128@hotmail.com>
Message-ID: <Xns93D3575F6E8DAwildstar128hotmailco@216.168.3.44>
Source record: 19969
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

P D aka Sinclair_QL <do.not.disturb@get.it.spammer.net> wrote in
news:oprtosxm0xf1jixt@news2.news.adelphia.net:

> 
> Nope it is not (Amiga and Commodore in any case are two different
> companies) (Commodore is owned by Tulip)
> 
> The C1 can be seen here: <URL:http://c64upgra.de> and I am have to say
> it is pretty impressive... and although not yet available since it's
> in Germany I'd imagine a lot easier to get than the Sprinter which is
> in Russia (ie I've sent $$$ for a Sprinter 2 years ago, they never
> received it and if it weren't for Western Union I would still be
> trying to figure out what happened with it). The C1 also has a PCI
> slot and it's regular ATX compared to the not-so-standard Sprinter
> size
> 
> Also the sprinter can be ONLY a Z80 computer while the C1 can be
> whatever the heck it wants. It is a REALLY good design (oh well here I
> am committing the sacriledge.... in any case judge for yourselves)
> 
> Take care

To be honest, I am working on an OS that would be portable and run on
several platforms. The C1 does challenge me to develop an OS that is not
particularly dependent on the CPU.

# 4457. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 15:41:21 UTC
From: wildstar <wildstar128@hotmail.com>
Message-ID: <Xns93D35863F7E5Awildstar128hotmailco@216.168.3.44>
Source record: 19970
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"b00mzi11a" <dsuzukisanders@hotmail.com> wrote in
news:3f3635e5$0$11380$cc9e4d1f@news.dial.pipex.com:

> Hmmm - Yeah, but you have to stick a CPU in! That's hardly very
> impressive is it? In actual fact this machine is almost exactly like
> the sprinter (using Altera Flex chips as a reprogrammable chipset),
> and being ATX - all the connectors are built into the board, which
> means when they go, the whole machine goes ;| True it looks quite
> nice, but it's just a Sprinter with a CPU slot to be hardware
> compatible with some other 8-bit micros. I don't know what is c64-like
> about it, apart from the Monster-SID (which sounds very much like a
> standard DAC to me), and the fact the standard firmware configuration
> will be for c64. Jus' my thoughts ;) Certainly not crap tho, a very
> worthy project :D

Open the side of the case and insert it like a cartridge. It isn't as
painful as inserting a Pentium IV. It is the same way as you insert a
video card. Turn computer off, remove panel on the left (when facing the
front of the case), unscrew & remove old CPU card (if there is one),
insert new CPU in brown (AMR-like slot) and screw it in and then panel
back on.

Anyway, the cool part is that the SuperVIC & MonsterSID are merely binary
code loaded into the FPGA chips. You can always load different binary
files ("core" files and must be a synthesized FPGA compatible binary).
The cool part is that this can be done on the fly.

# 4458. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 15:45:29 UTC
From: wildstar <wildstar128@hotmail.com>
Message-ID: <Xns93D359174C05Awildstar128hotmailco@216.168.3.44>
Source record: 19971
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

P D aka Sinclair_QL <do.not.disturb@get.it.spammer.net> wrote in
news:oprtowspqmf1jixt@news2.news.adelphia.net:

> It is indeed, I was more commenting on what actually is there... as
> Greeks say: if my Granma had wheels she'd be a bus :-) Meaning of
> course that we can't theorise on how the Sprinter would or would not
> be if it had a cpu slot. Having said that of course the Sprinter is
> definitely a super product and I will be in the near future attempting
> to get one (yet again)
>
> But I was commenting more on the ability to reach major markets and
> it's manufacturing quality...
> Now on the c1 site you can see even the manufacturing process if you
> know what I mean... And in any case I'd take MonsterSID anyday over an
> AY... not that there's nothing wrong with an AY but compared to
> Monster SID is limited (sound wise...)
>
> Now a Spectrum is always easier to program...
>
> And of course having said ALL of the above, the choice is really
> clear... Get a Q60 (QL compatible) that blows them both of the map :-)
>
> (www.q40.de)
>
> Cheers

It is even possible to hybrid a new computer platform or even a whole new
platform. The C1 is actually a fun little thing. It was expressed that we
wanted something more then just a c64. In all ways, Jeri has achieved
that and then some plus going further by implementing several cores. It
will take time but the thing is time really doesn't matter.

# 4459. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 16:13:34 UTC
From: P D aka Sinclair_QL <do.not.disturb@get.it.spammer.net>
Message-ID: <oprto509axf1jixt@news2.news.adelphia.net>
Source record: 19972
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Sun, 10 Aug 2003 15:45:29 -0000, wildstar <wildstar128@hotmail.com>
wrote:

<snip>
> It is even possible to hybrid a new computer platform or even a whole new
> platform. The C1 is actually a fun little thing. It was expressed that we
> wanted something more then just a c64. In all ways, Jeri has achieved
> that and then some plus going further by implementing several cores. It
> will take time but the thing is time really doesn't matter.
>
>

Not totally. AFAIK, I don't think that it is possible to emulate a QL at
least not with a soft core... but again I may be wrong
I would like to see a PCI enabled QL though. Although the Q60 is good
enough as it is (68060 CPU and under Linux it even emulates both the C64
and Amiga :-) -oh and Atari-)

>

--
Visit the QL-FAQ at: <http://www.dokos-gr.net/ql/faq/> (Still uploading
stuff!)
Visit the uQLX-win32 at: <http://www.dokos-gr.net/ql/uqlx.html>
For mail reply to: ql PUNKT css AT dokos MINUS gr DOT net

# 4460. Re: Pre-ordering available now: Flash Multi-Cart for Atari 8-bit Computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 17:04:03 UTC
From: Kraw <Kraw@bad.com>
Message-ID: <vjcuo3de7bje7b@corp.supernews.com>
Source record: 19973

Steven J Tucker <classics@atarimax.com> wrote in
news:Z%iXa.9661$gi.4832389@news2.news.adelphia.net:

> Pre-ordering starts today for my Flash
> Multi-Cart/Disk-Cart/Homebrewing Cartridge, with shipment of orders by
> 08/11.
>
> The cartridge is professionally produced, with open-source software
> and extensive documentation.
>
> Limited edition pricing is $29.99 per cartridge, with a shipping
> discount for buying five. After 8/11 the price will increase to
> $34.99.
>
> For complete product information and the order form go to:
>
> http://www.atarimax.com/
>
> or directly to the MaxFlash cartridge page at:
>
> http://www.atarimax.com/flashcart/documentation/
>
>

any way to upgrade the 1mb cart to 8mb, if not when will the 8mb be out and
how much will it cost.

Not that it really matters I already ordered the 1mb version, just
wondering

# 4461. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 17:12:58 UTC
From: Jack Peacock <peacock@simconv.com>
Message-ID: <87qcndwuhu-H4KuiXTWJkQ@mpowercom.net>
Source record: 19974
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

"Linards Ticmanis" <ticmanis@coli.uni-sb.de> wrote in message
news:bh3vrj$ketq$3@hades.rz.uni-saarland.de...
> Leon Howell wrote:
>
> > For those of us who are sick of flamewars but interested in other
> > computers, I was thinking of starting a thread comparing 8-bit multi
> > user, multi tasking OSes, such as OS-9 Level 2, OS-A65, LUnix/LNG,
> > etc.
> >
> > Anyone interested?
>
> What about MP/M? Or was that a "serial multiuser" system, only allowing
> users to log in one after the other?
>
MP/M was a real multi-user system. The biggest limitation was the 64K
memory constraint (effectively about 48KB per user with banked memory) and
serialized access to the disk system.

There was also a standalone multi-user version of North Star Basic. I
believe The Byte Shop sold it. They modified the regular NS Basic to
support a limited context swap so several users could run Basic. Sort of a
poor man's RSTS system.
Jack Peacock

# 4462. Re: Pre-ordering available now: Flash Multi-Cart for Atari 8-bit Computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 17:15:56 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3f367f3d$0$49113$e4fe514c@news.xs4all.nl>
Source record: 19975

Nope the 1Mb cann't be upgraded. It's a limited version 1 to 100....

The later versions with MMC cards will support 4-8 up-to 1Gb I heard.

Join the forum of the atari flash-card to discus specific things about this
nice hardware.

Forum can be found at: http://www.atarimax.com

TXG/MNX
"Kraw" <Kraw@bad.com> wrote in message
news:vjcuo3de7bje7b@corp.supernews.com...
> Steven J Tucker <classics@atarimax.com> wrote in
> news:Z%iXa.9661$gi.4832389@news2.news.adelphia.net:
>
> > Pre-ordering starts today for my Flash
> > Multi-Cart/Disk-Cart/Homebrewing Cartridge, with shipment of orders by
> > 08/11.
> >
> > The cartridge is professionally produced, with open-source software
> > and extensive documentation.
> >
> > Limited edition pricing is $29.99 per cartridge, with a shipping
> > discount for buying five. After 8/11 the price will increase to
> > $34.99.
> >
> > For complete product information and the order form go to:
> >
> > http://www.atarimax.com/
> >
> > or directly to the MaxFlash cartridge page at:
> >
> > http://www.atarimax.com/flashcart/documentation/
> >
> >
>
> any way to upgrade the 1mb cart to 8mb, if not when will the 8mb be out
and
> how much will it cost.
>
> Not that it really matters I already ordered the 1mb version, just
> wondering

# 4463. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 17:52:49 UTC
From: korax1214@mailandnews.co.uk
Message-ID: <fe420e86.0308100952.55c14d5b@posting.google.com>
Source record: 19976
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

```
wildstar <wildstar128@hotmail.com> wrote in message
news:<Xns93D2EF1BBD6EBwildstar128hotmailco@216.168.3.44>...
> llortagig@freenet.de (Llort Agig) wrote in
> news:e2cbc849.0308091420.5088272d@posting.google.com:
>
> > because everything with Commodore in its name must be as worthless as
> > shit.
[...]
> To end this in a positive "Speccy" note, the C-One can very well handle
> Speccy software when the "Speccy" cores are developed. I personally don't
> go into platform flame wars so guys enjoy.

For a start, why jump to the conclusion that GigaTroll "must" be a
Speccy fan? From the crosspost, this particular thread is at least as
likely to have been posted from the Atari newsgroup (perhaps more so,
given the ST/Amiga flame wars)...

Incidentally, shit (when properly processed) is very valuable, as a
plant fertiliser for instance... :-)
```

# 4464. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 18:09:50 UTC
From: Peter van Merkerk <merkerk@deadspam.com>
Message-ID: <bh61qn$ulk95$1@ID-133164.news.uni-berlin.de>
Source record: 19977
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

> For a start, why jump to the conclusion that GigaTroll "must" be a
> Speccy fan?

Because considering the statistics it is a reasonable assumption.

# 4465. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 18:19:06 UTC
From: Bill Leary <Bill_Leary@msn.com>
Message-ID: <u0wZa.114336$Ho3.14470@sccrnsc03>
Source record: 19978
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

"Jack Peacock" <peacock@simconv.com> wrote in message
news:87qcndwuhu-H4KuiXTWJkQ@mpowercom.net...
> There was also a standalone multi-user version of North Star Basic. I
> believe The Byte Shop sold it. They modified the regular NS Basic to
> support a limited context swap so several users could run Basic. Sort of
a
> poor man's RSTS system.

Along those same lines there was also the original MUMPS, which was both a
language and a multi-user OS.

And I also worked (briefly) with a FORTH system which basically did the same
thing, but in a somewhat more general manner. Three or four users on a Z80
with 63K (yes, six three) of memory.

- Bill

# 4466. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 18:45:38 UTC
From: david <david@nada.nada.nada>
Message-ID: <bh63si$910$1@sparta.btinternet.com>
Source record: 19979
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"Charles Richmond" <richmond@ev1.net> wrote in message
news:3F35D206.419250F5@ev1.net...
> Llort Agig wrote:
> >
> > because everything with Commodore in its name must be as worthless as
shit.
> >
> Yes sir, Commodore Llort Agig...

Any sites with info on the Commodore 1?

# 4467. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 18:55:04 UTC
From: david <david@nada.nada.nada>
Message-ID: <bh64e8$9od$1@sparta.btinternet.com>
Source record: 19980
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"Llort Agig" <llortagig@freenet.de> wrote in message
news:e2cbc849.0308091420.5088272d@posting.google.com...
> because everything with Commodore in its name must be as worthless as
shit.

Actually the C1, the CPCNG and the Sprinter - all look like excellent
projects indeed.

Bugger the "my computer's better than your's" bollocks - i'd like to see an
independent comparrison of all 3 machines's features actually....

# 4468. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 19:29:02 UTC
From: P D aka Sinclair_QL <do.not.disturb@get.it.spammer.net>
Message-ID: <oprtpe2qnef1jixt@news2.news.adelphia.net>
Source record: 19981
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Sun, 10 Aug 2003 18:55:04 +0000 (UTC), david <david@nada.nada.nada>
wrote:

>
> "Llort Agig" <llortagig@freenet.de> wrote in message
> news:e2cbc849.0308091420.5088272d@posting.google.com...
>> because everything with Commodore in its name must be as worthless as
> shit.
>
> Actually the C1, the CPCNG and the Sprinter - all look like excellent
> projects indeed.
>
> Bugger the "my computer's better than your's" bollocks - i'd like to see
> an
> independent comparrison of all 3 machines's features actually....

Again, add something that's ACTUALLY available to the list ie: the Q60 (QL
compatible) and then we'll see even better ;-)

--
Visit the QL-FAQ at: <http://www.dokos-gr.net/ql/faq/> (Still uploading
stuff!)
Visit the uQLX-win32 at: <http://www.dokos-gr.net/ql/uqlx.html>
For mail reply to: ql PUNKT css AT dokos MINUS gr DOT net

# 4469. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 20:00:24 UTC
From: b00mzi11a <dsuzukisanders.around.hotmail.com>
Message-ID: <3f36a467$0$965$cc9e4d1f@news.dial.pipex.com>
Source record: 19982
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

Yes, sorry I was thinking of Amiga-One which is a totally different kettle of fish, and is indeed, a few years out of date before it's even released. As I've said in previous replies, the C-One looks very nice, and I would have no reason to flame anyone about it :)

What I meant about CPUs was that it isn't some sort of uber-clever machine that will allow the spectrum to be emulated, but in fact you have to plug in a Z80, and get the FPGA chips programmed with the correct chip emulations to get a result, which in essence means you'll have to be ripping a card out and plugging another one in when you change machine types.

Still very nice flexible architecture, but I suspect the Speccy modes will be limited to simple Speccy 48/128 types, and not the more advanced clones, unless someone proves me wrong ; )

# 4470. Re: This fucking troll shit is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 20:24:51 UTC
From: James Sill <sill@mcleod.net>
Message-ID: <3f3557c7$1_3@newsfeed>
Source record: 19983
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

I've HAD IT with this fucking goddammed trolling shit!

I GIVE UP ON USENET

GOODBYE FOREVER

Sill

# 4471. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 21:20:27 UTC
From: david <david@nada.nada.nada>
Message-ID: <bh6cur$lho$1@sparta.btinternet.com>
Source record: 19984
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"P D aka Sinclair_QL" <do.not.disturb@get.it.spammer.net> wrote in message
news:oprtpe2qnef1jixt@news2.news.adelphia.net...

> Again, add something that's ACTUALLY available to the list ie: the Q60 (QL
> compatible) and then we'll see even better ;-)
>

True - although I dont know much of this either :)

How many other "Super8bits" are floating around that people don't know
about?

# 4472. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 21:51:19 UTC
From: P D aka Sinclair_QL <do.not.disturb@get.it.spammer.net>
Message-ID: <oprtplnvqlf1jixt@news2.news.adelphia.net>
Source record: 19985
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Sun, 10 Aug 2003 21:20:27 +0000 (UTC), david <david@nada.nada.nada>
wrote:

>
>
> "P D aka Sinclair_QL" <do.not.disturb@get.it.spammer.net> wrote in
> message
> news:oprtpe2qnef1jixt@news2.news.adelphia.net...
>
>> Again, add something that's ACTUALLY available to the list ie: the Q60
>> (QL
>> compatible) and then we'll see even better ;-)
>>
>
> True - although I dont know much of this either :)
>
> How many other "Super8bits" are floating around that people don't know
> about?
>
>
>

Well that's not really an 8 bit ;-) more like an 32 bit ;-) Used to be
classified as an 8 bit though (as a QL that is) but it's a lot more than
that :-)

It is by far the MOST powerful of all older platform spinoffs

Phoebus
--
Visit the QL-FAQ at: <http://www.dokos-gr.net/ql/faq/> (Still uploading
stuff!)
Visit the uQLX-win32 at: <http://www.dokos-gr.net/ql/uqlx.html>
For mail reply to: ql PUNKT css AT dokos MINUS gr DOT net

# 4473. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 22:16:54 UTC
From: Mike Wynne <mikeywyn@hotmail.com>
Message-ID: <bh6g87$vb5us$1@ID-97241.news.uni-berlin.de>
Source record: 19986
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"P D aka Sinclair_QL" wrote...
< <Snip Q60 stuff>
> Well that's not really an 8 bit ;-) more like an 32 bit ;-) Used to
be
> classified as an 8 bit though (as a QL that is) but it's a lot more
than
> that :-)
>
> It is by far the MOST powerful of all older platform spinoffs

Not wanting to argue, I was just wondering what makes it more powerful
than say a Hades060?

MikeW

# 4474. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 22:32:53 UTC
From: P D aka Sinclair_QL <do.not.disturb@get.it.spammer.net>
Message-ID: <oprtpnk3ief1jixt@news2.news.adelphia.net>
Source record: 19987
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Sun, 10 Aug 2003 23:16:54 +0100, Mike Wynne <mikeywyn@hotmail.com>
wrote:

>
> "P D aka Sinclair_QL" wrote...
> < <Snip Q60 stuff>
>> Well that's not really an 8 bit ;-) more like an 32 bit ;-) Used to
> be
>> classified as an 8 bit though (as a QL that is) but it's a lot more
> than
>> that :-)
>>
>> It is by far the MOST powerful of all older platform spinoffs
>
> Not wanting to argue, I was just wondering what makes it more powerful
> than say a Hades060?

First of all, I am not sure at all it is available... about a year ago when
I wanted to get one to try and port SMSQ/E (a QDOS derivative) on it I met
the deafening silence from Medusa. Second the Q60 runs max at 80 MHz. Last
it's extremely easy to program as opposed to the Hades and finally is
almost half price :-)
--
Visit the QL-FAQ at: <http://www.dokos-gr.net/ql/faq/> (Still uploading
stuff!)
Visit the uQLX-win32 at: <http://www.dokos-gr.net/ql/uqlx.html>
For mail reply to: ql PUNKT css AT dokos MINUS gr DOT net

# 4475. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 23:03:11 UTC
From: RaYzor <no@no.no.net.org.tv.com.edu.welf>
Message-ID: <PaAZa.184198$EQ5.169618@twister.nyroc.rr.com>
Source record: 19988
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"Ned Ludd" <spam@luddite.ca> wrote in message
news:1fzfbyv.1210jwpcpilneN%spam@luddite.ca...
> Robert J Baker <korax1214@mailandnews.co.uk> wrote:
>
> > "M. Pender" <mpender@hotmail.com> wrote in message
> > news:<G54Za.4124$EJ1.3814@nwrddc03.gnilink.net>...
> >
> > > Whenever I see something like that posting, which is so clearly a
troll,
> > > I just remind myself that stupidity is its own punishment.
> >
> > And indeed, the given "username", llortagem, is megatroll backwards. :)
>
> But at least he didn't refer to the Apple II as a Macintosh ;-)

Thats cause, the true name of Macintosh is MACINTRASH.

Completely overpriced, gaudy looking, no games / few apps junk. They had to
kill their legendary (and completely terrible) OS they struggled with for
years, and touted its prowess, to adopt a bastard of UNIX so it MIGHT be
stable. Heh.

Advocates of Mac's are of course joining the ranks of Amiga, Atari ST, and
Amstrad .... extinction is on the way!

Also hello, and if you think this is trolling, please get a life. I state
facts.

Death to Macintrash and Steve "WTF was I thinking" Jobs

RaYzor

# 4476. FA: Sargon III Chess - Boxed Disk

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 23:38:17 UTC
From: PJR1969 <pjr1969@XSPAMXhotmail.com>
Message-ID: <yNAZa.1129$z7.312587@wards.force9.net>
Source record: 19989
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.c64

Hi, I am selling a boxed disk game on eBay - Sargon III Chess by Logotron .

The cardboard box contains three disks - Program Disk, Opening Book and Chess Problems. The disks contain a version for the Atari 8-bit machines on side A, and for Commodore 64 machines on side B. It also includes a detailed instruction manual. All in excellent condition. A rare collectors item.

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=38597&item=3040524821

Thanks,
PJR

# 4477. Re: Amstrad CPC = shit

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-10 23:48:58 UTC
From: Ross Simpson <Hi_Mr_Spammer@nowhere.com.au>
Message-ID: <3f36daa0$0$14559$afc38c87@news.optusnet.com.au>
Source record: 19990
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"James Coupe" <james@zephyr.org.uk> wrote in message...

> You appear to be confusing abuse *on* the net with abuse *of* the net.

> Ever thought to read Google's policy (which mirrors many other news
> provides)?

> "While we appreciate how annoying off-topic posts can be, we are not
> able to pursue most of the complaints we receive about them."

This is why they have that e-mail, so when enough do complain, they remove
their access.

> http://groups.google.com/googlegroups/help.html

> Why waste your time and theirs?

Does this explain why?

http://groups.google.com/groups?hl=en&lr=&ie=ISO-8859-1&scoring=d&q=author%3
Allortagem@yahoo.ca&btnG=Google+Search

# 4478. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 00:10:32 UTC
From: wildstar <wildstar128@hotmail.com>
Message-ID: <Xns93D3AEB7EF46wildstar128hotmailco@216.168.3.44>
Source record: 19991
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

P D aka Sinclair_QL <do.not.disturb@get.it.spammer.net> wrote in
news:oprto509axf1jixt@news2.news.adelphia.net:

> Not totally. AFAIK, I don't think that it is possible to emulate a QL
> at least not with a soft core... but again I may be wrong
> I would like to see a PCI enabled QL though. Although the Q60 is good
> enough as it is (68060 CPU and under Linux it even emulates both the
> C64 and Amiga :-) -oh and Atari-)

Ok, need a '060 CPU. Ok. Well as for most other chips in such a machine.
This could be done. Though a Timex Sinclair (classic) can be with no real
trouble from a technical sense. Though you would need a documentations of
the core but can be done.

Though we are talking LE. I also look at the C-One as the basis for a
standardization in modern Reconfigurable Computing. This platform can
exceed well beyond even the Splinter or any other RC platforms. Also it is
the only one that is ATX. Meaning, increase the size capacity of the FPGAs
and even more can be done. Not bad for a "non BIG-CORPORATE" project. I
wouldn't call iNDIVIDUAL COMPUTERS corporate.

# 4479. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 00:17:59 UTC
From: wildstar <wildstar128@hotmail.com>
Message-ID: <Xns93D3AFFB2D24Bwildstar128hotmailco@216.168.3.44>
Source record: 19992
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"b00mzi11a" <dsuzukisanders.around.hotmail.com> wrote in
news:3f36a467$0$965$cc9e4d1f@news.dial.pipex.com:

> Yes, sorry I was thinking of Amiga-One which is a totally different
> kettle of fish, and is indeed, a few years out of date before it's
> even released. As I've said in previous replies, the C-One looks very
> nice, and I would have no reason to flame anyone about it :)
>
> What I meant about CPUs was that it isn't some sort of uber-clever
> machine that will allow the spectrum to be emulated, but in fact you
> have to plug in a Z80, and get the FPGA chips programmed with the
> correct chip emulations to get a result, which in essence means you'll
> have to be ripping a card out and plugging another one in when you
> change machine types.
>
> Still very nice flexible architecture, but I suspect the Speccy modes
> will be limited to simple Speccy 48/128 types, and not the more
> advanced clones, unless someone proves me wrong ; )

Mostly due to the '060. Though the C-One can serve as a basis to more advance versions. Actually the FPGAs reprogrammability would feel more like loading a program into RAM from a typical user point of view. From a programmers perspective it would be more complicated but not that bad. You would be "virtually" plugging in and out cards in a plugin' play kind of fashion perhaps. Just make sure your memory mapping of hardware will not cause you conflict. Let this be for the geniuses. For you, hey it'll be explained to you and would not be that hard to figure out.

The most hard part will come in designing the "cores" itself but that is another story. If it is already made, it is just up to software to load it in and map them out.

# 4480. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 00:20:31 UTC
From: wildstar <wildstar128@hotmail.com>
Message-ID: <Xns93D3B06908D2wildstar128hotmailco@216.168.3.44>
Source record: 19993
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

korax1214@mailandnews.co.uk (Robert J Baker) wrote in
news:fe420e86.0308100952.55c14d5b@posting.google.com:

> For a start, why jump to the conclusion that GigaTroll "must" be a
> Speccy fan? From the crosspost, this particular thread is at least as
> likely to have been posted from the Atari newsgroup (perhaps more so,
> given the ST/Amiga flame wars)...
>
> Incidentally, shit (when properly processed) is very valuable, as a
> plant fertiliser for instance... :-)
>

Oh, ok. I guess it was from all the other messages. Anyway, doesn't matter
to me.

# 4481. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 00:24:47 UTC
From: wildstar <wildstar128@hotmail.com>
Message-ID: <Xns93D3B12238154wildstar128hotmailco@216.168.3.44>
Source record: 19994
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"david" <david@nada.nada.nada> wrote in
news:bh64e8$9od$1@sparta.btinternet.com:

>
> "Llort Agig" <llortagig@freenet.de> wrote in message
> news:e2cbc849.0308091420.5088272d@posting.google.com...
>> because everything with Commodore in its name must be as worthless as
> shit.
>
> Actually the C1, the CPCNG and the Sprinter - all look like excellent
> projects indeed.
>
> Bugger the "my computer's better than your's" bollocks - i'd like to
> see an independent comparrison of all 3 machines's features
> actually....

I suspect the C-One is probably the best due to several key elements:
Memory capacity, Size capacity of FPGAs and CPU speed is not explicit to
any one CPU and is just fine. Price is quite reasonable. Most others are
old AT specs. C-One is ATX. C-One carries essentially all the features of
Splinter from a hardware level. "Cores" don't matter, really. Then this is
my opinion.

# 4482. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 00:31:17 UTC
From: wildstar <wildstar128@hotmail.com>
Message-ID: <Xns93D3B23BD1162wildstar128hotmailco@216.168.3.44>
Source record: 19995
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

P D aka Sinclair_QL <do.not.disturb@get.it.spammer.net> wrote in
news:oprtplnvqlf1jixt@news2.news.adelphia.net:

> Well that's not really an 8 bit ;-) more like an 32 bit ;-) Used to be
> classified as an 8 bit though (as a QL that is) but it's a lot more than
> that :-)
>
> It is by far the MOST powerful of all older platform spinoffs
>
> Phoebus

The C-One can very well branch into the 32bit arena. Just need a 32bit CPU.
System bus of 66 MHz ~ 105 MHz (possibly 135 MHz). Sinclair QL is also not
a "Reconfigurable Computer" from the perspective of reprogrammable FPGAs,
reconfigurable on the fly. Anyway, this is the general thing that makes it
pretty difficult to compare the two. Like one is an Apple and the other is
an Orange. Both fruits but each have their differences. I would compare the
C-One with other "Reconfigurable Computers".

## 4483. OT: do it yourself gaming hardware

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 00:52:23 UTC
From: William <moo@dev.null>
Message-ID: <pan.2003.08.11.00.51.46.556061@dev.null>
Source record: 19996

http://www.xgamestation.com/

I've seen Andre's name in the computer book section of the local Borders book store, so I'm guessing this isn't a hoax. Too bad it didn't use the mythical 65832!

The part I really like: "Graphics architecture similar to Commodore 64, Atari 800 and Apple II."

Talk about a time waster! And at $99.00 I really can't gripe about the price...

Longshot Warlock

# 4484. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 00:52:32 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.LNX.4.44.0308101749060.14631-100000@lab.oregonvos.net>
Source record: 19897
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Sun, 10 Aug 2003, b00mzi11a wrote:
|Subject: Re: The CommodoreOne is crap
|
|Forgot to add - the CPU is 21mhz :)

Compared to machines that run Windows, what's the mean time between crashes? Half an hour? Since many people buying the C-One want to put up a Windows emulator for more perfect emulation of that damnable abomination (hack, spit, ptui), isn't it true that they will be trying to cut it down to once a week, or better? And that is quite an improvement, don't you think?

# 4485. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 01:07:05 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.LNX.4.44.0308101754360.14631-100000@lab.oregonvos.net>
Source record: 19898
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Sun, 10 Aug 2003, b00mzi11a wrote:
|Hmmm - Yeah, but you have to stick a CPU in! That's hardly very impressive
|is it? In actual fact this machine is almost exactly like the sprinter
|(using Altera Flex chips as a reprogrammable chipset), and being ATX -
|all the connectors are built into the board, which means when they go,
|the whole machine goes ;|

Isn't there a project afoot to plug a 200 MHz 8086 (emulated beast) into
the thing? That should be enough to make a large number of PC programmers
perk up their ears for this baby.

|True it looks quite nice, but it's just a Sprinter with a CPU slot to be
|hardware compatible with some other 8-bit micros. I don't know what is
|c64-like about it, apart from the Monster-SID (which sounds very much
|like a standard DAC to me),

Yeah, that's what people think when they can't figure out ADSR envelopes,
I guess that is as close to their experiences in the PC world as it gets.

|and the fact the standard firmware configuration will be for c64. Jus'
|my thoughts ;) Certainly not crap tho, a very worthy project :D

# 4486. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 01:56:50 UTC
From: "M. Pender" <mpender@hotmail.com>
Message-ID: <CJCZa.7182$EJ1.3483@nwrddc03.gnilink.net>
Source record: 19899
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

Roger Johnstone <rojaws@ihug.co.nz> wrote in message
news:20030810114659208+1200@news.inv.ihug.co.nz...
>
> Well, OS-9 _was_ available for the Apple II, with the appropriate 6809
> coprocessor card of course :-p It certainly multi-tasked, I don't know
> about multi-users though. Come to think of it, a BBS system with more
> than one modem would qualify as a multi-user system :-)

Actually the Apple IIc/e/gs have supported limited multitasking under ProDOS
since ~1990; >shameless plug mode< see the 'Daemon' program in the archives
for more details.

- Mike

# 4487. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 04:31:53 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <aL6dne06b-xvgaqiXTWJkw@comcast.com>
Source record: 19900
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"M. Pender" <mpender@hotmail.com> wrote in message
news:CJCZa.7182$EJ1.3483@nwrddc03.gnilink.net...
> Roger Johnstone <rojaws@ihug.co.nz> wrote in message
> news:20030810114659208+1200@news.inv.ihug.co.nz...
> >
> > Well, OS-9 _was_ available for the Apple II, with the appropriate 6809
> > coprocessor card of course :-p It certainly multi-tasked, I don't know
> > about multi-users though. Come to think of it, a BBS system with more
> > than one modem would qualify as a multi-user system :-)
>
> Actually the Apple IIc/e/gs have supported limited multitasking under
ProDOS
> since ~1990; >shameless plug mode< see the 'Daemon' program in the
archives
> for more details.

Daemon v. 2.1 is available on my website's download page.
See the link below.

Bill @ GarberStreet Enterprises };-)
Web Site - http://garberstreet.netfirms.com
Email - willy46pa@comcast.net

---
This email ain't infected, dude!

Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.507 / Virus Database: 304 - Release Date: 8/5/03

## 4488. Atari 600XL video port mod?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 05:07:04 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vje93q35p2vb7@corp.supernews.com>
Source record: 19901

Anyone here done a video port mod on a 600XL? I am thinking of doing one on mine. But need some tips as to where to install the port. If anyone has advice or pics of the install that would be great.

Tim

# 4489. Re: I need how can i use the key to appear the Map in Montezuma Revenge's In Atari 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 05:22:47 UTC
From: Franti&#65533;ek Semeck&#65533; <semecky@saul-is.cz>
Message-ID: <bh78ue$102u$1@news.nextra.cz>
Source record: 19902

```
I have a little map of Montezuma Revenge.
Fanny - semecky@saul-is.cz
```

"Steve S" <j70141@hotmail.com> wrote in message
news:af54ce400ee1ffabf77607763846c062@free.teranews.com...
> Odd. I played that game to the very end. I was so good at it, that I
> gained more lives than I lost. I quite playing when my score reached
> 1,000,000 with no end in sight, and I never used a map. The very last
level
> has NO torch at all, you go only by memory and when you win that level, it
> level just keeps repeating itself over and over. It is not so bad though,
> by the time you get to the last level, you pretty much know the rooms
> anyways.
>
> --
> Steve S
>
>
> "NEWS" <rucio2002@terra.cl> wrote in message
> news:vB_Va.91607$%Y6.232506@maule...
> > My friend i have information and i was put new objets in the first
screen
> >
> > Keys White, Blue, etc.
> >
> > Send me any email and i will send the roms change by Me
> >
> >
> > About the Hot Key : I was hear any comment about this hot key to display
> the
> > map, but i dont have more information
> >
> > Note : Try whit ATR file and you can go to the Indian easy.
> >
> >
> > Regards
> >
> >
> > "prdin" <pitfall@cuckoos.net> escribi&#65533; en el mensaje
> > news:981b2c7e.0307300551.536845fb@posting.google.com...
> > > "NEWS" <rucio2002@terra.cl> wrote in message
> > news:<QkFVa.90260$%Y6.230647@maule>...

> > > > Hello :
> > > >
> > > > I need how can i use the key to appear the Map in Montezuma
Revenge's
> In
> > > > Atari 8 Bit
> > > >
> > > >
> > > >
> > > > Exist any Hot Key to Display The Map ?
> > >
> > > There is a map in montezuma's revenge ?!!
> > >
> > > hmm, I'm just trying to finish it ;)
> > >
> > > Pr Din.
> >
> >
> >
>
>

# 4490. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 05:37:18 UTC
From: wildstar <wildstar128@hotmail.com>
Message-ID: <Xns93D3E61DF7E7Awildstar128hotmailco@216.168.3.44>
Source record: 19903
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

Matthew Montchalin <mmontcha@OregonVOS.net> wrote in
news:Pine.LNX.4.44.0308101749060.14631-100000@lab.oregonvos.net:

> Compared to machines that run Windows, what's the mean time between
> crashes? Half an hour? Since many people buying the C-One want
> to put up a Windows emulator for more perfect emulation of that
> damnable abomination (hack, spit, ptui), isn't it true that they
> will be trying to cut it down to once a week, or better? And that
> is quite an improvement, don't you think?
>

Not true Matthew. Some people maybe. You'll get that but the real question
would be "WHY?". I have my own ideas and I like to explore those ideas on
the C-One. It is not just a machine, it's an adventure.

Enjoy!!

# 4491. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 07:44:11 UTC
From: "White Flame (aka David Holz)" <whiteflame52@y.a.h.o.o.com>
Message-ID: <bh7gti$1hi3$1@barad-dur.nas.com>
Source record: 19904
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"b00mzi11a" <dsuzukisanders@hotmail.com> wrote in message
news:3f3635e5$0$11380$cc9e4d1f@news.dial.pipex.com...
> Hmmm - Yeah, but you have to stick a CPU in! That's hardly very impressive
> is it?

It comes with a 20MHz 65816 on the board. If you want something else, you
can pop it out and use the CPU slot for a different processor, or just
disable the '816 and run a CPU on the FPGAs themselves.

> I don't
> know what is c64-like about it,

There isn't anything c64-specific besides the SID sockets, a cartridge
connector, and CBM serial port. That's why it's not called the
"CommodoreOne" anymore, because it's not just a Commodore anymore.

> apart from the Monster-SID (which sounds
> very much like a standard DAC to me),

Except is has the SID oscillators and filters as well as wave sounds.
Besides, it and the SuperVIC are simply FPGA programming.

> and the fact the standard firmware
> configuration will be for c64.

It's just software, and more will be available as they're made (by the C1
developers themselves, not just by the "community"). You can select which
FPGA set to load at bootup from a flash card (or any other IDE device).

--
White Flame (aka David Holz)
http://www.white-flame.com/
(spamblock in effect)

# 4492. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 07:48:26 UTC
From: "White Flame (aka David Holz)" <whiteflame52@y.a.h.o.o.com>
Message-ID: <bh7h5h$1hm2$1@barad-dur.nas.com>
Source record: 19905
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"b00mzi11a" <dsuzukisanders.around.hotmail.com> wrote in message
news:3f36a467$0$965$cc9e4d1f@news.dial.pipex.com...
> What I meant about CPUs was that it isn't some sort of uber-clever machine
> that will allow the spectrum to be emulated, but in fact you have to plug
in
> a Z80, and get the FPGA chips programmed with the correct chip emulations
to
> get a result, which in essence means you'll have to be ripping a card out
> and plugging another one in when you change machine types.

There should plenty of FPGA space to emulate both a Z80 and all the speccy internals. That means load up the speccy core into a flash card, pop it in the C1, and boot it up. You can even have multiple cores on 1 flash card and select between them at boot time.

Jeri's said that it might even be possible to stuff a low-end Amiga into the FPGAs.

> Still very nice flexible architecture, but I suspect the Speccy modes will
> be limited to simple Speccy 48/128 types, and not the more advanced
clones,
> unless someone proves me wrong ; )

There's currently a jacked-up 6502 I/O processor, IDE controller, VGA framebuffer, and all sorts of crap just in the smaller (30k) FPGA in the default core. The other one's a 100k gate FPGA, so there's quite a bit that's possible.

--
White Flame (aka David Holz)
http://www.white-flame.com/
(spamblock in effect)

# 4493. Re: The ATARI 8 Bit is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 07:56:52 UTC
From: dunxuk@aol.commercial
Message-ID: <20030811035652.28762.00000178@mb-m26.aol.com>
Source record: 19906

>I believe it was 121 colors (the 8 shades of black don't count on the
>atari either).

Mine has 256. I must have a special one...

# 4494. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 10:10:48 UTC
From: email@luddite.ca
Message-ID: <1fzhq92.1d2fghq11z17cwN%email@luddite.ca>
Source record: 19907
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

RaYzor <no@no.no.net.org.tv.com.edu.welf> wrote:

> Thats cause, the true name of Macintosh is MACINTRASH.

No, mine clearly has "Macintosh" printed on it...

> Completely overpriced, gaudy looking, no games / few apps junk. They had to
> kill their legendary (and completely terrible) OS they struggled with for
> years, and touted its prowess, to adopt a bastard of UNIX so it MIGHT be
> stable. Heh.

But since none of the groups this thread is posted to are Mac groups,
your vitriol is slightly misplaced.

> Advocates of Mac's are of course joining the ranks of Amiga, Atari ST, and
> Amstrad .... extinction is on the way!

Again, check the groups this is posted to... extinction doesn't seem to
bother some people.

> Also hello,

oh, hi there!

# 4495. Re: Atari 600XL video port mod?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 11:02:32 UTC
From: soularinflux@aol.com
Message-ID: <20030811070232.20076.00001299@mb-m29.aol.com>
Source record: 19908

tim,

i have done the video mod for my 600xl. i just used the audio and the comp. out. then i just squeezed in two rca jacks on the left side. this is really easy to do, getting the signals and a graoud. putting the rca's was harer. i can send you a pic but i think that would not work...

peace

# 4496. Re: The ATARI 8 Bit is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 11:03:21 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <ZJKZa.2222$7z1.871@newsread3.news.pas.earthlink.net>
Source record: 19909
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

"Phil-on-a-hill" <malcnospam@gothcorp.co.uk> wrote in message
news:De2Za.8347$yl6.3406@newsfep4-winn.server.ntli.net...
>
> "Michael J. Sch&#65533;lke" <news0308@mjschuelke.de> wrote in message
> news:MPG.199ebe0563056fc09897de@News.CIS.DFN.DE...
> > Adolf Hitler jr. wrote:
>
>
> This idiot has spammed tons of groups. Funny how that sort of thing
happens
> more during the school holidays.

Just some punk kid somewhere looking to irritate a few people. I guess he
was all like "Atari computers are terribly out of date, so they must suck,
and have, presumeably, always sucked." Lots of fun is still to be had with
the wonderfull computers of yesteryear. Ah, those were the days...
Computers, themselves, were a lot simpler, while actually using one was a
lot more involved than it is today.

After having been through all the nightmares I have had in the past 10 years
or so with Windows based systems, I wish I could just roll back the clock a
couple of decades...
--
David Bowden
The Undead Mechanic.

## 4497. something nobody knows

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 11:04:53 UTC
From: soularinflux@aol.com
Message-ID: <20030811070453.20076.00001300@mb-m29.aol.com>
Source record: 19910

in the scott adams adventures. the font sucks. i asked among you and no answer came. only that somebody has never seen the atari versions in atari font... i know how... but everyone probably knows but just let me suffer it out..lol

peace

# 4498. Re: The 286 is Crap!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 11:18:04 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <MXKZa.2223$7z1.840@newsread3.news.pas.earthlink.net>
Source record: 19911

"Mo" <momo@atariland.com> wrote in message
news:iPlZa.175560$xg5.162703@twister.austin.rr.com...
> I never really liked the 286, it's faster than an 8086- but not much. The
> machines they ran in tended to be heavy and bulky for some reason (IBM AT
> for instance).

I gutted one of those machines a while back and used the power supply to power a car stereo I installed in my took box at work. The rest of the computer (except for the floppy drives! I got a 1.2MB 5.25" out of it!) found it's way to the dumpster, but not until after I had some fun with the hard drive.

Just like the Atari's, man. They were great in their day. Now, like Rodney Dangerfield, "they don't get no respect".

I loved that movie 'Hackers' with Angelina Jollie- the part
> where they were oohing and ahhing over her new 286 notebook that was
running
> at blazing speeds. HAHA

Um, there's a few things there that don't add up. First, that movie was made in '95. At the time, we had already seen Pentium systems. On top of that, Angelina Jolie, Johnny Miller, and Matthew Lillard were yakking about how "RISC Architecture is going to change everything" while they were drooling over it. Ever seen a 286 with RISC?

I liked the movie simply because I found it to be totally hilarious by how "off-the-wall" it was/is. I laughed myself silly over how "Zero Cool" pirated his phone connection at the beginning. Good movie, as long as you don't take it TOO seriously.
--
David Bowden
The Undead Mechanic.

# 4499. Re: something nobody knows

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 11:33:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030811123344.20991e@ilaskey.cix.co.uk>
Source record: 19912

In article <20030811070453.20076.00001300@mb-m29.aol.com>,
soularinflux@aol.com (SoularInflux) wrote:

> in the scott adams adventures. the font sucks. i asked among you and
> no
> answer came. only that somebody has never seen the atari versions in
> atari
> font... i know how... but everyone probably knows but just let me
> suffer it
> out..lol
You can def. toggle the font on the Atari versions but I can't remember
how - too far back. It's in the documentation though that came with the
games.

## 4500. Re: Amstrad CPC = shit

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 12:38:33 UTC
From: TFM@CPCszene.de
Message-ID: <97a312cb.0308110438.7d5cc1e6@posting.google.com>
Source record: 19913
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

This is just a take-out...

How can I report cases of Usenet abuse from people posting through
Google Groups?
Send a message to groups-abuse@google.com describing the offense.
Please note, in order to investigate reports of abuse you must include
the full header of the offending post.

Just mail to that address: groups-abuse@google.com

If you all do that, then this crazy guy is fastly stopped, don't
matter what Coupe has said.

# 4501. Re: something nobody knows

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 13:49:01 UTC
From: soularinflux@aol.com
Message-ID: <20030811094901.06903.00000326@mb-m03.aol.com>
Source record: 19914

yup it is... i wished this so badly in my present day atari usage. i asked if anyone knew. i did not know for sure but i thought i played my atari scttt adv's in clasic chunky. having just moved, and so, finding my long lost original Empire of the Over-mind. i have this documentation in full. if ..? let me know.. point is in here i found scott adams documentation and finally found out..in case you would like to know it is sickingly simple...

just hit "A" the single key and if(???) you want to toggle back..it is letter ess for script.

i hope somebody can use this info with the long waited glee it gives me to again play savage island in atascii..

peace

# 4502. little Infoline Tool for ACTION! Programmers

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 14:43:50 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <bh8a38$uiahu$1@ID-174234.news.uni-berlin.de>
Source record: 19915

Hello,

I've published a little tool (Source and Binary) that shows some information
useful during ACTION! Programming:

# ATARI RTClock Timer Ticks
# Shift Key Status
# X/Y Screen Cursor Coordinates
# ATASCII Key-Code of last pressed key
# Interal Key-Code of last pressed key
# ACTION! Base Adress (ORG)
# ACTION! Program Code Size
# Last Sector IO Number

The Tool can be downloaded at
http://www.strotmann.de/twiki/bin/view/APG/ActionInfoLine

Have fun

Carsten Strotmann

# 4503. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 15:52:04 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <aSde2XWku7N$Ewe$@dmc12.demon.co.uk>
Source record: 19916
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

In article <Xns93D2EF1BBD6EBwildstar128hotmailco@216.168.3.44>, wildstar
<wildstar128@hotmail.com> writes
>Dude, it is called C-One. Officially it is no longer called Commodore
>One. As it is more than a "Commodore 64". Actually the C-One can probably
>smoke a speccy any day with 20 MHz and 65,536 colors and potentially
>capable of ALOT more color.

Can it/will it be able to emulate a C65? That would be a seriously cool
machine. Or SAM Coupe emulation? Or better yet, Enterprise 128...

Richard (looking for another Apple IIgs, clearing out Spectrums and
other 'crap', as our troll friend would say).
--
Acorn 8-bits, 32-bits, some in bits... Amigas, ST/E |\ _,,,---,,_
YIS-805, iBook, G4, Dell P410, Sinclairs, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4- ) )-,_. ,\ ( `'::.
Music? http://www.mp3.com/RichardKilpatrick/ '----''(_/--' `-'_)Morticia

# 4504. Re: The ATARI 8 Bit is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 16:25:04 UTC
From: Linards Ticmanis <ticmanis@coli.uni-sb.de>
Message-ID: <bh8g10$okcm$1@hades.rz.uni-saarland.de>
Source record: 19917
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

The Undead Mechanic wrote:

> Just some punk kid somewhere looking to irritate a few people. I guess he
> was all like "Atari computers are terribly out of date, so they must suck,
> and have, presumeably, always sucked." Lots of fun is still to be had with
> the wonderfull computers of yesteryear. Ah, those were the days...
> Computers, themselves, were a lot simpler, while actually using one was a
> lot more involved than it is today.

Well its just the use/troubleshoot gap that has widened extremely. Old
systems took some getting used to but after that you knew enough to
handle problems as well. Nowadays the pointy-clicky stuff that john q.
user needs is easily enough picked up.... but woe if something goes very
wrong. then you've got a capital PROBLEM. At least with Windows you do.

--

Linards Ticmanis

The Master said, "The business of laying on the colors follows the
preparation of the plain ground."

# 4505. Re: Pre-ordering available now: Flash Multi-Cart for Atari 8-bit Computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 17:46:42 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F37D682.3E20EDC0@students.uni-mainz.de>
Source record: 19918

Well,
in the meanwhile I have heard, that 1MB means 1 Megabit (128 kbytes) and
not 1 Megabyte as most Atarians would think nowadays... so, the
FlashRom cart. has only 128k, a little small, isn`t it ?!? -Andreas.

Kraw schrieb:
>
> Steven J Tucker <classics@atarimax.com> wrote in
> news:Z%iXa.9661$gi.4832389@news2.news.adelphia.net:
>
> > Pre-ordering starts today for my Flash
> > Multi-Cart/Disk-Cart/Homebrewing Cartridge, with shipment of orders by
> > 08/11.
> >
> > The cartridge is professionally produced, with open-source software
> > and extensive documentation.
> >
> > Limited edition pricing is $29.99 per cartridge, with a shipping
> > discount for buying five. After 8/11 the price will increase to
> > $34.99.
> >
> > For complete product information and the order form go to:
> >
> > http://www.atarimax.com/
> >
> > or directly to the MaxFlash cartridge page at:
> >
> > http://www.atarimax.com/flashcart/documentation/
> >
> >
>
> any way to upgrade the 1mb cart to 8mb, if not when will the 8mb be out and
> how much will it cost.
>
> Not that it really matters I already ordered the 1mb version, just
> wondering

# 4506. Re: The ATARI 8 Bit is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 17:55:42 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F37D89E.2B52CA2@students.uni-mainz.de>
Source record: 19919

Well,
gr. 9 has 16 luminances, gr. 11 has 16 colors. Combine this and you have
16x16 = 256 colors. I have hundreds of pictures in Gr. 9+11 mode (with
and without interlace; 80 x 96 pixels non-interlaced, up to 160x 119
pixels interlaced);

Finally:
- all 8 bit computers, consoles, handhelds, portfolios, LCD-games, etc.
are crap;
- all 16 Bit computers, consoles, handhelds, portfolios, LCD-games, etc.
are crap;
- all 32 Bit computers, consoles... are crap;
- all 64 Bit computers, ... are crap;
- all 128 Bit machines... are crap;
- all 256 Bit machines... are crap;
- all 512 Bit...
- all 1024 bit...
- all machines are crap;
- all humanoids are crap;
- planet earth is crap; we should destroy it in favour of a
super-space-highway
(and to shut the mouth of this crap-talking troll!);

- Andreas.

Duncan Ross schrieb:
>
> >I believe it was 121 colors (the 8 shades of black don't count on the
> >atari either).
>
> Mine has 256. I must have a special one...

# 4507. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 18:10:49 UTC
From: wildstar <wildstar128@hotmail.com>
Message-ID: <Xns93D471BB38ECAwildstar128hotmailco@216.168.3.44>
Source record: 19920
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"White Flame \(aka David Holz\)" <whiteflame52@y.a.h.o.o.com> wrote in
news:bh7h5h$1hm2$1@barad-dur.nas.com:

> There should plenty of FPGA space to emulate both a Z80 and all the
> speccy internals. That means load up the speccy core into a flash
> card, pop it in the C1, and boot it up. You can even have multiple
> cores on 1 flash card and select between them at boot time.
>
> Jeri's said that it might even be possible to stuff a low-end Amiga
> into the FPGAs.

Why waste LE space emulating the z80 when you can still get them from
Zilog. For probably less then $20 now, you can get an eZ80 which is
backward compatible with the classic z80s but has many addition features
built-in. It runs at 20 MHz and 50 MHz. It may go even faster. So why
waste the space. A simple ez80 CPU card is no real problem. You can
always use the PCI if you feel the CPU slot is too limiting.

> There's currently a jacked-up 6502 I/O processor, IDE controller, VGA
> framebuffer, and all sorts of crap just in the smaller (30k) FPGA in
> the default core. The other one's a 100k gate FPGA, so there's quite
> a bit that's possible.

Yep, the 6502 (we sort of call the 65JE02 or 65J02)

# 4508. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 18:17:12 UTC
From: wildstar <wildstar128@hotmail.com>
Message-ID: <Xns93D472D092950wildstar128hotmailco@216.168.3.44>
Source record: 19921
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

Richard Kilpatrick <richard@dmc12.demon.co.uk> wrote in news:aSde2XWku7N
$Ewe$@dmc12.demon.co.uk:

> Can it/will it be able to emulate a C65? That would be a seriously cool
> machine. Or SAM Coupe emulation? Or better yet, Enterprise 128...
>
> Richard (looking for another Apple IIgs, clearing out Spectrums and
> other 'crap', as our troll friend would say).

I suspect the c65 mode is quite easily doable. Just need the specs on the new features of the VIC-III and a 1581 drive. Like all other built in drives made by C=, it was done in the same way as the 128D. So just have a 1581 drive assigned with device #8 and you're fine there. The C-65 would be just a variation on the c64 FPGA "cores" and having BASIC V10 ROM, C65 CBM DOS & Kernal ROMs as well. As for the rest, I suspect it would be possible to "emulate" or "clone the internal hardware". I would think detail specifications would be required. How else would you properly emulate hardware ? You need detail documentations on how the hardware works.

# 4509. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 19:47:50 UTC
From: P D aka Sinclair_QL <do.not.disturb@get.it.spammer.net>
Message-ID: <oprtral3zmf1jixt@news2.news.adelphia.net>
Source record: 19922
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Mon, 11 Aug 2003 18:10:49 -0000, wildstar <wildstar128@hotmail.com>
wrote:

> "White Flame \(aka David Holz\)" <whiteflame52@y.a.h.o.o.com> wrote in
> news:bh7h5h$1hm2$1@barad-dur.nas.com:
>
>
>> There should plenty of FPGA space to emulate both a Z80 and all the
>> speccy internals. That means load up the speccy core into a flash
>> card, pop it in the C1, and boot it up. You can even have multiple
>> cores on 1 flash card and select between them at boot time.
>>
>> Jeri's said that it might even be possible to stuff a low-end Amiga
>> into the FPGAs.
>
> Why waste LE space emulating the z80 when you can still get them from
> Zilog. For probably less then $20 now, you can get an eZ80 which is
> backward compatible with the classic z80s but has many addition features
> built-in. It runs at 20 MHz and 50 MHz. It may go even faster. So why
> waste the space. A simple ez80 CPU card is no real problem. You can
> always use the PCI if you feel the CPU slot is too limiting.

A Z80 A costs $1.99 retail (and so is a Z80B too btw). A Z8xxxx (don't
remember the nos) like the one used on the sprinter costs about $5.00 and
so on.

A complete Z8 MCU evaluation kit goes for 49.95 (retail)

<snip>
--
Visit the QL-FAQ at: <http://www.dokos-gr.net/ql/faq/> (Still uploading
stuff!)
Visit the uQLX-win32 homepage at: <http://www.dokos-gr.net/ql/uqlx.html>
Visit the uQLX-mac home page at:<http://www.dokos-gr.net/ql/uqlxmac.html>
For mail reply to: ql PUNKT css AT dokos MINUS gr DOT net

## 4510. Re: The ATARI 8 Bit is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 20:58:18 UTC
From: Mr Atari <mr_atari2600@hotmail.com>
Message-ID: <DrTZa.56999$zL.241@news1.bredband.com>
Source record: 19923
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

AAAH, don't talk dirty about the smoothest machines ever... The Spectrum was better over all(?) but the Atari was the King!

/ Mr Atari

"Adolf Hitler jr." <llortagem@yahoo.ca> skrev i meddelandet news:46d567ad.0308081523.784b97ba@posting.google.com...
> ATARI 8 Bit computers are the crappiest computers on earth !
>
> Discuss !

# 4511. Re: Amstrad CPC = shit

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 21:11:18 UTC
From: gasman@raww.org
Message-ID: <93D4DDE1Dgasmanrawworg@127.0.0.1>
Source record: 19924
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

TFM of FutureSoft wrote in <97a312cb.0308110438.7d5cc1e6
@posting.google.com>:

>Just mail to that address: groups-abuse@google.com
>
>If you all do that, then this crazy guy is fastly stopped, don't
>matter what Coupe has said.

Alternatively, why not send a mail to llortagem@yahoo.ca saying that his message was somewhat impolite and you'd rather he didn't post things like that thankyou very much. It will have approximately the same effect, he'll probably find it equally amusing, and you'll save him the bother of spending two minutes signing up for another throwaway Google Groups account.

--
http://www.zxdemo.org/ - the home of the Spectrum demo scene
"there's a breach in security, a disturbance in the chuntey"

# 4512. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 21:26:50 UTC
From: gasman@raww.org
Message-ID: <93D4E6EA4gasmanrawworg@127.0.0.1>
Source record: 19925
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

b00mzi11a wrote in <3f36531e$0$11377$cc9e4d1f@news.dial.pipex.com>:

>Have you
>heard the AY Riders Atari-ST AY tunes? They use some very silly methods
>to output samples with proper filters and ring-mod a la SID

We've started doing Atari ST tunes now? Dammit, someone could have told me
;-)

(I think you possibly mean YM Rockerz: http://www.creamhq.de/ymrockerz/ )

Gasman / AY Riders

--
http://www.zxdemo.org/ - the home of the Spectrum demo scene
"there's a breach in security, a disturbance in the chuntey"

# 4513. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 21:53:57 UTC
From: wildstar <wildstar128@hotmail.com>
Message-ID: <Xns93D4978FBBD83wildstar128hotmailco@216.168.3.44>
Source record: 19926
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

P D aka Sinclair_QL <do.not.disturb@get.it.spammer.net> wrote in
news:oprtral3zmf1jixt@news2.news.adelphia.net:

> A Z80 A costs $1.99 retail (and so is a Z80B too btw). A Z8xxxx (don't
> remember the nos) like the one used on the sprinter costs about $5.00
> and so on.
>
> A complete Z8 MCU evaluation kit goes for 49.95 (retail)
>
> <snip>

Yes, but we are talking 4.7 MHz devices or 10 MHz but not 20 MHz and 50 MHz devices. I know the z80 and z800 and z8000 or z80000 weren't that expensive. A eZ80 is also capable of addressing 16 MBytes of RAM directly like the 65c816. All you have to do is use the SD-RAM Bankswitcher mechanism that Jeri integrated into the FPGA to handle memory larger than 16 MBytes like upto 1 GBytes.

The eZ80 was as low as $12.00 but I have to check current prices.

Take a look at Digi-Key's price quotes. They will give you a reasonable estimates.

http://www.digikey.com/scripts/us/dksus.dll?KeywordSearch

The EZ80190AZ050EC chip is $24.69 for one but in quantity bulk of 500 would be $10.62 per chip. So hey with if you have $6,000 then yeah, go for it.

# 4514. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 22:15:12 UTC
From: david <david@nada.nada.nada>
Message-ID: <bh94hg$bno$1@sparta.btinternet.com>
Source record: 19927
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"P D aka Sinclair_QL" <do.not.disturb@get.it.spammer.net> wrote in message
news:oprtplnvqlf1jixt@news2.news.adelphia.net...
> On Sun, 10 Aug 2003 21:20:27 +0000 (UTC), david <david@nada.nada.nada>
> wrote:
>
> Well that's not really an 8 bit ;-) more like an 32 bit ;-) Used to be
> classified as an 8 bit though (as a QL that is) but it's a lot more than
> that :-)
>
> It is by far the MOST powerful of all older platform spinoffs

Whoops - well I did make an obvious error on that one :)

# 4515. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 22:16:48 UTC
From: david <david@nada.nada.nada>
Message-ID: <bh94kg$lsf$1@hercules.btinternet.com>
Source record: 19928
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"wildstar" <wildstar128@hotmail.com> wrote in message
news:Xns93D3B12238154wildstar128hotmailco@216.168.3.44...
> "david" <david@nada.nada.nada> wrote in
> news:bh64e8$9od$1@sparta.btinternet.com:
> I suspect the C-One is probably the best due to several key elements:
> Memory capacity, Size capacity of FPGAs and CPU speed is not explicit to
> any one CPU and is just fine. Price is quite reasonable. Most others are
> old AT specs. C-One is ATX. C-One carries essentially all the features of
> Splinter from a hardware level. "Cores" don't matter, really. Then this is
> my opinion.

A SAM Coupe compatible Core would definately get me buying one :)

# 4516. Re: The Giga Troll is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 23:46:57 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <RVVZa.1781$wg6.895@nwrddc02.gnilink.net>
Source record: 19929
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

Robert J Baker wrote ...

>For a start, why jump to the conclusion that GigaTroll "must" be a
>Speccy fan? From the crosspost, this particular thread is at least as
>likely to have been posted from the Atari newsgroup (perhaps more so,
>given the ST/Amiga flame wars)...
>
>Incidentally, shit (when properly processed) is very valuable, as a
>plant fertiliser for instance... :-)

Does that mean that Giga Troll could be ground up and placed in flower pots?

Yea! Process Giga Troll. ;-)

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
Last 8-bit BBS in the Dallas area. Commodore lives!

# 4517. Re: Commodore Giga Troll is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-11 23:46:58 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <SVVZa.1782$wg6.627@nwrddc02.gnilink.net>
Source record: 19930
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

Charles Richmond wrote ...

>Llort Agig wrote:
>>
>> because everything with Commodore in its name must be as worthless as
>> shit.
>>
>Yes sir, Commodore Llort Agig...

Shouldn't that be Llort Agig Erodommoc for Commodore Giga Troll backwards?
;-)

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
Last 8-bit BBS in the Dallas area. Commodore lives!

# 4518. Re: Commodore One

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 00:42:41 UTC
From: gozarcollins@com.hotmail.com
Message-ID: <bh9d610171q@enews1.newsguy.com>
Source record: 19931

Dave Blears <dave@davecandoit.com.nospam> wrote:
> Bloody hell, you still playing with these 8 bits "William Kendrick" !
>
> dont recognise any other names but my "senior moments" are grouped much
> closer together these days.
>
> how many others from the 80's etc are still lurking in here?

Well, I went digging through Google Groups and found the following post
from 1989, so I guess I can say I'm from the 80's:
http://groups.google.com/groups?hl=en&lr=&ie=UTF-8&oe=UTF-8&selm=8908272245.AA07246%40ucbv
ax.Berkeley.EDU

--
Access:Organize:Share Your Bookmarks Online - http://flyrt.com/?u
Ryan 'Gozar' Collins

# 4519. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 03:10:55 UTC
From: wildstar <wildstar128@hotmail.com>
Message-ID: <Xns93D4CD4B26801wildstar128hotmailco@216.168.3.44>
Source record: 19932
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"david" <david@nada.nada.nada> wrote in
news:bh94kg$lsf$1@hercules.btinternet.com:

>
> A SAM Coupe compatible Core would definately get me buying one :)
>

It wouldn't be that hard from a technical point. It will actually be quite easy. The only thing that we need is specs on the hardware and detail documentation on the way the chips were made and its functionality. 128 colors, no problem. Even the 32768 color add on can be emulated too. We can make a Super (SAM Coupe) Video core using the 65536 color table used by the SuperVIC and you can have "Chunky Video" mode. The hybriding of the core. How would that sound ?

Use an eZ80 at 50 MHz. So we got speed, 16MB of addressing and 65,536 colors.

# 4520. "Computer Gaming World" issues wanted

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 03:33:39 UTC
From: Darkstar <darkstar@magma.ca>
Message-ID: <meZZa.2764$kp4.391801@news20.bellglobal.com>
Source record: 19934

Hello!

A few months ago, I finished moving my things from my parents' house to
my house. I found an old box with my "Computer Gaming World" magazines,
back from when 8-bit computers were king! It was interesting reading,
and I'd like to complete the set. I'm curious to know if any fellow
8-bit users would have the old issues I'm looking for, which are as follows:

1.1 (1981)
2.1, 2.2, 2.3, 2.4, 2.5 (1982)
3.1, 3.3, 3.5, 3.6 (1983)
4.1, 4.3, 4.4, 4.5. 4.6 (1984)
#74, #76 (1990)

As well as "Computer Game Forum" issues #1 and #2 (1987 or 1988?)

Let me know if you can help! I'm willing to buy/trade, as you prefer.
Thank you!

darkstar@magma.ca

# 4521. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 03:43:36 UTC
From: "M. Pender" <mpender@hotmail.com>
Message-ID: <InZZa.2715$wg6.265@nwrddc02.gnilink.net>
Source record: 19933
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

RaYzor <no@no.no.net.org.tv.com.edu.welf> wrote in message
news:PaAZa.184198$EQ5.169618@twister.nyroc.rr.com...
>
> Thats cause, the true name of Macintosh is MACINTRASH.

I remember when I used to say the same thing some 10+ years ago; I swore
that the only Macintosh I would buy cost $0.89/lb.

Now I actually own a few, but given the prices on eBay and at my local user
group, $0.89/lb. is still about right. :-)

Seriously though, I think I've lost count of the many lines of computers
introduced and then later abandoned by the folks at Apple Corp. (TBP "apple
core?")

Among the many:
- Apple (I)
- Apple II
- Apple III
- Apple Lisa
- Apple Newton

Have I missed any?

# 4522. Re: Atari 600XL video port mod?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 06:53:01 UTC
From: soularinflux@aol.com
Message-ID: <20030812025301.24334.00000278@mb-m19.aol.com>
Source record: 19935

ne whey i do try..

# 4523. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 07:06:54 UTC
From: Tomaz Kac <tomcat@sgn.net>
Message-ID: <6f4hjv8ld243dl3v225hmcc9j5iubsg320@4ax.com>
Source record: 19936
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

```
Acorn 8-bits, 32-bits, some in bits... Amigas, ST/E |\ _,,,---,,_
YIS-805, iBook, G4, Dell P410, Sinclairs, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4- ) )-,_. ,\ ( `'::.
Music? http://www.mp3.com/RichardKilpatrick/ '----''(_/--' `-'\_)Morticia

Hey !

Whats this ?

Someone stole my signature cat logo...

TC

Tomaz Kac |\ _,,,---,,_
--------- Deus Ex-Machina /,`.-'`' -. ;-;;,
E-Mail: tomcat@sgn.net |,4- ) )-,_. ,\ ( `'::.
worldofspectrum.org/tomcat '----''(_/--' `-'\_) TC
```

# 4524. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 07:21:41 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <U12tPNBFWJO$EwkQ@dmc12.demon.co.uk>
Source record: 19937
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

In article <6f4hjv8ld243dl3v225hmcc9j5iubsg320@4ax.com>, Tomaz Kac
<tomcat@sgn.net> writes
>Hey !
>
>Whats this ?
>
>Someone stole my signature cat logo...

Or someone stole mine ;) I did steal mine, about 5 or 6 years ago, from
someone in csa2 I expect. And I asked ;)

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amigas, ST/E |\ _,,,---,,_
YIS-805, iBook, G4, Dell P410, Sinclairs, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4- ) )-,_. ,\ ( `'::.
Music? http://www.mp3.com/RichardKilpatrick/ '----''(_/--' `-'_)Morticia

# 4525. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 07:47:53 UTC
From: Tomaz Kac <tomcat@sgn.net>
Message-ID: <er6hjvkj7qgkv46lanh2sgc0r1lgopomvs@4ax.com>
Source record: 19938
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

Hehe, I had mine for over 12 years now :-) And yes, I stole it too, but not from usenet ;-) From a friend of mine who drawn it back then...

Haven't seen anyone else with it before...

TC

On Tue, 12 Aug 2003 08:21:41 +0100, Richard Kilpatrick
<richard@dmc12.demon.co.uk> wrote:

>In article <6f4hjv8ld243dl3v225hmcc9j5iubsg320@4ax.com>, Tomaz Kac
><tomcat@sgn.net> writes
>>Hey !
>>
>>Whats this ?
>>
>>Someone stole my signature cat logo...
>
>Or someone stole mine ;) I did steal mine, about 5 or 6 years ago, from
>someone in csa2 I expect. And I asked ;)
>
>Richard

Tomaz Kac |\ _,,,---,,_
--------- Deus Ex-Machina /,`.-'`' -. ;-;;,
E-Mail: tomcat@sgn.net |,4- ) )-,_. ,\ ( `'::.
worldofspectrum.org/tomcat '----''(_/--' `-'_) TC

# 4526. Re: ADV: Atari Xmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 08:16:51 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0308120104460.17626-100000@shell1.aracnet.com>
Source record: 19939
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

On Sat, 9 Aug 2003, Tim wrote:

> 
> "Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
> news:bh2bpc$hbd$1@sparta.btinternet.com...
> > Hi Steve
> >
> > > Bravo Sierra Computers <atari@aracnet.com> wrote in message
> > > news:<Pine.LNX.4.44.0308070739160.32610-100000@shell1.aracnet.com>...
> > >> http://BensCatalogs.Atari.org Link to 8 newly updated Atari
> > >> Catalogs!
> > >>
> > >> Due to Popular Demand
> > >
> > > That's the biggest crock of horseshit I've ever seen.
> > >
> > > - Steve (MMF)
> >
> > And next month he'll hold a Chrimbo sale in September.
> >
> > He's retard, and most of this group are butt-knocking him so expect
> someone
> > to climb up your arse for daring to post your opinion.
> >
> 
> I thought you were his boy? Whats up? lol
> 
> Tim

I couldn't get more/better advertising, even if I was paying him a Salary!
Yeah, he's my boy. He just doesn't know it yet.

===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 4527. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 09:03:27 UTC
From: James Weatherley <news@weatherley.net>
Message-ID: <MPG.19a2bda6a5f5562298968c@News.Individual.NET>
Source record: 19940
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

In article <InZZa.2715$wg6.265@nwrddc02.gnilink.net>,
mpender@hotmail.com says...
> RaYzor <no@no.no.net.org.tv.com.edu.welf> wrote in message
> news:PaAZa.184198$EQ5.169618@twister.nyroc.rr.com...
> >

> Seriously though, I think I've lost count of the many lines of computers
> introduced and then later abandoned by the folks at Apple Corp. (TBP "apple
> core?")
>
> Among the many:
> - Apple (I)
> - Apple II
> - Apple III
> - Apple Lisa
> - Apple Newton
>
> Have I missed any?
>
>

You lose count pretty easily - that's only five! There was also the
eMate which was a repackaged Newton with a keyboard. It is a shame that
the Newton got dropped. I think the never ending criticism of its
handwriting recognition sunk it - that and Apple's then dodgy financial
state. I never used but I did try out an eMate and it coped very well
with my scrawl and I much prefered the natural handwriting recognition
to the PalmOS Grafitti text entry system.

Abandoned is probably a bit strong for the Apple I and ][ - the Apple I
was just a board made by Woz in Jobs' garage. The ][ had a pretty long
life - yeah the zealots will quote 'Apple ][ for ever' but it was
obvious that the Mac was Apple's future. Lisa was just too expensive -
pre-emptive OS and memory protection was going to cost you in those
days! Did anyone buy the ///?

# 4528. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 09:12:05 UTC
From: P D aka Sinclair_QL <do.not.disturb@get.it.spammer.net>
Message-ID: <oprtsbuktcf1jixt@news2.news.adelphia.net>
Source record: 19941
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Tue, 12 Aug 2003 10:03:27 +0100, James Weatherley <news@weatherley.net>
wrote:

> You lose count pretty easily - that's only five! There was also the eMate
> which was a repackaged Newton with a keyboard. It is a shame that the
> Newton got dropped. I think the never ending criticism of its handwriting
> recognition sunk it - that and Apple's then dodgy financial state. I
> never used but I did try out an eMate and it coped very well with my
> scrawl and I much prefered the natural handwriting recognition to the
> PalmOS Grafitti text entry system.
>
> Abandoned is probably a bit strong for the Apple I and ][ - the Apple I
> was just a board made by Woz in Jobs' garage. The ][ had a pretty long
> life - yeah the zealots will quote 'Apple ][ for ever' but it was obvious
> that the Mac was Apple's future. Lisa was just too expensive - pre-
> emptive OS and memory protection was going to cost you in those days! Did
> anyone buy the ///?
>

The Lisa (IIRC was later marketed as the Macintosh XL) was pretty kick-a$$
machine for it's time (actually even for now... Mac OS did not get back up
to these kinds of specs until System 8 and later and not even then...
probably the only things that come close are the NeXT and OS X).
As for the III, YES I DID HAVE ONE! And not only that I did have the
portable (ie terrible) LCD screen that went on it (worked with the II(e?)
too). Pretty cool stuff!

--
Visit the QL-FAQ at: <http://www.dokos-gr.net/ql/faq/> (Still uploading
stuff!)
Visit the uQLX-win32 homepage at: <http://www.dokos-gr.net/ql/uqlx.html>
Visit the uQLX-mac home page at:<http://www.dokos-gr.net/ql/uqlxmac.html>
For mail reply to: ql PUNKT css AT dokos MINUS gr DOT net

# 4529. Re: Commodore Giga Troll is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 09:56:56 UTC
From: wiesje_janssen@zonnet.nl
Message-ID: <a9a68724.0308120156.193c434d@posting.google.com>
Source record: 19942
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"Sam Gillett" <samgillett@msn.com> wrote in message
news:<SVVZa.1782$wg6.627@nwrddc02.gnilink.net>...
> Charles Richmond wrote ...
>
> >Llort Agig wrote:
> >>
> >> because everything with Commodore in its name must be as worthless as
> >> shit.
> >>
> >Yes sir, Commodore Llort Agig...
>
> Shouldn't that be Llort Agig Erodommoc for Commodore Giga Troll backwards?
> ;-)
>
> Best regards,
>
> Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
> Last 8-bit BBS in the Dallas area. Commodore lives!

Oh, silly me! I thought Commodore Llort Agig Erodommoc to be a highly
distinguished british seaman of scottish origines of the 18th century
discovering some little island somewhere. Nraictip, I believe....

# 4530. Re: I need how can i use the key to appear the Map in Montezuma Revenge's In Atari 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 10:13:43 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <r53_a.522$U74.28642@news.optus.net.au>
Source record: 19943

My cousion made one years ago. it looked like a piramid.

James

"Frantisek Semeck" <semecky@saul-is.cz> wrote in message
news:bh78ue$102u$1@news.nextra.cz...
> I have a little map of Montezuma Revenge.
> Fanny - semecky@saul-is.cz
>
> "Steve S" <j70141@hotmail.com> wrote in message
> news:af54ce400ee1ffabf77607763846c062@free.teranews.com...
> > Odd. I played that game to the very end. I was so good at it, that I
> > gained more lives than I lost. I quite playing when my score reached
> > 1,000,000 with no end in sight, and I never used a map. The very last
> level
> > has NO torch at all, you go only by memory and when you win that level,
it
> > level just keeps repeating itself over and over. It is not so bad
though,
> > by the time you get to the last level, you pretty much know the rooms
> > anyways.
> >
> > --
> > Steve S
> >
> >
> > "NEWS" <rucio2002@terra.cl> wrote in message
> > news:vB_Va.91607$%Y6.232506@maule...
> > > My friend i have information and i was put new objets in the first
> screen
> > >
> > > Keys White, Blue, etc.
> > >
> > > Send me any email and i will send the roms change by Me
> > >
> > >
> > > About the Hot Key : I was hear any comment about this hot key to
display
> > the
> > > map, but i dont have more information
> > >
> > > Note : Try whit ATR file and you can go to the Indian easy.
> > >

> > >
> > > Regards
> > >
> > >
> > > "prdin" <pitfall@cuckoos.net> escribi&#65533; en el mensaje
> > > news:981b2c7e.0307300551.536845fb@posting.google.com...
> > > > "NEWS" <rucio2002@terra.cl> wrote in message
> > > news:<QkFVa.90260$%Y6.230647@maule>...
> > > > > Hello :
> > > > >
> > > > > I need how can i use the key to appear the Map in Montezuma
> Revenge's
> > In
> > > > > Atari 8 Bit
> > > > >
> > > > >
> > > > >
> > > > > Exist any Hot Key to Display The Map ?
> > > >
> > > > There is a map in montezuma's revenge ?!!
> > > >
> > > > hmm, I'm just trying to finish it ;)
> > > >
> > > > Pr Din.
> > >
> > >
> > >
> >
> >
>
>

# 4531. Re: MIO HD on black box help

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 10:24:37 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <Ff3_a.525$U74.28692@news.optus.net.au>
Source record: 19944

The 17 sectors is for the partition list that is used to swap with the 8 that are loaded at boot time.
the First sector of the harddrive contains the partition table for both the BB and MIO and is loaded at boot up of BB/MIO. they are both not compatiable tho. If you know the start and ending sectors of the partitions on the harddrive, it is easy to build up the partition table for the mio, then use a small utility to save the partition info to a file. that way, you don't overwrite the BB info on the first sector. I have used that for my setup, as I have both BB and MIO and can use the harddrives on either.

the 17 sector partition list saves 96? partitions, idea is to select one and swap it for any of the 8 that are accessable at any one time. have used this method to put boot disks with games etc on to hard drive.

James

"Karl Heller" <kheller2@mac.com> wrote in message news:6982911f.0308061902.75b20910@posting.google.com...
> I have a Seagate ST125 connected to a MIO via an XEBEC controller that
> works just fine on the MIO. I'm trying to get the drive to work on a
> black box. I've flipped switch 7 to invert the data.. but I'm having
> some problems getting anything but boot errors. I've configured the
> drive settings to the best of my knowledge. Used 256 byte sectors.
> I'm not sure how the BB will store its partition information as that
> takes up 15? sectors. The MIO only used Sector 0 for this
> information.
>
> Any help is appreciated!
>
> Karl

# 4532. Re: ADV: Atari Xmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 10:34:39 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3f38c186$0$95050$c30e37c6@lon-reader.news.telstra.net>
Source record: 19945
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

```
"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0308120104460.17626-100000@shell1.aracnet.com...
> On Sat, 9 Aug 2003, Tim wrote:
>
> >
> > "Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
> > news:bh2bpc$hbd$1@sparta.btinternet.com...
> > > Hi Steve
> > >
> > > > Bravo Sierra Computers <atari@aracnet.com> wrote in message
> > > >
news:<Pine.LNX.4.44.0308070739160.32610-100000@shell1.aracnet.com>...
> > > >> http://BensCatalogs.Atari.org Link to 8 newly updated Atari
> > > >> Catalogs!
> > > >>
> > > >> Due to Popular Demand
> > > >
> > > > That's the biggest crock of horseshit I've ever seen.
> > > >
> > > > - Steve (MMF)
> > >
> > > And next month he'll hold a Chrimbo sale in September.
> > >
> > > He's retard, and most of this group are butt-knocking him so expect
> > someone
> > > to climb up your arse for daring to post your opinion.
> > >
> >
> > I thought you were his boy? Whats up? lol
> >
> > Tim
>
> I couldn't get more/better advertising, even if I was paying him a Salary!
> Yeah, he's my boy. He just doesn't know it yet.
>

Is your "business" registered?

Regards,

Clockmeister.
```

# 4533. Re: Atari 600XL video port mod?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 10:34:47 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <bp3_a.527$U74.28689@news.optus.net.au>
Source record: 19946

Didn't someone do a supervideo upgrade on one? used most of the unused part
on the motherboard that was intented for the monintor connection. just
remove the tv channel switch and put it there.

James

"Tim" <tjlazer@nospam.mail.com> wrote in message
news:vje93q35p2vb7@corp.supernews.com...
> Anyone here done a video port mod on a 600XL? I am thinking of doing one
on
> mine. But need some tips as to where to install the port. If anyone has
> advice or pics of the install that would be great.
>
> Tim
>
>

# 4534. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 10:52:55 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gbruvrvug.fsf@legolas.mdh.se>
Source record: 19847
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

James Weatherley <news@weatherley.net> writes:

> Did anyone buy the ///?

Actually, the *only* Apple ][ machine(s) I've seen were accompanied
by an Apple /// machine (although not powered on). Of course, this
was in a computer museum which is the only place where I've seen the
Commodore PET and CBM series too (not to mention the only place where
I've seen TRS-80 and plenty of CP/M machines).

Unfortunately, I think this museum only was open for one season, and
all the machines[1] were stored away somewhere -- because they couldn't
have been thrown away, could they?!?

[1] including Altair 8800, Osborne-1, a room full of IBM PC clones
and of course a couple of VIC-20/64 and Atari -- sorry, but I
didn't see a single Sinclair computer in this "personal computing"
museum.

--
Anders Carlsson

"Please not to close to the hair, finger, clothes to run about the
inside's vehicle, in order to prevent quilt involvement." -- Bit Racer

# 4535. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 11:20:34 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <HEH5TBSC2MO$Ew0Q@dmc12.demon.co.uk>
Source record: 19848
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

In message <InZZa.2715$wg6.265@nwrddc02.gnilink.net>, M. Pender
<mpender@hotmail.com> writes
>Among the many:
>- Apple (I)

Not really abandoned, as it was merely replaced.

>- Apple II

Well, if you think being developed from a 4K, 8-bit machine into a 1Mb,
16-Bit machine with 15-channel stereo sound, but almost entirely
compatible with previous versions, is abandoning... and continuing to
produce and sell 8-bit versions until 1991, actively developing the
hardware to reduce the chip count to 4 ICs in the last ones/LC //e
cards...

>- Apple III

It wasn't abandoned, it flopped. Big difference ;)

>- Apple Lisa

Evolved into Macintosh, and despite the lack of sound, complicated
physical construction and such, was continued alongside it as the Mac XL
until the Plus came along. Not really abandoned, then...

>- Apple Newton

I'll give you that one. Perfectly good platform, perfectly good
hardware, perfectly good OS. No reason I can see to can it, other than a
good relationship with Palm - which is of course why my Wireless Palm
can synch to PC over WiFi, but has to be plugged into the USB base to
synch to my G4...

And the Bandai/Apple Pippin.

Compare that to Atari:

400/800/XL - from 1979 to 1986, technically. XE development stopped at
the XE VGS (not so much development as repackaging).

2600 - from '77 to around '85, but sold for ages by dint of them
producing waaaay too many. Incompatible with the 400 computer line.

7800 - about a year. Technically '79-ish, but put on ice for so long it
wasn't sold until what, '84? Incompatible with anything else.

5200 - repackaged 400 but not compatible - until emulators came along.

ST range - incompatible with earlier 8-bit.

Falcon - barely compatible with the ST range.

Need I go on? And lets not even get started on Commodore, who used every
CPU going around the time, from 6502 to Z80 to 6809, plus 3 or 4
different video chips... 384 range, anyone?

Richard
--
Richard Kilpatrick, long haired prophet of doom. |\ _,,,---,,_
Musical suicide - www.mp3.com/RichardKilpatrick /,`.-'`' -. ;-;;,
Work: Icon Publications, Group Sales Manager |,4- ) )-,_. ,\ ( `'::.
Homepage: http://www.dmc12.demon.co.uk/ '----''(_/--' `-'_)Morticia

# 4536. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 11:21:36 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <Mk37bpSA3MO$EwWS@dmc12.demon.co.uk>
Source record: 19849
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

In message <MPG.19a2bda6a5f5562298968c@News.Individual.NET>, James
Weatherley <news@weatherley.net> writes
>Did anyone buy the ///?

I hope so, I owned five of the buggers. Now, the ///+ is a different
matter.

Richard
--
Richard Kilpatrick, long haired prophet of doom. |\ _,,,---,,_
Musical suicide - www.mp3.com/RichardKilpatrick /,`.-'`' -. ;-;;,
Work: Icon Publications, Group Sales Manager |,4- ) )-,_. ,\ ( `'::.
Homepage: http://www.dmc12.demon.co.uk/ '----''(_/--' `-'_)Morticia

# 4537. Re: The Apple II is a pioneer

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 11:22:29 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <U069PKT13MO$EwUJ@dmc12.demon.co.uk>
Source record: 19850
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

In message <3F38A110.7D1D3F33@usa.net>, Jeff Thomas <a2forever@usa.net>
writes
>Apple is American, and the Apple II series was its flagship product line
>that supported 'open architecture', which was later adapted by IBM PC in
>1981.

Unless the IBM PC adopted it from S100, or any of the many other
emerging standards of the time ;)

Richard
--
Richard Kilpatrick, long haired prophet of doom. |\ _,,,---,,_
Musical suicide - www.mp3.com/RichardKilpatrick /,`.-'`' -. ;-;;,
Work: Icon Publications, Group Sales Manager |,4- ) )-,_. ,\ ( `'::.
Homepage: http://www.dmc12.demon.co.uk/ '----''(_/--' `-'_)Morticia

## 4538. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 11:38:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030812123836.8911A@ilaskey.cix.co.uk>
Source record: 19851

In article <HEH5TBSC2MO$Ew0Q@dmc12.demon.co.uk>, richard@dmc12.demon.co.uk (Richard Kilpatrick) wrote:

> Falcon - barely compatible with the ST range.
s'funny. Mine ran all my ST software apart from one game - and I had a lot of software!

# 4539. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 12:01:39 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gekzr2ifw.fsf@legolas.mdh.se>
Source record: 19852
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

Richard Kilpatrick <richard@dmc12.demon.co.uk> writes:

> And lets not even get started on Commodore, who used every CPU going
> around the time, from 6502 to Z80 to 6809, plus 3 or 4 different video
> chips... 384 range, anyone?

Which machine featured the 6809 (and isn't that the 364 range btw) ?

--
Anders Carlsson

"Please not to close to the hair, finger, clothes to run about the
inside's vehicle, in order to prevent quilt involvement." -- Bit Racer

# 4540. Re: The Apple II is a pioneer

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 12:17:06 UTC
From: pausch@saaf.se
Message-ID: <bhals2$74t$1@merope.saaf.se>
Source record: 19853
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

In article <U069PKT13MO$EwUJ@dmc12.demon.co.uk>,
Richard Kilpatrick <richard@dmc12.demon.co.uk> wrote:
>In message <3F38A110.7D1D3F33@usa.net>, Jeff Thomas <a2forever@usa.net>
>writes
>>Apple is American, and the Apple II series was its flagship product line
>>that supported 'open architecture', which was later adapted by IBM PC in
>>1981.
>
>Unless the IBM PC adopted it from S100, or any of the many other
>emerging standards of the time ;)

It worked like this:

The Apple II adopted it from S100
The IBM PC adopted it from the Apple II
The Macintosh II adopted it from the IBM PC

<g>

Of course all these open hardware buses were all mutually incompatible
with one another. Thus an S100 expansion card didn't fit in the Apple II,
the IBM PC or the Mac II .... et cetera for the other buses and their
expansion cards.

--
---
Paul Schlyter, Grev Turegatan 40, SE-114 38 Stockholm, SWEDEN
e-mail: pausch at stockholm dot bostream dot se
WWW: http://www.stjarnhimlen.se/
http://home.tiscali.se/pausch/

# 4541. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 12:30:51 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <vTJD2mI73NO$EwAJ@dmc12.demon.co.uk>
Source record: 19854
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

In message <k2gekzr2ifw.fsf@legolas.mdh.se>, Anders Carlsson
<anders.carlsson@mds.mdh.se> writes
>Which machine featured the 6809 (and isn't that the 364 range btw) ?

The P-series (6509, actually), and the SuperPET 9000 as a co-processor
in the MMF models. They also offered 8088s. Forgot about that one ;)

And we're both wrong. It was the 264 range. The 364 was an upmarket
model, and the 232 was a cheap model (as was the 116), but they weren't
seriously released.

Richard
--
Richard Kilpatrick, long haired prophet of doom. |\ _,,,---,,_
Musical suicide - www.mp3.com/RichardKilpatrick /,`.-'`' -. ;-;;,
Work: Icon Publications, Group Sales Manager |,4- ) )-,_. ,\ ( `'::.
Homepage: http://www.dmc12.demon.co.uk/ '----''(_/--' `-'_)Morticia

# 4542. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 12:32:13 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <4z0GuBJN5NO$EwBW@dmc12.demon.co.uk>
Source record: 19855

In article <memo.20030812123836.8911A@ilaskey.cix.co.uk>, Iain Laskey
<ilaskeyNOT@cix.co.uk> writes
>> Falcon - barely compatible with the ST range.
>s'funny. Mine ran all my ST software apart from one game - and I had a lot
>of software!

Mine didn't. I had enough problems with crashing running music apps ;)
Maybe running MagiC was part of the problem, but still...

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amigas, ST/E |\ _,,,---,,_
YIS-805, iBook, G4, Dell P410, Sinclairs, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4- ) )-,_. ,\ ( `'::.
Music? http://www.mp3.com/RichardKilpatrick/ '----''(_/--' `-'_)Morticia

# 4543. Re: Pre-ordering available now: Flash Multi-Cart for Atari 8-bit Computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 13:23:45 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <BT5_a.6160$2Y6.1893540@news2.news.adelphia.net>
Source record: 19856

Andreas Magenheimer wrote:

> Well,
> in the meanwhile I have heard, that 1MB means 1 Megabit (128 kbytes) and
> not 1 Megabyte as most Atarians would think nowadays... so, the
> FlashRom cart. has only 128k, a little small, isn`t it ?!? -Andreas.

Andreas,

Yes, 1 Megabit is 128K-BYTE. This is explained on the first page of
the cartridge documentation and many times thereafter. ROM and Flash sold
as chips are always rated this way. For example the bootleg cartridges sold
by Sunmark are described as 'Mega Carts', these are mega-bits not mega-BYTES.

You are also correct that 128KB is not a massive amount of space. Its
enough to hold one disk game + drivers and maybe a translator, or many
small EXE games + a loader and translator.

For $29 US it cannot be made a mass-storage device. Its intended
to be for homebrewing of cartridges and a open-source alternative to bootleg
ROM multicarts, which cannot be re-programmed and are selling for even
more money.

1Mb is twice the capacity of a Spartados X cart. Its quick to
re-program, the burn images fit on ED floppy disks, and the price can be
kept to a reasonable hobbist level.

I will try to make it clearer on the introduction web page that 1Mb
is 128K-BYTES for those who do not read even the first page of the
product description where this is explained.

Steve

# 4544. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 15:08:41 UTC
From: hjohnson@pluto.njcc.com
Message-ID: <1060702405.41443@mars.njcc.com>
Source record: 19857
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.os.cpm

Jack Peacock (peacock@simconv.com) wrote:
: "Linards Ticmanis" <ticmanis@coli.uni-sb.de> wrote in message
: news:bh3vrj$ketq$3@hades.rz.uni-saarland.de...
: > Leon Howell wrote:
: >
: > > For those of us who are sick of flamewars but interested in other
: > > computers, I was thinking of starting a thread comparing 8-bit multi
: > > user, multi tasking OSes, such as OS-9 Level 2, OS-A65, LUnix/LNG,
: > > etc.
: > >
: > > Anyone interested?
: >
: > What about MP/M? Or was that a "serial multiuser" system, only allowing
: > users to log in one after the other?
: >
The original poster says he's tired of flamewars, but he wants to start
a thread that is most likely to evoke controversy. People who respond to
this thread might want to look at the message "header" for the list
of SEVERAL newsgroups to which this thread is directed:

*** Newsgroups: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,c
omp.os.cpm

Anyone interested in all these systems or any of these OS's would be better
advised to ask specific questions, it seems to me, rather than put messages
about CP/M vs OS-9 in newsgroups where neither is relevant. The Web has many
Web sites devoted to one or more of these OS's which would be much more
informative to read than a long and unfocused cross-posted discussion.

ONe might also do a google search on "trolls", that is also very informative.

Herb Johnson

--
Herbert R. Johnson http://njcc.com/~hjohnson
hjohnson@spam.com <--change "spam" to "njcc"
voice 609-771-1503, New Jersey USA
amateur astronomer and telescope tinkerer
sales of Apple Macs & accessories, Plus to PowerMac
S-100 & 8-inch drive docs & parts as "Dr. S-100"

# 4545. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 15:25:15 UTC
From: russotto@grace.speakeasy.net
Message-ID: <J-ydnRYrFIxGm6SiRTvU2Q@speakeasy.net>
Source record: 19858
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

In article <oprtsbuktcf1jixt@news2.news.adelphia.net>,
P D aka Sinclair_QL <do.not.disturb@get.it.spammer.net> wrote:
>
>The Lisa (IIRC was later marketed as the Macintosh XL) was pretty kick-a$$
>machine for it's time (actually even for now... Mac OS did not get back up
>to these kinds of specs until System 8 and later and not even then...
>probably the only things that come close are the NeXT and OS X).

This is a a bit over-nostalgiac, I think. System 7 had pretty much everything
Lisa 7/7 had and more, with the exception of stationery. (Apple has
tried to re-introduce that feature a number of times but never
successfully)
--
Matthew T. Russotto mrussotto@speakeasy.net
"Extremism in defense of liberty is no vice, and moderation in pursuit
of justice is no virtue." But extreme restriction of liberty in pursuit of
a modicum of security is a very expensive vice.

# 4546. Re: OT: do it yourself gaming hardware

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 16:58:37 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <119_a.6978$2Y6.1943355@news2.news.adelphia.net>
Source record: 19859

William wrote:

> http://www.xgamestation.com/
>
> I've seen Andre's name in the computer book section of the local Borders
> book store, so I'm guessing this isn't a hoax. Too bad it didn't use the
> mythical 65832!
>
> The part I really like: "Graphics architecture similar to Commodore 64,
> Atari 800 and Apple II."

I saw this comment too and I dont understand it. The graphic display
hardware on these machines is all very different.

Steve

# 4547. Re: Pre-ordering available now: Flash Multi-Cart for Atari 8-bit Computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 17:31:12 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vji930d1jrsm9c@corp.supernews.com>
Source record: 19860

"Steven J Tucker" <classics@atarimax.com> wrote in message
news:BT5_a.6160$2Y6.1893540@news2.news.adelphia.net...
> Andreas Magenheimer wrote:
>
> > Well,
> > in the meanwhile I have heard, that 1MB means 1 Megabit (128 kbytes) and
> > not 1 Megabyte as most Atarians would think nowadays... so, the
> > FlashRom cart. has only 128k, a little small, isn`t it ?!? -Andreas.
>
> Andreas,
>
> I will try to make it clearer on the introduction web page that 1Mb
> is 128K-BYTES for those who do not read even the first page of the
> product description where this is explained.
>
> Steve
>

Well yes that would be great because at quick glance without extensive in depth reading reveals 1MB capacity. Which as we all know in the computer world is 1 Megabyte (1024 Kilobytes). Maybe use "1 Megabit" or "1Mbit" instead of 1mb in the text at every mention of it? Or better yet 128k and scrap the bits? Also why the use of bits and not bytes? Just curious.

Great work by the way I plan on getting one!

Tim

# 4548. Re: Pre-ordering available now: Flash Multi-Cart for Atari 8-bit Computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 18:08:51 UTC
From: Hidehiko Ogata <hog@aqu.bekkoame.ne.jp>
Message-ID: <V2.13.sQ29KJQv4hafNLc.NR@aqu.bekkoame.ne.jp>
Source record: 19861

Andreas Magenheimer wrote:

> Well,
> in the meanwhile I have heard, that 1MB means 1 Megabit (128 kbytes) and
> not 1 Megabyte as most Atarians would think nowadays... so, the
> FlashRom cart. has only 128k, a little small, isn`t it ?!? -Andreas.

I see no ill intension (the practice to designate in bits seemed to be
common among console carts)... still, I do wish they would be consistent
with the common usage: capital "B" means bytes, small "b" means bits.
It's a little mixed up in the web page.
--
// }{idehiko ()gata "I'm not like other people.
\X/ Amiga since '86 I can't stand pain.
It hurts me." - Daffy Duck

# 4549. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 18:19:25 UTC
From: b00mzi11a <dsuzukisanders.around.hotmail.com>
Message-ID: <3f392fad$0$957$cc9e4d1f@news.dial.pipex.com>
Source record: 19862
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

l0l - hehe, try to namedrop and get burned.. yes it was YM rockerz I was referring to, which I should have guessed was the case seen as it was Yerz who mentioned 'em at WOS..

# 4550. Re: Pre-ordering available now: Flash Multi-Cart for Atari 8-bit Computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 18:22:00 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <cfa_a.7043$2Y6.1961509@news2.news.adelphia.net>
Source record: 19863

Tim wrote:

> "Steven J Tucker" <classics@atarimax.com> wrote in message
> news:BT5_a.6160$2Y6.1893540@news2.news.adelphia.net...
>>
>>I will try to make it clearer on the introduction web page that 1Mb
>> is 128K-BYTES for those who do not read even the first page of the
>> product description where this is explained.
>>
>>Steve
>
> Or better yet 128k and
> scrap the bits? Also why the use of bits and not bytes? Just curious.
>
> Great work by the way I plan on getting one!

Tim,

Cartridges are always sold as mega-bits, even the newest cartridge based systems by Nintendo rate their ROM cartridges in mega-bits. Its always done that way because thats how ROM, RAM and other chip memory is sold, in megabits. Datasheets for EPROM, RAM or FLASH will always refer to the device capacity in megabits.

If it were a mass-storage device like a flash-card or a disk drive I would agree it should be stated in megaBYTES as is traditional for those devices.

I'm not sure what the motivation behind the 'i heard its only 128kb' posting is. He didnt have to 'hear' it anywhere, its not a secret I'm trying to keep hidden. The documentation, capacity and all the source code for the software kit was posted before the cartridge was even available for sale.

Hopefully those who dont understand will get it now with the additional clarification and changes to the order form. Anyone who feels they were somehow taken advantage or think they have made a mistake can return their items for a cheerful no questions asked refund.

Steve

# 4551. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 18:22:52 UTC
From: b00mzi11a <dsuzukisanders.around.hotmail.com>
Message-ID: <3f39307d$0$964$cc9e4d1f@news.dial.pipex.com>
Source record: 19864
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

ermm.. can't figuire out ADSR? hmm, I write synth-music, and know my ADSRs alright, as well as my ring-mod and rez-filters and LFOs and all that .. I just looked at the c-one page, and it mentioned several things such as filters and the like on the monster-SID, but this is all possible with a standard DAC anyhow, especially with a decent processor - they did it on the Spectrum 48k (tim follin et al) ;)

## 4552. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 18:30:31 UTC
From: b00mzi11a <dsuzukisanders.around.hotmail.com>
Message-ID: <3f393247$0$959$cc9e4d1f@news.dial.pipex.com>
Source record: 19865
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

In one the speccy PDF mag regulars, Peters said they were thinking hard
about Sam Coupe modes for sprinter too : )

# 4553. Re: Pre-ordering available now: Flash Multi-Cart for Atari 8-bit Computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 18:38:51 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <%ua_a.7046$2Y6.1965745@news2.news.adelphia.net>
Source record: 19866

Hidehiko Ogata wrote:

> I see no ill intension (the practice to designate in bits seemed to be
> common among console carts)... still, I do wish they would be consistent
> with the common usage: capital "B" means bytes, small "b" means bits.
> It's a little mixed up in the web page.

Thank you for pointing this out. I have gone in and corrected any 'mb'
or 'MB' notation in the documentation to read Mb.

Steve

# 4554. Re: OT: do it yourself gaming hardware

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 19:54:25 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <RBb_a.9108$M6.745274@newsread1.prod.itd.earthlink.net>
Source record: 19867

"Steven J Tucker" <classics@atarimax.com> wrote in message
news:119_a.6978$2Y6.1943355@news2.news.adelphia.net...
> William wrote:
>
> > http://www.xgamestation.com/
> >
> > I've seen Andre's name in the computer book section of the local Borders
> > book store, so I'm guessing this isn't a hoax. Too bad it didn't use the
> > mythical 65832!
> >
> > The part I really like: "Graphics architecture similar to Commodore 64,
> > Atari 800 and Apple II."
>
> I saw this comment too and I dont understand it. The graphic display
> hardware on these machines is all very different.

Memory mapped vs. hardware I/O like IBM style maybe. Could mean color
encoded in the byte or color registers instead of bit planes.<If I remember
the terms correctly>

# 4555. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 19:59:23 UTC
From: "M. Pender" <mpender@hotmail.com>
Message-ID: <vGb_a.5466$wg6.5428@nwrddc02.gnilink.net>
Source record: 19868
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

Richard Kilpatrick <richard@dmc12.demon.co.uk> wrote in message
news:HEH5TBSC2MO$Ew0Q@dmc12.demon.co.uk...
> In message <InZZa.2715$wg6.265@nwrddc02.gnilink.net>, M. Pender
> <mpender@hotmail.com> writes
> >- Apple II
>
> Well, if you think being developed from a 4K, 8-bit machine into a 1Mb,
> 16-Bit machine with 15-channel stereo sound, but almost entirely
> compatible with previous versions, is abandoning... and continuing to
> produce and sell 8-bit versions until 1991, actively developing the
> hardware to reduce the chip count to 4 ICs in the last ones/LC //e
> cards...

Yes, I would call it 'abandonment' when the IIgs was discontinued without an
upgrade path.

- Mike

# 4556. Re: Emulator newbie/help with M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 20:55:18 UTC
From: c03_gg@hotmail.com
Message-ID: <c7317c70.0308121255.2df1792e@posting.google.com>
Source record: 19869

yes, last weekend i was playing mule with a friend and i got the
same problem, however i search for a new mule image and i worked ok.
therefore there are some "wrong" mule disk images for the atari800win plus
and some right, search in the net to find a good one

German

SteelWheel <stwheelREMOVEALLSOLIDCAPS@optonline.net.INVALID> wrote in message
news:<3F2E3591.AED8105C@optonline.net.INVALID>...
> Hi group. A friend of mine decided to buy an old Atari 800 (must be the
> tenth time or so--he would do better to hang onto these things instead
> of selling them and then rebuying them). He got me sufficiently
> nostalgic to do some googling on my own, and now I've discovered this
> whole "keep the 8-bit machines alive" movement.
>
> I've been running Atari800Win Plus 3.1 on my PC, and playing M.U.L.E.
> for the past few days (btw, I actually DO still own an 800 that was
> working last I knew, as well as a copy of the game, so I'm 100% legit
> here--just don't feel like hauling it out of storage). However, the
> graphics have been a little bit flaky--a portion of the "store" is not
> rendered correctly, making it impossible to see how many mules are in
> stock. Also, emulator seems to freeze up once every three or four times
> the wampus is captured. Are these problems common? Are these known
> bugs with this setup? I was considering trying to d/l and setup one of
> the DOS or Linux emulators instead hoping for better results, but didn't
> know if it was worth the effort. Anyone have any experience they can
> share here?
>
> Also, are people actually using PC 5.25" disk drives to make copies of
> Atari format disks? And hooking them up to old Atari machines? I'm
> pretty sure my 800 is working (if I ever decide to get it out of
> mothballs), but I can't be quite so sure about my old Atari 810 disk
> drive. It would be great if there was a way to read all my old disks,
> if for no other reason than to store them in some more permanent format
> for the future.
>
> Thanks folks!
>
> Steel Wheel

# 4557. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 21:18:20 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <B5gosYDcmVO$EwmO@dmc12.demon.co.uk>
Source record: 19870
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

In message <vGb_a.5466$wg6.5428@nwrddc02.gnilink.net>, M. Pender
<mpender@hotmail.com> writes
>Yes, I would call it 'abandonment' when the IIgs was discontinued without an
>upgrade path.

Again: Where did XE owners go? Where did C128 owners go? Where did
Sinclair owners go?

The only computer company to successfully make the transition from their
8-bit lines to their 16/32-bit lines, with any degree of compatibility
/at all/ was Acorn. And even then it was pretty kludged.

The II range had a longer run than /any/ 8-bit computer, it was the only
machine in 1991 that had a direct lineage to the 1977 originals. And
that was despite Apple's attempts not to just abandon it, but to
deliberately cripple it.

Richard
--
Richard Kilpatrick, long haired prophet of doom. |\ _,,,---,,_
Musical suicide - www.mp3.com/RichardKilpatrick /,`.-'`' -. ;-;;,
Work: Icon Publications, Group Sales Manager |,4- ) )-,_. ,\ ( `'::.
Homepage: http://www.dmc12.demon.co.uk/ '----''(_/--' `-'_)Morticia

# 4558. Re: Pre-ordering available now: Flash Multi-Cart for Atari 8-bit Computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 21:39:50 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vjinl7miaif533@corp.supernews.com>
Source record: 19871

"Steven J Tucker" <classics@atarimax.com> wrote in message
news:cfa_a.7043$2Y6.1961509@news2.news.adelphia.net...
> Tim wrote:
>
> > "Steven J Tucker" <classics@atarimax.com> wrote in message
> > news:BT5_a.6160$2Y6.1893540@news2.news.adelphia.net...
> >>
> >>I will try to make it clearer on the introduction web page that 1Mb
> >> is 128K-BYTES for those who do not read even the first page of the
> >> product description where this is explained.
> >>
> >>Steve
> >
> > Or better yet 128k and
> > scrap the bits? Also why the use of bits and not bytes? Just curious.
> >
> > Great work by the way I plan on getting one!
>
> Tim,
>
> Cartridges are always sold as mega-bits, even the newest cartridge
> based systems by Nintendo rate their ROM cartridges in mega-bits. Its
> always done that way because thats how ROM, RAM and other chip memory
> is sold, in megabits. Datasheets for EPROM, RAM or FLASH will
> always refer to the device capacity in megabits.
>
> If it were a mass-storage device like a flash-card or a disk drive
> I would agree it should be stated in megaBYTES as is traditional for
those
> devices.
>
> I'm not sure what the motivation behind the 'i heard its only 128kb'
> posting is. He didnt have to 'hear' it anywhere, its not a secret I'm
> trying to keep hidden. The documentation, capacity and all the source
> code for the software kit was posted before the cartridge was even
available
> for sale.
>
> Hopefully those who dont understand will get it now with the additional
> clarification and changes to the order form. Anyone who feels they were
> somehow taken advantage or think they have made a mistake can return
their
> items for a cheerful no questions asked refund.
>

> Steve
>

Steve,

Oh ok thanks for the clear up! Makes sense now. Well I went ahead and ordered one today!!! Looking forward to making my own greatest hits cart!! Wooohooo

Tim

## 4559. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 21:50:30 UTC
From: david <david@nada.nada.nada>
Message-ID: <bhbnf6$b9j$1@hercules.btinternet.com>
Source record: 19872
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"b00mzi11a" <dsuzukisanders.around.hotmail.com> wrote in message
news:3f393247$0$959$cc9e4d1f@news.dial.pipex.com...
> In one the speccy PDF mag regulars, Peters said they were thinking hard
> about Sam Coupe modes for sprinter too : )

Interesting :)

# 4560. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 21:52:32 UTC
From: david <david@nada.nada.nada>
Message-ID: <bhbnj0$bf6$1@hercules.btinternet.com>
Source record: 19873
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"wildstar" <wildstar128@hotmail.com> wrote in message
news:Xns93D4CD4B26801wildstar128hotmailco@216.168.3.44...
> "david" <david@nada.nada.nada> wrote in
> news:bh94kg$lsf$1@hercules.btinternet.com:
>
>
> > > A SAM Coupe compatible Core would definately get me buying one :)
> > >
>
> It wouldn't be that hard from a technical point. It will actually be quite
> easy. The only thing that we need is specs on the hardware and detail
> documentation on the way the chips were made and its functionality. 128
> colors, no problem. Even the 32768 color add on can be emulated too.

Well - that piece of hardware was a cludge really - basically a resistor
bridge to sell a hardware tinkers kit... Clever in theory - but....

> We can
> make a Super (SAM Coupe) Video core using the 65536 color table used by
the
> SuperVIC and you can have "Chunky Video" mode. The hybriding of the core.
> How would that sound ?

An equivalant to SAM Mode 4 - with full scrolling - and a lot more colours
would be great :)

> Use an eZ80 at 50 MHz. So we got speed, 16MB of addressing and 65,536
> colors.

And at least is a Z80 based cpu :)

# 4561. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 22:16:49 UTC
From: P D aka Sinclair_QL <do.not.disturb@get.it.spammer.net>
Message-ID: <oprttb6fpef1jixt@news2.news.adelphia.net>
Source record: 19874
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Tue, 12 Aug 2003 21:52:32 +0000 (UTC), david <david@nada.nada.nada>
wrote:

<snip>

I would buy ANY hardware that's SAM compatible... Always wanted to get one
but couldn't afford it then and now that I can... oh well.. they are
R@RE...
(Not to mention that postage from the UK to USA is
%@#^%#$^#%$^#^3(screeches in horror)

>> Use an eZ80 at 50 MHz. So we got speed, 16MB of addressing and 65,536
>> colors.
>
> And at least is a Z80 based cpu :)
>
And a webserver to boot ;-)

>
>

--
Visit the QL-FAQ at: <http://www.dokos-gr.net/ql/faq/> (Still uploading
stuff!)
Visit the uQLX-win32 homepage at: <http://www.dokos-gr.net/ql/uqlx.html>
Visit the uQLX-mac home page at:<http://www.dokos-gr.net/ql/uqlxmac.html>
For mail reply to: ql PUNKT css AT dokos MINUS gr DOT net

# 4562. Re: The CommodoreOne is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 22:59:59 UTC
From: wildstar <wildstar128@hotmail.com>
Message-ID: <Xns93D5A2C1FF4A6wildstar128hotmailco@216.168.3.44>
Source record: 19875
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"david" <david@nada.nada.nada> wrote in
news:bhbnj0$bf6$1@hercules.btinternet.com:

> Well - that piece of hardware was a cludge really - basically a
> resistor bridge to sell a hardware tinkers kit... Clever in theory -
> but....
>
> An equivalant to SAM Mode 4 - with full scrolling - and a lot more
> colours would be great :)

Call it SAM Mode 5 or SAM Super Mode 4. In 65536 colors.

> And at least is a Z80 based cpu :)

That is exactly what an eZ80 is. Get clever and you have a integrated
webserver as well. It is quite an awesome little chip.

I think it will serve just fine.

## 4563. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 23:11:07 UTC
From: Paul Guertin <pg@sff.net>
Message-ID: <gosijvg2pt961tq5o79lgrtl8f1amkuigb@4ax.com>
Source record: 19876
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Tue, 12 Aug 2003 10:25:15 -0500, russotto@grace.speakeasy.net (Matthew
Russotto) wrote:

> This is a a bit over-nostalgiac, I think. System 7 had pretty much everything
> Lisa 7/7 had and more, with the exception of stationery.

LisaOS had preemptive multitasking in 1983, something the Mac didn't
get until OS X, 18 years later.

Paul Guertin
pg@sff.net

# 4564. Re: Amstrad CPC = shit

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-12 23:40:24 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <i0tdx4horXO$Ewig@gratiano.zephyr.org.uk>
Source record: 19877
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

In message <3f36daa0$0$14559$afc38c87@news.optusnet.com.au>, Ross
Simpson <Hi_Mr_Spammer@nowhere.com.au> writes:
>> "While we appreciate how annoying off-topic posts can be, we are not
>> able to pursue most of the complaints we receive about them."
>
>This is why they have that e-mail, so when enough do complain, they remove
>their access.

Do you actually know anything about how such things are handled? The
*vast* majority of ISPs don't involve themselves in off-topic issues,
save for where abuse of the net (excessive BI counts, for instance)
occurs at the same time. (Many such abuses are - by virtue of the fact
that a large number of newsgroups are affected, in the case of cross-
posting and so on - coincident with off-topic problems, though not
necessarily so.)

Can we think why making decisions based on content might be a bad idea,
boys and girls?

--
James Coupe
PGP Key: 0x5D623D5D
Lucky that my breasts are small and humble, EBD690ECD7A1FB457CA2
So you don't confuse them with mountains. 13D7E668C3695D623D5D

# 4565. Re: Pre-ordering available now: Flash Multi-Cart for Atari 8-bit Computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 01:06:04 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3f398c65.3668431@news>
Source record: 19878

Regardless of any confusion about the size of the cartridge... I think its great that you are selling these, and have released all the software as open-source. I'd buy one if my money wasn't so tight right now!

---
Shawn Jefferson
(fix reply to for email)

# 4566. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 01:10:10 UTC
From: P D aka Sinclair_QL <do.not.disturb@get.it.spammer.net>
Message-ID: <oprttj7ez3f1jixt@news2.news.adelphia.net>
Source record: 19879
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Tue, 12 Aug 2003 19:11:07 -0400, Paul Guertin <pg@sff.net> wrote:

> On Tue, 12 Aug 2003 10:25:15 -0500, russotto@grace.speakeasy.net (Matthew
> Russotto) wrote:
>
>> This is a a bit over-nostalgiac, I think. System 7 had pretty much
>> everything
>> Lisa 7/7 had and more, with the exception of stationery.
>
> LisaOS had preemptive multitasking in 1983, something the Mac didn't
> get until OS X, 18 years later.

Exactly. I wasn't referring to the look-n-feel . I also mentioned up till
the NeXT since more or less it is an Apple Machine which in any case had
Preemptive multitasking (and the excellent Display postscript).

--
Visit the QL-FAQ at: <http://www.dokos-gr.net/ql/faq/> (Still uploading
stuff!)
Visit the uQLX-win32 homepage at: <http://www.dokos-gr.net/ql/uqlx.html>
Visit the uQLX-mac home page at:<http://www.dokos-gr.net/ql/uqlxmac.html>
For mail reply to: ql PUNKT css AT dokos MINUS gr DOT net

# 4567. OS-9 vs. OS/A65 vs. UNIFlex vs. LUnix/LNG

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 01:31:42 UTC
From: puritan_2076@yahoo.com
Message-ID: <ae64f04a.0308121731.58567fb4@posting.google.com>
Source record: 19880
Cross-posted to: bit.listserv.coco,comp.sys.cbm,comp.sys.atari.8bit,comp.os.os9

First, a warning:

***THIS IS NOT A FLAMEWAR!!!***

Trolls will be shot, stabed, gutted with a chainsaw, and forced to use windows for the rest of their miserable lives.

Ok, now the fun part.

While Basic is still my favorite os, I'm beginning to like OS-9. It's really cool. It can multi-task and support up to 4 users! On a little old CoCo 3!

I've read about several other os's that appear to have similar capabilities for similar machines.

Flex was available for the CoCo 1/2 long before OS-9, and it's latest version is called UNIFlex, that is, "Unix Flex".

There are several similar os's for the C= and other 6502-family computers, Including LUnix/LNG and OS/A65.

How many users will these other os's support? How many programs will they run? How fast or slow are they? OS-9's one real limit appears to be speed, but it's not that serious a problem exept when bit-banging.

Will the C=64/128 support a terminal on a Turbo-232? What about the Atari on the 850? How many? under what os?

# 4568. Re: The ATARI 8 Bit is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 03:38:30 UTC
From: Trepain <trepain@trepainnospam.com>
Message-ID: <Woi_a.91384$lt4.45472@rwcrnsc51.ops.asp.att.net>
Source record: 19881
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

I remember quite a few local BBSes in South Florida using trash 80s.
I used to be involved in a local 4 Cs club here and someone with a
TRS-80 used to attend. We always used to debate the differences
between the machines and he always mentioned the fact that he had some
type of ram expander that was something like 5+ megs.

You know my reply. On a trs-80...WHY?!?!?!

--
Trepain
http://www.trepain.com
!Remove "NOSPAM" from email address to reply!
"The Undead Mechanic" <davidb81@earthlink.net> wrote in message
news:t11Za.1237$Nf3.894@newsread4.news.pas.earthlink.net...
>
> "Mo" <momo@atariland.com> wrote in message
> news:7z0Za.159235$hV.10462147@twister.austin.rr.com...
> >
> > "RaYzor" <no@no.no.net.org.tv.com.edu.welf> wrote in message
> > news:92YYa.43267$I_3.20141@twister.nyroc.rr.com...
> > >
> > > "Adolf Hitler jr." <llortagem@yahoo.ca> wrote in message
> > > news:46d567ad.0308081523.784b97ba@posting.google.com...
> > > > ATARI 8 Bit computers are the crappiest computers on earth !
> > > >
> > > > Discuss !
> > >
> > > Sorry sir, but Sinclair and TRS 80 machines are tied for worst
ever 8
> bit.
> > >
> > > Apple II*.* is second.
> > >
> > > Atari sucks, sure, but not as bad.
> > >
> > > RaYzor
> > >
> >
> > Oh yeah right! We all know it was you RaYzor that started this
thread!
> > And since you mentioned my beloved TRS-80, it has 11 more CPU
registers in
> > it's Z80 than the Atari has. To this date the Z80 is stilled used
in alot

> of
> > controller applications. Don't get me wrong, I love Ataris, but
the TRS-80
> > was my first real computer!
>
> Which reminds me... Years ago, I had a TRS 80 given to me by my aunt
who had
> no idea how to use it. It appeared ancient, even compared to the
A800 I had
> at the time. The only feature it had that I found somewhat
impressive, at
> the time, was a built in BASIC. I tinkered around with it a bit, but
quickly
> lost interest when I couldn't find any peripherals for it (maybe I
didn't
> look hard enough). The only thing I ever had was a cassette cable
that I
> made for it from a cannibalized Commodore SIO cable and some jacks
and crap
> I had stashed away. Then, some years later, I stumbled onto a
Tandy/Radio
> Shack color computer III that I found to be quite impressive. I
still have
> them somewhere, but I don't recall much about the CCIII other than
the fact
> that it had 512KB of RAM. I still have both of them, along with a
Texas
> Instruments computer (forget the model) that I never even messed
with aside
> from making sure that it worked.
>
> Were the TRS-80 computers very popular back in the day? In my little
chunk
> of the US, everyone had 6502 based systems. They were either Apple
IIs,
> Ataris, or Commodores.
>
>
> --
> David Bowden
> The Undead Mechanic.
>
>

# 4569. Re: The ATARI 8 Bit is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 03:40:37 UTC
From: Trepain <trepain@trepainnospam.com>
Message-ID: <Uqi_a.91008$Oz4.22226@rwcrnsc54>
Source record: 19882
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

HERE HERE! My house or your house for a copy party tonight? Make
sure you bring a bunch of floppies. I will ask my parents if its ok.

(g)

My room used to really get hot with all those c64s going.

--
Trepain
http://www.trepain.com
!Remove "NOSPAM" from email address to reply!

"The Undead Mechanic" <davidb81@earthlink.net> wrote in message
news:ZJKZa.2222

> After having been through all the nightmares I have had in the past
10 years
> or so with Windows based systems, I wish I could just roll back the
clock a
> couple of decades...

# 4570. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 04:34:07 UTC
From: Mo <momo@atariland.com>
Message-ID: <3dj_a.156675$TJ.9410732@twister.austin.rr.com>
Source record: 19883
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

The TRS-80 color computer uses the motorola 6809 or the Hitachi 6803(or 6309
I can't remember) whichever, they're interchangable with the Hitachi being
slightly faster.
Mo

"Anders Carlsson" <anders.carlsson@mds.mdh.se> wrote in message
news:k2gekzr2ifw.fsf@legolas.mdh.se...
> Richard Kilpatrick <richard@dmc12.demon.co.uk> writes:
>
> > And lets not even get started on Commodore, who used every CPU going
> > around the time, from 6502 to Z80 to 6809, plus 3 or 4 different video
> > chips... 384 range, anyone?
>
> Which machine featured the 6809 (and isn't that the 364 range btw) ?
>
> --
> Anders Carlsson
>
> "Please not to close to the hair, finger, clothes to run about the
> inside's vehicle, in order to prevent quilt involvement." -- Bit Racer

## 4571. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 06:26:53 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gn0ee6pjm.fsf@legolas.mdh.se>
Source record: 19884
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"Mo" <momo@atariland.com> writes:

> The TRS-80 color computer uses the motorola 6809

So did Vectrex and Dragon (hmm.. what's the relation between Tandy,
Radio Shack and Dragon, if there was one?). Neither of these systems
was manufactured by Commodore though.

--
Anders Carlsson

"Please not to close to the hair, finger, clothes to run about the
inside's vehicle, in order to prevent quilt involvement." -- Bit Racer

## 4572. Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 06:56:23 UTC
From: darmzunge@yahoo.de
Message-ID: <392ef116.0308122256.57a1d2a0@posting.google.com>
Source record: 19885
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

I think the C64 is "the most gay" system , because it looks gay , it sounds gay and it feels gay.

But the ATARI also is quite gay...

# 4573. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 07:25:37 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gekzq6mtq.fsf@legolas.mdh.se>
Source record: 19886
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

darmzunge@yahoo.de (Lord Teviolus) writes:

> I think the C64 is "the most gay" system , because it looks gay ,

What about the rainbow on the Sinclair Spectrum, or the colourful
keys on Enterprise 64 or Amstrad CPC464? Also, if gay is considered
to be different, the Forth-powered Jupiter Ace may qualify.

Yes, I am aware this is just another stupid troll, but I couldn't
refrain from commenting.

--
Anders Carlsson

"Please not to close to the hair, finger, clothes to run about the
inside's vehicle, in order to prevent quilt involvement." -- Bit Racer

# 4574. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 08:19:09 UTC
From: Olaf <info@printgroup.nl>
Message-ID: <3F39F47D.79749C7F@printgroup.nl>
Source record: 19887
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

Anders Carlsson schreef:

> darmzunge@yahoo.de (Lord Teviolus) writes:
>
> > I think the C64 is "the most gay" system , because it looks gay ,
>
> What about the rainbow on the Sinclair Spectrum, or the colourful
> keys on Enterprise 64 or Amstrad CPC464? Also, if gay is considered
> to be different, the Forth-powered Jupiter Ace may qualify.
>
> Yes, I am aware this is just another stupid troll, but I couldn't
> refrain from commenting.
>
> --
> Anders Carlsson
>
> "Please not to close to the hair, finger, clothes to run about the
> inside's vehicle, in order to prevent quilt involvement." -- Bit Racer

I think the Apple logo with the rainbow colors was the gayest logo back in those days. So that makes the Apple the gayest computer around. The C64 has rainbow colours too in its design so go figure. Why not change the term 'gay' to lame??? Using the term 'gay' is also lame.

Lord Teviolus sounds like a gay nick-name to me. R U gay? "Yes, i'm Lord Teviolus and i'm the gaylord of the 8-bit computers." Man, you suck!

Olaf.

# 4575. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 08:31:47 UTC
From: pausch@saaf.se
Message-ID: <bhct1j$167f$1@merope.saaf.se>
Source record: 19889
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

In article <392ef116.0308122256.57a1d2a0@posting.google.com>,
Lord Teviolus <darmzunge@yahoo.de> wrote:

> I think the C64 is "the most gay" system , because it looks gay , it
> sounds gay and it feels gay.
>
> But the ATARI also is quite gay...

Are you a computer fetishist? :-)

The computers themselves are completely a-sexual. They're neither
straight nor gay. They're rather like a perfect monk or non: they
never feel a desire to copulate.....

Humans are the ones who are gay or straight....

--
---------------------------------------------------------------
Paul Schlyter, Grev Turegatan 40, SE-114 38 Stockholm, SWEDEN
e-mail: pausch at stockholm dot bostream dot se
WWW: http://www.stjarnhimlen.se/
http://home.tiscali.se/pausch/

# 4576. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 08:43:24 UTC
From: Phil-on-a-hill <malcnospam@gothcorp.co.uk>
Message-ID: <8Um_a.10714$Kx1.153183@newsfep4-glfd.server.ntli.net>
Source record: 19888
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

"Lord Teviolus" <darmzunge@yahoo.de> wrote in message
news:392ef116.0308122256.57a1d2a0@posting.google.com...
> I think the C64 is "the most gay" system , because it looks gay , it
> sounds gay and it feels gay.
>
> But the ATARI also is quite gay...

I'm not sure, because a computer doesn't have the capacity for sexual
orientation. Anyway, you seemed to have mentioned the word "gay" an awful
lot of times, don't you? I wonder what Freud would have made of that....

# 4577. Re: Amstrad CPC = shit

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 08:54:30 UTC
From: Ross Simpson <Hi_Mr_Spammer@nowhere.com.au>
Message-ID: <3f39fd7c$0$15130$afc38c87@news.optusnet.com.au>
Source record: 19890
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"James Coupe" <james@zephyr.org.uk> wrote in message...

> Do you actually know anything about how such things are handled? The
> *vast* majority of ISPs don't involve themselves in off-topic issues,
> save for where abuse of the net (excessive BI counts, for instance)
> occurs at the same time. (Many such abuses are - by virtue of the fact
> that a large number of newsgroups are affected, in the case of cross-
> posting and so on - coincident with off-topic problems, though not
> necessarily so.)

Do I have to spell it out in Black & White. Enough complants to Google
Groups about this person will have their Google Groups access removed.

Obviously I'm reading the wrong newsgroup! I'm moving on.

So Long,
Ross.

# 4578. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 09:02:10 UTC
From: "D.B." <sorry@no.spam>
Message-ID: <3f39fe94$0$1130$6c56d894@feed0.news.be.easynet.net>
Source record: 19891
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

> [snip]
> Lord Teviolus sounds like a gay nick-name to me. R U gay? "Yes, i'm Lord
> Teviolus and i'm the gaylord of the 8-bit computers." Man, you suck!

I'm stumped the fact that so many people refer to homosexuality or 'gayness'
as an insult.
What's next : "your computer is Jewish", or "black"!?

# 4579. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 09:03:39 UTC
From: frink@homer.cmp.liv.ac.uk
Message-ID: <slrnbjjvnb.589.frink@homer.cmp.liv.ac.uk>
Source record: 19892
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

On Wed, 13 Aug 2003 11:02:10 +0200, D.B. <sorry@no.spam> wrote:
>> [snip]
>> Lord Teviolus sounds like a gay nick-name to me. R U gay? "Yes, i'm Lord
>> Teviolus and i'm the gaylord of the 8-bit computers." Man, you suck!
>
>I'm stumped the fact that so many people refer to homosexuality or 'gayness'
>as an insult.
>What's next : "your computer is Jewish", or "black"!?

My first spectrum *was* black!

Frink

--
Doctor J. Frink : 'Rampant Ribald Ringtail'
See his mind here : http://www.cmp.liv.ac.uk/frink/
Annoy his mind here : pjf at cmp dot liv dot ack dot ook
"Joy!" - Stimpy

# 4580. Re: OS-9 vs. OS/A65 vs. UNIFlex vs. LUnix/LNG

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 09:03:44 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3f3a006b$0$49114$e4fe514c@news.xs4all.nl>
Source record: 19894
Cross-posted to: bit.listserv.coco,comp.sys.cbm,comp.sys.atari.8bit,comp.os.os9

Hi,

A good port of OS-9 would be nice with extra memory support.

Uniflex I didn't know it could be interesting.

LUNIX LNG is the most interesting there should be a port for the 8-bit but only so it working in an emulator on the real machine it crashed. LUNIX has potentional and has real PPP/SLIP support, TELNET, FTP and more... Runs in 64Kb...

For the more advanced systems when you would have a 65816 with more memory the WINGS like the C64 is nice, very nice based on QNX.

TXG/MNX

Anyone like to port any of the OS systems above ?

"Leon Howell" <puritan_2076@yahoo.com> wrote in message news:ae64f04a.0308121731.58567fb4@posting.google.com...
> First, a warning:
>
> ***THIS IS NOT A FLAMEWAR!!!***
>
> Trolls will be shot, stabed, gutted with a chainsaw, and forced to use
> windows for the rest of their miserable lives.
>
> Ok, now the fun part.
>
> While Basic is still my favorite os, I'm beginning to like OS-9. It's
> really cool. It can multi-task and support up to 4 users! On a little
> old CoCo 3!
>
> I've read about several other os's that appear to have similar
> capabilities for similar machines.
>
> Flex was available for the CoCo 1/2 long before OS-9, and it's latest
> version is called UNIFlex, that is, "Unix Flex".
>
> There are several similar os's for the C= and other 6502-family
> computers, Including LUnix/LNG and OS/A65.
>
> How many users will these other os's support? How many programs will
> they run? How fast or slow are they? OS-9's one real limit appears to
> be speed, but it's not that serious a problem exept when bit-banging.

>
> Will the C=64/128 support a terminal on a Turbo-232? What about the
> Atari on the 850? How many? under what os?

# 4581. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 09:09:54 UTC
From: tayles_100@yahoo.com
Message-ID: <c85cebb3.0308130109.67915256@posting.google.com>
Source record: 19893
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

darmzunge@yahoo.de (Lord Teviolus) wrote in message
news:<392ef116.0308122256.57a1d2a0@posting.google.com>...
> I think the C64 is "the most gay" system , because it looks gay , it
> sounds gay and it feels gay.
>
> But the ATARI also is quite gay...

Surely the Camputer's Lynx. I mean, for god's sake...

Russ

# 4582. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 09:40:14 UTC
From: paul s <paulslinux@REMOVESPAMhotmail.comKILLER>
Message-ID: <pan.2003.08.13.09.40.03.23165@REMOVESPAMhotmail.comKILLER>
Source record: 19895
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

On Wed, 13 Aug 2003 08:31:47 +0000, Paul Schlyter wrote:

> In article <392ef116.0308122256.57a1d2a0@posting.google.com>, Lord
> Teviolus <darmzunge@yahoo.de> wrote:
>
>> I think the C64 is "the most gay" system , because it looks gay , it
>> sounds gay and it feels gay.
>>
>> But the ATARI also is quite gay...
>
> Are you a computer fetishist? :-)
>
> The computers themselves are completely a-sexual. They're neither
> straight nor gay. They're rather like a perfect monk or non: they never
> feel a desire to copulate.....

Although they never copulate, a lot of Windows systems got *fucked* by the
LoveSan/MSblast worm.

--
Paul S
---
- To understand recursion, you must first understand recursion. -
---

# 4583. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 09:52:47 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <H9Mpt$HvpgO$EwX7@dmc12.demon.co.uk>
Source record: 19896
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

In article <392ef116.0308122256.57a1d2a0@posting.google.com>, Lord
Teviolus <darmzunge@yahoo.de> writes
>I think the C64 is "the most gay" system , because it looks gay , it
>sounds gay and it feels gay.
>
>But the ATARI also is quite gay...

When I funded my computer habits as a kid by working on a market stall
selling games, we would spot which customer went with which game. It
probably only works in the UK.

Commodore kids were always slightly overweight, usually dark haired.
They had round faces.

Spectrum kids were guite often ginger and freckled. Sega Master system
kids always were.

Atari ST owners were usually mid-teens and lanky.

Amiga owners looked like older C64 owners. Still round faced.

BBC games were /always/ bought by men in their 20s or 30s wearing
school-teacher looking outfits. Even the ones that didn't look like any
teachers at the local schools.

Electron games were bought by their kids.

I didn't fit the mould, but then, at that time I had a Jupiter ACE,
Enterprise 128, QL, MSX, TI99/4a, Mac, Lisa (MacXL, really), Acorn A3000
and a hell of a lot of other things ;)

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amigas, ST/E |\ _,,,---,,_
YIS-805, iBook, G4, Dell P410, Sinclairs, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4- ) )-,_. ,\ ( `'::.
Music? http://www.mp3.com/RichardKilpatrick/ '----''(_/--' `-'_)Morticia

# 4584. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 10:10:31 UTC
From: cyborg_jim@yahoo.com
Message-ID: <81d148da.0308130210.7bfa29d0@posting.google.com>
Source record: 19747
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

> But the ATARI also is quite gay...

No, it's bisexual.

# 4585. Re: OS-9 vs. OS/A65 vs. UNIFlex vs. LUnix/LNG

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 10:36:34 UTC
From: Martin Gregorie <martin@see.sig.for.address>
Message-ID: <7g2kjvcqvpu3gmq9ndvr9g65vkbuj93bil@4ax.com>
Source record: 19748
Cross-posted to: bit.listserv.coco,comp.sys.cbm,comp.sys.atari.8bit,comp.os.os9

On 12 Aug 2003 18:31:42 -0700, puritan_2076@yahoo.com (Leon Howell)
wrote:

>First, a warning:
>
>***THIS IS NOT A FLAMEWAR!!!***
>
>Trolls will be shot, stabed, gutted with a chainsaw, and forced to use
>windows for the rest of their miserable lives.
>
>Ok, now the fun part.
>
>While Basic is still my favorite os, I'm beginning to like OS-9. It's
>really cool. It can multi-task and support up to 4 users! On a little
>old CoCo 3!
>
>I've read about several other os's that appear to have similar
>capabilities for similar machines.
>
>Flex was available for the CoCo 1/2 long before OS-9, and it's latest
>version is called UNIFlex, that is, "Unix Flex".
>
There was almost nothing in common between Flex and uniFlex except
that TSC Inc wrote them both and the programming text editors were
pretty similar.

Flex (6800) and Flex-09 (6809) were both essentially CP/M clones:
Strictly single user and designed to run within the lower 56 K of the
68xx address space. They assumed a ROM monitor and peripherals
occupied the upper 8K. I used Flex-09 as my home system for some years
before moving to OS-9/68000 and still have the box in my loft. Typical
hardware was either an SS-50 bus system or and SBC like the Peripheral
Technology PT-6809.

uniFlex was a from-the-ground up sort of vaguely UNIX clone designed
to run on 6809 hardware that was fitted with some sort of MMU. It
assigned each user a virtual address space of up to 64K bytes that
held the OS system calls, the MMU and the user program. There was no
swapping: all user spaces and the OS had to fit into the available RAM
at once, though user spaces were increased and decreased dynamically
as needed.

>How many users will these other os's support? How many programs will
>they run? How fast or slow are they? OS-9's one real limit appears to

>be speed, but it's not that serious a problem exept when bit-banging.
>
It was supported by a number of manufacturers such as SWTPC, Helix, GIMIX and worked really well. I used it for a year or two. A 128 K RAM system would quite happily support 4 developers writing in the Sculptor 4GL. Typical RAM sizes ranged from 128KB to 512 KB though I suspect few had or needed more than 256KB. We sold the SWTPC systems to companies running high street plant hire operations: these people typically had 2 to 6 terminals on such a system, which took care of all their stock management and accounting needs.

The OS was efficient enough that almost all user interaction was limited by the (typically) 9600 baud terminal serial line speed. Apart from that you didn't notice other system users unless they had locked a record you wanted or a backup was running.

The main uniFlex problem (apart from terrible support from TSC) was that there was no standard 6809 MMU: every manufacturer used something different and the (non-modular) kernel had to be ported to each hardware range. Another major drawback was that the system was sufficiently different from UNIX that I never saw any standard UNIX tools ported to it. On the other hand, it did have DynaCalc, which was the second spreadsheet to be commercially available. Yes folks, it preceeded even Lotus 123, and referred to all the Visicalc tutorial material.

===

I used Flex-09 at home until OS-9/68000 (OSK) became available. A used a Gibbs UltraScience co-processor board in the back of a PC that ran OSK 2.3 for a few years before moving to a Peripheral Technologies 68020 system running OSK 2.4 in 8 MB RAM. This system is still used every day to run Sculptor database systems. Its dead reliable. I've run Sculptor systems supporting two busy terminals and several continuous background tasks with no performance problems at all apart from the occasional and inevitable record lock conflict.

It's being (slowly) phased out now in favour of Linux because the hardware is over 10 years old and unsupported and also because there's no TCP/IP stack for the PT port of OSK v2.4.

Again, speed is mainly limited by terminal bandwidth. PT's main console (/term) uses PC keyboard and graphics card and so is very fast, but other terminals attach by 9600 baud connections. My Wyse-120 is baud-rate limited, while Kermit-95 on this 300 MHz PC is very much CPU limited.

HTH

--
martin@ | Martin Gregorie
gregorie. | Harlow
demon. | UK.

co. |
uk |

# 4586. Re: Amstrad CPC = shit

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 10:38:53 UTC
From: "White Flame (aka David Holz)" <whiteflame52@y.a.h.o.o.com>
Message-ID: <bhd3su$1pr9$1@barad-dur.nas.com>
Source record: 19749
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"Ross Simpson" <Hi_Mr_Spammer@nowhere.com.au> wrote in message
news:3f39fd7c$0$15130$afc38c87@news.optusnet.com.au...
> Do I have to spell it out in Black & White. Enough complants to Google
> Groups about this person will have their Google Groups access removed.

and even if that happens, how difficult is it for them to simply get another
account?

--
White Flame (aka David Holz)
http://www.white-flame.com/
(spamblock in effect)

# 4587. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 11:13:46 UTC
From: Ivan Ruiz Etxabe <jaivan@navegalia.com>
Message-ID: <u87kjvss3bdbru1dkjkljv2v6ta0e36hp5@4ax.com>
Source record: 19750
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

On 12 Aug 2003 23:56:23 -0700, darmzunge@yahoo.de (Lord Teviolus) va y
suelta:

>I think the C64 is "the most gay" system , because it looks gay , it
>sounds gay and it feels gay.
>
>But the ATARI also is quite gay...

We don't have special interest in being most gays, but if we wanted
to, what could you find more gay than the ZX Spectrum, who actually
had a rainbow flag as logo? :)

Ivan

# 4588. Re: OS-9 vs. OS/A65 vs. UNIFlex vs. LUnix/LNG

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 11:23:50 UTC
From: bskb@m.a.c.com
Message-ID: <1fzmskt.1acxkpz1xjjlhqN%bskb@m.a.c.com>
Source record: 19751
Cross-posted to: bit.listserv.coco,comp.sys.cbm,comp.sys.atari.8bit,comp.os.os9

Martin Gregorie <martin@see.sig.for.address> wrote:

[...]
> There was no swapping: all user spaces and the OS had to fit into the
> available RAM at once, though user spaces were increased and decreased
> dynamically as needed.

There surely was swapping -- in fact, one can't run UniFLEX without it. (I still have a couple of SWTPc S/09s running UniFLEX.) Sometimes it would cause problemms, such as when you had to re-install the system from the distribution floppy. One couldn't write protect the original floppy because the OS used it for swapping, and if something went wrong, the floppy was easily damaged. Not fun in those times, when one had to request a new floppy from overseas...

--
http://www.flexusergroup.com/

# 4589. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 12:11:09 UTC
From: dizrythmia@frenz.com
Message-ID: <b049456d.0308130411.5a70793c@posting.google.com>
Source record: 19752
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

darmzunge@yahoo.de (Lord Teviolus) wrote in message
news:<392ef116.0308122256.57a1d2a0@posting.google.com>...
> I think the C64 is "the most gay" system , because it looks gay , it
> sounds gay and it feels gay.
>
> But the ATARI also is quite gay...

The happiest 8-bit machine??..... well you've got me there. If the
C64 looks happy then I assume it's got a big smile on it somewhere
(I've never noticed it after all these years). I've never seen one on
the Amstrad though. Does your Arnold smile???

# 4590. Re: Amstrad CPC = shit

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 12:56:55 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <5wSbAjjXWjO$EwAs@gratiano.zephyr.org.uk>
Source record: 19753
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

In message <3f39fd7c$0$15130$afc38c87@news.optusnet.com.au>, Ross
Simpson <Hi_Mr_Spammer@nowhere.com.au> writes:
>Do I have to spell it out in Black & White. Enough complants to Google
>Groups about this person will have their Google Groups access removed.

You're talking rubbish. Number of complaints != effectiveness of
complaint.

If it was that simple, I'd start up 100 throwaway web mail accounts and
ask your ISP to throw you off. After all, enough complaints and you'll
have your access removed!

Can we think why that might be a bad idea, boys and girls?

You really, really want to look into how this works before defecating
your nonsense all over Usenet. Your bizarre version of how things
should work in RossWorld doesn't coincide with reality.

--
James Coupe
PGP Key: 0x5D623D5D
Lucky that my breasts are small and humble, EBD690ECD7A1FB457CA2
So you don't confuse them with mountains. 13D7E668C3695D623D5D

# 4591. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 13:26:10 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <mRq_a.15394$Ea.12910@fe03.atl2.webusenet.com>
Source record: 19754
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

I don't know anything about being gay so I really couldn't tell you.

"Lord Teviolus" <darmzunge@yahoo.de> wrote in message
news:392ef116.0308122256.57a1d2a0@posting.google.com...
> I think the C64 is "the most gay" system , because it looks gay , it
> sounds gay and it feels gay.
>
> But the ATARI also is quite gay...

# 4592. Re: OS-9 vs. OS/A65 vs. UNIFlex vs. LUnix/LNG

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 13:30:45 UTC
From: Martin Gregorie <martin@see.sig.for.address>
Message-ID: <uvekjv4o0hl78ug5peb5t2ohm1qknh5840@4ax.com>
Source record: 19755
Cross-posted to: bit.listserv.coco,comp.sys.cbm,comp.sys.atari.8bit,comp.os.os9

On Wed, 13 Aug 2003 13:23:50 +0200, bskb@m.a.c.com (Bjarne Bï¿½ckstrï¿½m)
wrote:

>Martin Gregorie <martin@see.sig.for.address> wrote:
>
>[...]
>> There was no swapping: all user spaces and the OS had to fit into the
>> available RAM at once, though user spaces were increased and decreased
>> dynamically as needed.
>
> There surely was swapping -- in fact, one can't run UniFLEX without
>it. (I still have a couple of SWTPc S/09s running UniFLEX.) Sometimes it
>would cause problemms, such as when you had to re-install the system
>from the distribution floppy. One couldn't write protect the original
>floppy because the OS used it for swapping, and if something went wrong,
>the floppy was easily damaged. Not fun in those times, when one had to
>request a new floppy from overseas...

I never saw it run on any system without a hard disk and, apart from
installation, we never attempted to boot off a floppy.

Its been about 20 years, but IIRC I read the technical descriptions of
task <-> memory mapping to mean that they were entirely the result of
modifying the few bytes of RAM that were part of the CPU -> physical
address translator for the top address bits and that no swapping took
place. I'm happy to hear that wasn't the whole story.

--
martin@ | Martin Gregorie
gregorie. | Harlow
demon. | UK.
co. |
uk |

# 4593. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 13:44:52 UTC
From: Ulrich Schreitmueller <ulrich.schreitmueller@student.uni-tuebingen.de>
Message-ID: <bhdfdr$sd3$2@newsserv.zdv.uni-tuebingen.de>
Source record: 19756
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

Paul Monopoli wrote:

>Does your Arnold smile???
>
>

Judging by most of his movies, Arnold never smiles.

# 4594. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 14:40:09 UTC
From: Trepain <trepain@trepainnospam.com>
Message-ID: <d5s_a.93996$Oz4.22238@rwcrnsc54>
Source record: 19757
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

```
Lord Teviolus is just upset because his copy of "Stroker 64" has gone
sour.

--
Trepain
http://www.trepain.com
!Remove "NOSPAM" from email address to reply!
"Paul Schlyter" <pausch@saaf.se> wrote in message
news:bhct1j$167f$1@merope.saaf.se...
> In article <392ef116.0308122256.57a1d2a0@posting.google.com>,
> Lord Teviolus <darmzunge@yahoo.de> wrote:
>
> > I think the C64 is "the most gay" system , because it looks gay ,
it
> > sounds gay and it feels gay.
> >
> > But the ATARI also is quite gay...
>
> Are you a computer fetishist? :-)
>
> The computers themselves are completely a-sexual. They're neither
> straight nor gay. They're rather like a perfect monk or non: they
> never feel a desire to copulate.....
>
> Humans are the ones who are gay or straight....
>
> --
> ---------------------------------------------------------------
> Paul Schlyter, Grev Turegatan 40, SE-114 38 Stockholm, SWEDEN
> e-mail: pausch at stockholm dot bostream dot se
> WWW: http://www.stjarnhimlen.se/
> http://home.tiscali.se/pausch/
```

# 4595. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 14:59:36 UTC
From: tayles_100@yahoo.com
Message-ID: <c85cebb3.0308130659.412e567d@posting.google.com>
Source record: 19758
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

"D.B." <sorry@no.spam> wrote in message
news:<3f39fe94$0$1130$6c56d894@feed0.news.be.easynet.net>...
> > [snip]
> > Lord Teviolus sounds like a gay nick-name to me. R U gay? "Yes, i'm Lord
> > Teviolus and i'm the gaylord of the 8-bit computers." Man, you suck!
>
> I'm stumped the fact that so many people refer to homosexuality or 'gayness'
> as an insult.
> What's next : "your computer is Jewish", or "black"!?

Well Commodore was founded by a Polish Jew. And the original Spectrum
was extremely black - it even had a snazzy rastafarian coloured
stripes in one corner. In which case, the blandly beige BBC was a
cardigan-wearing history teacher from Surbiton.

Russ

# 4596. Atari Prices in the 80's

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 16:08:27 UTC
From: Krystian Sergiejew <ksergiejew@NOSPAMyahoo.com>
Message-ID: <_dt_a.644$Q5.268@fe01.atl2.webusenet.com>
Source record: 19759

Hello,

I am looking for release date MSRP price information on Atari computers released in the 1980's and early 1990's. I am trying to update my database to have that information available on my pages. Even if you don't have the entire price list, any price info on an individual computer would help too. Ideally, the prices should be MSRP with a release date. Example:

Computer: Atari 800XL
Price: 280.00
Currency: USD
Date: 1/1/1984
Market: North America

Any feedback would be greatly appreciated.

Krystian

---
Vintage Home Computers
http://www.vintagehomecomputers.com

# 4597. Re: Pre-ordering available now: Flash Multi-Cart for Atari 8-bit Computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 16:29:28 UTC
From: Hidehiko Ogata <hog@aqu.bekkoame.ne.jp>
Message-ID: <Q2.p2.tQ2SKXYRnqa8Gcb.NR@aqu.bekkoame.ne.jp>
Source record: 19760

Steven J Tucker wrote:

> Thank you for pointing this out. I have gone in and corrected any 'mb'
> or 'MB' notation in the documentation to read Mb.

Glad to help. And thank *you* for this great new product for my
favorite bitbox! :)

(I'd love to get one, but I don't have any access to linux/Windoze :/.)
--
// }{idehiko ()gata "I'm not like other people.
\X/ Amiga since '86 I can't stand pain.
It hurts me." - Daffy Duck

# 4598. Re: ADV: Atari Xmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 17:09:19 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bhdrbs$div$1@titan.btinternet.com>
Source record: 19761
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

```
Hi "Clockmeister"

> > > > > Bravo Sierra Computers <atari@aracnet.com> wrote in message
> > > > >
> news:<Pine.LNX.4.44.0308070739160.32610-100000@shell1.aracnet.com>...
> > > > >> http://BensCatalogs.Atari.org Link to 8 newly updated Atari
> > > > >> Catalogs!
> > > > > >>
> > > > > >> Due to Popular Demand
> > > > > >
> > > > > > That's the biggest crock of horseshit I've ever seen.
> > > > > >
> > > > > > - Steve (MMF)
> > > > >
> > > > > And next month he'll hold a Chrimbo sale in September.
> > > > >
> > > > > He's retard, and most of this group are butt-knocking him so expect
> > > someone
> > > > > to climb up your arse for daring to post your opinion.
> > > > >
> > > >
> > > > I thought you were his boy? Whats up? lol
> > > >
> > > > Tim
> > >
> > I couldn't get more/better advertising, even if I was paying him a
Salary!
> > Yeah, he's my boy. He just doesn't know it yet.
> >
>
> Is your "business" registered?

I know its being investigated, dig deeper and there links to highly
unsavoury goings on.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
```

## 4599. Programs from the Creative Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 17:54:59 UTC
From: Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com>
Message-ID: <usenet-DELETEthisPART-55684B.10545913082003@news.west.cox.net>
Source record: 19762

We're working on scanning the book The Creative Atari by David Small for www.atariarchives.org and are wondering if anybody knows were to find any of the programs from the book. Many of the programs were printed earlier in Creative Computing magazine as well. If you have any programs from that book on disk, please let me know. Contact me at http://www.savetz.com/contact/

Thanks
Kevin
--
Kevin Savetz - http://www.savetz.com/contact/
Curator of Classic Computer Magazine Archive - www.atarimagazines.com
& Atariarchives.org - www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

# 4600. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 19:04:27 UTC
From: Nick Humphries <nick@egyptusWIBBLE.co.uk>
Message-ID: <js2ljvgmb3et3qt1b56bn3ckr925r95e6j@4ax.com>
Source record: 19763
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

On Wed, 13 Aug 2003 08:31:47 +0000 (UTC), pausch@saaf.se (Paul Schlyter)
wrote:

>The computers themselves are completely a-sexual.

The Speccy could be a hermaphrodite, judging by the ports and the eye-raising
edge-connector...

--
---
| Nick Humphries nick@egyptus.co.uk |
| The Your Sinclair Rock'n'Roll Years: http://www.ysrnry.co.uk/ |
| The YSRnRY TV Show (Coming Soon) http://www.ysrnry.co.uk/tvprog/ |
| The Tipshop: http://www.the-tipshop.co.uk/ |
---

# 4601. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 19:51:30 UTC
From: Linards Ticmanis <ticmanis@coli.uni-sb.de>
Message-ID: <bhe4s2$tlci$1@hades.rz.uni-saarland.de>
Source record: 19765
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

Paul Schlyter wrote:

> The computers themselves are completely a-sexual. They're neither
> straight nor gay. They're rather like a perfect monk or non: they
> never feel a desire to copulate.....

Just to get a bit more off topic, of course a perfect monk or nun would
feel a desire to copulate, he/she just wouldn't give in to the desire.
In antiquity castrates were not allowed to become monks AFAIK, I don't
know if this rule still stands.

--

Linards Ticmanis

The Master said, "The business of laying on the colors follows the
preparation of the plain ground."

# 4602. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 19:57:02 UTC
From: kottira@chello.at
Message-ID: <7a3ed5e6.0308131157.6b93c084@posting.google.com>
Source record: 19764
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

darmzunge@yahoo.de (Lord Teviolus) wrote in message
news:<392ef116.0308122256.57a1d2a0@posting.google.com>...
> I think the C64 is "the most gay" system , because it looks gay , it
> sounds gay and it feels gay.
>
> But the ATARI also is quite gay...

The C64 was my first love concerning computers, and because I am
rather monogamous I donï¿½t have any comparison to other 8bit-systems
;-)

We run a gay diskotheque using a C64 for book-keeping and lighting
control. But from the fact that our guests in general donï¿½t pay much
attention to the system, I canï¿½t see any special affinity between
"gay" and "C64".

Franz

# 4603. Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-13 23:43:53 UTC
From: darmzunge@yahoo.de
Message-ID: <392ef116.0308131543.3b86363a@posting.google.com>
Source record: 19766
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

Why would anyone invest time in these stoneage systems like the ugly C64 , the even uglier ATARI 800 and the most ugly "mutated calculator", the Spectrum ?

Throw away this old crap and buy a PC or a Playstation 2 if you want to play !

Spend your money for modern stuff instead and invest in your economy instead of paying money for old crap hardware games,lots of money on ebay for worthless stuff greedy sellers bought for $0.01 on a flea-market.

Nostalgia makes no sense , these old computer-dinosaurs belong in a museum !

If all people would still use old systems,we would still use the ABACUS today !

# 4604. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 00:00:07 UTC
From: shephed <smokey@twist1up.com>
Message-ID: <biA_a.84630$ib2.20526780@twister.neo.rr.com>
Source record: 19767
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

This just does not have the fun it used to back in the day.
Remember the old "wars" we had over our beloved 8-Bit machines, now these
little nose miners are trying to pick a fight. Just not the same. :-)

"Lord Teviolus" <darmzunge@yahoo.de> wrote in message
news:392ef116.0308131543.3b86363a@posting.google.com...
> Why would anyone invest time in these stoneage systems like the ugly
> C64 , the even uglier ATARI 800 and the most ugly "mutated
> calculator", the Spectrum ?
>
> Throw away this old crap and buy a PC or a Playstation 2 if you want
> to play !
>
> Spend your money for modern stuff instead and invest in your economy
> instead of paying money for old crap hardware games,lots of money on
> ebay for worthless stuff greedy sellers bought for $0.01 on a
> flea-market.
>
> Nostalgia makes no sense , these old computer-dinosaurs belong in a
> museum !
>
> If all people would still use old systems,we would still use the
> ABACUS today !

# 4605. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 00:10:45 UTC
From: paul s <paulslinux@REMOVESPAMhotmail.comKILLER>
Message-ID: <pan.2003.08.14.00.10.32.130950@REMOVESPAMhotmail.comKILLER>
Source record: 19769
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

On Wed, 13 Aug 2003 16:43:53 -0700, Lord Teviolus wrote:

> Why would anyone invest time in these stoneage systems like the ugly C64
> , the even uglier ATARI 800 and the most ugly "mutated calculator", the
> Spectrum ?
>
> Throw away this old crap and buy a PC or a Playstation 2 if you want to
> play !

The trouble with modern games is most of them are crap. Too much eye-candy
and virtually no playability.

> Spend your money for modern stuff instead and invest in your economy
> instead of paying money for old crap hardware games,lots of money on
> ebay for worthless stuff greedy sellers bought for $0.01 on a
> flea-market.
>
> Nostalgia makes no sense , these old computer-dinosaurs belong in a
> museum !

Some of them are. Anyway how come emulators are so popular then, e.g.
MAME, Spectaculator, VICE? Answer: because most of the games still have
very good longevity and playability, something sadly lacking in most
modern PC and console games [1].

> If all people would still use old systems,we would still use the ABACUS
> today !

But a lot of people still use the abacus, because it's very fast and
accurate in the right hands. See China and Japan.

[1] Some Sony PSone games are very playable, this is why I keep one hooked
up to the PC monitor via a Gamars V-box.

--
Paul S
---
- It is better to have loved and lost. Cheaper, too! -
---

# 4606. Re: OS-9 vs. OS/A65 vs. UNIFlex vs. LUnix/LNG

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 00:17:33 UTC
From: puritan_2076@yahoo.com
Message-ID: <ae64f04a.0308131617.2126cf14@posting.google.com>
Source record: 19770
Cross-posted to: bit.listserv.coco,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

> >>Well, some of those cheat: Instead of an actual 6502, they want the
> >>16-bit 6502 superset chip Apple created (IIRC) for the IIgs. Sorta
> >>what you'd get if you based the 8086 off the 6502 instead of the
> >> 8080. I fergit the model number and don't know the technical
> >> details.

OS/A65 and LUnix/LNG are both available for the C=64, so they will
work on the 6502.

> > Wasn't that the 65816?
> >
> Yes.

There is also the 65802, apparently a pin-compatible replacement for
the 6502 that was 8/16 bit. A 6502 version of the 6809?

> When the 6502 was pretty big, there was all kinds of speculation about
> what would come next. I remember a number of what-if articles in the
> magazines, that talked about the author's "dream 6502" or what they
> thought was the logical extension of the 6502. The 6809 came along,
> and it seemed to be what the articles had been talking about, though
> not on the level of compatibility that the authors had forseen, and
> of course suddenly those 6502-specific magazines had coverage of the
> 6809. I suspect I bought my CoCo, and it's 6809 (and OS-9), becasue
> of such coverage.

What!? They didn't know about the 65802? Or did it come out too late?
That happens. Or was it just not any good? That would supprise me.

> The only computer I can think of that had the 65816 was the Apple IIGS.
> And it came rather late, after the 16-bit IBM had been around for maybe
> as much as five years.

The CMD Super CPU for the C=64/128 has a 65816, and up to 16 megs ram.
I'm pretty happy with a 6809 and 512k, but the Apple IIc+ and C=SX-64
don't take much room, and I need a *good* portable.

Come on now, some of you Apple or Commodore people must know about
OS/A65 & LUnix/LNG. What can you tell us?

# 4607. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 00:39:15 UTC
From: Trepain <trepain@trepainnospam.com>
Message-ID: <TSA_a.138023$o%2.58905@sccrnsc02>
Source record: 19771
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

It's evident you were never involved with early personal computers.

I have much more fun playing the various c64 games I owned than 99% of the current pc games available.

Unreal II - The Awakening - Quake series - Half Life (latest version pending release soon), Doom III (Release TBA) , etc.

It's the same tiresome hash of 3d first person shooters. There seems to be a total lack of originality. I have seen a few exceptions. I thought "Oddworld" was great and there was a lot of replay value.

The 64, in my opinion, had some of the most talented artists, programmers, musicians, and they were able to do so much with the little resources the c64 offered.

I have games that occupy 50K that I think are MORE enjoyable than a particular game on my hd that occupies 2.3 gigs!!!

Bigger is not better when it comes to computers. If you're statements were true you would not have bothered to post your original message because there WOULD BE NO c64 newsgroup.

I know you struggle to understand why we enjoy our old 8 bits. I can only say I really have sympathy for you and its unfortunate you didn't have an opportunity to grow up with something like the c64.

I have about three boring beige boxes close to me. Nameless, boring, boxes. It's just not the same and you will never understand...

--
Trepain
http://www.trepain.com
!Remove "NOSPAM" from email address to reply!

"Lord Teviolus" <darmzunge@yahoo.de> wrote in message
news:392ef116.0308131543.3b86363a@posting.google.com...
> Why would anyone invest time in these stoneage systems like the ugly
> C64 , the even uglier ATARI 800 and the most ugly "mutated
> calculator", the Spectrum ?
>
> Throw away this old crap and buy a PC or a Playstation 2 if you want
> to play !
>
> Spend your money for modern stuff instead and invest in your economy
> instead of paying money for old crap hardware games,lots of money on

> ebay for worthless stuff greedy sellers bought for $0.01 on a
> flea-market.
>
> Nostalgia makes no sense , these old computer-dinosaurs belong in a
> museum !
>
> If all people would still use old systems,we would still use the
> ABACUS today !

# 4608. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 01:03:27 UTC
From: julian814@hotmail.com
Message-ID: <ce9c44dd.0308131703.4153a17a@posting.google.com>
Source record: 19772
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

dizrythmia@frenz.com (Paul Monopoli) wrote in message
news:<b049456d.0308130411.5a70793c@posting.google.com>...
> darmzunge@yahoo.de (Lord Teviolus) wrote in message
news:<392ef116.0308122256.57a1d2a0@posting.google.com>...
> > I think the C64 is "the most gay" system , because it looks gay , it
> > sounds gay and it feels gay.
> >
> > But the ATARI also is quite gay...
>
> The happiest 8-bit machine??..... well you've got me there. If the
> C64 looks happy then I assume it's got a big smile on it somewhere
> (I've never noticed it after all these years). I've never seen one on
> the Amstrad though. Does your Arnold smile???

Ah, at least someone remembered that "gay" can also mean happy. I
thought the Apple // and C64 were very happy machines. Apple had all
those pretty multi-colored logos, and the C64 had TONS of arcade
games. ;-)

Ralph Glatt

# 4609. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 01:05:47 UTC
From: julian814@hotmail.com
Message-ID: <ce9c44dd.0308131705.1a9e6edb@posting.google.com>
Source record: 19773
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

kottira@chello.at (Franz Kottira) wrote in message
news:<7a3ed5e6.0308131157.6b93c084@posting.google.com>...
> darmzunge@yahoo.de (Lord Teviolus) wrote in message
news:<392ef116.0308122256.57a1d2a0@posting.google.com>...
> > I think the C64 is "the most gay" system , because it looks gay , it
> > sounds gay and it feels gay.
> >
> > But the ATARI also is quite gay...
>
> The C64 was my first love concerning computers, and because I am
> rather monogamous I donï¿½t have any comparison to other 8bit-systems
> ;-)
>
> We run a gay diskotheque using a C64 for book-keeping and lighting
> control. But from the fact that our guests in general donï¿½t pay much
> attention to the system, I canï¿½t see any special affinity between
> "gay" and "C64".

Cool! Can you tell us how it runs the lights? I'd be interested in a
project like that.

Ralph Glatt

# 4610. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 01:09:08 UTC
From: Duncan Snowden <dss@ukonline.co.uk>
Message-ID: <Yam2NN.AmigaOS.30B4A7E7.12CFA0EE@tnt-6-20.easynet.co.uk>
Source record: 19768
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

On Wednesday, Lord Teviolus wrote:

[snip trollage]
> If all people would still use old systems,we would still use the
> ABACUS today !

Yeah, like they do in that well-known technological backwater, Japan.

--
Duncan Snowden.

# 4611. Re: Throw Lord Teviolus off the bridge

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 01:46:30 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <WRB_a.9994$v9.9352@nwrddc01.gnilink.net>
Source record: 19774
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

Lord Teviolus wrote ...

[snip]

Crawl back under your bridge troll... Before Big Billygoat Gruff comes
along.

---
Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
Last 8-bit BBS in the Dallas area. Commodore lives!

# 4612. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 02:18:18 UTC
From: Gary Tait <taitg@hurontel.on.ca>
Message-ID: <lurljv400r8nrourekbck3hnolejgkjmia@4ax.com>
Source record: 19775
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

On 13 Aug 2003 16:43:53 -0700, darmzunge@yahoo.de (Lord Teviolus)
wrote:

>Why would anyone invest time in these stoneage systems like the ugly
>C64 , the even uglier ATARI 800 and the most ugly "mutated
>calculator", the Spectrum ?

Becuase they like them. Why would anybody want to work on restoring
and maintaining vintage automobiles? For pretty much the same reason.
I bet you listen to music, and watch TV shows and movies
from your youth.

>Throw away this old crap and buy a PC or a Playstation 2 if you want
>to play !

We don't want to play, we want to play good, and the games we like.
Some are in it for the hardware, and to keep part of our popular
culture alive.

>Spend your money for modern stuff instead and invest in your economy
>instead of paying money for old crap hardware games,lots of money on
>ebay for worthless stuff greedy sellers bought for $0.01 on a
>flea-market.

Some of us get the vintage stuff for free, or cheap at flea markets
and thrift stores.

>Nostalgia makes no sense , these old computer-dinosaurs belong in a
>museum !
>

We need nostalgia to appreciate the modern, not just take it for
granted.

>If all people would still use old systems,we would still use the
>ABACUS today !

The people that have use the abacus in the far and recent past use
them now.

# 4613. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 02:23:41 UTC
From: Mo <momo@atariland.com>
Message-ID: <NoC_a.158717$TJ.9561555@twister.austin.rr.com>
Source record: 19776
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"Anders Carlsson" <anders.carlsson@mds.mdh.se> wrote in message
news:k2gn0ee6pjm.fsf@legolas.mdh.se...
> "Mo" <momo@atariland.com> writes:
>
> > The TRS-80 color computer uses the motorola 6809
>
> So did Vectrex and Dragon (hmm.. what's the relation between Tandy,
> Radio Shack and Dragon, if there was one?). Neither of these systems
> was manufactured by Commodore though.
>
> --
> Anders Carlsson
>
The comp.sys.tandy group could answer that question, here's a link for
dragon info. I know it wasn't made by tandy, it was produced in the UK.
Mo
http://www.whom.co.uk/grundig/dragonhw.htm

# 4614. Re: OS-9 vs. OS/A65 vs. UNIFlex vs. LUnix/LNG

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 02:27:13 UTC
From: et472@FreeNet.Carleton.CA
Message-ID: <bhes21$3a3$1@freenet9.carleton.ca>
Source record: 19777
Cross-posted to: bit.listserv.coco,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2

Leon Howell (puritan_2076@yahoo.com) writes:
>
>> When the 6502 was pretty big, there was all kinds of speculation about
>> what would come next. I remember a number of what-if articles in the
>> magazines, that talked about the author's "dream 6502" or what they
>> thought was the logical extension of the 6502. The 6809 came along,
>> and it seemed to be what the articles had been talking about, though
>> not on the level of compatibility that the authors had forseen, and
>> of course suddenly those 6502-specific magazines had coverage of the
>> 6809. I suspect I bought my CoCo, and it's 6809 (and OS-9), becasue
>> of such coverage.
>
> What!? They didn't know about the 65802? Or did it come out too late?
> That happens. Or was it just not any good? That would supprise me.
>
We knew about the 6809 in mid-1979 for certain; there was that famous
series of articles in Byte that year. I cannot remember if that
was the first I'd heard of it, or if I'd seen an earlier article
in another magazine specific to the 6502.

My memory says that I didn't see anything about the 65816 till late
1981, when there was an article in Byte about it. I think the
fact that I can't remember exactly when I first heard of it is
an indication of how little impression it made on the computer world.

The CoCo was out in 1981 (or was it 1980?). By that time, there
were already big systems, like Gimix and SWTP, using the 6809,
in some pretty fancy systems. The Apple II 6809 cards had to
have arrived on the scene by 1981. I suspect the original Mac,
the one based on the 6809, was already in development at that point.

The 65816 definitely came late, though I obviously can't say
exactly when. Apple came out with the IIE and the IIC still
using the 6502, before coming out with the IIGS using the 65816
in 1986.

As I said, by that time, there were plenty of 16-bit systems around.
Indeed, almost as soon as the 6809 was around, there were 16-bit systems
to be had.

I don't think the 65816 got a chance, because it was simply too late.
But I suspect there may be something wrong with the design beyond that.
It's been too many years since I looked at it, but I thought there
was something that didn't work in it's favor compared to something like
the 68000.

Michael

## 4615. The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 02:36:09 UTC
From: darmzunge@yahoo.de
Message-ID: <392ef116.0308131836.56d216fe@posting.google.com>
Source record: 19778
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

ugly graphics + cheap sound , nobody needs this crap

## 4616. M.U.L.E. is a crap game !!!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 05:33:34 UTC
From: darmzunge@yahoo.de
Message-ID: <392ef116.0308132133.5a3cae8a@posting.google.com>
Source record: 19779
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc.games.strategic

Why should anyone play this crappy game with itï¿½s mediocre graphics
and silly gameplay ?

All the modern PC games are far better !

# 4617. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 05:51:34 UTC
From: "M. Pender" <mpender@hotmail.com>
Message-ID: <GrF_a.10410$v9.2936@nwrddc01.gnilink.net>
Source record: 19780
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

Richard Kilpatrick <richard@dmc12.demon.co.uk> wrote in message
news:B5gosYDcmVO$EwmO@dmc12.demon.co.uk...
>
> The only computer company to successfully make the transition from their
> 8-bit lines to their 16/32-bit lines, with any degree of compatibility
> /at all/ was Acorn. And even then it was pretty kludged.
>

*ahem* and of course the IBM PC

> The II range had a longer run than /any/ 8-bit computer, it was the only
> machine in 1991 that had a direct lineage to the 1977 originals. And
> that was despite Apple's attempts not to just abandon it, but to
> deliberately cripple it.

No argument from me on that one.

# 4618. Re: M.U.L.E. is a crap game !!!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 07:40:18 UTC
From: wildstar <wildstar128@hotmail.com>
Message-ID: <Xns93D76D3CB1D5wildstar128hotmailco@216.168.3.44>
Source record: 19781
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc.games.strategic

darmzunge@yahoo.de (Lord Teviolus) wrote in
news:392ef116.0308132133.5a3cae8a@posting.google.com:

> Why should anyone play this crappy game with it's mediocre graphics
> and silly gameplay ?
>
> All the modern PC games are far better !

Kid, shut up and learn. Quit arguing your points like a child. Your PC at these times can only do beeps and only had 1 color (green). The other was black. Also, alot of the PC games are hardly more than clones of each other. Lack of originality. As a matter of fact, it is essentially the same game with slightly different looking buildings and enemies but they look essentially the same. I really like to see more original games. There is 3 basic styles of how games are made these days for the most part. DOOM style but more color and higher resolution, the Final Fantasy X style game play, and 3d Simulation for Race Car games & Aircraft games. The first two is the most promidant. Some of the FRPG has more of a early Playstation style FRPG. This really isn't that diverse. Thinking about 16 Million colors. So what.

# 4619. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 07:41:42 UTC
From: Peter de Vroomen <peterv@ditweghaluh.jaytown.com>
Message-ID: <3f3b3d36$0$49117$e4fe514c@news.xs4all.nl>
Source record: 19782
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

> Spend your money for modern stuff instead and invest in your economy

We all have enough money to buy decent PC's AND 8-bit computers AND 16-bit computers AND game consoles AND whatever else history there is.

Get a decent job that leaves you with money to burn, and then tell us again that we should invest in the economy.

Pauper.

PeterV

## 4620. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 07:44:14 UTC
From: Peter de Vroomen <peterv@ditweghaluh.jaytown.com>
Message-ID: <3f3b3dcf$0$49112$e4fe514c@news.xs4all.nl>
Source record: 19783
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

> I think the C64 is "the most gay" system , because it looks gay , it
> sounds gay and it feels gay.

The MSX is the most gay system ever made. It was thought up by Microsoft.

PeterV

# 4621. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 07:48:20 UTC
From: big-go@dplanet.ch
Message-ID: <1fzoblk.1c4777ozrmkjhN%big-go@dplanet.ch>
Source record: 19784
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

D.B. <sorry@no.spam> wrote:

> What's next : "your computer is Jewish", or "black"!?

Being gay is still a choice, right? Are you black and/or jewish?
BTW, your computer so fat it has its own ZIP code.

--
||_ (o) __ __ __ | Biggo. <mailto:big-go@dplanet.ch>
|'o\| |/o \/o \/o \ | On The aaria: http://OnTheaaria.webhop.org
|._/|_|__/__/__/ | * An out of control ego will sometimes get in the
/_/ /_/ | way of your success. (Todd H.)

# 4622. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 07:48:21 UTC
From: big-go@dplanet.ch
Message-ID: <1fzoc1u.1plmjhc10hzy8uN%big-go@dplanet.ch>
Source record: 19785
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

```
Lord Teviolus <darmzunge@yahoo.de> wrote:

<snip>

"Thorw" away your dictionary.

> invest in your economy

Huh? Crappy free traders aus Deutschland, just what we were waiting for
:-D

Invest in a girlfriend, darmsaite.

--
||_ (o) __ __ __ | Biggo. <mailto:big-go@dplanet.ch>
|'o\| |/o \/o \/o \ | On The aaria: http://OnTheaaria.webhop.org
|._/|_|\__/\__/\__/ | * An out of control ego will sometimes get in the
/_/ /_/ | way of your success. (Todd H.)
```

# 4623. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 08:03:20 UTC
From: Jetze Mellema <stoppen@hotmail.com>
Message-ID: <bhfg48$53mb$1@ID-106476.news.uni-berlin.de>
Source record: 19786
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

"Peter de Vroomen" <peterv@ditweghaluh.jaytown.com> wrote in message
news:3f3b3d36$0$49117$e4fe514c@news.xs4all.nl...
> > Spend your money for modern stuff instead and invest in your economy
>
> We all have enough money to buy decent PC's AND 8-bit computers AND
16-bit
> computers AND game consoles AND whatever else history there is.
>
> Get a decent job that leaves you with money to burn, and then tell us
again
> that we should invest in the economy.

Go Peter, tell him!
--
Met vriendelijke groet,

Jetze Mellema
http://www.mellema.net/homecomputers
Nieuw: Yahama YIS-503III R MSX-based network!

# 4624. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 08:15:14 UTC
From: pausch@saaf.se
Message-ID: <bhfgei$24d9$1@merope.saaf.se>
Source record: 19789
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

In article <1fzoblk.1c4777ozrmkjhN%big-go@dplanet.ch>,
Biggo <big-go@dplanet.ch> wrote:
>D.B. <sorry@no.spam> wrote:
>
>> What's next : "your computer is Jewish", or "black"!?
>
>Being gay is still a choice, right?

Some claim it's in our genes. Why else should people be gay in
countries where you can be sentenced to death gor being gay....

>Are you black and/or jewish?

Being Jewish is also a choice: like any other religion, you can
choose to join or not to join it.

Even being black is a choice ... look at Michael Jackson... <evil grin>

>BTW, your computer so fat it has its own ZIP code.

--
---
Paul Schlyter, Grev Turegatan 40, SE-114 38 Stockholm, SWEDEN
e-mail: pausch at stockholm dot bostream dot se
WWW: http://www.stjarnhimlen.se/
http://home.tiscali.se/pausch/

# 4625. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 08:19:22 UTC
From: Jon-Paul <pockets@NO.SPAM.cix.co.uk>
Message-ID: <bhfgmb$1ae$1@thorium.cix.co.uk>
Source record: 19787
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

"Gary Tait" <taitg@hurontel.on.ca> wrote in message
news:lurljv400r8nrourekbck3hnolejgkjmia@4ax.com...
> On 13 Aug 2003 16:43:53 -0700, darmzunge@yahoo.de (Lord Teviolus)
> wrote:
>
> >Why would anyone invest time in these stoneage systems like the ugly
> >C64 , the even uglier ATARI 800 and the most ugly "mutated
> >calculator", the Spectrum ?
>
> Becuase they like them. Why would anybody want to work on restoring
> and maintaining vintage automobiles? For pretty much the same reason.
> I bet you listen to music, and watch TV shows and movies
> from your youth.
SNIP

However i would recomend that we avoid the temptation to paint our machines
in british racing green and put chrome strips down the sides!

# 4626. Re: M.U.L.E. is a crap game !!!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 08:19:22 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2g1xvo648l.fsf@legolas.mdh.se>
Source record: 19788
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

wildstar <wildstar128@hotmail.com> writes:

> Your PC at these times can only do beeps and only had 1 color (green).

I believe the IBM PC had CGA and the PCjr up to 16 colours in 1983, when
M.U.L.E. was released for Atari 8-bit and later the C64. Interestingly
enough, this troll didn't bother to post to MSX and NES groups, despite
it was later re-released on these platforms too.

But, as I wrote in a personal M.U.L.E. "review" elsewhere a few days ago;
one might have wished for a little more attractive graphics in 1983, as
I'm sure other games both on the Atari and C64 had evolved further by then.

--
Anders Carlsson

"Please not to close to the hair, finger, clothes to run about the
inside's vehicle, in order to prevent quilt involvement." -- Bit Racer

# 4627. Re: M.U.L.E. is a crap game !!!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 09:20:31 UTC
From: John M Clancy <notanemail@nospam.com>
Message-ID: <vjml326mf559e8@news.supernews.com>
Source record: 19790
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc.games.strategic

"Lord Teviolus" <darmzunge@yahoo.de> wrote in message
news:392ef116.0308132133.5a3cae8a@posting.google.com...
> Why should anyone play this crappy game with it's mediocre graphics
> and silly gameplay ?
>
> All the modern PC games are far better !

```
That didn't even register a .1 on the troll-o-meter.
Try again.
```

# 4628. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 09:25:46 UTC
From: Kim Heui Jung <spix2000@kornet.net>
Message-ID: <bhfibi$jl8$1@news1.kornet.net>
Source record: 19791
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

Why spent money for newer things?
It'll be old things sooner!

Lord Teviolus wrote:
> Why would anyone invest time in these stoneage systems like the ugly
> C64 , the even uglier ATARI 800 and the most ugly "mutated
> calculator", the Spectrum ?
>
> Throw away this old crap and buy a PC or a Playstation 2 if you want
> to play !
>
> Spend your money for modern stuff instead and invest in your economy
> instead of paying money for old crap hardware games,lots of money on
> ebay for worthless stuff greedy sellers bought for $0.01 on a
> flea-market.
>
> Nostalgia makes no sense , these old computer-dinosaurs belong in a
> museum !
>
> If all people would still use old systems,we would still use the
> ABACUS today !

# 4629. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 09:31:15 UTC
From: tayles_100@yahoo.com
Message-ID: <c85cebb3.0308140131.67746d9f@posting.google.com>
Source record: 19792
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

darmzunge@yahoo.de (Lord Teviolus) wrote in message
news:<392ef116.0308131836.56d216fe@posting.google.com>...
> ugly graphics + cheap sound , nobody needs this crap

Not totally crap, just released too late, with no sensitivity to the existing market. It had a decent sized memory, some nice features and the promise of good software support. Unfortunately, the whole idea of having a bunch of different companies building to a 'standard' didn't work because they all added their own individual touches which immediately isolated them from the rest of the range. Plus, on its launch, MSX shunned the PCW show in London and did some fancy launch on the Med, hoping that hacks would flock to them to quaff on free booze. Sadly, the cynical old journos preferred the drizzle of Hammersmith and regarded the MSX contingent's attempt to do something different as a vile attempt to stand aloof from the rest of the market.

It's worth remembering that in 1983/84 everyone was paranoid about an invasion of cheap Japanese super-micros and had developed a kind of siege mentality long before the first Rising Sun appeared on the horizon. Consequently, when the MSX hit the beaches, the press drove it back into the sea in a frenzy of rabid patriotism. It also suffered, like the Amstrad CPC, by not being one of the early vanguard of 8-bit colour computers. Had it arrived alongside the Speccy, BBC and C64 it might have stood a chance, but 1984 was too late. Everyone was already in love with one of the 'big three' and knew that their next computer would probably be something a damn sight more powerful than the MSX.

Oddly enough, it proved popular in Brazil and in parts of Europe. It's also notable, of course, for being one of Bill Gate's early forays into global domination. His Microsoft Extended O/S ran on the thing - hence MSX. Here endeth the lesson.

Russ

# 4630. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 09:32:23 UTC
From: Linards Ticmanis <ticmanis@coli.uni-sb.de>
Message-ID: <bhfkv7$v194$1@hades.rz.uni-saarland.de>
Source record: 19795
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

M. Pender wrote:

>>The only computer company to successfully make the transition from their
>>8-bit lines to their 16/32-bit lines, with any degree of compatibility
>>/at all/ was Acorn. And even then it was pretty kludged.
>>
>
>
> *ahem* and of course the IBM PC

Huh? The PC started out as (albeit crippled) 16-bit system from the very
beginning. Yes, the bus was 8-bit like, but the processor was internally
16 bit which made it easy to go for real 16 bit with the XT.

--

Linards Ticmanis

The Master said, "The business of laying on the colors follows the
preparation of the plain ground."

# 4631. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 09:44:17 UTC
From: Peter de Vroomen <peterv@ditweghaluh.jaytown.com>
Message-ID: <3f3b59f1$0$49112$e4fe514c@news.xs4all.nl>
Source record: 19793
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

> Not totally crap, just released too late, with no sensitivity to the
> existing market.

Isn't that typical of *everything* Microsoft does?

[snip]

Everybody already had a C64, a Spectrum or an Atari, there was simply no
demand for the MSX.

> It also suffered, like the Amstrad CPC, by not being one of the early
vanguard
> of 8-bit colour computers. Had it arrived alongside the Speccy, BBC
> and C64 it might have stood a chance, but 1984 was too late.
> Everyone was already in love with one of the 'big three' and knew that
their
> next computer would probably be something a damn sight more powerful
> than the MSX.

Ah, that's what I'm saying :).

> Oddly enough, it proved popular in Brazil and in parts of Europe.

It was pretty popular in The Netherlands, at least in the backward parts of
it. In the big cities people all had C64's and Atari 600/800's, but in the
rural part, people didn't catch on to the homecomputer bandwagon until the
MSX came out. Consequently, people in the big cities learned how to control
their computers, while people in the rural parts learned how to program
Basic and never got to understand how a computer works. They never caught up
with the rest :).

PeterV

# 4632. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 09:49:14 UTC
From: Peter de Vroomen <peterv@ditweghaluh.jaytown.com>
Message-ID: <3f3b5b1b$0$49108$e4fe514c@news.xs4all.nl>
Source record: 19794
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

> Go Peter, tell him!

:)

By the way, did you get your MSX network to communicate?

PeterV

# 4633. ADV: Atari Xmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 09:52:08 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0308140246590.16240-100000@shell1.aracnet.com>
Source record: 19796
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org Link to 8 newly updated Atari Catalogs!

Due to Popular Demand, I'm extending my Christmas in July into August!
This is how it works. Buy the HardWare/Accessories for any Classic Atari
8 Bit and/or 16/32 Bit Atari ST System and I'll outfit your system with
Games/SoftWare and/or Books/References. You be good to me and I'll be good
to you! The more you spend on HardWare/Accessories, the better I outfit
your system. The more HardWare you buy for your system, the more Software/
Games and/or Books/References you receive! You choose the Atari Hardware
you want to buy and You & I choose the Books/References and/or Software/
Games I'll include in your Order.This will be a good opportunity to renew
lost interest in collecting Atari or building a New Atari system for the
first time. ReLive your Atari Youth! Call Ben anytime at (503)256-9974!!!

http://www.aracnet.com/~atari/specials.htm Atari Specials!
http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/maillist.htm SignUp for Ben's Mail List!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 4634. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 10:06:57 UTC
From: cyborg_jim@yahoo.com
Message-ID: <81d148da.0308140206.e27b142@posting.google.com>
Source record: 19797
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

> Throw away this old crap and buy a PC or a Playstation 2 if you want
> to play !

Playstation 2? Oh dear.

# 4635. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 10:19:49 UTC
From: big-go@dplanet.ch
Message-ID: <1fzok3e.1xgebok1m0z192N%big-go@dplanet.ch>
Source record: 19798
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

Paul Schlyter <pausch@saaf.se> wrote:

> In article <1fzoblk.1c4777ozrmkjhN%big-go@dplanet.ch>,
> Biggo <big-go@dplanet.ch> wrote:
> >D.B. <sorry@no.spam> wrote:
> >
> >> What's next : "your computer is Jewish", or "black"!?
> >
> >Being gay is still a choice, right?
>
> Some claim it's in our genes. Why else should people be gay in
> countries where you can be sentenced to death gor being gay....

Good point. But why should people smoke weed or drink alcohol in
countries etc. etc. ?

> Even being black is a choice ... look at Michael Jackson... <evil grin>

*He* says he had no choice. Look, there was that poor surgeon, and
Michael's got that huge amount of money...

--
||_ (o) __ __ __ | Biggo. <mailto:big-go@dplanet.ch>
|'o\| |/o \/o \/o \ | On The aaria: http://OnTheaaria.webhop.org
|._/|_|__/__/__/ | * An out of control ego will sometimes get in the
/_/ /_/ | way of your success. (Todd H.)

# 4636. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 10:19:49 UTC
From: big-go@dplanet.ch
Message-ID: <1fzokca.xljfc71wg7gq1N%big-go@dplanet.ch>
Source record: 19799
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

Kim Heui Jung <spix2000@kornet.net> wrote:

> Why spent money for newer things?
> It'll be old things sooner!

Because we must "invest in our economy", or the Arabs will come and
muslimize us all, I tell you! <dubya mode OFF>

--
||_ (o) __ __ __ | Biggo. <mailto:big-go@dplanet.ch>
|'o\| |/o \/o \/o \ | On The aaria: http://OnTheaaria.webhop.org
|._/|_|__/__/__/ | * An out of control ego will sometimes get in the
/_/ /_/ | way of your success. (Todd H.)

# 4637. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 10:20:03 UTC
From: Jetze Mellema <stoppen@hotmail.com>
Message-ID: <bhfnol$82rh$1@ID-106476.news.uni-berlin.de>
Source record: 19800
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

"Peter de Vroomen" <peterv@ditweghaluh.jaytown.com> wrote in message
news:3f3b59f1$0$49112$e4fe514c@news.xs4all.nl...
> > Oddly enough, it proved popular in Brazil and in parts of Europe.
>
> It was pretty popular in The Netherlands, at least in the backward parts
of
> it. In the big cities people all had C64's and Atari 600/800's, but in
the
> rural part, people didn't catch on to the homecomputer bandwagon until
the
> MSX came out. Consequently, people in the big cities learned how to
control
> their computers, while people in the rural parts learned how to program
> Basic and never got to understand how a computer works. They never
caught up
> with the rest :).

Don't forget Japan where major manufacterers like Matsushita developed new
MSX computers till the early nineties.

Greetings form the rural parts of Holland ;).

Must go now, got some cows to milk.
--
Met vriendelijke groet,

Jetze Mellema
http://www.mellema.net/homecomputers
Nieuw: Yahama YIS-503III R MSX-based network!

# 4638. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 10:20:18 UTC
From: Kris Garrein <valheruasu@hotmail.com>
Message-ID: <CnJ_a.66430$F92.7312@afrodite.telenet-ops.be>
Source record: 19801
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

Aah... but we are not interested in the ugly C64 or Atari !!!

We are interested in the beautiful MSX system :)

K.

"Lord Teviolus" <darmzunge@yahoo.de> wrote in message
news:392ef116.0308131543.3b86363a@posting.google.com...
> Why would anyone invest time in these stoneage systems like the ugly
> C64 , the even uglier ATARI 800 and the most ugly "mutated
> calculator", the Spectrum ?
>
> Throw away this old crap and buy a PC or a Playstation 2 if you want
> to play !
>
> Spend your money for modern stuff instead and invest in your economy
> instead of paying money for old crap hardware games,lots of money on
> ebay for worthless stuff greedy sellers bought for $0.01 on a
> flea-market.
>
> Nostalgia makes no sense , these old computer-dinosaurs belong in a
> museum !
>
> If all people would still use old systems,we would still use the
> ABACUS today !

# 4639. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 10:21:43 UTC
From: Kris Garrein <valheruasu@hotmail.com>
Message-ID: <XoJ_a.66433$F92.7318@afrodite.telenet-ops.be>
Source record: 19802
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

:) Good one :)

"Jon-Paul" <pockets@NO.SPAM.cix.co.uk> wrote in message
news:bhfgmb$1ae$1@thorium.cix.co.uk...
>
> "Gary Tait" <taitg@hurontel.on.ca> wrote in message
> news:lurljv400r8nrourekbck3hnolejgkjmia@4ax.com...
> > On 13 Aug 2003 16:43:53 -0700, darmzunge@yahoo.de (Lord Teviolus)
> > wrote:
> >
> > >Why would anyone invest time in these stoneage systems like the ugly
> > >C64 , the even uglier ATARI 800 and the most ugly "mutated
> > >calculator", the Spectrum ?
> >
> > Becuase they like them. Why would anybody want to work on restoring
> > and maintaining vintage automobiles? For pretty much the same reason.
> > I bet you listen to music, and watch TV shows and movies
> > from your youth.
> SNIP
>
> However i would recomend that we avoid the temptation to paint our
machines
> in british racing green and put chrome strips down the sides!
>
>
>

# 4640. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 10:23:59 UTC
From: paul s <paulslinux@REMOVESPAMhotmail.comKILLER>
Message-ID: <pan.2003.08.14.10.23.46.561333@REMOVESPAMhotmail.comKILLER>
Source record: 19803
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

```
On Thu, 14 Aug 2003 12:19:49 +0200, Biggo wrote:

> Kim Heui Jung <spix2000@kornet.net> wrote:
>
>> Why spent money for newer things?
>> It'll be old things sooner!
>
> Because we must "invest in our economy", or the Arabs will come and
> muslimize us all, I tell you! <dubya mode OFF>

Hmmmm.. Computer Jijad.

--
Paul S
-----------------------------------------------------------------------
- Memory is the second thing to go, but I can't remember the first! -
-----------------------------------------------------------------------
```

# 4641. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 10:26:43 UTC
From: Kris Garrein <valheruasu@hotmail.com>
Message-ID: <DtJ_a.66437$F92.7312@afrodite.telenet-ops.be>
Source record: 19804
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

The graphics are actually pretty good considering its age :)
As for sound... MSX had the possibility of hardware sound-cartridges, which
gave it about the best sound available at that time.

So far, none of your retarded comments are holding ground dude.
You'll have to find something new soon.

Or we're going to think of you as a major retard (if not already)

K.

"Lord Teviolus" <darmzunge@yahoo.de> wrote in message
news:392ef116.0308131836.56d216fe@posting.google.com...
> ugly graphics + cheap sound , nobody needs this crap

# 4642. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 10:26:55 UTC
From: Jetze Mellema <stoppen@hotmail.com>
Message-ID: <bhfo5f$851c$1@ID-106476.news.uni-berlin.de>
Source record: 19805
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

"Peter de Vroomen" <peterv@ditweghaluh.jaytown.com> wrote in message
news:3f3b5b1b$0$49108$e4fe514c@news.xs4all.nl...
> > Go Peter, tell him!
>
> :)
>
> By the way, did you get your MSX network to communicate?

Working on it, with great help from some Russian friends. Dit you know
these machiens have a built-in CP/M? Imagine my surprise!

Still no clue how to use it tough.
--
Met vriendelijke groet,

Jetze Mellema
http://www.mellema.net/homecomputers
Nieuw: Yahama YIS-503III R MSX-based network!

# 4643. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 10:34:23 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gwudgv87k.fsf@legolas.mdh.se>
Source record: 19806
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

paul s <paulslinux@REMOVESPAMhotmail.comKILLER> writes:

>>> Why spent money for newer things? It'll be old things sooner!
>> Because we must "invest in our economy", or the Arabs will come and
>> muslimize us all, I tell you! <dubya mode OFF>
> Hmmmm.. Computer Jijad.

Interesting point of view, if utilizing vintage items instead of
buying new stuff is a way to passively support violence and terror.

Somehow it makes sense; on eBay there currently is a "C melody"
saxophone for sale, previously owned by the bandit Clyde Barrow.
The experts are not thrilled, but the starting price was outrageous.
Now I'm waiting for Mohammar Khadaffi's first Acorn Atom to be
auctioned as well. :-)

--
Anders Carlsson

"Please not to close to the hair, finger, clothes to run about the
inside's vehicle, in order to prevent quilt involvement." -- Bit Racer

# 4644. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 10:44:29 UTC
From: paul s <paulslinux@REMOVESPAMhotmail.comKILLER>
Message-ID: <pan.2003.08.14.10.44.15.173756@REMOVESPAMhotmail.comKILLER>
Source record: 19807
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

On Thu, 14 Aug 2003 02:31:15 -0700, Tayles wrote:

> darmzunge@yahoo.de (Lord Teviolus) wrote in message
news:<392ef116.0308131836.56d216fe@posting.google.com>...
>> ugly graphics + cheap sound , nobody needs this crap
>
> Not totally crap, just released too late, with no sensitivity to the
> existing market.

Now that's Microsoft for you. They ain't doing too well with the X-box
either.

Talking about consoles that didn't do too well, I got given
a Philips CDI-205 console last week, complete with about 20 games and plus
a couple of encyclopaedias. And yup most of the games on that are
absolutely shite, but it do have a reasonable version of Lemmings. Ah well
It's going in the 'museum' along with a Jaguar, Dreamcast and a 3DO.

BTW anyone remember Microsoft Bob??

--
Paul S
---
- Where there's a will, I want to be in it. -
---

# 4645. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 11:20:09 UTC
From: big-go@dplanet.ch
Message-ID: <1fzon50.1cg5dovt1qwlnN%big-go@dplanet.ch>
Source record: 19808
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

Anders Carlsson <anders.carlsson@mds.mdh.se> wrote:

> Interesting point of view, if utilizing vintage items instead of
> buying new stuff is a way to passively support violence and terror.

Er... the contrary is probably true. Feeding the capitalist beast leads
to more difference between "poor" and "rich" countries, which is a sure
recipe for *more* violence and terror.
OTOH, giving our leaders more money to invest in weapons will result in
better wars with a lot of nice fireworks, leading to great TV shows and
the extinction of the human race, both of which are a good way to stop
violence and terror.

--
||_ (o) __ __ __ | Biggo. <mailto:big-go@dplanet.ch>
|'o\| |/o \/o \/o \ | On The aaria: http://OnTheaaria.webhop.org
|._/|_|__/__/__/ | * An out of control ego will sometimes get in the
/_/ /_/ | way of your success. (Todd H.)

# 4646. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 11:21:56 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <56smjv0m7109asv00aijn86mmov2bg6uad@4ax.com>
Source record: 19809
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

On 12 Aug 2003 23:56:23 -0700, darmzunge@yahoo.de (Lord Teviolus)
wrote:

Your one...
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's removed already.

# 4647. Re: M.U.L.E. is a crap game !!!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 11:29:00 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <mgsmjvkn7uh0q2rio5d3ndjsho949e70bi@4ax.com>
Source record: 19810
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc.games.strategic

On 13 Aug 2003 22:33:34 -0700, darmzunge@yahoo.de (Lord Teviolus)
wrote:

>Why should anyone play this crappy game with itï¿½s mediocre graphics
>and silly gameplay ?
>
>All the modern PC games are far better !

Have you nothing better to do than post shit like this all the time,
you are not even an entertaining troll, just a boring same old shit
done much better by others troll.
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 4648. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 11:29:56 UTC
From: big-go@dplanet.ch
Message-ID: <1fzonrw.qiqydb1r45nu5N%big-go@dplanet.ch>
Source record: 19811
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

paul s <paulslinux@REMOVESPAMhotmail.comKILLER> wrote:

> BTW anyone remember Microsoft Bob??

"Hi, Bob is my name. And the sound of my head getting hit, too".

--
||_ (o) __ __ __ | Biggo. <mailto:big-go@dplanet.ch>
|'o\| |/o \/o \/o \ | On The aaria: http://OnTheaaria.webhop.org
|._/|_|__/__/__/ | * An out of control ego will sometimes get in the
/_/ /_/ | way of your success. (Todd H.)

# 4649. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 11:39:40 UTC
From: RaYzor <no@no.no.net.org.tv.com.edu.welf>
Message-ID: <0yK_a.58432$I_3.18311@twister.nyroc.rr.com>
Source record: 19812
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

"paul s" <paulslinux@REMOVESPAMhotmail.comKILLER> wrote in message
news:pan.2003.08.14.10.44.15.173756@REMOVESPAMhotmail.comKILLER...
> On Thu, 14 Aug 2003 02:31:15 -0700, Tayles wrote:
>
> > darmzunge@yahoo.de (Lord Teviolus) wrote in message
news:<392ef116.0308131836.56d216fe@posting.google.com>...
> >> ugly graphics + cheap sound , nobody needs this crap
> > >
> > > Not totally crap, just released too late, with no sensitivity to the
> > > existing market.
>
> Now that's Microsoft for you. They ain't doing too well with the X-box
> either.
>
... #2 console in the world, beating Nintendo's Gamecube by millions of sold
units, the most growth of any console in years over the past year? I don't
see this as not doing well...

a quote from the web...

"According to EGM(as of 6/26) and some recent information from my inside
sources, I have discovered the following :

PS2: 51.2 million sold
XBOX: 13 million sold
GC: 9.4 million sold "

SO, therefore we find...

Nintendo, once the draconian, dictating, censoring leader of the console
market, has had:
(1) Ass trounced by newcomer Sony in 1996 ...
(2) Ass trounced by newcomer Microsoft in 2002 - 2003...

If any console maker is doing things wrong, its not Microsoft. Its
Nintendo. Rumors are Nintendo may never release another console, except
Gameboys... although those are only rumors.

Maybe people don't want "Mario's Animal Crossing Princess Kong Party 34587"
or "Mario, Wario, Donkey Kong and Luigi in SMB GoKart Golf 3302" ... all
delivered on a non-standard disc that is lost easily and hold far less
information than a standard DVD.

...then again when you market to the demographic of 3 to 8 year olds ...

I myself will be enjoying my Xbox with titles like Star Wars: Knights of the Old Republic... as well Star Wars: Clone Wars and Mech Assualt on XBOX Live.

RaYzor

## 4650. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 12:02:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030814130254.9309A@ilaskey.cix.co.uk>
Source record: 19813

In article <bhe4s2$tlci$1@hades.rz.uni-saarland.de>,
ticmanis@coli.uni-sb.de (Linards Ticmanis) wrote:

> Just to get a bit more off topic, of course a perfect monk or nun would
Reminds me of an old joke i.e. What do you get when you cross an apple
with a nun? A computer that never goes down on you.

# 4651. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 12:02:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030814130257.9309B@ilaskey.cix.co.uk>
Source record: 19814

In article <bhdvh2$qgq$1$8300dec7@news.demon.co.uk>, fmnt80@hotmail.com (FMNT80) wrote:

> 
> "Lord Teviolus" <darmzunge@yahoo.de> wrote in message
> news:392ef116.0308122256.57a1d2a0@posting.google.com...
> > I think the C64 is "the most gay" system , because it looks gay , it
> > sounds gay and it feels gay.
> >
> > But the ATARI also is quite gay...
>
> Computers do not have sexual preference.
> Besides why should it matter in a moderate tolerant society such as
> modern Germany?

I suspect the original question was from a Brit - in the UK the word gay is used by school kids to denote something uncool i.e. 'that new coat your mum bought you is so gay'

# 4652. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 12:02:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030814130258.9309C@ilaskey.cix.co.uk>
Source record: 19815

In article <392ef116.0308131543.3b86363a@posting.google.com>,
darmzunge@yahoo.de (Lord Teviolus) wrote:

> Nostalgia makes no sense
It's certainly not what it used to be.

# 4653. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 12:35:09 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <eAY$iiQ9H4O$EwX6@dmc12.demon.co.uk>
Source record: 19817

In article <memo.20030814130257.9309B@ilaskey.cix.co.uk>, Iain Laskey
<ilaskeyNOT@cix.co.uk> writes
>I suspect the original question was from a Brit - in the UK the word gay
>is used by school kids to denote something uncool i.e. 'that new coat your
>mum bought you is so gay'

It's actually an American term. It originates in popular culture from
the usage by Cartman in South Park.

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amigas, ST/E |\ _,,,---,,_
YIS-805, iBook, G4, Dell P410, Sinclairs, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4- ) )-,_. ,\ ( `'::.
Music? http://www.mp3.com/RichardKilpatrick/ '----''(_/--' `-'_)Morticia

# 4654. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 12:40:21 UTC
From: dunxuk@aol.commercial
Message-ID: <20030814084021.06962.00002522@mb-m06.aol.com>
Source record: 19816

```
>From: ilaskeyNOT@cix.co.uk (Iain Laskey)
>Date: 14/08/03 13:02 GMT Daylight Time
>Message-id: <memo.20030814130257.9309B@ilaskey.cix.co.uk>
>
>In article <bhdvh2$qgq$1$8300dec7@news.demon.co.uk>, fmnt80@hotmail.com
>(FMNT80) wrote:
>
>>
>> "Lord Teviolus" <darmzunge@yahoo.de> wrote in message
>> news:392ef116.0308122256.57a1d2a0@posting.google.com...
>> > I think the C64 is "the most gay" system , because it looks gay , it
>> > sounds gay and it feels gay.
>> >
>> > But the ATARI also is quite gay...
>>
>> Computers do not have sexual preference.
>> Besides why should it matter in a moderate tolerant society such as
>> modern Germany?
>I suspect the original question was from a Brit - in the UK the word gay
>is used by school kids to denote something uncool i.e. 'that new coat your
>mum bought you is so gay'
>

No it doesn't.
```

# 4655. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 12:42:42 UTC
From: dunxuk@aol.commercial
Message-ID: <20030814084242.06962.00002523@mb-m06.aol.com>
Source record: 19818

>From: ilaskeyNOT@cix.co.uk (Iain Laskey)
>Date: 14/08/03 13:02 GMT Daylight Time
>Message-id: <memo.20030814130254.9309A@ilaskey.cix.co.uk>
>
>In article <bhe4s2$tlci$1@hades.rz.uni-saarland.de>,
>ticmanis@coli.uni-sb.de (Linards Ticmanis) wrote:
>
>> Just to get a bit more off topic, of course a perfect monk or nun would
>Reminds me of an old joke i.e. What do you get when you cross an apple
>with a nun? A computer that never goes down on you.
>
>
>

Alternatively, what does macintosh stand for?

Most applications crash - if not, the operating system hangs.

:^D

# 4656. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 12:51:14 UTC
From: Julian Hales <julianhales@spam>
Message-ID: <CDL_a.8907$Ox6.4385@news-binary.blueyonder.co.uk>
Source record: 19819
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

```
"Jon-Paul" <pockets@NO.SPAM.cix.co.uk> wrote in message
news:bhfgmb$1ae$1@thorium.cix.co.uk...
>
> "Gary Tait" <taitg@hurontel.on.ca> wrote in message
> news:lurljv400r8nrourekbck3hnolejgkjmia@4ax.com...
> > On 13 Aug 2003 16:43:53 -0700, darmzunge@yahoo.de (Lord Teviolus)
> > wrote:
> >
> > >Why would anyone invest time in these stoneage systems like the ugly
> > >C64 , the even uglier ATARI 800 and the most ugly "mutated
> > >calculator", the Spectrum ?
> >
> > Becuase they like them. Why would anybody want to work on restoring
> > and maintaining vintage automobiles? For pretty much the same reason.
> > I bet you listen to music, and watch TV shows and movies
> > from your youth.
> SNIP
>
> However i would recomend that we avoid the temptation to paint our
machines
> in british racing green and put chrome strips down the sides!
>
>
>

Bombjack on the speccy rocked.........one of many
```

# 4657. Re: Atari Prices in the 80's

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 13:16:19 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f3b375816b9fa3@comcast.net>
Source record: 19820

>Hello,
>
>I am looking for release date MSRP price information on Atari computers
>released in the 1980's and early 1990's. I am trying to update my database
>to have that information available on my pages. Even if you don't have the
>entire price list, any price info on an individual computer would help too.
>Ideally, the prices should be MSRP with a release date. Example:
>
>Computer: Atari 800XL
>Price: 280.00
>Currency: USD
>Date: 1/1/1984
>Market: North America
>
>Any feedback would be greatly appreciated.
>
>Krystian
>
>---
>Vintage Home Computers
>http://www.vintagehomecomputers.com

Well I am not sure if this is what you are looking for but:

Computer: Atari 400
Price: $300
Currency: USD
Date: approx. 12/83
Market: North America

Computer: Atari 800XL
Price: $125.00
Currency: USD
Date: 12/2/84 (Sears)
Market: North America

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 4658. Re: The ATARI 8 Bit is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 13:16:20 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f3b375816b9fa4@comcast.net>
Source record: 19821
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

>ATARI 8 Bit computers are the crappiest computers on earth !
>
>Discuss !

I will say it in three words: You are wrong.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 4659. Re: M.U.L.E. is a crap game !!!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 13:18:11 UTC
From: Gandalf Parker <gandalf@community.net.invalid>
Message-ID: <Xns93D7401B6A290gandalfcommunityneti@208.201.224.154>
Source record: 19822
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc.games.strategic

darmzunge@yahoo.de (Lord Teviolus) wrote in
news:392ef116.0308132133.5a3cae8a@posting.google.com:

> Why should anyone play this crappy game with it's mediocre graphics
> and silly gameplay ?
>
> All the modern PC games are far better !
>

You are correct. It makes absolutely NO sense.

That is, to anyone who didnt play it when it was new and has fond memories
of it. Re-read your post in about 10 years (dont worry, it will still be
there)

Gandalf Parker

## 4660. ULTIMA 3 Question::::::::

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 13:39:58 UTC
From: Jason Nixon <jnixon@softwareworks-inc.com>
Message-ID: <233njvs0ma2ft9tsitc01itk9mbt2lt6sa@4ax.com>
Source record: 19823

I've been re-living the glory days of playing Ultima on my 800xl. One question though. I've searched all over looking for the answer.

How do you increase magic points? I can increase HP by the Mark of Kings. My wizard has over 1000 HP now. Not sure what to do.

TIA!

# 4661. Re: Atari Prices in the 80's

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 15:44:04 UTC
From: Krystian Sergiejew <ksergiejew@N0SPAMyahoo.com>
Message-ID: <87O_a.144867$YN5.95808@sccrnsc01>
Source record: 19824

> Well I am not sure if this is what you are looking for but:

Thanks! Ideally, I'd like to know the MSRP on the first day the computer was available in the store, but this also helps a lot.

Anybody knows more?

Krystian

# 4662. Re: ADV: Atari Xmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 15:44:47 UTC
From: julianwolfe@earthlink.net
Message-ID: <de454671.0308140744.2c5db380@posting.google.com>
Source record: 19825
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

You know, Ben, you really should take some business classes and learn
better advertising. All you're doing here is pissing people
off...it's sort of like having popups on Usenet. Also, you really
need to take PayPal if you're running a web business. It's essential
these days.

Oh, your web site really could use a redesign too...perhaps an online
ordering system of some kind?

Honestly, these are only some of several reasons why I have not done
business with you in the past. If you stop/fix some of these things,
perhaps I (and others) will see you as a viable Atari source in the
future.

Bravo Sierra Computers <atari@aracnet.com> wrote in message
news:<Pine.LNX.4.44.0308140246590.16240-100000@shell1.aracnet.com>...
> http://BensCatalogs.Atari.org Link to 8 newly updated Atari Catalogs!
>
> Due to Popular Demand, I'm extending my Christmas in July into August!
> This is how it works. Buy the HardWare/Accessories for any Classic Atari
> 8 Bit and/or 16/32 Bit Atari ST System and I'll outfit your system with
> Games/SoftWare and/or Books/References. You be good to me and I'll be good
> to you! The more you spend on HardWare/Accessories, the better I outfit
> your system. The more HardWare you buy for your system, the more Software/
> Games and/or Books/References you receive! You choose the Atari Hardware
> you want to buy and You & I choose the Books/References and/or Software/
> Games I'll include in your Order.This will be a good opportunity to renew
> lost interest in collecting Atari or building a New Atari system for the
> first time. ReLive your Atari Youth! Call Ben anytime at (503)256-9974!!!
>
> http://www.aracnet.com/~atari/specials.htm Atari Specials!
> http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
> http://www.aracnet.com/~atari/maillist.htm SignUp for Ben's Mail List!
> http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
> http://www.aracnet.com/~atari/whybuyben.htm Ben's References!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. Customers love the speedy service! I have
> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>

> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 4663. Re: M.U.L.E. is a crap game !!!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 15:53:45 UTC
From: Todd Aiken <taiken@myrealbox.com>
Message-ID: <Xns93D778FFEB7A2taikenmyrealboxcom@206.167.113.5>
Source record: 19826
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc.games.strategic

Gandalf Parker <gandalf@community.net.invalid> wrote in
news:Xns93D7401B6A290gandalfcommunityneti@208.201.224.154:

> You are correct. It makes absolutely NO sense.
>
> That is, to anyone who didnt play it when it was new and has fond
> memories of it. Re-read your post in about 10 years (dont worry, it
> will still be there)
>
> Gandalf Parker

You know what's funny? When M.U.L.E. first came out, I used to think the same way that this troll does... what a dumb game, I'm never going to play that. But then years later, one of my friends showed me how to play it. We played that day for hours, and I was hooked. It is still one of my all time favorites.

# 4664. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 15:54:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030814165417.8125A@ilaskey.cix.co.uk>
Source record: 19827

In article <eAY$iiQ9H4O$EwX6@dmc12.demon.co.uk>, richard@dmc12.demon.co.uk (Richard Kilpatrick) wrote:

> It's actually an American term. It originates in popular culture from
> the usage by Cartman in South Park.
Actually, now you mention it, yes, of course.

# 4665. Re: ULTIMA 3 Question::::::::

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 17:17:15 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <ZhP_a.9115$rh1.6644@fe04.atl2.webusenet.com>
Source record: 19828

I think donating to the shrine of wisdom or intelligence...depending on if
you're a cleric or mage

"Jason Nixon" <jnixon@softwareworks-inc.com> wrote in message
news:233njvs0ma2ft9tsitc01itk9mbt2lt6sa@4ax.com...
> I've been re-living the glory days of playing Ultima on my 800xl. One
> question though. I've searched all over looking for the answer.
>
> How do you increase magic points? I can increase HP by the Mark of
> Kings. My wizard has over 1000 HP now. Not sure what to do.
>
> TIA!

# 4666. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 17:26:33 UTC
From: "Form@C" <mickATmixtel.co.uk>
Message-ID: <Xns93D7BB9C7F349mick0010mixtel0010co@193.38.113.46>
Source record: 19829
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

darmzunge@yahoo.de (Lord Teviolus) wrote in
news:392ef116.0308131543.3b86363a@posting.google.com:

<snip>
>
> Nostalgia makes no sense , these old computer-dinosaurs belong in a
> museum !
>

That's what this is - a living museum. Without someone around that knows
a bit about these old machines they are just a pile of scrap. Users help
keep the remaining knowlege alive.

If you feel so negative about the old machines then you are probably not
old enough to have lived through what was probably the "golden age" of
home computers. I feel rather sorry for you...

Oh, and you're a troll as well. Go and play somewhere else.

--
Mick
http://www.nascom.info for Nascom & Gemini info.
Also at http://www.mixtel.co.uk
Return email address is munged.

# 4667. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 17:47:06 UTC
From: salfter@salfter.dyndns.org
Message-ID: <uWP_a.25$nf3.17@fed1read07>
Source record: 19830
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

```
-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

In article <GrF_a.10410$v9.2936@nwrddc01.gnilink.net>,
M. Pender <mpender@hotmail.com> wrote:
>Richard Kilpatrick <richard@dmc12.demon.co.uk> wrote in message
>news:B5gosYDcmVO$EwmO@dmc12.demon.co.uk...
>> The only computer company to successfully make the transition from their
>> 8-bit lines to their 16/32-bit lines, with any degree of compatibility
>> /at all/ was Acorn. And even then it was pretty kludged.
>
>*ahem* and of course the IBM PC

The IBM PC was never an 8-bit machine. It had an 8-bit expansion bus, but
the 8088 was a 16-bit processor with an 8-bit data bus (like the 65816).
Later processors with a bus width less than the machine word size were the
386SX and 486SLC, which were 32-bit processors with 16-bit data buses.

_/_ Scott Alfter
/ v \ salfter@salfter.dyndns.org
(IIGS( http://alfter.us Top-posting!
\_^_/ pkill -9 /bin/laden >What is the most annoying thing on Usenet?

-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.2.2 (GNU/Linux)

iD8DBQE/O8r6VgTKos01OwkRAmKzAKDHFur+s78ac/dzwk5uS0+i4RWikACfb4WF
jUW275uDVH3Wdg39aiU+EPw=
=uyvK
-----END PGP SIGNATURE-----
```

# 4668. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 17:56:11 UTC
From: salfter@salfter.dyndns.org
Message-ID: <%2Q_a.27$nf3.3@fed1read07>
Source record: 19831
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

```
-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

In article <392ef116.0308131543.3b86363a@posting.google.com>,
Lord Teviolus <darmzunge@yahoo.de> wrote:
>[troll deleted]
```

Welcome to my global kill file, Schei&#65533;ekopf.

```
_/_ Scott Alfter
/ v \ salfter@salfter.dyndns.org
(IIGS( http://alfter.us Top-posting!
\_^_/ pkill -9 /bin/laden >What is the most annoying thing on Usenet?

-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.2.2 (GNU/Linux)

iD8DBQE/O807VgTKos01OwkRAnHGAJ9Wu1FvsXe+9VHt45Oeooa130+HiQCdHwdh
zZN4fVXJg7NmWN5dx173XMk=
=JfQW
-----END PGP SIGNATURE-----
```

# 4669. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 18:04:26 UTC
From: salfter@salfter.dyndns.org
Message-ID: <KaQ_a.29$nf3.12@fed1read07>
Source record: 19832
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

```
-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

In article <CnJ_a.66430$F92.7312@afrodite.telenet-ops.be>,
Kris Garrein <valheruasu@hotmail.com> top-posted (grr):
>"Lord Teviolus" <darmzunge@yahoo.de> wrote in message
>news:392ef116.0308131543.3b86363a@posting.google.com...
>> Why would anyone invest time in these stoneage systems like the ugly
>> C64 , the even uglier ATARI 800 and the most ugly "mutated
>> calculator", the Spectrum ?
>
>Aah... but we are not interested in the ugly C64 or Atari !!!
>
>We are interested in the beautiful MSX system :)

<tongue-in-cheek>

Speak for yourself...this is comp.sys.apple2, after all.

</tongue-in-cheek>

(For the humor-impaired: yes, I know this thread's been crossposted to
several newsgroups. comp.sys.apple2 is where I'm reading it, though.)

_/_ Scott Alfter
/ v \ salfter@salfter.dyndns.org
(IIGS( http://alfter.us Top-posting!
\_^_/ pkill -9 /bin/laden >What is the most annoying thing on Usenet?

-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.2.2 (GNU/Linux)

iD8DBQE/O88qVgTKos01OwkRAk/RAKDCLW5hX01LHg4ADbQ28H0Y5GYwWQCcCdOw
cnGfH1tZE2xg8+Zj3sPM8a4=
=UmqY
-----END PGP SIGNATURE-----
```

# 4670. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 18:37:13 UTC
From: Kris Garrein <valheruasu@hotmail.com>
Message-ID: <tFQ_a.67196$F92.7445@afrodite.telenet-ops.be>
Source record: 19834
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

Then blaim the original poster, I didn't know.

"Scott Alfter" <salfter@salfter.dyndns.org> wrote in message
news:KaQ_a.29$nf3.12@fed1read07...
> -----BEGIN PGP SIGNED MESSAGE-----
> Hash: SHA1
>
> In article <CnJ_a.66430$F92.7312@afrodite.telenet-ops.be>,
> Kris Garrein <valheruasu@hotmail.com> top-posted (grr):
> >"Lord Teviolus" <darmzunge@yahoo.de> wrote in message
> >news:392ef116.0308131543.3b86363a@posting.google.com...
> >> Why would anyone invest time in these stoneage systems like the ugly
> >> C64 , the even uglier ATARI 800 and the most ugly "mutated
> >> calculator", the Spectrum ?
> >
> >Aah... but we are not interested in the ugly C64 or Atari !!!
> >
> >We are interested in the beautiful MSX system :)
>
> <tongue-in-cheek>
>
> Speak for yourself...this is comp.sys.apple2, after all.
>
> </tongue-in-cheek>
>
> (For the humor-impaired: yes, I know this thread's been crossposted to
> several newsgroups. comp.sys.apple2 is where I'm reading it, though.)
>
> _/_ Scott Alfter
> / v \ salfter@salfter.dyndns.org
> (IIGS( http://alfter.us Top-posting!
> _^_/ pkill -9 /bin/laden >What is the most annoying thing on
Usenet?
>
> -----BEGIN PGP SIGNATURE-----
> Version: GnuPG v1.2.2 (GNU/Linux)
>
> iD8DBQE/O88qVgTKos01OwkRAk/RAKDCLW5hX01LHg4ADbQ28H0Y5GYwWQCcCdOw
> cnGfH1tZE2xg8+Zj3sPM8a4=
> =UmqY
> -----END PGP SIGNATURE-----

# 4671. Re: Atari Prices in the 80's

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 18:37:38 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vjnlmfsckvce07@corp.supernews.com>
Source record: 19833

I paid $300 for an 800XL in 12/83. Also $300 for a 1027 printer and $80 for a 1010 tape drive and $80 for Atariwriter #1. Somebody said $300 for a 400 in 12/83. That seems off to me, the 400 was issued in 1979, I think and would have been less, if it was still available.
I paid $325 for a double density Rana 1000 in about 4/84. Someone posted $125 for a 800XL in 12/84, that could be true, seems low to me. The FAQ has the dates of release of the computers.

# 4672. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 18:46:47 UTC
From: kottira@chello.at
Message-ID: <7a3ed5e6.0308141046.6ab4ebd5@posting.google.com>
Source record: 19835
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

julian814@hotmail.com (Ralph Glatt) wrote in message
news:<ce9c44dd.0308131705.1a9e6edb@posting.google.com>...
> kottira@chello.at (Franz Kottira) wrote in message
news:<7a3ed5e6.0308131157.6b93c084@posting.google.com>...
[...]
> > We run a gay diskotheque using a C64 for book-keeping and lighting
> > control. But from the fact that our guests in general donï¿½t pay much
> > attention to the system, I canï¿½t see any special affinity between
> > "gay" and "C64".
>
> Cool! Can you tell us how it runs the lights? I'd be interested in a
> project like that.

A control unit is connected to the userport. It drives 24 relays.
Circuit diagram here:
http://members.chello.at/wiener.freiheit/c64_steuergeraet.gif
The software also outputs messages to the television screens in the
diskotheque. There is a short description of the project, but in
german language:
http://members.chello.at/wiener.freiheit/c64.htm#disco

Regards, Franz

# 4673. Atari++ 1.26 for Win32

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 19:15:32 UTC
From: "Mike Action"
Message-ID: <1rnnjvs135tg7ec94vhq7hlg8tiqns697j@4ax.com>
Source record: 19836

Hey Guys,

Great news...I saw that Atari++ has been released for windows.
Check out - http://www.math.tu-berlin.de/~thor/atari++ for info and
download. I didn't see this mentioned in the forum.
Long live the Atari!!! with cycle exact emulation.

Regards,

Michael

# 4674. Re: Atari++ 1.26 for Win32

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 19:58:57 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <yFR_a.9151$rh1.3293@fe04.atl2.webusenet.com>
Source record: 19837

Dammit, I use a VGA montior that only supports 640x480x60/72 or 800x600x60

For some reason when I run the exe it is choosing a video mode that's
causing a sync problem on my 38" RCA monitor...

<Mike Action> wrote in message
news:1rnnjvs135tg7ec94vhq7hlg8tiqns697j@4ax.com...
> Hey Guys,
>
> Great news...I saw that Atari++ has been released for windows.
> Check out - http://www.math.tu-berlin.de/~thor/atari++ for info and
> download. I didn't see this mentioned in the forum.
> Long live the Atari!!! with cycle exact emulation.
>
> Regards,
>
> Michael

# 4675. Re: Atari++ 1.26 for Win32

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 20:14:51 UTC
From: "Mike Action"
Message-ID: <obrnjvkl71capfpneaovuvbd315gt66jn6@4ax.com>
Source record: 19838

What's the problem with Orc Attack and emulators? The Orcs cannot
build their ladders higher to attack the guard at the top of the
castle. Anyone know about this?

Regards,

Michael

# 4676. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 20:19:44 UTC
From: hawk@slytherin.ds.psu.edu
Message-ID: <bhgqt0$11ek$1@f04n12.cac.psu.edu>
Source record: 19839
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

In article <bhe4s2$tlci$1@hades.rz.uni-saarland.de>,
Linards Ticmanis <ticmanis@coli.uni-sb.de> wrote:
>Paul Schlyter wrote:

>> The computers themselves are completely a-sexual. They're neither
>> straight nor gay. They're rather like a perfect monk or non: they
>> never feel a desire to copulate.....

You've never been ****ed by a computer???

>Just to get a bit more off topic, of course a perfect monk or nun would
>feel a desire to copulate, he/she just wouldn't give in to the desire.
>In antiquity castrates were not allowed to become monks AFAIK, I don't
>know if this rule still stands.

One who willingly castrated himself could not enter Holy Orders; one who
had been invoulntarily castrated could.

I doubt that the rule has changed; there aren't many castradi these days
. . .

hawk

--
Richard E. Hawkins, Asst. Prof. of Economics /"\ ASCII ribbon campaign
dochawk@psu.edu Smeal 178 (814) 375-4700 \ / against HTML mail
These opinions will not be those of X and postings.
Penn State until it pays my retainer. / \

# 4677. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 20:31:02 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gekzooubd.fsf@legolas.mdh.se>
Source record: 19840
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

hawk@slytherin.ds.psu.edu (Dr. Richard E. Hawkins) writes:

> One who willingly castrated himself could not enter Holy Orders;
> one who had been invoulntarily castrated could.

In an attempt to bring this somewhat on-topic again; which computer,
chip or peripheral do you nominate as the most "castrated"? I don't
quite know, but my first thought is the 68008.

--
Anders Carlsson

"Please not to close to the hair, finger, clothes to run about the
inside's vehicle, in order to prevent quilt involvement." -- Bit Racer

# 4678. Re: ULTIMA 3 Question::::::::

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 20:38:22 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <2rS_a.1099$f15.117030@newsread1.prod.itd.earthlink.net>
Source record: 19841

"Jason Nixon" <jnixon@softwareworks-inc.com> wrote in message
news:233njvs0ma2ft9tsitc01itk9mbt2lt6sa@4ax.com...
> I've been re-living the glory days of playing Ultima on my 800xl. One
> question though. I've searched all over looking for the answer.
>
> How do you increase magic points? I can increase HP by the Mark of
> Kings. My wizard has over 1000 HP now. Not sure what to do.

Have you been sailing into the whirlpool yet? I seem to recall this was
important in that you have to go there to find cards and advance at shrines.

# 4679. Re: M.U.L.E. is a crap game !!!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 21:44:14 UTC
From: NightSky 421 <nightsky421JUNK-SUX@excite.com>
Message-ID: <vjo0n4ji07977f@corp.supernews.com>
Source record: 19842
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc.games.strategic

"Lord Teviolus" <darmzunge@yahoo.de> wrote in message
news:392ef116.0308132133.5a3cae8a@posting.google.com...
> Why should anyone play this crappy game with it's mediocre graphics
> and silly gameplay ?
>
> All the modern PC games are far better !
>

The lame trolling attempt on your part aside, M.U.L.E. was a great game for its day and I still find replay value in it now from time to time (if I could only find the disk again!). In the early 1980s, we had no clue what computers would be like now 20 years later. Your flaming of M.U.L.E. would be like someone coming into the newsgroups 20 years from now and flaming a current game that you really like.

Oh yes, back in 1985, I was doing quite well with my Atari 600XL (expanded to 64K) and 127K 5.25" disk drive (model Atari 1050). Also, I even had a tape drive, model Atari 1010. Add to that an XM301 300 baud modem a year later.

# 4680. Re: Atari++ 1.26 for Win32

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 22:01:23 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns93D7AD2B0E21Fslorcomcastnet@130.133.1.4>
Source record: 19843

Despite all prevention efforts, Mike Action wrote in
news:1rnnjvs135tg7ec94vhq7hlg8tiqns697j@4ax.com:

> Hey Guys,
>
> Great news...I saw that Atari++ has been released for windows.
> Check out - http://www.math.tu-berlin.de/~thor/atari++ for info and
> download. I didn't see this mentioned in the forum.
> Long live the Atari!!! with cycle exact emulation.
>
> Regards,
>
> Michael

Awesome! I'm glad to see Thomas continued on with the Windows stuff in my
absence from development. Should be some happy campers around here...

--
Slor

# 4681. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 22:31:17 UTC
From: Richard Wilson <rich@bitwise-systems.com>
Message-ID: <3F3C0DB4.29FCBDCE@bitwise-systems.com>
Source record: 19844
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

RaYzor wrote:
>
> PS2: 51.2 million sold
> XBOX: 13 million sold
> GC: 9.4 million sold "
>

Yes, the Cake-Box is doing pretty well against the GC, and although
they've sold less total units than the PS2, its sales may become
stronger (relatively) as the PS2 market gets saturated.

>
> I myself will be enjoying my Xbox with titles like Star Wars: Knights of the
> Old Republic... as well Star Wars: Clone Wars and Mech Assualt on XBOX Live.
>

I myself will be enjoying the numerous great titles released on the PS2,
including the online stuff like SOCOM, GT4 etc. PS2 still has the
advantage of sheer volume of games.

Technically, the X-Box is probably superior to the PS2 in a lot of ways.
It took nearly 10 years for games programmers to take advantage of the
power of the 8-bit machines. I don't think anyone has really reached the
limit of the PS2 yet.

Richard

# 4682. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 23:06:09 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <X9OtNHBhXBP$EwNO@dmc12.demon.co.uk>
Source record: 19717
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

In message <k2gekzooubd.fsf@legolas.mdh.se>, Anders Carlsson
<anders.carlsson@mds.mdh.se> writes
>In an attempt to bring this somewhat on-topic again; which computer,
>chip or peripheral do you nominate as the most "castrated"? I don't
>quite know, but my first thought is the 68008.

Apple IIgs. Easily capable of 8Mhz, Apple knocked it back to 2.8 so it
was slower than the monochrome and more expensive Mac SE...

Richard
--
Richard Kilpatrick, long haired prophet of doom. |\ _,,,---,,_
Musical suicide - www.mp3.com/RichardKilpatrick /,`.-'`' -. ;-;;,
Work: Icon Publications, Group Sales Manager |,4- ) )-,_. ,\ ( `'::.
Homepage: http://www.dmc12.demon.co.uk/ '----''(_/--' `-'_)Morticia

# 4683. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-14 23:40:55 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <567ojv076ubdogvudjfd1asq1c49gl0fcg@4ax.com>
Source record: 19845
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

>> darmzunge@yahoo.de (Lord Teviolus) wrote in message
news:<392ef116.0308122256.57a1d2a0@posting.google.com>...
>> > I think the C64 is "the most gay" system , because it looks gay , it
>> > sounds gay and it feels gay.
>> >
>> > But the ATARI also is quite gay...

I understand that the title is a troll, but the first thing that
occurred to me is that the Atari XE game system

http://www.vintagehomecomputers.com/c.asp?12

is a candidate. Look at the fluffy, powdery colorful buttons! And it
is just so fashionable and smart.

# 4684. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 00:55:23 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <%bW_a.8674$CN.110@nwrddc03.gnilink.net>
Source record: 19846
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

Scott Alfter wrote ...

>The IBM PC was never an 8-bit machine. It had an 8-bit expansion bus, but
>the 8088 was a 16-bit processor with an 8-bit data bus (like the 65816).
>Later processors with a bus width less than the machine word size were the
>386SX and 486SLC, which were 32-bit processors with 16-bit data buses.

The IBM PC, PC/XT, and similar computers based on the Intel 8088 microprocessor work with a 16-bit word size but use an 8-bit data bus. For this reason, they are sometimes considered one step above 8-bit machines and one step below 16-bit machines. However, generally such machines are called 8-bit machines because the size of the data bus limits the machine's overall speed.

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
Last 8-bit BBS in the Dallas area. Commodore lives!

# 4685. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 02:28:12 UTC
From: Gary Tait <taitg@hurontel.on.ca>
Message-ID: <o7hojvsk3e29s5n8vlma6ugl1lrcbfc2j6@4ax.com>
Source record: 19697
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

```
On Thu, 14 Aug 2003 09:19:22 +0100, "Jon-Paul"
<pockets@NO.SPAM.cix.co.uk> wrote:

>
>"Gary Tait" <taitg@hurontel.on.ca> wrote in message
>news:lurljv400r8nrourekbck3hnolejgkjmia@4ax.com...
>> On 13 Aug 2003 16:43:53 -0700, darmzunge@yahoo.de (Lord Teviolus)
>> wrote:
>>
>> >Why would anyone invest time in these stoneage systems like the ugly
>> >C64 , the even uglier ATARI 800 and the most ugly "mutated
>> >calculator", the Spectrum ?
>>
>> Becuase they like them. Why would anybody want to work on restoring
>> and maintaining vintage automobiles? For pretty much the same reason.
>> I bet you listen to music, and watch TV shows and movies
>> from your youth.
>SNIP
>
>However i would recomend that we avoid the temptation to paint our machines
>in british racing green and put chrome strips down the sides!
>
>

How about BMW polar silver, with red and blue vinyl decals?
(I seen a PC in Maximum PC done that way)
```

# 4686. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 02:31:15 UTC
From: Linards Ticmanis <ticmanis@coli.uni-sb.de>
Message-ID: <bhhglk$112lk$1@hades.rz.uni-saarland.de>
Source record: 19698
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

paul s wrote:

> Talking about consoles that didn't do too well, I got given
> a Philips CDI-205 console last week, complete with about 20 games and plus
> a couple of encyclopaedias. And yup most of the games on that are
> absolutely shite, but it do have a reasonable version of Lemmings. Ah well
> It's going in the 'museum' along with a Jaguar, Dreamcast and a 3DO.

Actually if it has the video extension (most CD-i except the first few
came bundled with that as I've heard) it can play all correctly authored
Video CDs (not Super Video CDs though). Sind Philips is Lord of CD
specifications, when they wrote the Video CD spec, they added the
requirement of a software player for CD-i machines, which has to be
included on any norms-compliant Video CD. I think CD-i itself was also
pushed as another "major worldwide CD standard", it was even licensed to
other companies, Philips just unfortunately forgot that stamping
"Standard" on something that is shite doesn't make it any less shite.

So you might keep it as a cheap DVD player replacement for the kids -
they won't be able to play (and ruin) your originals in it.

--

Linards Ticmanis

The Master said, "The business of laying on the colors follows the
preparation of the plain ground."

# 4687. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 03:08:44 UTC
From: Exegete <millers@noneofyourbusiness.com>
Message-ID: <3F3C4EBC.3050404@noneofyourbusiness.com>
Source record: 19699
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

Linards Ticmanis wrote:
> M. Pender wrote:
>
>
>>>The only computer company to successfully make the transition from their
>>>8-bit lines to their 16/32-bit lines, with any degree of compatibility
>>>/at all/ was Acorn. And even then it was pretty kludged.
>>>
>>
>>
>>*ahem* and of course the IBM PC
>
>
> Huh? The PC started out as (albeit crippled) 16-bit system from the very
> beginning. Yes, the bus was 8-bit like, but the processor was internally
> 16 bit which made it easy to go for real 16 bit with the XT.

The only thing "16 bit" about the PC OR the XT was the internals of the
8088.

XT was no more 16 bit than the PC.

AT was 16 bit, including the 16 bit AT version of the ISA bus.

Roy

>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 100,000 Newsgroups - 19 Different Servers! =-----

# 4688. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 03:10:43 UTC
From: Exegete <millers@noneofyourbusiness.com>
Message-ID: <3F3C4F33.8020700@noneofyourbusiness.com>
Source record: 19701
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

Scott Alfter wrote:
> -----BEGIN PGP SIGNED MESSAGE-----
> Hash: SHA1
>
> In article <GrF_a.10410$v9.2936@nwrddc01.gnilink.net>,
> M. Pender <mpender@hotmail.com> wrote:
>
>>Richard Kilpatrick <richard@dmc12.demon.co.uk> wrote in message
>>news:B5gosYDcmVO$EwmO@dmc12.demon.co.uk...
>>
>>>The only computer company to successfully make the transition from their
>>>8-bit lines to their 16/32-bit lines, with any degree of compatibility
>>>/at all/ was Acorn. And even then it was pretty kludged.
>>
>>*ahem* and of course the IBM PC
>
>
> The IBM PC was never an 8-bit machine. It had an 8-bit expansion bus, but
> the 8088 was a 16-bit processor with an 8-bit data bus (like the 65816).
> Later processors with a bus width less than the machine word size were the
> 386SX and 486SLC, which were 32-bit processors with 16-bit data buses.

You're right about the 386Sx, butI'm nto so sure about the 486SLC. My
memory isn't too clear, but I thought the 486SLC was merely an enhanced
386DX.

Roy

>
> _/_ Scott Alfter
> / v \ salfter@salfter.dyndns.org
> (IIGS( http://alfter.us Top-posting!
> _^_/ pkill -9 /bin/laden >What is the most annoying thing on Usenet?
>
> -----BEGIN PGP SIGNATURE-----
> Version: GnuPG v1.2.2 (GNU/Linux)
>
> iD8DBQE/O8r6VgTKos01OwkRAmKzAKDHFur+s78ac/dzwk5uS0+i4RWikACfb4WF
> jUW275uDVH3Wdg39aiU+EPw=
> =uyvK
> -----END PGP SIGNATURE-----

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!

------== Over 100,000 Newsgroups - 19 Different Servers! =-----

# 4689. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 03:13:15 UTC
From: Exegete <millers@noneofyourbusiness.com>
Message-ID: <3F3C4FCB.9040606@noneofyourbusiness.com>
Source record: 19702
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

Sam Gillett wrote:
> Scott Alfter wrote ...
>
>
>>The IBM PC was never an 8-bit machine. It had an 8-bit expansion bus, but
>>the 8088 was a 16-bit processor with an 8-bit data bus (like the 65816).
>>Later processors with a bus width less than the machine word size were the
>>386SX and 486SLC, which were 32-bit processors with 16-bit data buses.
>
>
> The IBM PC, PC/XT, and similar computers based on the Intel 8088
> microprocessor work with a 16-bit word size but use an 8-bit data bus. For
> this reason, they are sometimes considered one step above 8-bit machines and
> one step below 16-bit machines. However, generally such machines are called
> 8-bit machines because the size of the data bus limits the machine's overall
> speed.

And the fact that it had the 8 bit ISA bus.
The AT bus was 16 bit, but then one is talking about a true 16 bit chip:
80286

Roy

>
> Best regards,
>
> Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
> Last 8-bit BBS in the Dallas area. Commodore lives!
>
>
>
>
>
>
>
>

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http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 100,000 Newsgroups - 19 Different Servers! =-----

# 4690. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 03:18:30 UTC
From: RoyalHeart <royalheart@yahoo.com>
Message-ID: <3F3C5106.9060508@yahoo.com>
Source record: 19700
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

From a playpen somewhere in Trollsville, Lord Teviolus wrote:

>Throw away this old crap
>
Certainly not!!

> and buy a PC
>
I've built three (count 'em, 3) PCs so far: a PII-300, PII-450, and the
one I'm writing this on is the latest, an AMD Athlon XP2200+.

> or a Playstation 2 if you want
>to play !
>
Nah, I'll pass. I prefer Nintendo.

>
>Spend your money for modern stuff instead
>
See above.

> and invest in your economy
>
See above.

>instead of paying money for old crap hardware games,lots of money on
>ebay for worthless stuff greedy sellers bought for $0.01 on a
>flea-market.
>
Errmm...I paid $150 for an 800XL w/1050 floppy drive (which I still
have). And no, I did NOT but it on eBay.

>
>Nostalgia makes no sense ,
>
Yes it does.

> these old computer-dinosaurs belong in a
>museum !
>
Some are.

>
>If all people would still use old systems,we would still use the
>ABACUS today !
>

Even in this modern day, with super-fast computers and highly capable calulators, the abacus is still used today, as is the slide-rule (a slide WHAT??? ;-) ).

My very first computer was an Atari 600XL. It was a Christmas gift from my father. I wore it out. Sadly I no longer have it. (Sniff, sniff)

I am an Atari junky, and currently am the proud owner of an XEGS, two 130XEs, three 800XLs, four 1050s, and an XF551 in a pear tree (no, not really; it's hooked to a 130XE at the moment). Oh, almost forgot about the 2600 (one day I get it working again; it was a victim of a misplaced foot that trashed the case and damaged the circuit board :-( ) and the zillion carts for it.

I did have a 5200 once, and played the hell out of it. I loaned it to my brother one day years back, and as fate had it, his house burned down, and so went bye-bye my 5200. Sniff, sniff...sob....bwaaaaaaaaaahhhhhhhhhhhhhhh!!!!!!!!!!

(wiping tears from eyes and typing on....)

I currently have one of the 130XEs set up, hooked to the 551 mentioned aboved, with the rest of the hardware safely packed away as spares. And yes, I do indeed fire it up every now and then to play Ballblazer or PacMan, or dabble with the Assembler/Editor, or play with Adventure Creator. NOTHING beats the actual hardware.

(BTW, I do use emulators: Atari800Win+, PCAE (2600 emulator), Jnes (NES 8-bit emulator), and SIO2PC floppy emulator.)

As mentioned in another thread, the games today do not have the playability that the old games have. (My wife loves the hell out of PacMan, Ms. PacMan, Q*Bert, and Frogger. She doesn't care much for today's PC games. I won't mention her beloved Mario, as it is not a PC game, per se.) I've played Half-Life and Homeworld, and after beating them, they pretty much lost their appeal. But I still play the "oldies" regularly.

Now go find your rattle and plug your strained-peas hole with your pacifier.

RoyalHeart

A thoughtful pause, then resumes the prince, "Thou hast to learn from Yesterday, but live for Today, and look forward to Tomorrow, for The Past be The Present, and no less The Future."

# 4691. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 03:28:59 UTC
From: marc@objectconnections.com
Message-ID: <d7e7c90e.0308141928.5e49a8a2@posting.google.com>
Source record: 19703
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

Anders Carlsson <anders.carlsson@mds.mdh.se> wrote in message
news:<k2gekzooubd.fsf@legolas.mdh.se>...
> hawk@slytherin.ds.psu.edu (Dr. Richard E. Hawkins) writes:
>
> > One who willingly castrated himself could not enter Holy Orders;
> > one who had been invoulntarily castrated could.
>
> In an attempt to bring this somewhat on-topic again; which computer,
> chip or peripheral do you nominate as the most "castrated"? I don't
> quite know, but my first thought is the 68008.

The 6809 as used in the TI-99. It had a nice architecture, but ran far too slowly.

Marc Walters

# 4692. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 03:30:52 UTC
From: P D aka Sinclair_QL <do.not.disturb@get.it.spammer.net>
Message-ID: <oprtxf0tmpf1jixt@news2.news.adelphia.net>
Source record: 19704
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On Thu, 14 Aug 2003 22:10:43 -0500, Exegete
<millers@noneofyourbusiness.com> wrote:

<snip>
>
> You're right about the 386Sx, butI'm nto so sure about the 486SLC. My
> memory isn't too clear, but I thought the 486SLC was merely an enhanced
> 386DX.
>
> Roy
>

486SLC was a Cyrix processor that emulated the 386 but was supposed to have
486SX performance.

Regarding 386sx you are absolutely right... that was however IIRC the last
time Intel employed that technique as the 486SX just lacked the FPU (or
according to other well informed sources... they were just damaged during
production and rebadged ;-) Of course their FPUs were full fledged 486DXs
;-)
--
Visit the QL-FAQ at: <http://www.dokos-gr.net/ql/faq/> (Still uploading
stuff!)
Visit the uQLX-win32 homepage at: <http://www.dokos-gr.net/ql/uqlx.html>
Visit the uQLX-mac home page at:<http://www.dokos-gr.net/ql/uqlxmac.html>
For mail reply to: ql PUNKT css AT dokos MINUS gr DOT net

# 4693. Re: OS-9 vs. OS/A65 vs. UNIFlex vs. LUnix/LNG

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 03:35:04 UTC
From: James Jones <jamesjones01@mchsi.com>
Message-ID: <lwY_a.148067$uu5.22850@sccrnsc04>
Source record: 19705
Cross-posted to: bit.listserv.coco,comp.sys.cbm,comp.sys.atari.8bit,comp.os.os9

Leon Howell wrote:
> First, a warning:
>
> ***THIS IS NOT A FLAMEWAR!!!***
>
> Trolls will be shot, stabed, gutted with a chainsaw, and forced to use
> windows for the rest of their miserable lives.
>
> Ok, now the fun part.
>
> While Basic is still my favorite os, I'm beginning to like OS-9. It's
> really cool. It can multi-task and support up to 4 users! On a little
> old CoCo 3!

Well...BASIC is, strictly speaking, a programming language, not an operating system. It does provide an abstraction of some computer facilities, but not very many (most notably there's no notion of a process), and no facility for extension.

> I've read about several other os's that appear to have similar
> capabilities for similar machines.
>
> Flex was available for the CoCo 1/2 long before OS-9, and it's latest
> version is called UNIFlex, that is, "Unix Flex".

UniFLEX was indeed written by TSC (Technical Systems Consultants), the people who wrote FLEX, but I'm not sure how compatible it was. I do know that it insisted on having memory mapping hardware (i.e. there was no equivalent of OS-9/6809 Level One).

> How many users will these other os's support? How many programs will
> they run? How fast or slow are they? OS-9's one real limit appears to
> be speed, but it's not that serious a problem exept when bit-banging.

Any computer that has I/O hardware that gratuitously chews CPU cycles in order to cut corners will have response time problems.

James Jones

# 4694. Re: OS-9 vs. OS/A65 vs. UNIFlex vs. LUnix/LNG

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 04:33:06 UTC
From: Cameron Kaiser <ckaiser@floodgap.com>
Message-ID: <3f3c61f0$0$58540$45beb828@newscene.com>
Source record: 19706
Cross-posted to: bit.listserv.coco,comp.sys.cbm,comp.sys.atari.8bit,comp.os.os9

James Jones <jamesjones01@mchsi.com> writes:

>>While Basic is still my favorite os, I'm beginning to like OS-9. It's
>>really cool. It can multi-task and support up to 4 users! On a little
>>old CoCo 3!

>Well...BASIC is, strictly speaking, a programming language, not an
>operating system. It does provide an abstraction of some computer
>facilities, but not very many (most notably there's no notion of a
>process), and no facility for extension.

On the other hand, the BASIC prompt is where you do all the program
launching and device interaction on all Commodore 8-bits, for example.

And, of other operating systems, DOS doesn't have much of a concept of a
process either (however, DOS isn't much of an OS ;-).

--
Cameron Kaiser * ckaiser@floodgap.com * posting with a Commodore 128
personal page: http://www.armory.com/%7Espectre/
** Computer Workshops: games, productivity software and more for C64/128! **
** http://www.armory.com/%7Espectre/cwi/ **

## 4695. Atari console emulators and games

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 04:39:33 UTC
From: "M. Pender" <mpender@hotmail.com>
Message-ID: <9uZ_a.11974$aW3.2630@nwrddc02.gnilink.net>
Source record: 19707

I'm looking for a good console emulator for the Atari game consoles that runs on a PC and a source for the older games (Pitfall!, Yar's revenge, etc.).

I've found a lot of executables at UMich, but I don't know where within the site to look for the older generation of console games, or whether there is a better site elsewhere.

Also, I'm assuming that most of those old games have become 'abandonware' by this point, I'm not trying to encourage piracy (it hardly needs any encouragement).

- Mike

# 4696. Re: M.U.L.E. is a crap game !!!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 04:40:04 UTC
From: "Derek D (SC)" <derek@xstormcloudcreationsx.com>
Message-ID: <EuZ_a.146891$o%2.63382@sccrnsc02>
Source record: 19708
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc.games.strategic

> The lame trolling attempt on your part aside, M.U.L.E. was a great game
for
> its day and I still find replay value in it now from time to time (if I
> could only find the disk again!). In the early 1980s, we had no clue what
> computers would be like now 20 years later.

You said it....(see below)

> Oh yes, back in 1985, I was doing quite well with my Atari 600XL (expanded
> to 64K) and 127K 5.25" disk drive (model Atari 1050).

heh ...I still remember thinking with my Atari 1040ST, "Why would anything
need
more than a megabyte of memory??". Pretty funny now that I think about it,
as my current
project passes the 13 MB mark in total (compiled) size, and it's only about
70% done.
A piece of music in the game takes up more room than all of the memory in
what I thought was a ridiculously high amount in that 1040ST. Funny. ;-)

Derek
Stormcloud Creations
New updated and improved site coming soon!
http://www.stormcloudcreations.com

# 4697. Re: Atari console emulators and games

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 04:59:17 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3f3c65d5.17744810@news>
Source record: 19709

"M. Pender" <mpender@hotmail.com>:
>I'm looking for a good console emulator for the Atari game consoles that
>runs on a PC and a source for the older games (Pitfall!, Yar's revenge,
>etc.).
>
>I've found a lot of executables at UMich, but I don't know where within the
>site to look for the older generation of console games, or whether there is
>a better site elsewhere.
>
>Also, I'm assuming that most of those old games have become 'abandonware' by
>this point, I'm not trying to encourage piracy (it hardly needs any
>encouragement).
>
>- Mike

By Atari console, and the game references I take it you are looking for an
Atar 2600 emulator. This is the atari 8-bit computer newsgroup... wrong
place.

I believe their are several 2600 emulators out there, but I don't know much
about them, not even their names. I recall something like, "Stella" maybe?

---
Shawn Jefferson
(fix reply to for email)

# 4698. Re: Atari console emulators and games

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 05:02:31 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns93D86D63F81slorcomcastnet@130.133.1.4>
Source record: 19710

Despite all prevention efforts, "M. Pender" <mpender@hotmail.com> wrote
in news:9uZ_a.11974$aW3.2630@nwrddc02.gnilink.net:

> I'm looking for a good console emulator for the Atari game consoles
> that runs on a PC and a source for the older games (Pitfall!, Yar's
> revenge, etc.).
>
> I've found a lot of executables at UMich, but I don't know where
> within the site to look for the older generation of console games, or
> whether there is a better site elsewhere.
>
> Also, I'm assuming that most of those old games have become
> 'abandonware' by this point, I'm not trying to encourage piracy (it
> hardly needs any encouragement).
>
> - Mike
>
>
>

I'd recommend z26. There are DOS and Windows versions, and it's the most
true emulation I've seen. http://www.whimsey.com/z26/z26.html

For older game images, check out http://www.atariland.com. They have a
free registration that even includes an email account.

--
Slor

## 4699. Lord Teviolus messages are getting boring...

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 05:27:16 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3f3c70b2$0$49110$e4fe514c@news.xs4all.nl>
Source record: 19711

Just want to let you know I get a little sick about 90 messages a day to see what's crap...

TXG / MNX

# 4700. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 06:00:49 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2g3cg3794e.fsf@legolas.mdh.se>
Source record: 19712
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

marc@objectconnections.com (Marc Walters) writes:

>> which computer, chip or peripheral do you nominate as the most
>> "castrated"? I don't quite know, but my first thought is the 68008.
> The 6809 as used in the TI-99.

Admittingly I don't know the TI-99 as good as I wish I did, doesn't
it use TMS9900 and other TMS series chips all over?

--
Anders Carlsson

"Please not to close to the hair, finger, clothes to run about the
inside's vehicle, in order to prevent quilt involvement." -- Bit Racer

# 4701. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 06:05:41 UTC
From: steve@dosius.zzn.com
Message-ID: <9307085f.0308142205.3463d364@posting.google.com>
Source record: 19713
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

"Jetze Mellema" <stoppen@hotmail.com> wrote in message
news:<bhfo5f$851c$1@ID-106476.news.uni-berlin.de>...
> "Peter de Vroomen" <peterv@ditweghaluh.jaytown.com> wrote in message
> news:3f3b5b1b$0$49108$e4fe514c@news.xs4all.nl...
> > > Go Peter, tell him!
>
> > :)
> >
> > By the way, did you get your MSX network to communicate?
>
> Working on it, with great help from some Russian friends. Dit you know
> these machiens have a built-in CP/M? Imagine my surprise!
>
> Still no clue how to use it tough.

Kindasorta. They come with an MS-DOS-type OS partly in ROM, and
partly on disk; the MSX-DOS on disk implements a CP/M-80 2.2 API (but
the look and feel is, essentially, MS-DOS 1.25, and disks are FAT-12).

-uso.

# 4702. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 06:08:24 UTC
From: steve@dosius.zzn.com
Message-ID: <9307085f.0308142208.40b4d358@posting.google.com>
Source record: 19714
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

cyborg_jim@yahoo.com (Cyborg) wrote in message
news:<81d148da.0308140206.e27b142@posting.google.com>...
> > Throw away this old crap and buy a PC or a Playstation 2 if you want
> > to play !
>
> Playstation 2? Oh dear.

AOL! Most PlayStation games (1 or 2) are teh sux

Give me my Apple ][, or my Super NES, or my Sega Genesis (Megadrive to
you Europeans)...they are FAR better in terms of game *quality* than
PlayStation. >:[=

-uso.

# 4703. Re: Lord Teviolus messages are getting boring...

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 07:29:05 UTC
From: John Ryan <jrusenet@removethis.greenquark.com.removethistoo>
Message-ID: <5Z%_a.571$_D3.353@newssvr29.news.prodigy.com>
Source record: 19715

"TXG" <txg01@xs4all.nl> wrote in message
news:3f3c70b2$0$49110$e4fe514c@news.xs4all.nl...
> Just want to let you know I get a little sick about 90 messages a day to
see
> what's crap...

Isn't that what kill files are for? Plonk him. Save time and energy that
way.

# 4704. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 07:31:06 UTC
From: Roger Johnstone <rojaws@ihug.co.nz>
Message-ID: <20030815193040437+1200@news.inv.ihug.co.nz>
Source record: 19716
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

In <%bW_a.8674$CN.110@nwrddc03.gnilink.net> Sam Gillett wrote:
>
> Scott Alfter wrote ...
>
>>The IBM PC was never an 8-bit machine. It had an 8-bit expansion bus,
>>but the 8088 was a 16-bit processor with an 8-bit data bus (like the
>>65816). Later processors with a bus width less than the machine word
>>size were the 386SX and 486SLC, which were 32-bit processors with 16-
>>bit data buses.
>
> The IBM PC, PC/XT, and similar computers based on the Intel 8088
> microprocessor work with a 16-bit word size but use an 8-bit data bus.
> For this reason, they are sometimes considered one step above 8-bit
> machines and one step below 16-bit machines. However, generally such
> machines are called 8-bit machines because the size of the data bus
> limits the machine's overall speed.
>
> Best regards,
>
> Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
> Last 8-bit BBS in the Dallas area. Commodore lives!

I remember some people calling them 12-bit CPUs, since they were 'half
way' between an 8-bit and a 16-bit :o) I've never considered them to be
a 8-bit CPU, since from a programmer's perspective there is zero
difference between the 8088 and 8086 except for the performance. Indeed,
what does the width of the external memory bus matter? If a CPU used a
serial bus no one would consider it a '1-bit processor'. Conversely,
some of the modern CPUs have had 64-bit external memory buses for years,
but they're still only considered to be 32-bit CPUs.

--
Roger Johnstone, Invercargill, New Zealand
+-----------------------------------------------+
| PS/2 Mouse Adapter for vintage Apple II or Mac |
| order at http://vintageware.orcon.net.nz |
+-----------------------------------------------+

# 4705. Re: Atari++ 1.26 for Win32

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 07:59:21 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bhi3sp$oa5$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 19718

Hi,

> Dammit, I use a VGA montior that only supports 640x480x60/72 or 800x600x60

> For some reason when I run the exe it is choosing a video mode that's
> causing a sync problem on my 38" RCA monitor...

Actually, it's more or less up to the SDL to choose the VideoMode for
me, but you can do something against it. Use an editor (the windows text
editor will do fine) and create & open the file ".atari++.conf" right
in the directory where you put the executable. Add the following two
lines to the file:

PixelWidth = 2
PixelHeight = 2

This instructs the emulator to magnify pixels a bit, hopefully
enforcing it to use a different screen resolution. Once you get the
configuration menu on the screen, you're able to adjust these settings
to your needs, of course. You'd might try to use higher values for
the magnifiers, up to 4x4 maybe, though it just gets slower then (and not
necessarely better). Try the smallest number your monitor still tolerates.
For me, 1x1 works, but 2x2 looks slightly better without hitting
performance too much.

BTW, thanks for the note. I need feedback like this to get the emulator
better. Please let me note whether 2x2 works better for you, and if it
does, I'll change the defaults for the next release and add a note to
the manual.

Greetings,
Thomas

# 4706. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 08:26:30 UTC
From: Remixcat <sean_mcghee@hotmail.com>
Message-ID: <bhi5he$u3k2$1@ID-133088.news.uni-berlin.de>
Source record: 19719
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

Biggo wrote:
> Paul Schlyter <pausch@saaf.se> wrote:
>
>> In article <1fzoblk.1c4777ozrmkjhN%big-go@dplanet.ch>,
>> Biggo <big-go@dplanet.ch> wrote:
>>> D.B. <sorry@no.spam> wrote:
>>>
>>>> What's next : "your computer is Jewish", or "black"!?
>>>
>>> Being gay is still a choice, right?
>>
>> Some claim it's in our genes. Why else should people be gay in
>> countries where you can be sentenced to death gor being gay....
>
> Good point. But why should people smoke weed or drink alcohol in
> countries etc. etc. ?

Sorry, being gay is not a choice. And I'm gay, so I should know. It's no different from being left- or right-handed, for example, and I don't see anyone banging on about how left-handed people have chosen to write that way.

But more importantly, what's any of this got to do with the Spectrum?

--
Sean McGhee

Listening : Kraftwerk - "Tour De France Soundtracks"
Playing : Dreamcast - "Pop'n Music"
Reading : Nothing at present

# 4707. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 08:37:46 UTC
From: Etienne von Wettingfeld <etienne@xs4none.nl>
Message-ID: <ipiu01-vqj.ln1@doomdark.mine.nu>
Source record: 19720
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

Remixcat wrote:

> Sorry, being gay is not a choice. And I'm gay, so I should know. It's no
> different from being left- or right-handed, for example, and I don't see
> anyone banging on about how left-handed people have chosen to write that
> way.

According to some research gay people are more left-handed than
heterosexuals.

--
Etienne von Wettingfeld [SuSE Linux]
Voice mail & Fax: +31 (84) 8835157 -//- www.doomdark.demon.nl

{ -*- Nam Et Ipsa Scientia Potestas Est -*- } MMIII

# 4708. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 08:47:28 UTC
From: pausch@saaf.se
Message-ID: <bhi6n0$3m1$1@merope.saaf.se>
Source record: 19721
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

In article <k2gekzooubd.fsf@legolas.mdh.se>,
Anders Carlsson <anders.carlsson@mds.mdh.se> wrote:

> hawk@slytherin.ds.psu.edu (Dr. Richard E. Hawkins) writes:
>
>> One who willingly castrated himself could not enter Holy Orders;
>> one who had been invoulntarily castrated could.
>
> In an attempt to bring this somewhat on-topic again; which computer,
> chip or peripheral do you nominate as the most "castrated"? I don't
> quite know, but my first thought is the 68008.

A modern Pentium III running plain 16-bit MS-DOS from a floppy only
would be a good candidate..... :-)

Or what about a modern Pentium III running an Apple II emulator?
Those emulators are really pieces of "lobotomy software".... :-)))))

--
---
Paul Schlyter, Grev Turegatan 40, SE-114 38 Stockholm, SWEDEN
e-mail: pausch at stockholm dot bostream dot se
WWW: http://www.stjarnhimlen.se/
http://home.tiscali.se/pausch/

# 4709. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 09:03:54 UTC
From: pausch@saaf.se
Message-ID: <bhi7lq$465$1@merope.saaf.se>
Source record: 19722
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

In article <bhi5he$u3k2$1@ID-133088.news.uni-berlin.de>,
Remixcat <sean_mcghee@hotmail.com> wrote:

> Biggo wrote:
>> Paul Schlyter <pausch@saaf.se> wrote:
>>
>>> In article <1fzoblk.1c4777ozrmkjhN%big-go@dplanet.ch>,
>>> Biggo <big-go@dplanet.ch> wrote:
>>>> D.B. <sorry@no.spam> wrote:
>>>>
>>>>> What's next : "your computer is Jewish", or "black"!?
>>>>
>>>> Being gay is still a choice, right?
>>>
>>> Some claim it's in our genes. Why else should people be gay in
>>> countries where you can be sentenced to death gor being gay....
>>
>> Good point. But why should people smoke weed or drink alcohol in
>> countries etc. etc. ?
>
> Sorry, being gay is not a choice. And I'm gay, so I should know. It's no
> different from being left- or right-handed, for example, and I don't see
> anyone banging on about how left-handed people have chosen to write that
> way.

OTOH if being gay is purely in the genes, why are people gay at all?
I mean, since gay people don't get biological children for obvious
reasons, those genes ought to have become extinct long long ago.
True, today we can inseminate -- but that's a quite recent invention,
and the gay genes ought to have become extinct long before that.

> But more importantly, what's any of this got to do with the Spectrum?

Ask the arrangers of any Pride festival..... :-)

--
-----------------------------------------------------------------
Paul Schlyter, Grev Turegatan 40, SE-114 38 Stockholm, SWEDEN
e-mail: pausch at stockholm dot bostream dot se
WWW: http://www.stjarnhimlen.se/
http://home.tiscali.se/pausch/

# 4710. Sid Meier's Pirates! for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 09:36:06 UTC
From: jamiekg@e3.net.nz
Message-ID: <1fzr53l.1bkgm3wqnr4ceN%jamiekg@e3.net.nz>
Source record: 19723

Was it ever published on an Atari computer, and if so, which one? Or am
I getting confused with the Atari version of Civilization?

Can anyone refresh my memory about an Atari Pirates! ?

Regards,
Jamie Kahn Genet
--
If you're not part of the solution, you're part of the precipitate.

# 4711. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 10:24:23 UTC
From: paul s <paulslinux@REMOVESPAMhotmail.comKILLER>
Message-ID: <pan.2003.08.15.10.24.09.949505@REMOVESPAMhotmail.comKILLER>
Source record: 19724
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

On Fri, 15 Aug 2003 04:31:15 +0200, Linards Ticmanis wrote:

> paul s wrote:
>
>> Talking about consoles that didn't do too well, I got given
>> a Philips CDI-205 console last week, complete with about 20 games and plus
>> a couple of encyclopaedias. And yup most of the games on that are
>> absolutely shite, but it do have a reasonable version of Lemmings. Ah well
>> It's going in the 'museum' along with a Jaguar, Dreamcast and a 3DO.
>
> Actually if it has the video extension (most CD-i except the first few
> came bundled with that as I've heard) it can play all correctly authored
> Video CDs (not Super Video CDs though).

Yup this CDI I got, do have the MPEG video cart fitted. The friend who
gave it to me was telling me how much he paid for it in the first place.
Something like ï¿½450 for the basic console and ï¿½150 for the optional
video cart in 1993 when he bought it new.

> Sind Philips is Lord of CD
> specifications, when they wrote the Video CD spec, they added the
> requirement of a software player for CD-i machines, which has to be
> included on any norms-compliant Video CD. I think CD-i itself was also
> pushed as another "major worldwide CD standard", it was even licensed to
> other companies, Philips just unfortunately forgot that stamping
> "Standard" on something that is shite doesn't make it any less shite.

I happen to have a couple of video-CDs in the collection (Moonraker and
Star Trek: The Motion Picture), which do play on the CDI.

I think where Philips cocked up with the CDI was their marketing. They
where trying to market it as a multi-media 'educational' console rather
than a straight games console, judging by at some of the titles that
came with this CDI. It's got 'Compton's interactive encyclopaedia',
Treasures of the Smithsonian, 'The Smithsonian presents, Stamps, Windows
on the world', 'Rand McNally's America', 'Interactive cruise directory
1994' the sort of stuff you're unlikely to see on a SNES, Megadrive, or
Playstation.

As for the games I got 'Battleships', 'Connect4', 'BackGammon', 'Ceasars
Palace, World of gambling', etc.

In fact out of the 20 CDs that came with it, only two are my type of
game/app: 'Micro-machines' and 'Lemmings'.

> So you might keep it as a cheap DVD player replacement for the kids -
> they won't be able to play (and ruin) your originals in it.

I don't have any kids myself. And I already have two DVD players (one on the main TV and one in the bedroom).

I wonder if the CDI has any hacking potential?

--
Paul S
---
- "Yeah, but you're taking the universe out of context." -
---

# 4712. Re: Atari Prices in the 80's

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 11:07:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030815120713.8125C@ilaskey.cix.co.uk>
Source record: 19725

I paid GBP299 for an Atari 400 in 1981/2 and GBP350 for an 810 in 1983.

# 4713. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 11:07:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030815120712.8125B@ilaskey.cix.co.uk>
Source record: 19726

In article <bhi7lq$465$1@merope.saaf.se>, pausch@saaf.se (Paul Schlyter)
wrote:
> OTOH if being gay is purely in the genes, why are people gay at all?
> I mean, since gay people don't get biological children for obvious
> reasons, those genes ought to have become extinct long long ago.
> True, today we can inseminate -- but that's a quite recent invention,
> and the gay genes ought to have become extinct long before that.
A method of self-regulation for over-population? Another theory is based
on some tribes where there are 'gay uncles' who look after the kids whilst
the dad is out hunting and mum is doing her bit. Could be any number of
reasons really.

# 4714. Re: OS-9 vs. OS/A65 vs. UNIFlex vs. LUnix/LNG

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 11:57:44 UTC
From: bskb@m.a.c.com
Message-ID: <1fzqjhi.1llyhywlz4kpgN%bskb@m.a.c.com>
Source record: 19727
Cross-posted to: bit.listserv.coco,comp.sys.cbm,comp.sys.atari.8bit,comp.os.os9

James Jones <jamesjones01@mchsi.com> wrote:

[...]
> UniFLEX was indeed written by TSC (Technical Systems Consultants), the
> people who wrote FLEX, but I'm not sure how compatible it was.

It wasn't compatible with FLEX in any respect. However, TSC made a
(somewhat limited) version of FLEX that ran as a task under UniFLEX.

[...]
> Any computer that has I/O hardware that gratuitously chews CPU cycles in
> order to cut corners will have response time problems.

Exactly, that's the weakest point of both OS9/6809 and UniFLEX/6809.
Both SWTPc and GMX developed IIOPs (Intelligent I/O Processors) that
made wonders with performance in that respect, but at that time the
"8-bit era" was about over.

--
http://www.flexusergroup.com/

# 4715. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 12:09:35 UTC
From: arcade@ofir.dk
Message-ID: <b7965cc5.0308150409.b03a5a1@posting.google.com>
Source record: 19728
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

Richard Kilpatrick <richard@dmc12.demon.co.uk> wrote in message
news:<H9Mpt$HvpgO$EwX7@dmc12.demon.co.uk>...
> In article <392ef116.0308122256.57a1d2a0@posting.google.com>, Lord
> Teviolus <darmzunge@yahoo.de> writes
> >I think the C64 is "the most gay" system , because it looks gay , it
> >sounds gay and it feels gay.
> >
> >But the ATARI also is quite gay...
>
> When I funded my computer habits as a kid by working on a market stall
> selling games, we would spot which customer went with which game. It
> probably only works in the UK.
>
> Commodore kids were always slightly overweight, usually dark haired.
> They had round faces.
>
> Spectrum kids were guite often ginger and freckled. Sega Master system
> kids always were.
>
> Atari ST owners were usually mid-teens and lanky.
>
> Amiga owners looked like older C64 owners. Still round faced.
>
> BBC games were /always/ bought by men in their 20s or 30s wearing
> school-teacher looking outfits. Even the ones that didn't look like any
> teachers at the local schools.
>
> Electron games were bought by their kids.
>
> I didn't fit the mould, but then, at that time I had a Jupiter ACE,
> Enterprise 128, QL, MSX, TI99/4a, Mac, Lisa (MacXL, really), Acorn A3000
> and a hell of a lot of other things ;)
>
> Richard

Hmmmmm... Did you sell any CPC games if so, how did Amstrad CPC owners look like?

# 4716. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 12:11:57 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <Yw1++FDN4MP$Ew9y@dmc12.demon.co.uk>
Source record: 19730
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

In article <d7e7c90e.0308141928.5e49a8a2@posting.google.com>, Marc
Walters <marc@objectconnections.com> writes
>The 6809 as used in the TI-99. It had a nice architecture, but ran far too slowly.

TI99s don't use 6809s. They use a TMS9900 - 16-bit - CPU.

Richard
--
Acorn 8-bits, 32-bits, some in bits... Amigas, ST/E |\ _,,,---,,_
YIS-805, iBook, G4, Dell P410, Sinclairs, ACW/ABC210 /,`.-'`' -. ;-;;,
http://www.dmc12.demon.co.uk/retrotech/ |,4- ) )-,_. ,\ ( `'::.
Music? http://www.mp3.com/RichardKilpatrick/ '----''(_/--' `-'_)Morticia

# 4717. atari 1050 repair (need help)

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 12:33:18 UTC
From: Ingo Rose <ingo_rose@t-online.de>
Message-ID: <BB629FAE.3869%ingo_rose@t-online.de>
Source record: 19729

hi,

i just connected my old 1050 to my old 800 xl.

problem:
power led is working but the drive aehm how to tell you that in english ...,

the drive wouddnt go on and beginn stepping.

someone out there who can give me a repair hint or has repair manual by
hand?

regards,
ingo

# 4718. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 13:46:50 UTC
From: paul s <paulslinux@REMOVESPAMhotmail.comKILLER>
Message-ID: <pan.2003.08.15.13.46.37.400074@REMOVESPAMhotmail.comKILLER>
Source record: 19731
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

```
On Thu, 14 Aug 2003 22:31:02 +0200, Anders Carlsson wrote:

> hawk@slytherin.ds.psu.edu (Dr. Richard E. Hawkins) writes:
>
>> One who willingly castrated himself could not enter Holy Orders;
>> one who had been invoulntarily castrated could.
>
> In an attempt to bring this somewhat on-topic again; which computer,
> chip or peripheral do you nominate as the most "castrated"? I don't
> quite know, but my first thought is the 68008.

Intel's 386sx would also come under that catagory, 32bit processor
castrated with a 16bit data-bus.

--
Paul S
---------------------------------------------------------------------
- If you can't beat your computer at chess...try kickboxing! -
---------------------------------------------------------------------
```

# 4719. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 13:49:39 UTC
From: paul s <paulslinux@REMOVESPAMhotmail.comKILLER>
Message-ID: <pan.2003.08.15.13.49.26.88600@REMOVESPAMhotmail.comKILLER>
Source record: 19732
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

```
On Thu, 14 Aug 2003 20:28:59 -0700, Marc Walters wrote:

> Anders Carlsson <anders.carlsson@mds.mdh.se> wrote in message
> news:<k2gekzooubd.fsf@legolas.mdh.se>...
>> hawk@slytherin.ds.psu.edu (Dr. Richard E. Hawkins) writes:
>>
>> > One who willingly castrated himself could not enter Holy Orders; one
>> > who had been invoulntarily castrated could.
>>
>> In an attempt to bring this somewhat on-topic again; which computer,
>> chip or peripheral do you nominate as the most "castrated"? I don't
>> quite know, but my first thought is the 68008.
>
> The 6809 as used in the TI-99. It had a nice architecture, but ran far
> too slowly.

TI-99 had a TMS9900 in it, a 16bit processor. 6809 was used AFAIK in the
Dragon 32/64 and the TRS80 CoCo.

--
Paul S
-----------------------------------------------------------------------
- Try to look unimportant. The bad guys may be low on ammo. -
-----------------------------------------------------------------------
```

# 4720. Re: Atari Prices in the 80's

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 14:03:29 UTC
From: Wef Dinaini <wef@dinaini.com>
Message-ID: <3f3ce7ed$0$248$4d4ebb8e@news.nl.uu.net>
Source record: 19733

Hiya,

I put *all* my savings toward an Atari 600XL in 1983, which came with a joystick and 1 game (Submarine Commander). Cost me 450 dutch guilders, it did. (And turned out to
be worth every cent!)

Regards,
Wef

"Iain Laskey" <ilaskeyNOT@cix.co.uk> schreef in bericht news:memo.20030815120713.8125C@ilaskey.cix.co.uk...
> I paid GBP299 for an Atari 400 in 1981/2 and GBP350 for an 810 in 1983.

# 4721. Re: Lord Teviolus messages are getting boring...

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 14:06:08 UTC
From: Wef Dinaini <wef@dinaini.com>
Message-ID: <3f3ce88c$0$256$4d4ebb8e@news.nl.uu.net>
Source record: 19734

Hi TXG,

has been a while since we spoke. How did the CD's turn out ?

Regards,
Wef

"TXG" <txg01@xs4all.nl> schreef in bericht
news:3f3c70b2$0$49110$e4fe514c@news.xs4all.nl...
> Just want to let you know I get a little sick about 90 messages a day to
see
> what's crap...
>
> TXG / MNX
>
>

# 4722. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 14:11:49 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2glltvui1m.fsf@legolas.mdh.se>
Source record: 19735
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

paul s <paulslinux@REMOVESPAMhotmail.comKILLER> writes:

> 6809 was used AFAIK in the Dragon 32/64 and the TRS80 CoCo.

And the Vectrex, which someone who wants bitmap graphics could call
castrated as it works with vectors instead of a traditional bitmap.

--
Anders Carlsson

"Please not to close to the hair, finger, clothes to run about the
inside's vehicle, in order to prevent quilt involvement." -- Bit Racer

# 4723. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 15:36:29 UTC
From: salfter@salfter.dyndns.org
Message-ID: <167%a.207$nf3.52@fed1read07>
Source record: 19736
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

In article <%bW_a.8674$CN.110@nwrddc03.gnilink.net>,
Sam Gillett <samgillett@msn.com> wrote:
>Scott Alfter wrote ...
>>The IBM PC was never an 8-bit machine. It had an 8-bit expansion bus, but
>>the 8088 was a 16-bit processor with an 8-bit data bus (like the 65816).
>>Later processors with a bus width less than the machine word size were the
>>386SX and 486SLC, which were 32-bit processors with 16-bit data buses.
>
>The IBM PC, PC/XT, and similar computers based on the Intel 8088
>microprocessor work with a 16-bit word size but use an 8-bit data bus. For
>this reason, they are sometimes considered one step above 8-bit machines and
>one step below 16-bit machines. However, generally such machines are called
>8-bit machines because the size of the data bus limits the machine's overall
>speed.

I've never heard _anybody_ call them 8-bit machines. That my PC/XT is about
as sluggish as my unaccelerated IIe (maybe even more so) is irrelevant. If
the IBM PC and PC/XT are "8-bit machines" on account of the width of the
expansion bus and/or processor data bus, then the TI-99/4A (connection to
the PEB is 8-bit) and Apple IIGS (same expansion bus as other IIs) must also
be 8-bit machines. I think you'll find that more than a few people
(including me) would object to those characterizations.

As somebody else posted, it's the programming model presented by the
processor that's relevant. The 6502, 6800, 8080, etc. provided a few 8-bit
registers, so you were limited to working with 8 bits at a time. The 8088,
9900, and 65816 offered 16-bit registers and let you work with twice as much
data at once as the 8-bit registers. That the 8088 and 65816 used two reads
on an 8-bit bus to fill a register is irrelevant...it might be a bit slower
than reading 16 bits at once, but it doesn't change how your code works.
(The 65816 even used the data bus to latch the upper 8 bits of a 24-bit
address into an external register; it's how the '816 was shoehorned into a
40-pin package not much different from the 6502.)

_/_ Scott Alfter
/ v \ salfter@salfter.dyndns.org
(IIGS( http://alfter.us Top-posting!
_^_/ pkill -9 /bin/laden >What is the most annoying thing on Usenet?

-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.2.2 (GNU/Linux)

```
iD8DBQE/PP38VgTKos01OwkRAg1TAKD11Da5q3o/pdkj+7MbBcxmOgcM5wCgklaH
UHxA/7354Twl6K5mp9HWgH0=
=Vyaa
-----END PGP SIGNATURE-----
```

# 4724. Re: atari 1050 repair (need help)

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 15:39:37 UTC
From: Bob Woolley <ataribobdelete@alamedanet.net>
Message-ID: <3f3d0383$0$16184$2c56edd9@news.cablerocket.com>
Source record: 19738

When you power on a 1050, it checks the operation of the 6532 chip. If it fails, the select light just blinks (it is checking over and over...). Once it thinks that the main chips are OK, the drive seeks (steps) to track 0 by moving the head back until the track 0 sensor is active. If the track 0 sensor does not see the flag after 40 or 50 steps, the 1050 dies. If your drive moves the head, it probably passed the logic tests. If the head moves but the drive will not run, it is probably the track 0 sensor. It is a little, black, U-shaped gadget mounted at the back of the head carriage. They go bad all the time.

Bob

"Ingo Rose" <ingo_rose@t-online.de> wrote in message
news:BB629FAE.3869%ingo_rose@t-online.de...
> hi,
>
> i just connected my old 1050 to my old 800 xl.
>
> problem:
> power led is working but the drive aehm how to tell you that in english
...,
>
> the drive wouddnt go on and beginn stepping.
>
> someone out there who can give me a repair hint or has repair manual by
> hand?
>
> regards,
> ingo
>

# 4725. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 15:42:00 UTC
From: salfter@salfter.dyndns.org
Message-ID: <cb7%a.210$nf3.2@fed1read07>
Source record: 19737
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

```
-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

In article <3F3C4F33.8020700@noneofyourbusiness.com>,
Exegete <millers@noneofyourbusiness.com> wrote:
>Scott Alfter wrote:
>> The IBM PC was never an 8-bit machine. It had an 8-bit expansion bus, but
>> the 8088 was a 16-bit processor with an 8-bit data bus (like the 65816).
>> Later processors with a bus width less than the machine word size were the
>> 386SX and 486SLC, which were 32-bit processors with 16-bit data buses.
>
>You're right about the 386Sx, butI'm nto so sure about the 486SLC. My
>memory isn't too clear, but I thought the 486SLC was merely an enhanced
>386DX.

Nope...I had one a few years back, and it was pin-compatible (more or less)
with the 386SX (and had the same 16-meg memory limit as the 386SX as a
result). There was also a 486DLC that had the same kind of compatibility
with the 386DX.

_/_ Scott Alfter
/ v \ salfter@salfter.dyndns.org
(IIGS( http://alfter.us Top-posting!
\_^_/ pkill -9 /bin/laden >What is the most annoying thing on Usenet?

-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.2.2 (GNU/Linux)

iD8DBQE/PP9HVgTKos01OwkRAkfWAKDvV4/dxl9d+ZbHVnYDHwfKsRoeZACffg2W
GD4xxpihYZHN7PoBi9Knnlk=
=grMY
-----END PGP SIGNATURE-----
```

# 4726. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 15:52:10 UTC
From: email@luddite.ca
Message-ID: <1fzq7qc.dmkbbyec6tfcN%email@luddite.ca>
Source record: 19739
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

Paul Schlyter <pausch@saaf.se> wrote:

> OTOH if being gay is purely in the genes, why are people gay at all?
> I mean, since gay people don't get biological children for obvious
> reasons, those genes ought to have become extinct long long ago.
> True, today we can inseminate -- but that's a quite recent invention,
> and the gay genes ought to have become extinct long before that.

Not necessarily... by the same logic, genes that result in fatal birth defects should also be self-limiting, but there is ample evidence to the contrary. Presumably the "gay gene" would be a recessive.
Also, it is not that uncommon for folks to "come out" after marrying and begetting young, thus propagating said genes.

In the case of 8-bit computers, however, I would say that choosing to be gay is simply out of the question... it's all down to programming.

-simon
(who really triedto stay out of this discussion...)

--
=LUDDITE ENTERPRISES=
http://www.luddite.ca

# 4727. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 16:09:04 UTC
From: salfter@salfter.dyndns.org
Message-ID: <AA7%a.214$nf3.79@fed1read07>
Source record: 19740
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

```
-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

In article <d7e7c90e.0308141928.5e49a8a2@posting.google.com>,
Marc Walters <marc@objectconnections.com> wrote:
>Anders Carlsson <anders.carlsson@mds.mdh.se> wrote in message
>news:<k2gekzooubd.fsf@legolas.mdh.se>...
>> hawk@slytherin.ds.psu.edu (Dr. Richard E. Hawkins) writes:
>> > One who willingly castrated himself could not enter Holy Orders;
>> > one who had been invoulntarily castrated could.
>>
>> In an attempt to bring this somewhat on-topic again; which computer,
>> chip or peripheral do you nominate as the most "castrated"? I don't
>> quite know, but my first thought is the 68008.
>
>The 6809 as used in the TI-99. It had a nice architecture, but ran far
>too slowly.

The 99/4A (and 99/4 before it) used the 9900, not the 6809...it was the
somewhat bastardized architecture of the computer (with the first 16K of
memory accessed by sending commands to the graphics controller, instead of
putting the memory on the processor's data bus like everybody else) that
made TI BASIC so slow. (Programs running in expansion-box memory are
supposed to be a fair bit faster...I haven't had much chance to try it out
for myself since getting a fully-loaded 99/4A setup a year or so ago, and
the one I had in the '80s was just a basic setup.)

_/_ Scott Alfter
/ v \ salfter@salfter.dyndns.org
(IIGS( http://alfter.us Top-posting!
\_^_/ pkill -9 /bin/laden >What is the most annoying thing on Usenet?

-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.2.2 (GNU/Linux)

iD8DBQE/PQWfVgTKos01OwkRAhZ6AKCf7eq3UxY1w48AivHyK/DLkvZ9OwCgyduX
A7yJ7g51FYT3UE8jOjLDcNM=
=3MyJ
-----END PGP SIGNATURE-----
```

# 4728. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 16:39:25 UTC
From: hawk@slytherin.ds.psu.edu
Message-ID: <bhj2bt$16km$2@f04n12.cac.psu.edu>
Source record: 19741
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

In article <pan.2003.08.15.13.46.37.400074@REMOVESPAMhotmail.comKILLER>,
paul s <paulslinux@REMOVESPAMhotmail.comKILLER> wrote:
>On Thu, 14 Aug 2003 22:31:02 +0200, Anders Carlsson wrote:

>> In an attempt to bring this somewhat on-topic again; which computer,
>> chip or peripheral do you nominate as the most "castrated"? I don't
>> quite know, but my first thought is the 68008.

>Intel's 386sx would also come under that catagory, 32bit processor
>castrated with a 16bit data-bus.

Same for the 8088. But a better example of castration would be the
486sx, in which the FPU was present but disabled (possibly because it
failed thhe test as a regular 486, possibly deliberately; it varied from
chip to chip).

hawk
--
Richard E. Hawkins, Asst. Prof. of Economics /"\ ASCII ribbon campaign
dochawk@psu.edu Smeal 178 (814) 375-4700 \ / against HTML mail
These opinions will not be those of X and postings.
Penn State until it pays my retainer. / \

# 4729. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 16:45:46 UTC
From: hawk@slytherin.ds.psu.edu
Message-ID: <bhj2nq$16km$3@f04n12.cac.psu.edu>
Source record: 19742
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

In article <20030815193040437+1200@news.inv.ihug.co.nz>,
Roger Johnstone <rojaws@ihug.co.nz> wrote:

>I remember some people calling them 12-bit CPUs, since they were 'half
>way' between an 8-bit and a 16-bit :o) I've never considered them to be
>a 8-bit CPU, since from a programmer's perspective there is zero
>difference between the 8088 and 8086 except for the performance. Indeed,
>what does the width of the external memory bus matter? If a CPU used a
>serial bus no one would consider it a '1-bit processor'.

There have been machines that implemented multibit cpus with a 1 bit
unit that serially worked it's way through the word. I believe some of
the 12 bit PDP-8's did this.

hawk
--
Richard E. Hawkins, Asst. Prof. of Economics /"\ ASCII ribbon campaign
dochawk@psu.edu Smeal 178 (814) 375-4700 \ / against HTML mail
These opinions will not be those of X and postings.
Penn State until it pays my retainer. / \

## 4730. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 17:19:20 UTC
From: "M. Pender" <mpender@hotmail.com>
Message-ID: <sC8%a.190$Bo6.42@nwrddc03.gnilink.net>
Source record: 19743
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

Scott Alfter <salfter@salfter.dyndns.org> wrote in message
news:167%a.207$nf3.52@fed1read07...
> -----BEGIN PGP SIGNED MESSAGE-----
> Hash: SHA1
>
> In article <%bW_a.8674$CN.110@nwrddc03.gnilink.net>,
> Sam Gillett <samgillett@msn.com> wrote:
> >Scott Alfter wrote ...
> >>The IBM PC was never an 8-bit machine. It had an 8-bit expansion bus,
but
> >>the 8088 was a 16-bit processor with an 8-bit data bus (like the 65816).
> >>Later processors with a bus width less than the machine word size were
the
> >>386SX and 486SLC, which were 32-bit processors with 16-bit data buses.

I used to think of the 8088 as an 8-bit processor with a few extra bells and whistles from the hardware perspective, but originally my comment was only directed toward the fact that the PC did a very successful job of maintaining software compatibility through the 8088/8086/80286/80386/80486/Pentium.

> >The IBM PC, PC/XT, and similar computers based on the Intel 8088
> >microprocessor work with a 16-bit word size but use an 8-bit data bus.
For
> >this reason, they are sometimes considered one step above 8-bit machines
and
> >one step below 16-bit machines. However, generally such machines are
called
> >8-bit machines because the size of the data bus limits the machine's
overall
> >speed.
>
> I've never heard _anybody_ call them 8-bit machines. That my PC/XT is
about
> as sluggish as my unaccelerated IIe (maybe even more so) is irrelevant.
If
> the IBM PC and PC/XT are "8-bit machines" on account of the width of the
> expansion bus and/or processor data bus, then the TI-99/4A (connection to
> the PEB is 8-bit) and Apple IIGS (same expansion bus as other IIs) must
also
> be 8-bit machines.

The TI-99 4/a was a 16-bit processor but it was tied to the program storage memory (video memory) in a bizarre configuration that only allowed the

processor direct access to some 256 bytes of scratchpad memory.

> I think you'll find that more than a few people
> (including me) would object to those characterizations.
>
> As somebody else posted, it's the programming model presented by the
> processor that's relevant. The 6502, 6800, 8080, etc. provided a few
8-bit
> registers, so you were limited to working with 8 bits at a time. The
8088,
> 9900, and 65816 offered 16-bit registers and let you work with twice as
much
> data at once as the 8-bit registers. That the 8088 and 65816 used two
reads
> on an 8-bit bus to fill a register is irrelevant...it might be a bit
slower
> than reading 16 bits at once, but it doesn't change how your code works.

Changing the time required to perform instructions as a function of the machine architecture *inherently* changes how code works. Timing critical code had to be written so it would take the same time whether the first word of a pair of parameters was on an odd word boundary or an even word boundary when a 16-bit data bus was used, vis the 8-bit data bus of the 8088. That's a HUGE difference.

- Mike

# 4731. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 17:36:11 UTC
From: russotto@grace.speakeasy.net
Message-ID: <BM-dnWx1pe6Wh6CiRTvUqw@speakeasy.net>
Source record: 19744
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

In article <1fzq7qc.dmkbbyec6tfcN%email@luddite.ca>,
Simon Williams <email@luddite.ca> wrote:
>Paul Schlyter <pausch@saaf.se> wrote:
>
>> OTOH if being gay is purely in the genes, why are people gay at all?
>> I mean, since gay people don't get biological children for obvious
>> reasons, those genes ought to have become extinct long long ago.
>> True, today we can inseminate -- but that's a quite recent invention,
>> and the gay genes ought to have become extinct long before that.
>
>Not necessarily... by the same logic, genes that result in fatal birth
>defects should also be self-limiting, but there is ample evidence to the
>contrary.

They are self-limiting. But not self-eliminating. Sometimes there's
a heterozygote advantage. Sometimes the gene is a common mutation
(and is thus often created anew). Sometimes it just happens to be
near a gene which confers a survival advantage. There's probably
other mechanisms.

With a hypothetical "gay gene" or set of genes, I'd bet on
heterozygote advanatge. Just enough, and you get a stylish
heterosexual guy who knows how to impress the ladies. Too much, and
you get a guy who knows how to impress the ladies but has no use for
doing so... just another of the world's ironies.

nb: I'm only half serious.

--
Matthew T. Russotto mrussotto@speakeasy.net
"Extremism in defense of liberty is no vice, and moderation in pursuit
of justice is no virtue." But extreme restriction of liberty in pursuit of
a modicum of security is a very expensive vice.

# 4732. Re: Atari++ 1.26 for Win32

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 18:36:32 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <QK9%a.10880$2Y6.2766716@news2.news.adelphia.net>
Source record: 19745

Thomas Richter wrote:
> Hi,
>
>
>>Dammit, I use a VGA montior that only supports 640x480x60/72 or 800x600x60
>
>
>>For some reason when I run the exe it is choosing a video mode that's
>>causing a sync problem on my 38" RCA monitor...
>
>
> Actually, it's more or less up to the SDL to choose the VideoMode for
> me, but you can do something against it. Use an editor (the windows text
> editor will do fine) and create & open the file ".atari++.conf" right
> in the directory where you put the executable. Add the following two

You might want to include the .atari++.conf file in the zip archive.

If you run the emulator on Windows and that file is missing, any time
you press a button the whole thing silently just shuts down.

Eventually I tried saving a configuration file, then the emulator
started to work.

BTW is the 1.26 source code available, and what tools are required
to build it on Windows?

Steve

# 4733. Re: Sid Meier's Pirates! for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 18:43:00 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <oJ9%a.137$mE5.84@fe05.atl2.webusenet.com>
Source record: 19746

Only on Atari ST, not the 8-bits. On the 8-bits there was a Pirates of the Barbary Coast.

"Jamie Kahn Genet" <jamiekg@e3.net.nz> wrote in message news:1fzr53l.1bkgm3wqnr4ceN%jamiekg@e3.net.nz...
> Was it ever published on an Atari computer, and if so, which one? Or am
> I getting confused with the Atari version of Civilization?
>
> Can anyone refresh my memory about an Atari Pirates! ?
>
> Regards,
> Jamie Kahn Genet
> --
> If you're not part of the solution, you're part of the precipitate.

# 4734. Re: Atari++ 1.26 for Win32

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 18:49:43 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <BK9%a.2603$f44.624@fe04.atl2.webusenet.com>
Source record: 19647

Tried to no avail....maybe I need a valid config file to edit?

Also I noticed your filename was .atari++.conf it seems I can't create a filename beginning with .

Someone email me a valid atari++.conf file....thanks.

"Thomas Richter" <thor@cleopatra.math.tu-berlin.de> wrote in message news:bhi3sp$oa5$1@mamenchi.zrz.TU-Berlin.DE...
> Hi,
>
> > Dammit, I use a VGA montior that only supports 640x480x60/72 or 800x600x60
>
> > For some reason when I run the exe it is choosing a video mode that's
> > causing a sync problem on my 38" RCA monitor...
>
> Actually, it's more or less up to the SDL to choose the VideoMode for
> me, but you can do something against it. Use an editor (the windows text
> editor will do fine) and create & open the file ".atari++.conf" right
> in the directory where you put the executable. Add the following two
> lines to the file:
>
> PixelWidth = 2
> PixelHeight = 2
>
> This instructs the emulator to magnify pixels a bit, hopefully
> enforcing it to use a different screen resolution. Once you get the
> configuration menu on the screen, you're able to adjust these settings
> to your needs, of course. You'd might try to use higher values for
> the magnifiers, up to 4x4 maybe, though it just gets slower then (and not
> necessarely better). Try the smallest number your monitor still tolerates.
> For me, 1x1 works, but 2x2 looks slightly better without hitting
> performance too much.
>
> BTW, thanks for the note. I need feedback like this to get the emulator
> better. Please let me note whether 2x2 works better for you, and if it
> does, I'll change the defaults for the next release and add a note to
> the manual.
>
> Greetings,
> Thomas

# 4735. Re: Atari++ 1.26 for Win32

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 19:12:22 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <vjqc4igmbgrpdf@corp.supernews.com>
Source record: 19648

Hi,
I had a hard time also. But I finally got something to work between program closures, and this is the results: The program will eventually make a config file-- '.atari++.conf' -- I think as soon as I got the machine type and location of proper rom the program wrote this file to the directory. Good luck I like the interface it is a lot like the emulator for DOS interface. Be sure to use the scroll bars to expose all options.
RoyE

```
#Atari++ configuration file, saved options.
#Each line represents a setting-value pair, lines starting with a
#hash mark are comments and are hence ignored.
#All options set here are also reachable from the command line by
#placing a dash in front of the option and omitting the '=' sign, i.e.
#atari++ -option value -option value ...
#
#
#Machine specific settings:
Machine = XL
FrontEnd = SDL
Sound = SDL
StereoPokey = on
MonitorOnCrash = on
AcceptLicence = on
#
#
#ANTIC specific settings:
VideoMode = NTSC
BeforeDLICycles = 14
#
#
#Pokey specific settings:
VolumeGain = 3
AudioClip = 64
VideoMode = NTSC
SIOSound = on
#
#
#GTIA specific settings:
VideoMode = NTSC
Artifacts = off
BeforeDisplayCycles = 0
BeforeDLICycles = 14
PlayerTrigger.0 = All
```

```
PlayfieldTrigger.0 = All
PlayerTrigger.1 = All
PlayfieldTrigger.1 = All
PlayerTrigger.2 = All
PlayfieldTrigger.2 = All
PlayerTrigger.3 = All
PlayfieldTrigger.3 = All
#
#
#CPU specific settings:
WSyncPosition = 104
TraceOnReset = off
#
#
#Cartridge specific settings:
CartPath =
RTime8 = off
#
#
#MMU specific settings:
4KExtended = on
AxlonRam = off
#
#
#OsROM specific settings:
OsAPath = ../ATARIOSA.ROM
OsBPath = ../ATARIOSB.ROM
OsXLPath = ../ATARIXL.ROM
Os5200Path = ../5200.ROM
OsType = Auto
H1Dir = ../XIN
H2Dir = .
H3Dir = .
H4Dir = .
SIOPatch = on
InstallPDevice = on
InstallHDevice = on
InstallHAsDisk = off
InstallMathPatch = on
#
#
#Speed specific settings:
RefreshRate = 1
MaxMiss = 1
VideoMode = NTSC
#
#
#Keyboard specific settings:
HoldOption = on
HoldSelect = off
```

```
HoldStart = off
#
#
#Basic ROM specific settings:
BasicPath = ../ATARIBAS.ROM
UseBasic = off
#
#
#SIO specific settings:
SerInCmdDelay = 50
ReadDoneDelay = 50
WriteDoneDelay = 50
FormatDoneDelay = 400
#
#
#PIA specific settings:
MathPackControl = off
#
#
#Printer specific settings:
PrintCommand = lpr
EnablePrinter = on
TransposeEOL = on
FlushDelay = 5
#
#
#DiskDrive specific settings:
Enable.1 = off
Protect.1 = off
Eject.1 = off
Image.1 = ../MYDOS45D.ATR
Enable.2 = off
Protect.2 = off
Eject.2 = off
Image.2 =
Enable.3 = off
Protect.3 = off
Eject.3 = off
Image.3 =
Enable.4 = off
Protect.4 = off
Eject.4 = off
Image.4 =
#
#
#Joystick specific settings:
Joystick.0.Sensitivity = 8192
Joystick.0.Port = KeypadStick.0
Joystick.1.Sensitivity = 8582
Joystick.1.Port = None
```

```
Joystick.2.Sensitivity = 8192
Joystick.2.Port = None
Joystick.3.Sensitivity = 8192
Joystick.3.Port = None
#
#
#Paddle specific settings:
Paddle.0.Sensitivity = 8192
Paddle.0.Port = None
Paddle.0.Invert = off
Paddle.1.Sensitivity = 8192
Paddle.1.Port = None
Paddle.1.Invert = off
Paddle.2.Sensitivity = 8192
Paddle.2.Port = None
Paddle.2.Invert = off
Paddle.3.Sensitivity = 8192
Paddle.3.Port = None
Paddle.3.Invert = off
Paddle.4.Sensitivity = 8192
Paddle.4.Port = None
Paddle.4.Invert = off
Paddle.5.Sensitivity = 8192
Paddle.5.Port = None
Paddle.5.Invert = off
Paddle.6.Sensitivity = 8192
Paddle.6.Port = None
Paddle.6.Invert = off
Paddle.7.Sensitivity = 8192
Paddle.7.Port = None
Paddle.7.Invert = off
#
#
#Lightpen specific settings:
Lightpen.Sensitivity = 8192
Lightpen.Port = None
#
#
#SDL_FrontEnd specific settings:
LeftEdge = 16
TopEdge = 0
Width = 352
Height = 240
PixelWidth = 1
PixelHeight = 1
ScreenBase = ScreenDump
DumpFormat = PNM
ShieldCursor = on
#
#
```

```
#ExtraPokey specific settings:
VolumeGain = 3
AudioClip = 64
VideoMode = PAL
SIOSound = on
#
#
#SDLSound specific settings:
EnableSound = on
EnableConsoleSpeaker = on
ConsoleSpeakerVolume = 32
SampleFreq = 22050
FragSize = 10
NumFrags = 6
#
```

"LionOfJudah" <bcozier@bellsouth.net> wrote in message
news:BK9%a.2603$f44.624@fe04.atl2.webusenet.com...
> Tried to no avail....maybe I need a valid config file to edit?
>
> Also I noticed your filename was .atari++.conf it seems I can't create a
> filename beginning with .
>
> Someone email me a valid atari++.conf file....thanks.
>
> "Thomas Richter" <thor@cleopatra.math.tu-berlin.de> wrote in message
> news:bhi3sp$oa5$1@mamenchi.zrz.TU-Berlin.DE...
> > Hi,
> >
> > > Dammit, I use a VGA montior that only supports 640x480x60/72 or
> 800x600x60
> >
> > > For some reason when I run the exe it is choosing a video mode that's
> > > causing a sync problem on my 38" RCA monitor...
> >
> > Actually, it's more or less up to the SDL to choose the VideoMode for
> > me, but you can do something against it. Use an editor (the windows text
> > editor will do fine) and create & open the file ".atari++.conf" right
> > in the directory where you put the executable. Add the following two
> > lines to the file:
> >
> > PixelWidth = 2
> > PixelHeight = 2
> >
> > This instructs the emulator to magnify pixels a bit, hopefully
> > enforcing it to use a different screen resolution. Once you get the
> > configuration menu on the screen, you're able to adjust these settings
> > to your needs, of course. You'd might try to use higher values for
> > the magnifiers, up to 4x4 maybe, though it just gets slower then (and
not

> > necessarely better). Try the smallest number your monitor still
tolerates.
> > For me, 1x1 works, but 2x2 looks slightly better without hitting
> > performance too much.
> >
> > BTW, thanks for the note. I need feedback like this to get the emulator
> > better. Please let me note whether 2x2 works better for you, and if it
> > does, I'll change the defaults for the next release and add a note to
> > the manual.
> >
> > Greetings,
> > Thomas
>
>
>

# 4736. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 19:20:37 UTC
From: pausch@saaf.se
Message-ID: <bhjbq5$j4i$1@merope.saaf.se>
Source record: 19649
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

In article <1fzq7qc.dmkbbyec6tfcN%email@luddite.ca>,
Simon Williams <email@luddite.ca> wrote:

> Paul Schlyter <pausch@saaf.se> wrote:
>
>> OTOH if being gay is purely in the genes, why are people gay at all?
>> I mean, since gay people don't get biological children for obvious
>> reasons, those genes ought to have become extinct long long ago.
>> True, today we can inseminate -- but that's a quite recent invention,
>> and the gay genes ought to have become extinct long before that.
>
> Not necessarily... by the same logic, genes that result in fatal birth
> defects should also be self-limiting, but there is ample evidence to the
> contrary. Presumably the "gay gene" would be a recessive.
> Also, it is not that uncommon for folks to "come out" after marrying and
> begetting young, thus propagating said genes.

Those who do so are not 100% gay -- they're bi-sexual. Otherwise, if
they felt forced to marry due to pressure from society, it would have
been a white marriage - and such a marriage does not produce children.

--
------------------------------------------------------------
Paul Schlyter, Grev Turegatan 40, SE-114 38 Stockholm, SWEDEN
e-mail: pausch at stockholm dot bostream dot se
WWW: http://www.stjarnhimlen.se/
http://home.tiscali.se/pausch/

# 4737. 800Xl and 1050 with US Doubler for sale

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 20:13:50 UTC
From: RED <redodd@comcast.net>
Message-ID: <T16dnapQOotko6CiXTWJjQ@comcast.com>
Source record: 19650

Hello,

I have for sale the following items. I am asking $60.00 plus shipping. Atari 800XL, 1050 Disk Drive with US Doubler and original Spartados Construction Set manual, 1 really good Atari Joystick and all cables and power adaptors. Included are the 2 original Spartados disks and the following versions of Dos: Dos 2, 2.5, 3, 4, Superdos 5.1, MyDos 4.53/4, Dos II Double Density Densxl with 7/82 Compute fix, Fast Double Density Dos II, Smart Dos, David Young Dos with Superdup and Fast Write, Dos XL Ver 2.30. Also included are the Atari Translator Disks "A" and "B". Games included on disk are Joust, MsPacman, Super Pacman, Jungle Hunt, Donkey Jr. & Sr., Spy Hunter, Centipede, Missile Command, Crystal Castles, Pitstop, Q*Bert, Pole Position, Gyress, Pengo, Rally Sppedway, The Blue Max, Kangaroo, B.C.'s Quest for Tires, Defender, Frogger, Capture the Flag, Kaboom, Seawolf II, Berzerk, Star Crystals, and last but not least, Trax Lair. All software are copies except the Sparta Dos disks. System works great. I haven't packed it up and weighed the box yet but if you are interested, I will give you shipping estimates for USPS. If no one responds in a week or so, this will be put this on eBay. Thanks for looking. I'm located in Fairfield N.J., zip 07004 so you can pick this up if you want.

Ralph

# 4738. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 20:22:11 UTC
From: Exegete <millers@noneofyourbusiness.com>
Message-ID: <3F3D40F3.3070201@noneofyourbusiness.com>
Source record: 19651
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

Scott Alfter wrote:
> -----BEGIN PGP SIGNED MESSAGE-----
> Hash: SHA1
>
> In article <%bW_a.8674$CN.110@nwrddc03.gnilink.net>,
> Sam Gillett <samgillett@msn.com> wrote:
>
>>Scott Alfter wrote ...
>>
>>>The IBM PC was never an 8-bit machine. It had an 8-bit expansion bus, but
>>>the 8088 was a 16-bit processor with an 8-bit data bus (like the 65816).
>>>Later processors with a bus width less than the machine word size were the
>>>386SX and 486SLC, which were 32-bit processors with 16-bit data buses.
>>
>>The IBM PC, PC/XT, and similar computers based on the Intel 8088
>>microprocessor work with a 16-bit word size but use an 8-bit data bus. For
>>this reason, they are sometimes considered one step above 8-bit machines and
>>one step below 16-bit machines. However, generally such machines are called
>>8-bit machines because the size of the data bus limits the machine's overall
>>speed.
>
>
> I've never heard _anybody_ call them 8-bit machines.

That doesn't mean that it wasn't.

Some haven't heard the 68000 called a 32 bit chip.

At the time of it's release, the PC was called a 16 chip machine, but
the 386SX was called a 16 bit chip as opposed to the 32 bit 386(DX).
Only after "true" 16 bit chips and buses where used (AT and later) was
the PC referred to as an 8 bit machine.

That my PC/XT is about
> as sluggish as my unaccelerated IIe (maybe even more so) is irrelevant. If
> the IBM PC and PC/XT are "8-bit machines" on account of the width of the
> expansion bus and/or processor data bus, then the TI-99/4A (connection to
> the PEB is 8-bit) and Apple IIGS (same expansion bus as other IIs) must also
> be 8-bit machines. I think you'll find that more than a few people
> (including me) would object to those characterizations.

And yet the TI 99/4a was lumped with 8 bit machines like the Apple II.
The only thing "16 bit" about the //gs is the internal registers of the
65816 in native mode.

>
> As somebody else posted, it's the programming model presented by the
> processor that's relevant. The 6502, 6800, 8080, etc. provided a few 8-bit
> registers, so you were limited to working with 8 bits at a time. The 8088,
> 9900, and 65816 offered 16-bit registers and let you work with twice as much
> data at once as the 8-bit registers. That the 8088 and 65816 used two reads
> on an 8-bit bus to fill a register is irrelevant...it might be a bit slower
> than reading 16 bits at once,

Because it was 8 bit, as opposed to a "true" 16 bit machine.

but it doesn't change how your code works.

Well, there are two ways of looking at it: software perspective, or
hardware. Woz wrote Sweet16, and the II also ran UCSD Pascal, so I
suppose you could call the II a 16 bit machine....

Roy

> (The 65816 even used the data bus to latch the upper 8 bits of a 24-bit
> address into an external register; it's how the '816 was shoehorned into a
> 40-pin package not much different from the 6502.)
>
> _/_ Scott Alfter
> / v \ salfter@salfter.dyndns.org
> (IIGS( http://alfter.us Top-posting!
> _^_/ pkill -9 /bin/laden >What is the most annoying thing on Usenet?
>
> -----BEGIN PGP SIGNATURE-----
> Version: GnuPG v1.2.2 (GNU/Linux)
>
> iD8DBQE/PP38VgTKos01OwkRAg1TAKD11Da5q3o/pdkj+7MbBcxmOgcM5wCgklaH
> UHxA/7354Twl6K5mp9HWgH0=
> =Vyaa
> -----END PGP SIGNATURE-----

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 100,000 Newsgroups - 19 Different Servers! =-----

# 4739. Re: 800XI and 1050 with US Doubler for sale

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 20:49:25 UTC
From: RED <redodd@comcast.net>
Message-ID: <TIKdnScL1bLO2qCiXTWJig@comcast.com>
Source record: 19652

Hello again,

Here are links to some pictures. The box weighs about 18 pounds.

http://mywebpages.comcast.net/redodd/800xl.jpg
http://mywebpages.comcast.net/redodd/1050.jpg
http://mywebpages.comcast.net/redodd/adapts.jpg
http://mywebpages.comcast.net/redodd/book.jpg
http://mywebpages.comcast.net/redodd/spdos.jpg

Ralph

# 4740. Re: The Apple II is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 20:50:20 UTC
From: Me <noone@nowhere.com>
Message-ID: <Xns93D8AB4BA6658noonenowherecom@66.133.130.30>
Source record: 19653
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

P D aka Sinclair_QL <do.not.disturb@get.it.spammer.net> wrote in
news:oprtxf0tmpf1jixt@news2.news.adelphia.net:

> On Thu, 14 Aug 2003 22:10:43 -0500, Exegete
> <millers@noneofyourbusiness.com> wrote:
>
> <snip>
>>
>> You're right about the 386Sx, butI'm nto so sure about the 486SLC. My
>> memory isn't too clear, but I thought the 486SLC was merely an
>> enhanced 386DX.
>>
>> Roy
>>
>
> 486SLC was a Cyrix processor that emulated the 386 but was supposed to
> have 486SX performance.
>
> Regarding 386sx you are absolutely right... that was however IIRC the
> last time Intel employed that technique as the 486SX just lacked the
> FPU (or according to other well informed sources... they were just
> damaged during production and rebadged ;-) Of course their FPUs were
> full fledged 486DXs ;-)

Not quite the last time intel used the trick, see the recently introduced
i486GX documented here:

http://www.intel.com/design/intarch/datashts/272755.htm

in particular:

* 16-bit external data bus

# 4741. Atari++ Windows bug?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 21:20:15 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <R0c%a.168$mE5.129@fe05.atl2.webusenet.com>
Source record: 19654

Ok I got the config file to work.

Now....when I am trying to run ANY machine type with atari basic rom... I can execute commands at the ready prompt but when I try to enter a propgram like :

10 ? "HELLO"

as soon as I hit enter, the whole program bombs and puts me back into desktop.

Maybe my ATARIBAS.ROM file is bad?

When I use the XE machine type with the BASIC XE cart I can enter programs ok.

Now...another problem seems to be that I got mydos 4.5 to work ok..but it appears that my SMARTDOS isn't working. It will boot ok and go to basic XE but when I type DOS, it bombs and goes back to desktop....also if I try to boot SMARTDOS without any BASIC same thing.

# 4742. Re: Atari++ Windows bug?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 21:25:56 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <a6c%a.169$mE5.102@fe05.atl2.webusenet.com>
Source record: 19655

"LionOfJudah" <bcozier@bellsouth.net> wrote in message
news:R0c%a.168$mE5.129@fe05.atl2.webusenet.com...
> Ok I got the config file to work.
>
> Now....when I am trying to run ANY machine type with atari basic rom... I
> can execute commands at the ready prompt but when I try to enter a
propgram
> like :
>
> 10 ? "HELLO"
>
> as soon as I hit enter, the whole program bombs and puts me back into
> desktop.
>
> Maybe my ATARIBAS.ROM file is bad?

I just checked it with Atari 800 WIN Plus 3.1 and I can enter the same line
ok with the ataribas.rom file ....looks like a problem with Atari++ but
basic XE works just fine.

>
> When I use the XE machine type with the BASIC XE cart I can enter programs
> ok.
>
> Now...another problem seems to be that I got mydos 4.5 to work ok..but it
> appears that my SMARTDOS isn't working. It will boot ok and go to basic XE
> but when I type DOS, it bombs and goes back to desktop....also if I try to
> boot SMARTDOS without any BASIC same thing.
>
>
>

## 4743. Atari++ Windows is GREAT!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 22:24:18 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <MTc%a.4353$f44.2946@fe04.atl2.webusenet.com>
Source record: 19656

I can finally play Stargate! It messes up on Atari 800 Win 3.1....

Only thing is I can't use SMARTDOS....or regular Atari Basic yet....

# 4744. Re: M.U.L.E. is a crap game !!!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 22:29:37 UTC
From: NightSky 421 <nightsky421JUNK-SUX@excite.com>
Message-ID: <vjqno77s0ip793@corp.supernews.com>
Source record: 19657
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc.games.strategic

"Derek D (SC)" <derek@xstormcloudcreationsx.com> wrote in message
news:EuZ_a.146891$o%2.63382@sccrnsc02...
>
<snip>
>
> heh ...I still remember thinking with my Atari 1040ST, "Why would anything
> need
> more than a megabyte of memory??". Pretty funny now that I think about it,
> as my current
> project passes the 13 MB mark in total (compiled) size, and it's only
about
> 70% done.
> A piece of music in the game takes up more room than all of the memory in
> what I thought was a ridiculously high amount in that 1040ST. Funny. ;-)
>

LOL, I know what you mean! I actually got a 520ST myself back in 1987 and I think I might still have the original receipt for it. The "wow" factor was quite something at that point in time, especially with regards to the memory! I have good memories of the 520ST but I do recall the floppy drives as being high priced and less than stellar and that the color monitor was insanely expensive. It was selling for $600 Canadian and I never did buy one. I did, however, get the monochrome monitor and it was pretty good. The first game I got for the ST was Star Raiders. Later I got into Roadwar 2000 and Roadwar Europa, and the Phantasie games.

That was a good trip down memory lane, thanks for that.

# 4745. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 22:40:33 UTC
From: Ian Malcolm <abuse@freeserveNOSPAM.net>
Message-ID: <3F3D6161.E6DCAA8@freeserveNOSPAM.net>
Source record: 19658
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

Paul Schlyter wrote:
>
> In article <k2gekzooubd.fsf@legolas.mdh.se>,
> Anders Carlsson <anders.carlsson@mds.mdh.se> wrote:
>
> > hawk@slytherin.ds.psu.edu (Dr. Richard E. Hawkins) writes:
> >
> >> One who willingly castrated himself could not enter Holy Orders;
> >> one who had been invoulntarily castrated could.
> >
> > In an attempt to bring this somewhat on-topic again; which computer,
> > chip or peripheral do you nominate as the most "castrated"? I don't
> > quite know, but my first thought is the 68008.
>
> A modern Pentium III running plain 16-bit MS-DOS from a floppy only
> would be a good candidate..... :-)
>
> Or what about a modern Pentium III running an Apple II emulator?
> Those emulators are really pieces of "lobotomy software".... :-)))))
>

I like the PIII running DOS. What about a PIII with a dos mode web
browser (DosLynx386 2.8.2R1) and a MS workgroups for Dos network server?
The TCP/IP support for Lynx is handled by WATTCP running over a crynware
packet driver shim on top of Microsoft real mode netbios, coexisting with
the netbeui for the server.

It works, you can search google from it, download a file and even share
the download directory and read the file from a windows PC but its a real
ballless wonder and about as stable as an elephant on a unicycle. (I had
a slow week at work once and set it all up for a laugh)

Lynx isnt actually that bad. Win32 Lynx is a decent plain text web
browser and will fit on a floppy if you trim the help files. Can be
useful sometimes to have a private web browser sometimes that doesnt leave
footprints everywhere through the system.

--
Ian Malcolm. London, ENGLAND. (NEWSGROUP REPLY PREFERRED)
ianm[at]the[dash]malcolms[dot]freeserve[dot]co[dot]uk [at]=@, [dash]=- &
[dot]=.
*Warning* SPAM TRAP set in header, Use email address in sig. if you must.
'Stingo' Albacore #1554 - 15' Uffa Fox designed, All varnished hot moulded
wooden racing dinghy circa. 1961

# 4746. Re: Lord Teviolus messages are getting boring...

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 23:21:21 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3f3d6c71$0$49104$e4fe514c@news.xs4all.nl>
Source record: 19659

He Wef contact me private txg01@xs4all.nl could not send you a personal
e-mail it bounced :-(

"Wef Dinaini" <wef@dinaini.com> wrote in message
news:3f3ce88c$0$256$4d4ebb8e@news.nl.uu.net...
> Hi TXG,
>
> has been a while since we spoke. How did the CD's turn out ?
>
> Regards,
> Wef
>
> "TXG" <txg01@xs4all.nl> schreef in bericht
> news:3f3c70b2$0$49110$e4fe514c@news.xs4all.nl...
> > Just want to let you know I get a little sick about 90 messages a day to
> see
> > what's crap...
> >
> > TXG / MNX
> >
> >
>
>

# 4747. Re: Atari++ Windows bug?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-15 23:29:15 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <pQd%a.1880$sA4.1401@fe02.atl2.webusenet.com>
Source record: 19660

"LionOfJudah" <bcozier@bellsouth.net> wrote in message
news:a6c%a.169$mE5.102@fe05.atl2.webusenet.com...
> "LionOfJudah" <bcozier@bellsouth.net> wrote in message
> news:R0c%a.168$mE5.129@fe05.atl2.webusenet.com...
> > Ok I got the config file to work.
> >
> > Now....when I am trying to run ANY machine type with atari basic rom...
I
> > can execute commands at the ready prompt but when I try to enter a
> propgram
> > like :
> >
> > 10 ? "HELLO"
> >
> > as soon as I hit enter, the whole program bombs and puts me back into
> > desktop.

SAME problem exists with Basic XL cartridge...

> >
> > Maybe my ATARIBAS.ROM file is bad?
>
> I just checked it with Atari 800 WIN Plus 3.1 and I can enter the same
line
> ok with the ataribas.rom file ....looks like a problem with Atari++ but
> basic XE works just fine.
>
> >
> > When I use the XE machine type with the BASIC XE cart I can enter
programs
> > ok.
> >
> > Now...another problem seems to be that I got mydos 4.5 to work ok..but
it
> > appears that my SMARTDOS isn't working. It will boot ok and go to basic
XE
> > but when I type DOS, it bombs and goes back to desktop....also if I try
to
> > boot SMARTDOS without any BASIC same thing.
> >
> >
> >
>
>
>

# 4748. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-16 01:18:22 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <yDf%a.1971$kK4.1036@nwrddc02.gnilink.net>
Source record: 19661
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

Gary Tait wrote ...

>>However i would recomend that we avoid the temptation to paint our
machines
>>in british racing green and put chrome strips down the sides!
>
>How about BMW polar silver, with red and blue vinyl decals?
>(I seen a PC in Maximum PC done that way)

How about camouflage paint? (Ideal for troll hunting!) ;-)

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
Last 8-bit BBS in the Dallas area. Commodore lives!

# 4749. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-16 02:21:07 UTC
From: julian814@hotmail.com
Message-ID: <ce9c44dd.0308151821.1519b96f@posting.google.com>
Source record: 19662
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

kottira@chello.at (Franz Kottira) wrote in message
news:<7a3ed5e6.0308141046.6ab4ebd5@posting.google.com>...
> julian814@hotmail.com (Ralph Glatt) wrote in message
news:<ce9c44dd.0308131705.1a9e6edb@posting.google.com>...
> > kottira@chello.at (Franz Kottira) wrote in message
news:<7a3ed5e6.0308131157.6b93c084@posting.google.com>...
> [...]
> > > We run a gay diskotheque using a C64 for book-keeping and lighting
> > > control. But from the fact that our guests in general donï¿½t pay much
> > > attention to the system, I canï¿½t see any special affinity between
> > > "gay" and "C64".
> >
> > Cool! Can you tell us how it runs the lights? I'd be interested in a
> > project like that.
>
> A control unit is connected to the userport. It drives 24 relays.
> Circuit diagram here:
> http://members.chello.at/wiener.freiheit/c64_steuergeraet.gif
> The software also outputs messages to the television screens in the
> diskotheque. There is a short description of the project, but in
> german language:
> http://members.chello.at/wiener.freiheit/c64.htm#disco

Cool! Guess I'll have to break out my old German primer from my school days. ;-)

Ralph Glatt

# 4750. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-16 06:40:13 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <hlk%a.5323$Nf3.2598@newsread4.news.pas.earthlink.net>
Source record: 19663
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

----- Original Message -----
From: "Form@C" <mickATmixtel.co.uk>
Newsgroups:
comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.
msx
Sent: Thursday, August 14, 2003 12:26 PM
Subject: Re: Thorw away your 8 Bit shit and buy a PC
> If you feel so negative about the old machines then you are probably not
> old enough to have lived through what was probably the "golden age" of
> home computers. I feel rather sorry for you...

Well, my Atari 800 is actually older than I am (born in '81). I replaced my 800 with a 130XE, but I still have the 800. I first started programming at about the age of 8, and by then the 8-bit was on it's way out the door. But, even so, I cabbaged onto every resource manual, book, article, whatever I could find that was 8-bit related and havn't let go of it yet.

Long live the Atari 8-bit! Long live all the old computers! They all rocked. (this coming from a person who barely remembers the 80's...)

Oh, yeah, BTW: We had C64 and C128 machines at my school for YEARS. We still had them when I graduated, and, oddly enough, no one ever complained about "the crappy computers". Most of the people that I went to school with were like "Oh! Cool! A C64! I have one at home".

David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic

# 4751. Re: M.U.L.E. is a crap game !!!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-16 14:25:42 UTC
From: Werner Purrer <werpu@operamail.com>
Message-ID: <3f3e22eb@e-post.inode.at>
Source record: 19664
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc.games.strategic

Lord Teviolus wrote:

> Why should anyone play this crappy game with iti¿½s mediocre graphics
> and silly gameplay ?
>
> All the modern PC games are far better !
Ouch, I really hope Dani Buten does not hear this wherever she is now :-(
Man you really are an ignorant, this game basically set the standards for
strategy games 20 years ago out of nowhere. It basically invented the basic
mechanisms, while most games nowadays are just clones of each other this
game was a strike of a genious, there basically was nothing you could copy
when this game was created. To ignore this basically just means you simply
are an idiot not even worth touching the works of Dani Bunten.
(I still can remember seven cities of gold and how far advanced it was for
its time, the first game which came close and maybe surpassed it in this
genre was civilization, but seven cities of gold has to be rated much
higher in my opinion due to the fact that it basically was the first game
of its kind on the computer, besides that a technical masterpiece given the
limits of early eighties computer technolgy.

# 4752. Re: M.U.L.E. is a crap game !!!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-16 14:27:50 UTC
From: Werner Purrer <werpu@operamail.com>
Message-ID: <3f3e2372@e-post.inode.at>
Source record: 19665
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc.games.strategic

Paul Irvine wrote:

>
> Have you nothing better to do than post shit like this all the time,
> you are not even an entertaining troll, just a boring same old shit
> done much better by others troll.
>
In this case a troll wo rides ignorantly on the achievements of death
people. I wonder if he even was able to achieve one percent of gaming
concepts dani bunten invented.

# 4753. Re: Amstrad CPC = shit

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-16 15:13:30 UTC
From: TFM@CPCszene.de
Message-ID: <97a312cb.0308160713.45aff472@posting.google.com>
Source record: 19666
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

James Coupe <james@zephyr.org.uk> wrote in message
news:<5wSbAjjXWjO$EwAs@gratiano.zephyr.org.uk>...
> In message <3f39fd7c$0$15130$afc38c87@news.optusnet.com.au>, Ross
> Simpson <Hi_Mr_Spammer@nowhere.com.au> writes:
> >Do I have to spell it out in Black & White. Enough complants to Google
> >Groups about this person will have their Google Groups access removed.
>
> You're talking rubbish. Number of complaints != effectiveness of
> complaint.

No James Coupe!!!!! _YOU_ are talking rubbish (like usual!!!).

I wrote to google and today I got a nice letter back, they will put
that spammer out!

# 4754. Re: This fucking troll shit is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-16 18:15:09 UTC
From: julian814@hotmail.com
Message-ID: <ce9c44dd.0308161015.54775f06@posting.google.com>
Source record: 19667
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"James Sill" <sill@mcleod.net> wrote in message news:<3f3557c7$1_3@newsfeed>...
> I've HAD IT with this fucking goddammed trolling shit!
>
> I GIVE UP ON USENET
>
> GOODBYE FOREVER

<\sarcasm>

Waaaah! He's gone forever!! I'll miss him so!!!

</sarcasm>

Ralph Glatt

## 4755. Re: This fucking troll shit is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-16 20:36:30 UTC
From: Phil-on-a-hill <malcnospam@gothcorp.co.uk>
Message-ID: <BCw%a.14171$yl6.12377@newsfep4-winn.server.ntli.net>
Source record: 19668
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"Ralph Glatt" <julian814@hotmail.com> wrote in message
news:ce9c44dd.0308161015.54775f06@posting.google.com...
> "James Sill" <sill@mcleod.net> wrote in message
news:<3f3557c7$1_3@newsfeed>...
> > I've HAD IT with this fucking goddammed trolling shit!
> >
> > I GIVE UP ON USENET
> >
> > GOODBYE FOREVER

Just killfile the kids, then delete the threads. It only takes 2 seconds.

# 4756. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-16 21:00:44 UTC
From: Peter Thomas <see-my-sig@hotmail.com>
Message-ID: <105tjv4mps8dadfk9fcjt86g5bcg4rao3u@4ax.com>
Source record: 19669

On Fri, 15 Aug 2003 10:37:46 +0200, Etienne von Wettingfeld
<etienne@xs4none.nl> wrote:

>> Sorry, being gay is not a choice. And I'm gay, so I should know. It's no
>> different from being left- or right-handed, for example, and I don't see
>> anyone banging on about how left-handed people have chosen to write that
>> way.
>According to some research gay people are more left-handed than
>heterosexuals.

I'm left-handed, a heterosexual and a Speccy user. What kind of misfit
am I?

(BTW, left-handedness is common in those whose left eye's vision is
better than their right - which applies to me.)

--
pete [at] ï¿½ In development: Beer Chaos.
horseshoe ï¿½ You buy a shot of vodka or water.
[hyphen] ï¿½ Anyone choosing to disbelieve it has to
inn [dot] ï¿½ down it.
co [dot] ukï¿½

# 4757. Question about disk drives

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-16 22:04:56 UTC
From: ravuya@NOSPAM.PLEASE.icarusindie.com
Message-ID: <ravuya-1608031605590001@192.168.1.104>
Source record: 19670

Hey,

Just picked up an 800XL from a nearby flea market. This is my first Atari system, so yay for me. The system works great; I got a 1050 disk drive along with the unit and a couple of (copied) disks.

My question is, how would I be able to take an atari disk image (.ATR or whatever, I guess) and write it to a disk? I've got an old 5.25 floppy drive kicking around for my PC; dunno how powerful or what the hell I need. Can I use any floppy? And if so, how do I copy them over? I'm running Linux but I'm not above running a lil' bit of Windows if that's what the copier app needs.

Also, some of the disks that came with the thing aren't quite loading up right; most of them give me a boot error on startup or won't load fully (lock up on black screen, or toss me to the system shell where my keyboard won't respond and there's no "READY"). Am I using the wrong way to load the disks? I found that turning the Atari and disk drive off, then turning the disk drive on while empty, then loading the disk in, waiting for the light to come off, and then powering the Atari up seems to work. Is there a better way? It shipped with a copy of DOS 2.5 but the disk is either fried or I'm loading it funny.

Thanks for the help guys. Looking forward to many happy times with this new box.

- rav

# 4758. Re: Atari++ Windows bug?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-16 22:52:52 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <3F3EB5C4.10202@math.tu-berlin.de>
Source record: 19671

LionOfJudah wrote:

> Now....when I am trying to run ANY machine type with atari basic rom... I
> can execute commands at the ready prompt but when I try to enter a propgram
> like :
>
> 10 ? "HELLO"
>
> as soon as I hit enter, the whole program bombs and puts me back into
> desktop.
>
> Maybe my ATARIBAS.ROM file is bad?

The real question is: Which type is your ROM file, which BASIC ROM file?

Yes, that really works fine here, I would have found such an obvious
bug. (-; Did you use an XL ROM for the "XL"? Note that the ++ defaults
to the Atari800XL, not to the 800.

> When I use the XE machine type with the BASIC XE cart I can enter programs
> ok.
>
> Now...another problem seems to be that I got mydos 4.5 to work ok..but it
> appears that my SMARTDOS isn't working. It will boot ok and go to basic XE
> but when I type DOS, it bombs and goes back to desktop....also if I try to
> boot SMARTDOS without any BASIC same thing.

No, nothing like that here, sorry, I've currently SmartDos running in
the emulator next to mozilla.

However, there's one thing you can always do: Pack your configuration
(.atari++.conf), the ROM files and the problematic disk archives into a
.zip, and mail it over. It case there is a bug - nobody is perfect - it
is much easier to fix it this way. You should have my mail, shouldn't you?

So long,
Thomas

# 4759. Re: Atari++ 1.26 for Win32

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-16 23:02:00 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <3F3EB7E8.3010102@math.tu-berlin.de>
Source record: 19672

Steven J Tucker wrote:

> You might want to include the .atari++.conf file in the zip archive.

Actually, the default configuration should be rather setup in a way that
pleases most users. Which means that if it doesn't please you, write me
a note (as happened above). I'll change then defaults for the next release.

> If you run the emulator on Windows and that file is missing, any time
> you press a button the whole thing silently just shuts down.

Why? Not that I'm aware of. I'll see whether this happens, but the
config file itself is rather unimportant. It's not strictly required and
rather a convenience feature. Or at least it should be.. (-;

Ok. I'll check this out.

> Eventually I tried saving a configuration file, then the emulator
> started to work.
>
> BTW is the 1.26 source code available, and what tools are required
> to build it on Windows?

The sources are available right at the same place where the emulator is,
namely at my home page:

www.math.tu-berlin.de/~thor/atari++

There, get the .tgz file. These are *also* the sources for the win32
version. Read the Compile.win file, it contains the steps required to
build the emulator for the M$ world.

For Linux, you'd need a g++ (2.95.3 or better). For win, you'd need
Visual Studio .Net 2003, or rather the Visual Studio 7.1 that is part of
it. The VS 6.0 is far too buggy to be useful.

You also need the SDL development files, IIRC at www.libsdl.org.
I just see that I forgot to include the resource and icon files for this
time, but everything else should be there, including the project settings.

Greetings,
Thomas

# 4760. Re: Question about disk drives

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-17 00:35:28 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <g7v211-6vv.ln1@don.localnet>
Source record: 19675

On Sat, 16 Aug 2003 22:04:56 GMT, ravuya
<ravuya@NOSPAM.PLEASE.icarusindie.com> wrote:
> Hey,
>
> Just picked up an 800XL from a nearby flea market. This is my first Atari
> system, so yay for me. The system works great; I got a 1050 disk drive
> along with the unit and a couple of (copied) disks.
>
> My question is, how would I be able to take an atari disk image (.ATR or
> whatever, I guess) and write it to a disk? I've got an old 5.25 floppy
> drive kicking around for my PC; dunno how powerful or what the hell I
> need. Can I use any floppy? And if so, how do I copy them over? I'm
> running Linux but I'm not above running a lil' bit of Windows if that's
> what the copier app needs.
>
> Also, some of the disks that came with the thing aren't quite loading up
> right; most of them give me a boot error on startup or won't load fully
> (lock up on black screen, or toss me to the system shell where my keyboard
> won't respond and there's no "READY"). Am I using the wrong way to load
> the disks? I found that turning the Atari and disk drive off, then turning
> the disk drive on while empty, then loading the disk in, waiting for the
> light to come off, and then powering the Atari up seems to work. Is there
> a better way? It shipped with a copy of DOS 2.5 but the disk is either
> fried or I'm loading it funny.
>
With some disks, you might need to hold the Option key down while
booting. With the DOS 2.5 disk, if it gets to a READY prompt with no
errors, try typing DOS.

--
In America, any boy may become president and I suppose that's just one
of the risks he takes.
-- Adlai Stevenson

# 4761. Re: Question about disk drives

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-17 00:37:08 UTC
From: Mark DiLuciano <markdil@ix.netcom.com>
Message-ID: <T6A%a.89$I04.24@news.randori.com>
Source record: 19673

You need an sio2pc interface. It will allow you to use
"atr" files on your PC hard drive. You can get them at
Sunmark. http://www.sunmark.com

"ravuya" <ravuya@NOSPAM.PLEASE.icarusindie.com> wrote in message
news:ravuya-1608031605590001@192.168.1.104...
> Hey,
>
> Just picked up an 800XL from a nearby flea market. This is my first Atari
> system, so yay for me. The system works great; I got a 1050 disk drive
> along with the unit and a couple of (copied) disks.
>
> My question is, how would I be able to take an atari disk image (.ATR or
> whatever, I guess) and write it to a disk? I've got an old 5.25 floppy
> drive kicking around for my PC; dunno how powerful or what the hell I
> need. Can I use any floppy? And if so, how do I copy them over? I'm
> running Linux but I'm not above running a lil' bit of Windows if that's
> what the copier app needs.
>
> Also, some of the disks that came with the thing aren't quite loading up
> right; most of them give me a boot error on startup or won't load fully
> (lock up on black screen, or toss me to the system shell where my keyboard
> won't respond and there's no "READY"). Am I using the wrong way to load
> the disks? I found that turning the Atari and disk drive off, then turning
> the disk drive on while empty, then loading the disk in, waiting for the
> light to come off, and then powering the Atari up seems to work. Is there
> a better way? It shipped with a copy of DOS 2.5 but the disk is either
> fried or I'm loading it funny.
>
> Thanks for the help guys. Looking forward to many happy times with this
new box.
>
> - rav

# 4762. Re: Question about disk drives

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-17 00:38:26 UTC
From: Mark DiLuciano <markdil@ix.netcom.com>
Message-ID: <68A%a.90$I04.41@news.randori.com>
Source record: 19674

You need a sio2pc interface. It will allow you to read
"atr" files on your PC's hard drive. You can get one
at Sunmark http://www.sunmark.com or you can
build one yourself.

"ravuya" <ravuya@NOSPAM.PLEASE.icarusindie.com> wrote in message
news:ravuya-1608031605590001@192.168.1.104...
> Hey,
>
> Just picked up an 800XL from a nearby flea market. This is my first Atari
> system, so yay for me. The system works great; I got a 1050 disk drive
> along with the unit and a couple of (copied) disks.
>
> My question is, how would I be able to take an atari disk image (.ATR or
> whatever, I guess) and write it to a disk? I've got an old 5.25 floppy
> drive kicking around for my PC; dunno how powerful or what the hell I
> need. Can I use any floppy? And if so, how do I copy them over? I'm
> running Linux but I'm not above running a lil' bit of Windows if that's
> what the copier app needs.
>
> Also, some of the disks that came with the thing aren't quite loading up
> right; most of them give me a boot error on startup or won't load fully
> (lock up on black screen, or toss me to the system shell where my keyboard
> won't respond and there's no "READY"). Am I using the wrong way to load
> the disks? I found that turning the Atari and disk drive off, then turning
> the disk drive on while empty, then loading the disk in, waiting for the
> light to come off, and then powering the Atari up seems to work. Is there
> a better way? It shipped with a copy of DOS 2.5 but the disk is either
> fried or I'm loading it funny.
>
> Thanks for the help guys. Looking forward to many happy times with this
new box.
>
> - rav

# 4763. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-17 01:55:17 UTC
From: mspangler@gemsi.com
Message-ID: <1a410081.0308161755.41f52c7b@posting.google.com>
Source record: 19676
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

Besides, the question (at least in my case) is not whether to use an apple II or a PC, but whether to use the Apple II ($17 for 128 k IIe with SSC, duodisk, and monitor) or a Basic Stamp II starter kit ($140, 2 K of Rom, 32 bytes ram.)

I can get the Apple II AND Vernier's Better Mousetrap book, and the parts for a project or two for half of the cost of the Basic Stamp set up.

On a related note, I've tried to build an IO card, but I haven't yet made one that worked. I'm doing something wrong in the bus interfacing line. If any of the card wizzes out there could come up wit a digital IO card, or an A/D card, or a D/A card that worked, I would probably buy it. I should have bought the Applied Engineering cards when they were available. What happened to those designs anyway. Who owns them now?

Grump Grump.

# 4764. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-17 02:10:58 UTC
From: salfter@salfter.dyndns.org
Message-ID: <SuB%a.5717$nf3.3801@fed1read07>
Source record: 19677
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

```
-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

In article <3F3D6161.E6DCAA8@freeserveNOSPAM.net>,
Ian Malcolm <see, signature> wrote:
>Lynx isnt actually that bad. Win32 Lynx is a decent plain text web
>browser and will fit on a floppy if you trim the help files. Can be
>useful sometimes to have a private web browser sometimes that doesnt leave
>footprints everywhere through the system.

Lynx 0wnz j00. :-) Under Linux, I'll use it in shell scripts that need to
"scrape" info off a website...lynx -dump http://whatever (replace -dump with
- -source if you want to work with HTML instead of text), and then pipe that
into grep or awk or sed or whatever to extract the info I need. It's also
good for leeching files off of websites/FTP sites...put it under control of
a script for that.

_/_ Scott Alfter
/ v \ salfter@salfter.dyndns.org
(IIGS( http://alfter.us Top-posting!
\_^_/ pkill -9 /bin/laden >What is the most annoying thing on Usenet?

-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.2.2 (GNU/Linux)

iD8DBQE/PuQyVgTKos01OwkRAr2CAKDALSHRzqlNN/pJGPq6Wb05/02v8wCeLKdC
XTwwGcFJeD+gnq+IkKflIoI=
=C9C+
-----END PGP SIGNATURE-----
```

# 4765. Re: Full Motion video on ATARI again

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-17 04:11:44 UTC
From: 1
Message-ID: <3f3efa17$0$13106$a04e5680@nnrp.fuse.net>
Source record: 19678

I once put a WD65c816 in my atari 400, the atari has the cpu on a card with two bus buffers and something else. i forget what. its been 8 years...

the 400's CPU card is the same as the 800's card, i believe, anyway..

THE 65816 is a 16 bit version of the 6502, in case you din't know, it only ever made it to the
Apple IIGS computer, which stood for graphics and sound.

This processor had Extra registers, and Extra Instructions, one of which is the MOVE instruction.. This can move memory around automatically, and only take 7 machine cycles per byte. the Atari's clock being one half of the color TV colorburst crystal freq gives us a clock of 1.789790 MHz for the Atari.

If one were to use an '816 processor coupled with an Mpeg decoder and a special paged memory address expansion, one could get the '816 to move memory from the Mpeg card to the display list's data area..... all tons of hard work and would result in

1.789790 mhz / 7 clock cycles = 255684 bytes moved a second.

255684 / 320 / 192 = 4.16 frames per second
255684 / 320 / 160 = 4.99 frames pers second

It would be best if one could run the processor at maximum speed with it's own ram, in a separate address space from the rest of the computer, and have delayed writes buffered to the rest of the computer, reads from the rest of the computer would be the a cause for halting the clock to synchronously write, and one would also have to allow the C/GTIA / Antic to access the remaining 'built' in memory of the rest of the computer as normal, or at least very normal.

higher speed memory with an interleaved access would also be a good thing, instead of having to allow for delayed reads, and buffered writes. The '816 can run much faster than the almost 2 megahertz of the Atari. I dont recall the Apple II gs' clock speed, but the Apple II's clock was only 1 megahertz ( or very slightly higher, 1.012 or something like that...)

The software required to control the Mpeg card is another thing to consider, imagine getting a windows driver for one, or even a dos driver and then having to issue all those commands to the Pc card's bus..

PC processors, ie Intel chips have a very odd memory structure. There is conventional memory ( ie Ram, ROM, etc) and there are I/O ports, both of which reside on separate planes of existence in the mind of both the Processor itself and that of the Assembler program writers'.

Separate machine language instructions access RAM and ROM versus accessing the I/O port address structure, which DO share the Address bus, but are separated once they leave the processor, I believe. Somewhat similar is the confusing way ( at least in the older ) Intel chips have a multiplexed Lower Address, and Data bus, a way to make chips have fewer leads, a money saving ploy.

If you succeed in full motion video on the 8 bit atari, without cheating, that is actually Using the Antic / Ctia/Gtia and the processor running the computer to control the MPG decoder card, you deserve at least an honorary degree in electrical engineering / computer science or a MacArthur Grant - which you may use to study how 16,777,216 networked Timex sinclair ZX81's can be used to forecast rainfall in the near future.... ( hmm, if they are all wet, it's raining. If only some of them are wet, it's scattered showers, If some of them are under water and the rest are sparkling and burning, it's both High tide and time to move your research facilities further inland on your little deserted island.

I have connected a PC keyboard to an Atari, and had to use a two 8 bit shift registers to read from it, as PC keyboards have a 9 bit map code, with separate codes for "press" and "release". The atari's 5 volt serial bus could have been used to read from it, but it being at most 8 bits was a hindrance so i did not even attempt it, as writing a properly working driver would have no way to know the difference between a press and a release.

It was fun to do, but as part of a project to add more and more PC hardware, it seemed pointless to becoming a replacement for actually buying a PC. I also added a BUS mouse, and had a driver working transparently to any language or lack of language installed, with a mouse moving automatically on the screen, using vertical blank interrupts to poll the bus mouse's inputs. A simple peek or three could read the X ( hi and lo values) and the Y value, and this allowed Basic, BasicXL, or figForth or deepblueC or whatever to be able to have input from the mouse as far and x and y, the mouse buttons becoming the joystick fire button and the other mouse buttons becoming Paddle inputs. Once done, the rest became part of the area of application software, which I was not into. Drivers and hardware were my area. Once a few tests were done, it was archived. I could have had a magazine article or two, but I was a few years too late to do that. One time tho in high school, I traded a casio thermal ribbon graphic typewriter and some cash for a Votrax voice box for the atari ( worked over the SIO bus and played thru TV sound output). The guy I traded with was a Ravi subramanyan, i think, i recall, and he later wrote an article with some information i provided to him about a Parallel Printer interface for the Atari, using two joystick connectors as outputs, and having transistors adapt the output for driving the somewhat long cables these use, the transistors being necessary also as the joystick connectors had pull up resistors and capacitors on them to debounce the input coming from the joysticks, which are fine and dandy, but make horrible outputs unless one either clips these pull up resistors and capacitors or uses transistors to drive the desired outputs to saturation again, which is necessary to drive a cable for a printer..... I didnt get credit. i was in high school and ravi was a college student at

Vanderbilt University. this was about 1981 or 3

hofacker ( or hofacher?) hackbook for atari was also a place one could find hardware / software things.. I lent mine out, I would like another copy of it.

--
Outside of a dog, a book is Man's Best Friend.

Inside of a dog, it's too dark to read !

# 4766. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-17 06:09:41 UTC
From: Marc Walters <ddmw@hunterlink.net.au>
Message-ID: <QOE%a.1109$d6.79524@nasal.pacific.net.au>
Source record: 19679
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

"Anders Carlsson" <anders.carlsson@mds.mdh.se> wrote in message
news:k2g3cg3794e.fsf@legolas.mdh.se...
> marc@objectconnections.com (Marc Walters) writes:
>
> >> which computer, chip or peripheral do you nominate as the most
> >> "castrated"? I don't quite know, but my first thought is the 68008.
> > The 6809 as used in the TI-99.
>
> Admittingly I don't know the TI-99 as good as I wish I did, doesn't
> it use TMS9900 and other TMS series chips all over?

Sorry, yes, I meant the TMS9900. And specifically, its use in the TI99 home
computers - a 16-bit CPU hobbled by the TI99's 8-bit system architecture.

Marc Walters

# 4767. Re: Amstrad CPC = shit

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-17 10:15:24 UTC
From: James Coupe <james@zephyr.org.uk>
Message-ID: <8gK35BN8W1P$Ewpe@gratiano.zephyr.org.uk>
Source record: 19680
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

In message <97a312cb.0308160713.45aff472@posting.google.com>, TFM of
FutureSoft <TFM@CPCszene.de> writes:
<snip - overusage of exclamation marks and unprovoked abuse>
>I wrote to google and today I got a nice letter back, they will put
>that spammer out!

You don't even understand what spam is on Usenet.

Do you even know what the BI is?

--
James Coupe
PGP Key: 0x5D623D5D
Lucky that my breasts are small and humble, EBD690ECD7A1FB457CA2
So you don't confuse them with mountains. 13D7E668C3695D623D5D

# 4768. Re: Atari++ 1.26 for Win32

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-17 12:58:06 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <sluujv8d0u9idl4lj0aghfdbjj98jhi19r@4ax.com>
Source record: 19681

On Sun, 17 Aug 2003 01:02:00 +0200, Thomas Richter
<thor@math.tu-berlin.de> wrote:

>Steven J Tucker wrote:
>
>> You might want to include the .atari++.conf file in the zip archive.
>
>Actually, the default configuration should be rather setup in a way that
>pleases most users. Which means that if it doesn't please you, write me
>a note (as happened above). I'll change then defaults for the next release.
>
>> If you run the emulator on Windows and that file is missing, any time
>> you press a button the whole thing silently just shuts down.
>
>Why? Not that I'm aware of. I'll see whether this happens, but the
>config file itself is rather unimportant. It's not strictly required and
>rather a convenience feature. Or at least it should be.. (-;

Fraid not Thomas,

Without a conf file being created by the user it won't save settings
like OS paths and does a rather hasty shutdown when one is chosen.
Infact without a conf made by the user you can't run a game or get the
agreement screen :-)

Still, looking good..

Hopefully James and yourself can add drive selector boxes and zip
support once more important issues are ironed out :-)

Navigating diff drives with F:\\ E:\\ etc is damn hard work (I'm
joking)
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 4769. Re: This fucking troll shit is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-17 15:25:19 UTC
From: julian814@hotmail.com
Message-ID: <ce9c44dd.0308170725.774aa93d@posting.google.com>
Source record: 19682
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

"Phil-on-a-hill" <malcnospam@gothcorp.co.uk> wrote in message
news:<BCw%a.14171$yl6.12377@newsfep4-winn.server.ntli.net>...
> "Ralph Glatt" <julian814@hotmail.com> wrote in message
> news:ce9c44dd.0308161015.54775f06@posting.google.com...
> > "James Sill" <sill@mcleod.net> wrote in message
> news:<3f3557c7$1_3@newsfeed>...
> > > I've HAD IT with this fucking goddammed trolling shit!
> > >
> > > I GIVE UP ON USENET
> > >
> > > GOODBYE FOREVER
>
>
> Just killfile the kids, then delete the threads. It only takes 2 seconds.

It really amuses me when people pull this "I'm leaving usenet
forever!" crap. As if anyone else really cares.

Ralph Glatt

# 4770. Re: Question about disk drives

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-17 15:45:33 UTC
From: Larry Richardson <rich5462@bellsouth.net>
Message-ID: <lgN%a.85$a9.23@fe03.atl2.webusenet.com>
Source record: 19683

Bill Marcum wrote:
> On Sat, 16 Aug 2003 22:04:56 GMT, ravuya
> <ravuya@NOSPAM.PLEASE.icarusindie.com> wrote:
>
>>Hey,
>>
>>Just picked up an 800XL from a nearby flea market. This is my first Atari
>>system, so yay for me. The system works great; I got a 1050 disk drive
>>along with the unit and a couple of (copied) disks.
>>
>>My question is, how would I be able to take an atari disk image (.ATR or
>>whatever, I guess) and write it to a disk? I've got an old 5.25 floppy
>>drive kicking around for my PC; dunno how powerful or what the hell I
>>need. Can I use any floppy? And if so, how do I copy them over? I'm
>>running Linux but I'm not above running a lil' bit of Windows if that's
>>what the copier app needs.
>>
>>Also, some of the disks that came with the thing aren't quite loading up
>>right; most of them give me a boot error on startup or won't load fully
>>(lock up on black screen, or toss me to the system shell where my keyboard
>>won't respond and there's no "READY"). Am I using the wrong way to load
>>the disks? I found that turning the Atari and disk drive off, then turning
>>the disk drive on while empty, then loading the disk in, waiting for the
>>light to come off, and then powering the Atari up seems to work. Is there
>>a better way? It shipped with a copy of DOS 2.5 but the disk is either
>>fried or I'm loading it funny.
>>
>
> With some disks, you might need to hold the Option key down while
> booting. With the DOS 2.5 disk, if it gets to a READY prompt with no
> errors, try typing DOS.
>
>
>
The bit about the OPTION key, and a lot of other helpful facts are in
the Atari 8-bit FAQ. Being new to the system, you should pick up a copy
of it.

This comes from the FAQ:

Please refer to the latest version of this FAQ list whenever possible!
Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/faq/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

```
**************************************************************************
* For other 8-bit Atari related FAQs please see the "Welcome FAQ": *
* *
* http://www.faqs.org/faqs/atari-8-bit/welcome/ *
* *
* which is also posted to news:comp.sys.atari.8bit every 7 days. *
**************************************************************************
```

# 4771. Re: This fucking troll shit is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-17 16:09:11 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <ExWdnZn0yOApNaKiXTWJiQ@comcast.com>
Source record: 19684
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

```
"Ralph Glatt" <julian814@hotmail.com> wrote in message
news:ce9c44dd.0308170725.774aa93d@posting.google.com...
> "Phil-on-a-hill" <malcnospam@gothcorp.co.uk> wrote in message
news:<BCw%a.14171$yl6.12377@newsfep4-winn.server.ntli.net>...
> > "Ralph Glatt" <julian814@hotmail.com> wrote in message
> > news:ce9c44dd.0308161015.54775f06@posting.google.com...
> > > "James Sill" <sill@mcleod.net> wrote in message
> > news:<3f3557c7$1_3@newsfeed>...
> > > > I've HAD IT with this fucking goddammed trolling shit!
> > > >
> > > > I GIVE UP ON USENET
> > > >
> > > > GOODBYE FOREVER
> >
> >
> > Just killfile the kids, then delete the threads. It only takes 2
seconds.
>
> It really amuses me when people pull this "I'm leaving usenet
> forever!" crap. As if anyone else really cares.

Very true, Ralphie-Boy!, and if they are going to take that
kind of an attitude then I say Good-Riddance to Bad-Rubbish.

Bill @ GarberStreet Enterprises };-)
Web Site - http://garberstreet.netfirms.com
Email - willy46pa@comcast.net

---
This email ain't infected, dude!

Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.507 / Virus Database: 304 - Release Date: 8/4/03
```

# 4772. Re: M.U.L.E. is a crap game !!!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-17 16:27:49 UTC
From: Jonah Falcon <jonahnynla@mindspring.com>
Message-ID: <bhoae4$g8q$1@slb2.atl.mindspring.net>
Source record: 19685
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc.games.strategic

You poor deluded fools. The Amiga owned, and still owns. :-p

Jonah Falcon

# 4773. Re: M.U.L.E. is a crap game !!!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-17 16:29:08 UTC
From: Jonah Falcon <jonahnynla@mindspring.com>
Message-ID: <bhoaki$kbp$1@slb5.atl.mindspring.net>
Source record: 19686

Let's not forget the M.U.L.E. theme song - it's STILL burned into my brain.

By the way, what was your favorite character to play? I chose Humanoid - I liked a challenge :) I usually took that race that loved farming, too - and I cornered the market on the river.

Jonah Falcon

# 4774. Re: Atari++ Windows bug?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-17 18:19:05 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <3zP%a.5429$mE5.4102@fe05.atl2.webusenet.com>
Source record: 19687

"Thomas Richter" <thor@math.tu-berlin.de> wrote in message
news:3F3EB5C4.10202@math.tu-berlin.de...
> LionOfJudah wrote:
>
> > Now....when I am trying to run ANY machine type with atari basic rom...
I
> > can execute commands at the ready prompt but when I try to enter a
propgram
> > like :
> >
> > 10 ? "HELLO"
> >
> > as soon as I hit enter, the whole program bombs and puts me back into
> > desktop.
> >
> > Maybe my ATARIBAS.ROM file is bad?
>
> The real question is: Which type is your ROM file, which BASIC ROM file?
>
> Yes, that really works fine here, I would have found such an obvious
> bug. (-; Did you use an XL ROM for the "XL"? Note that the ++ defaults
> to the Atari800XL, not to the 800.
>
> > When I use the XE machine type with the BASIC XE cart I can enter
programs
> > ok.
> >
> > Now...another problem seems to be that I got mydos 4.5 to work ok..but
it
> > appears that my SMARTDOS isn't working. It will boot ok and go to basic
XE
> > but when I type DOS, it bombs and goes back to desktop....also if I try
to
> > boot SMARTDOS without any BASIC same thing.
>
> No, nothing like that here, sorry, I've currently SmartDos running in
> the emulator next to mozilla.
>
> However, there's one thing you can always do: Pack your configuration
> (.atari++.conf), the ROM files and the problematic disk archives into a
> .zip, and mail it over. It case there is a bug - nobody is perfect - it
> is much easier to fix it this way. You should have my mail, shouldn't you?

Ok I emailed my SMARTDOS.ATR image just to see if you can get it to boot into the menu. If you can, that will confirm I may have bad OS roms or something...although they work ok on Atari 800 Win Plus.

> So long,
> Thomas

## 4775. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-17 19:36:54 UTC
From: Coen van der Geest <drjones-nospam@xs1.xs4all.nl>
Message-ID: <3f3fd956$0$49117$e4fe514c@news.xs4all.nl>
Source record: 19688
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

In comp.sys.msx RaYzor <no@no.no.net.org.tv.com.edu.welf> wrote:
> Maybe people don't want "Mario's Animal Crossing Princess Kong Party 34587"
> or "Mario, Wario, Donkey Kong and Luigi in SMB GoKart Golf 3302" ...

I would love to see Zelda and Samus gone wild vol 3.

PS: please don't start about who's number 2 in the console world, I've
read lots and lots of discussions about that :-)
--
drjones(nospam)@xs4all.nl
http://gezelligleuk.free.fr

# 4776. Re: Atari++ 1.26 for Win32

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-17 19:38:07 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <3F3FD99F.1060304@math.tu-berlin.de>
Source record: 19689

Paul Irvine wrote:

>>Why? Not that I'm aware of. I'll see whether this happens, but the
>>config file itself is rather unimportant. It's not strictly required and
>>rather a convenience feature. Or at least it should be.. (-;
>
>
> Fraid not Thomas,
>
> Without a conf file being created by the user it won't save settings
> like OS paths and does a rather hasty shutdown when one is chosen.
> Infact without a conf made by the user you can't run a game or get the
> agreement screen :-)

Found the problem. The menu was a bit picky and throw'd in case it
detected another problem with the prefs.

> Still, looking good..
>
> Hopefully James and yourself can add drive selector boxes and zip
> support once more important issues are ironed out :-)

I've to see whether I can get a win version of the ZLib. If so, then
that should be an easy going. On Linux, that's not a problem, .gz
support is compiled in.

> Navigating diff drives with F:\\ E:\\ etc is damn hard work (I'm
> joking)

Let's see where I'm getting. I'd a looong debug session today and fixed
a couple of quirks, and it's not yet over. Let's make this a "possible
next week". (-;

Greetings,
Thomas

## 4777. Re: M.U.L.E. is a crap game !!!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-17 22:13:52 UTC
From: NightSky 421 <nightsky421JUNK-SUX@excite.com>
Message-ID: <vjvvijffn4sv71@corp.supernews.com>
Source record: 19691
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc.games.strategic

"Jonah Falcon" <jonahnynla@mindspring.com> wrote in message
news:bhoae4$g8q$1@slb2.atl.mindspring.net...
> You poor deluded fools. The Amiga owned, and still owns. :-p
>
> Jonah Falcon
>

Heh, it was good for making music. :-) I almost bought an Amiga 500 once
but decided not to because of features or lack thereof.

# 4778. XF-551DRIVE FOR SALE ON EBAY

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-17 22:13:59 UTC
From: jclmaster@hotmail.com
Message-ID: <b3917ecc.0308171413.5c0c6962@posting.google.com>
Source record: 19690

If anyone is looking for a XF-551 diskette drive I have one for sale
on eBay.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2747825729&ssPageName=ADME:L:DS:US:8

# 4779. Re: M.U.L.E. is a crap game !!!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-18 01:00:28 UTC
From: bunboy <bunboy@cox.net>
Message-ID: <QyV%a.4688$Qy4.2954@fed1read05>
Source record: 19692
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc.games.strategic

Ah the real way to play it was on an Atari 400 that had a key board that
didn't even have real keys but just these plastic sort of pda pushing
things. Some nice wine and a joint and a healthy respect for the wumpuss!

--
Bunboy The people who can smile when things go wrong have found someone
else to blame
"NightSky 421" <nightsky421JUNK-SUX@excite.com> wrote in message
news:vjvvijffn4sv71@corp.supernews.com...
> "Jonah Falcon" <jonahnynla@mindspring.com> wrote in message
> news:bhoae4$g8q$1@slb2.atl.mindspring.net...
> > You poor deluded fools. The Amiga owned, and still owns. :-p
> >
> > Jonah Falcon
> >
>
>
> Heh, it was good for making music. :-) I almost bought an Amiga 500 once
> but decided not to because of features or lack thereof.
>
>

# 4780. Re: M.U.L.E. is a crap game !!!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-18 02:30:00 UTC
From: NightSky 421 <nightsky421JUNK-SUX@excite.com>
Message-ID: <vk0eisa7nscadd@corp.supernews.com>
Source record: 19693
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc.games.strategic

"bunboy" <bunboy@cox.net> wrote in message
news:QyV%a.4688$Qy4.2954@fed1read05...
> Ah the real way to play it was on an Atari 400 that had a key board that
> didn't even have real keys but just these plastic sort of pda pushing
> things. Some nice wine and a joint and a healthy respect for the wumpuss!
>

Actually, I do have an Atari 400 with the original flat keyboard. It could
be a collector's item at some point but I couldn't imagine ever seriously
using such a keyboard in the first place! I guess it would have given
incentive for someone to buy the 800 instead!

# 4781. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-18 03:31:01 UTC
From: bcoburnree@aol.com
Message-ID: <20030817233101.11783.00000087@mb-m11.aol.com>
Source record: 19694

Why are you here?

# 4782. Re: Atari's in old films..

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-18 03:39:11 UTC
From: bcoburnree@aol.com
Message-ID: <20030817233911.02681.00000198@mb-m23.aol.com>
Source record: 19695

An Atari XL series appears in an American made for TV movie, starring John Ritter (Threes' Company) as a 'Mr. Mom' type character, that I believe was produced BEFORE the movie with Michael Keaton, but got buried when the movie hit big.
I also remember a couple of B list Sci-Fi/Horror flicks where an Atari shows up on screen a few times.

# 4783. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-18 06:26:43 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1061187950@rtfm.mit.edu>
Source record: 19696
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 28, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

# 4784. Re: Atari++ Windows bug?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-18 08:12:01 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bhq1oh$nuv$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 19597

Hi,

> SAME problem exists with Basic XL cartridge...

Are you using this as a "Cartridge" or as the "Basic ROM Image"? Note the difference! The ROM Image is for the ROM that is available in the 800XL, though not in the old series, Atari 800 and 400. The Cart Image is for the cartridge slot available for all series, the 800/400/800XL/600XL and 130XE.

Currently, that is for the 1.26, a 'cart image' will not work as basic ROM image (fixed in 1.27). You can tell by checking the size of the image. If it is not 8192 bytes, it is not a ROM image.

In case of doubt, sent the image file over to me and I'll check. Currently, I neither see problems with SmartDos nor with (my) Basic ROM which is an excerpt of my real 800XL.

Last but not least, which Os ROM image are you using?

So long,
Thomas

# 4785. Re: Atari++ Windows bug?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-18 08:12:34 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bhq1pi$nuv$2@mamenchi.zrz.TU-Berlin.DE>
Source record: 19598

Hi,

> Ok I emailed my SMARTDOS.ATR image just to see if you can get it to boot
> into the menu. If you can, that will confirm I may have bad OS roms or
> something...although they work ok on Atari 800 Win Plus.

See my reply in PM, this works fine for me.

So long,
Thomas

# 4786. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-18 09:22:09 UTC
From: Peter de Vroomen <peterv@ditweghaluh.jaytown.com>
Message-ID: <3f409ac2$0$49101$e4fe514c@news.xs4all.nl>
Source record: 19599
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

> Don't forget Japan where major manufacterers like Matsushita developed new
> MSX computers till the early nineties.
>
> Greetings form the rural parts of Holland ;).
>
> Must go now, got some cows to milk.

Hahahahaha, 'rural' :+. You haven't lived in Markelo, Gelderland yet :). Now
*that*'s rural. A town with about 2000 people of which 1800 are farmer, you
live in the big city compared to them :+.

PeterV

# 4787. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-18 09:38:52 UTC
From: Peter de Vroomen <peterv@ditweghaluh.jaytown.com>
Message-ID: <3f409eae$0$49100$e4fe514c@news.xs4all.nl>
Source record: 19600
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

> Talking about consoles that didn't do too well, I got given
> a Philips CDI-205 console last week, complete with about 20 games and plus
> a couple of encyclopaedias.

I used to program for CD-i. I can tell you that the graphics engine is both genious and idiotic. The CD-i has two graphics chips output overlay each other, giving two overlayed video planes. You can make 'mattes' in the output of one plane to see what's in the other plane. The graphics chips have a display list through which you can program all sorts of things (like the Agnus in the Amiga, however the CD-i display list is a bit more versatile).

But... There is no provision for sprites or bob's. All moving objects have to be painted by the processor pixel for pixel. Now, the processor is an 68070 at 14MHz, but it shares it's cycles with the graphics processors, so effectively the processor runs at about half it's possible speed, or 7MHz. Now imagine where the Amiga would be if it hadn't had it's blitter chip...

Actually, if Philips had added a $3 blitter chip, the CD-i would have blown away all the game consoles that were out there at the time. Philips has a history of relying on it's sad marketing people, generally people with impaired vision and no heart for their work.

PeterV

# 4788. Re: Atari++ 1.26 for Win32

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-18 09:42:14 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <lo71kv0f44mocuet58eh27itt2n1locu1o@4ax.com>
Source record: 19601

On Sun, 17 Aug 2003 21:38:07 +0200, Thomas Richter
<thor@math.tu-berlin.de> wrote:

>Found the problem. The menu was a bit picky and throw'd in case it
>detected another problem with the prefs.

Nice one

>Let's see where I'm getting. I'd a looong debug session today and fixed
>a couple of quirks, and it's not yet over. Let's make this a "possible
>next week". (-;
>
>Greetings,
> Thomas
>
Thanks Thomas...No rush..
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's
removed already.

# 4789. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-18 10:22:11 UTC
From: paul s <paulslinux@REMOVESPAMhotmail.comKILLER>
Message-ID: <pan.2003.08.18.10.22.07.158930@REMOVESPAMhotmail.comKILLER>
Source record: 19602
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

On Mon, 18 Aug 2003 11:38:52 +0200, Peter de Vroomen wrote:

>> Talking about consoles that didn't do too well, I got given
>> a Philips CDI-205 console last week, complete with about 20 games and plus
>> a couple of encyclopaedias.
>
> I used to program for CD-i. I can tell you that the graphics engine is both
> genious and idiotic. The CD-i has two graphics chips output overlay each
> other, giving two overlayed video planes. You can make 'mattes' in the
> output of one plane to see what's in the other plane. The graphics chips
> have a display list through which you can program all sorts of things (like
> the Agnus in the Amiga, however the CD-i display list is a bit more
> versatile).
>
> But... There is no provision for sprites or bob's. All moving objects have
> to be painted by the processor pixel for pixel. Now, the processor is an
> 68070 at 14MHz, but it shares it's cycles with the graphics processors, so
> effectively the processor runs at about half it's possible speed, or 7MHz.
> Now imagine where the Amiga would be if it hadn't had it's blitter chip...

I gathered as much by looking at the speed of the graphics used in the
games. A good example being the dire CDi platform game Laser Lords (this
ain't no Sonic the Hedgehog or Mario Bros). Even Lemmings seems a bit
lathargic compared to the Amiga and PC versions. The encyclopaedias are OK
though, but then they don't rely on blitter chips.

> Actually, if Philips had added a $3 blitter chip, the CD-i would have
> blown away all the game consoles that were out there at the time.
> Philips has a history of relying on it's sad marketing people, generally
> people with impaired vision and no heart for their work.

Hmmmm. And their slogan was 'Let's Make Things Better', which always made
me laugh, especially after that Team Philips catamaran debacle. BTW I saw
another failed Philips product in Cash Converters on Saturday, a Digital
Compact Cassette 'DCC' player. Mind you not all their innovations are
Edsels, there is the Compact Cassette (AFAIK 40 years old this year) and
of course the Compact Disc.

--
Paul S
---
- "The bogosity meter just pegged." -
---

# 4790. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-18 12:38:45 UTC
From: paul s <paulslinux@REMOVESPAMhotmail.comKILLER>
Message-ID: <pan.2003.08.18.12.38.41.219135@REMOVESPAMhotmail.comKILLER>
Source record: 19603
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

On Mon, 18 Aug 2003 11:38:52 +0200, Peter de Vroomen wrote:

>> Talking about consoles that didn't do too well, I got given
>> a Philips CDI-205 console last week, complete with about 20 games and plus
>> a couple of encyclopaedias.
>
> I used to program for CD-i. I can tell you that the graphics engine is both
> genious and idiotic. The CD-i has two graphics chips output overlay each
> other, giving two overlayed video planes. You can make 'mattes' in the
> output of one plane to see what's in the other plane. The graphics chips
> have a display list through which you can program all sorts of things (like
> the Agnus in the Amiga, however the CD-i display list is a bit more
> versatile).

BTW does a CDi have provision for hardware scrolling of it's video planes?
I notice that in one of the CDi games, Pinball. There is quite fast
full-screen smooth vertical scrolling of the table graphics, with the
silver-ball overlaid on top, and again this manages quite fast smooth
movement. Yet in another game which involves scrolling, Micro-Machines.
The scrolling background is going jerk, jerk, jerk, while the car movement
is fairly smooth.

--
Paul S
---
- Which is worse: ignorance or apathy? I don't know. Who cares? -
---

# 4791. Re: XF-551DRIVE FOR SALE ON EBAY

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-18 13:14:48 UTC
From: Kraw <Kraw@bad.com>
Message-ID: <vk1ka8a4kh9757@corp.supernews.com>
Source record: 19604

jclmaster@hotmail.com (Robert Trowbridge`) wrote in
news:b3917ecc.0308171413.5c0c6962@posting.google.com:

> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2747825729&ssPageNam
> e=ADME:L:DS:US:8

damn 15 bucks to ship

# 4792. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-18 14:07:45 UTC
From: Stewlarts <ifREMOVEyouvecomeTHEfortheforkBITSyoullbeINsorelyCAPITALSdisappointed@hotmail.com>
Message-ID: <bhqmgl$25010$1@ID-65722.news.uni-berlin.de>
Source record: 19605
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

RaYzor wrote:
>>> darmzunge@yahoo.de (Lord Teviolus) wrote in message
> news:<392ef116.0308131836.56d216fe@posting.google.com>...
>>>> ugly graphics + cheap sound , nobody needs this crap
>>>
>>> Not totally crap, just released too late, with no sensitivity to the
>>> existing market.
>>
>> Now that's Microsoft for you. They ain't doing too well with the
>> X-box either.
>>
> ... #2 console in the world, beating Nintendo's Gamecube by millions
> of sold units, the most growth of any console in years over the past
> year? I don't see this as not doing well...

<rest of tiresomely insecure console advocacy removed>

STOP GOING ON ABOUT WHICH CONSOLE IS SUPPOSEDLY BETTER AND HAS SOLD MORE.
NO-ONE CARES. NOR DOES IT MATTER AT ALL.

Just buy the system with the games which you like. And play them.

Tsch.

# 4793. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-18 14:09:00 UTC
From: Mr Atari <mr_atari2600@hotmail.com>
Message-ID: <W550b.81279$GK.350@news2.bredband.com>
Source record: 19606
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

Gelderland? The same area where the Knight in "A knights tale" where "born"?
:)

"Peter de Vroomen" <peterv@ditweghaluh.jaytown.com> skrev i meddelandet
news:3f409ac2$0$49101$e4fe514c@news.xs4all.nl...
> > Don't forget Japan where major manufacterers like Matsushita developed
new
> > MSX computers till the early nineties.
> >
> > Greetings form the rural parts of Holland ;).
> >
> > Must go now, got some cows to milk.
>
> Hahahahaha, 'rural' :+. You haven't lived in Markelo, Gelderland yet :).
Now
> *that*'s rural. A town with about 2000 people of which 1800 are farmer,
you
> live in the big city compared to them :+.
>
> PeterV
>
>

# 4794. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-18 14:38:13 UTC
From: hawk@slytherin.ds.psu.edu
Message-ID: <bhqocl$lvi$1@f04n12.cac.psu.edu>
Source record: 19607
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

In article <QOE%a.1109$d6.79524@nasal.pacific.net.au>,
Marc Walters <ddmw@hunterlink.net.au> wrote:
>"Anders Carlsson" <anders.carlsson@mds.mdh.se> wrote in message
>news:k2g3cg3794e.fsf@legolas.mdh.se...
>> marc@objectconnections.com (Marc Walters) writes:

>> > The 6809 as used in the TI-99.

>> Admittingly I don't know the TI-99 as good as I wish I did, doesn't
>> it use TMS9900 and other TMS series chips all over?

>Sorry, yes, I meant the TMS9900. And specifically, its use in the TI99 home
>computers - a 16-bit CPU hobbled by the TI99's 8-bit system architecture.

That was only part of the hobbling. More important was the "ROM is
cheaper than RAM, so we'll put the programs in ROM" leading to minimal
memory, which wasn't directly accessible at that. On top of that was
that idiotic keyboard which prevented the 99 from being used as anything
but a toy (there was *no* key where the ; goes!), and it was doomed
beforeo it left the factory.

hawk
--
Richard E. Hawkins, Asst. Prof. of Economics /"\ ASCII ribbon campaign
dochawk@psu.edu Smeal 178 (814) 375-4700 \ / against HTML mail
These opinions will not be those of X and postings.
Penn State until it pays my retainer. / \

# 4795. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-18 14:40:22 UTC
From: hawk@slytherin.ds.psu.edu
Message-ID: <bhqogm$lvi$2@f04n12.cac.psu.edu>
Source record: 19608
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

In article <SuB%a.5717$nf3.3801@fed1read07>,
Scott Alfter <salfter@salfter.dyndns.org> wrote:

>In article <3F3D6161.E6DCAA8@freeserveNOSPAM.net>,
>Ian Malcolm <see, signature> wrote:

>>Lynx isnt actually that bad. Win32 Lynx is a decent plain text web
>>browser and will fit on a floppy if you trim the help files. Can be
>>useful sometimes to have a private web browser sometimes that doesnt leave
>>footprints everywhere through the system.

>Lynx 0wnz j00. :-) Under Linux, I'll use it in shell scripts that need to
>"scrape" info off a website...lynx -dump http://whatever (replace -dump with
>- -source if you want to work with HTML instead of text), and then pipe that
>into grep or awk or sed or whatever to extract the info I need. It's also
>good for leeching files off of websites/FTP sites...put it under control of
>a script for that.

Lynx is my preferred browser. Unfortunately, a bug popped up a year or
two ago (that will supposedly be fixed in the next version) that stopped
the . command from properly launching new xterms which would in turn run
lynx on the link. A browser that doesn't let me spawn windows madly
isn't much use . . .

hawk
--
Richard E. Hawkins, Asst. Prof. of Economics /"\ ASCII ribbon campaign
dochawk@psu.edu Smeal 178 (814) 375-4700 \ / against HTML mail
These opinions will not be those of X and postings.
Penn State until it pays my retainer. / \

# 4796. Re: Question about disk drives

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-18 15:18:38 UTC
From: Jon-Paul <pockets@NO.SPAM.cix.co.uk>
Message-ID: <bhqqof$66a$1@thorium.cix.co.uk>
Source record: 19609

"ravuya" <ravuya@NOSPAM.PLEASE.icarusindie.com> wrote in message
news:ravuya-16080316055900001@192.168.1.104...
> Hey,
>
> Just picked up an 800XL from a nearby flea market. This is my first Atari
> system, so yay for me. The system works great; I got a 1050 disk drive
> along with the unit and a couple of (copied) disks.
>
> My question is, how would I be able to take an atari disk image (.ATR or
> whatever, I guess) and write it to a disk? I've got an old 5.25 floppy
> drive kicking around for my PC; dunno how powerful or what the hell I
> need. Can I use any floppy? And if so, how do I copy them over? I'm
> running Linux but I'm not above running a lil' bit of Windows if that's
> what the copier app needs.

It don't need to be that powerful, however the floppy controlers and disk formats are not compatable with each other. Original disks, and i should assume most ATRs will be single density images (88-90k). Later, with the 1050 they created a half house format known as 'enhanced density' which isn't double density at 127/128 k (there abouts). True they can still read/write single density. However the way the dos's work are different. There are some software converters out there (mule, i think, a dos converter), also for PCs a hardware fix of an alternative floppy drive controler (Buddah?) converts not only for Atari's but other retro machines as well.

Other than that, take a look at the FAQ. Its extensive indeed.

>
> Also, some of the disks that came with the thing aren't quite loading up
> right; most of them give me a boot error on startup or won't load fully
> (lock up on black screen, or toss me to the system shell where my keyboard
> won't respond and there's no "READY"). Am I using the wrong way to load
> the disks? I found that turning the Atari and disk drive off, then turning
> the disk drive on while empty, then loading the disk in, waiting for the
> light to come off, and then powering the Atari up seems to work. Is there
> a better way? It shipped with a copy of DOS 2.5 but the disk is either
> fried or I'm loading it funny.
>
> Thanks for the help guys. Looking forward to many happy times with this
new box.
>
> - rav

# 4797. Re: M.U.L.E. is a crap game !!!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-18 16:11:41 UTC
From: Bolt of Lightning Lottery <xxx@lotterybolt.com>
Message-ID: <1V60b.181753$YN5.134062@sccrnsc01>
Source record: 19610
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc.games.strategic

> Actually, I do have an Atari 400 with the original flat keyboard. It
could
> be a collector's item at some point but I couldn't imagine ever seriously
> using such a keyboard in the first place! I guess it would have given
> incentive for someone to buy the 800 instead!

eww I remember those keyboards...wonder what Atari genius came up with
those. They were awful! And I did buy the 800 for just that reason! :)

Derek
Stormcloud Creations
New and improved site with updated news! Check it out!
http://www.stormcloudcreations.com

# 4798. Re: Atari++ Windows bug?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-18 18:02:04 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <Tl80b.1405$a9.912@fe03.atl2.webusenet.com>
Source record: 19611

Well I sent you my config file...and my xl rom image as well as the
smartdos.atr image.

Hopefully we can nail this problem.

For others here, I used the hold-option boot method to disable basic, in
machine type XL mode and using the XL os rom..

What appears to happen is that it loads from the smartdos.atr but before it
displays the dos menu it bombs to the desktop...

"Thomas Richter" <thor@cleopatra.math.tu-berlin.de> wrote in message
news:bhq1oh$nuv$1@mamenchi.zrz.TU-Berlin.DE...
> Hi,
>
> > SAME problem exists with Basic XL cartridge...
>
> Are you using this as a "Cartridge" or as the "Basic ROM Image"? Note the
> difference! The ROM Image is for the ROM that is available in the 800XL,
> though not in the old series, Atari 800 and 400. The Cart Image is for the
> cartridge slot available for all series, the 800/400/800XL/600XL and
130XE.
>
> Currently, that is for the 1.26, a 'cart image' will not work as basic ROM
> image (fixed in 1.27). You can tell by checking the size of the image. If
it
> is not 8192 bytes, it is not a ROM image.
>
> In case of doubt, sent the image file over to me and I'll check.
Currently,
> I neither see problems with SmartDos nor with (my) Basic ROM which is an
> excerpt of my real 800XL.
>
> Last but not least, which Os ROM image are you using?
>
> So long,
> Thomas

# 4799. Re: XF-551DRIVE FOR SALE ON EBAY

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-18 18:06:14 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <Op80b.1406$a9.1393@fe03.atl2.webusenet.com>
Source record: 19612

"Robert Trowbridge`" <jclmaster@hotmail.com> wrote in message
news:b3917ecc.0308171413.5c0c6962@posting.google.com...
> If anyone is looking for a XF-551 diskette drive I have one for sale
> on eBay.
>
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2747825729&ssPageName=ADME:L:DS:US:8

If it's double sided does that mean it just treats the whole disk as a
single D: device, or does it treat each side of the disk as a separate disk?
I am guessing the former...?

# 4800. Re: XF-551DRIVE FOR SALE ON EBAY

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-18 18:27:10 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vk26ju7p9gfha9@corp.supernews.com>
Source record: 19613

"LionOfJudah" <bcozier@bellsouth.net> wrote in message
news:Op80b.1406$a9.1393@fe03.atl2.webusenet.com...
> "Robert Trowbridge`" <jclmaster@hotmail.com> wrote in message
> news:b3917ecc.0308171413.5c0c6962@posting.google.com...
> > If anyone is looking for a XF-551 diskette drive I have one for sale
> > on eBay.
> >
> >
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2747825729&ssPageName=ADM
E:L:DS:US:8
>
> If it's double sided does that mean it just treats the whole disk as a
> single D: device, or does it treat each side of the disk as a separate
disk?
> I am guessing the former...?
>
Treats the whole disk as one device. 360k, only in certains DOS' though. I
use SuperDOS 5.

Tim

# 4801. FA: Page 6 Atari Users Magazine issues 2,3,4,5,6

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-18 21:56:22 UTC
From: PJR1969 <pjr1969@XSPAMXhotmail.com>
Message-ID: <j1c0b.8503$z7.1013715@wards.force9.net>
Source record: 19614

Hi, I am currently selling some rare copies of Page 6 magazine on eBay.

Page 6 Magazine was an Atari enthusiasts magazine published in the UK
between 1983 and 1995. The early issues were produced in very small
quantities and are extremely hard to find. This auction is for the VERY RARE
issues 2, 3, 4, 5 and 6 which are all in good condition.

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3041980381

Thanks,
PJR

# 4802. Re: M.U.L.E. is a crap game !!!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-18 22:05:49 UTC
From: Buck Naked <OIL>
Message-ID: <15c0b.102119$o27.2295362@twister.rdc-kc.rr.com>
Source record: 19615
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc.games.strategic

Bolt of Lightning Lottery wrote:
>> Actually, I do have an Atari 400 with the original flat keyboard.
>> It could be a collector's item at some point but I couldn't imagine
>> ever seriously using such a keyboard in the first place! I guess it
>> would have given incentive for someone to buy the 800 instead!
>
> eww I remember those keyboards...wonder what Atari genius came up with
> those. They were awful! And I did buy the 800 for just that reason! :)
>
> Derek
> Stormcloud Creations
> New and improved site with updated news! Check it out!
> http://www.stormcloudcreations.com

Lamer...you need to own a Atari 800XL to TRULY be 3L337.

---
Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.507 / Virus Database: 304 - Release Date: 8/4/2003

# 4803. Re: Full Motion video on ATARI again

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-19 00:21:11 UTC
From: The6502Man <needonebad9@yahoo.com>
Message-ID: <X3e0b.184780$YN5.136769@sccrnsc01>
Source record: 19616

<1> wrote in message news:3f3efa17$0$13106$a04e5680@nnrp.fuse.net...
> I once put a WD65c816 in my atari 400, the atari has the cpu on a card
with
> two bus buffers and something else. i forget what. its been 8 years...
>
> the 400's CPU card is the same as the 800's card, i believe, anyway..
>
> THE 65816 is a 16 bit version of the 6502, in case you din't know, it only
> ever made it to the
> Apple IIGS computer, which stood for graphics and sound.

It also made its way into nintendos SNES.

Top speed of the 65C816 is something like 16MHz

Tony

# 4804. Re: OS-9 vs. OS/A65 vs. UNIFlex vs. LUnix/LNG

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-19 01:56:01 UTC
From: puritan_2076@yahoo.com
Message-ID: <ae64f04a.0308181756.dd2666e@posting.google.com>
Source record: 19617
Cross-posted to: bit.listserv.coco,comp.sys.cbm,comp.sys.atari.8bit,comp.os.os9

> A good port of OS-9 would be nice with extra memory support.

Port to what? It's already available for the CoCo 3. OS/A65 is
available for the C=64 and I think the Atari & Apple.

> Uniflex I didn't know it could be interesting.

> LUNIX LNG is the most interesting there should be a port for the 8-bit but
> only so it working in an emulator on the real machine it crashed.

Hmmm...maybe an error when you "installed" it? It's supposed to be for
a real C=64/128, and emulators are supposed to be exactly like the
real thing.

> Anyone like to port any of the OS systems above ?

Port them to what?

# 4805. Vintage Computer Marketplace Grand Opening

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-19 07:09:29 UTC
From: Sellam Ismail <sellam@vintage.org>
Message-ID: <J2k0b.198039$YN5.140214@sccrnsc01>
Source record: 19618

The Vintage Computer Festival is proud to announce the grand opening
of the Vintage Computer Marketplace, THE place on the web to buy,
sell and trade vintage computers!

http://marketplace.vintage.org

The Vintage Computer Marketplace (VCM) has been designed to cater
specifically to the vintage computer collector. The site features
innovative sale and auction tools as well as inventory tools that
allow you to keep a database of your computer collection online. It
also features a powerful search tool to guarantee you find exactly
what you're looking for. No more searches that return dozens or even
hundreds of irrelevant hits.

At the VCM, you can Buy and Sell using standard fixed price and
auction mechanisms. But we also feature innovative sale and auction
mechanisms you won't find anywhere else, plus the ability to trade or
even put items in your collection up for temporary loan.

Our powerful inventory feature allows you to maintain a database of
your entire collection, including hardware, software, documentation,
books, magazines, even ephemera such as posters, buttons, t-shirts,
etc., in one centralized location. Our input forms are intuitive and
easy to use. Once your collection is entered into the database,
selling or trading off items to other collectors is a breeze. Even
the database record gets transfered, so no additional data entry will
be required, and a line of provenance is automatically created. The
VCM really takes computer collecting to the next level!

The VCM offers one of the most powerful search engines on the web.
Instead of putting in your search terms and then sifting through
perhaps dozens or even hundreds of irrelevant links, you can target
your search to exactly the make and model of the item you are looking
for. We've pre-programmed hundreds of computer manufactures and
thousands of models into our database, and are constantly updating it
with new information. When you do a search on the VCM, you'll always
find what you're looking for immediately.

During our grand opening period, the VCM will be free to use for an
initial period of 6 weeks. After that time, the service will still
be free to use for most users. Visit the VCM website and click on the
"Help" link for more information.

The Vintage Computer Marketplace awaits your visit. Sign up now.
It's FREE!

http://marketplace.vintage.org

This is a live beta roll-out of the Vintage Computer Marketplace. As such, you have the option of being actively involved in the final stages of testing and development. Simply check the box in the user registration form indicating you'd like to be enrolled in the VCM Beta Tester mailing list and you'll be able to follow all the behind-the-scenes development and also make suggestions on what features you'd like to see. This is YOUR site. We want your feedback!

We look forward to seeing you on the Vintage Computer Marketplace!

Best regards,

Sellam Ismail and Patrick Rigney
Your Vintage Computer Marketplace SysOps!

# 4806. Version 2.9.2 of cc65 released

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-19 10:01:53 UTC
From: uz@remove-to-reply.musoftware.de
Message-ID: <hisshb.uvf.ln@news.musoftware.de>
Source record: 19619
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.sys.oric

I'm proud to announce cc65 version 2.9.2. cc65 is a complete cross development package for 65(C)02 systems, including a powerful macro assembler, a C compiler, linker, librarian and several other tools.

cc65 has C and runtime library support for many of the old 6502 machines, including

- The Commodore VIC20 (contributed by Steve Schmidtke <steve_schmidtke@hotmail.com>).

- The Commodore C64 and C128.

- The Commodore C16, C116 and Plus/4.

- The CBM 510 (aka P500), a quite rare Commodore machine (programs run in bank 0).

- The CBM 600/700 family (programs run in bank 1).

- Newer PET machines (not 2001)

- The Apple ][ (library support by Kevin Ruland <kevin@rodin.wustl.edu>)

- The Atari 8 bit machines (thanks to the Atari team: Christian Groessler <cpg@aladdin.de>, Mark Keates <markk@dendrite.co.uk>, Freddy Offenga <taf_offenga@yahoo.com> and David Lloyd, <dmlloyd@atari-central.com>).

- GEOS for the C64 and C128 (by Maciej Witkowiak <ytm@elysium.pl>)

- The Oric Atmos (this one is BETA!).

The libraries are fairly portable, so creating a version for other 6502s shouldn't be too much work.

This is a maintenance release that contains bug fixes for version 2.9.1 (see http://www.cc65.org/bugs.php for a list), but no additional features.

Special care has been taken to make sure that this release works flawlessly together with Contiki, Adam Dunkels internet enabled operating system and desktop environment (http://dunkels.com/adam/contiki/). Thanks a lot, Adam!

Available packages:

As usual I will provide the complete sources and several binary packages, including RPMs for RedHat Linux. Linux is the primary development platform, so the sources do compile out of the box on Linux machines.

Please note that there are separate RPMs for the compiler proper and the target specific libraries. To develop for one of the predefined target

systems you need the compiler RPM package *and* one of the target machine packages.

Binaries for DOS and and Windows will follow or may already be available at the time you read this. OS/2 packages will again be available, but since there are almost no downloads for OS/2, so the host platform may get dropped in the near future (again). As with the RPM packages, you need the package for the development system (Windows, etc.) *and* one or more of the target machine packages.

Download:

For more information and a download link, please visit the cc65 web page at

http://www.cc65.org/

Mailing list:

There is a mailing list for discussing cc65 related issues (programming, suggestions, bugs, ...). See

http://www.cc65.org/#List

for information on how to subscribe to this list.

---

Thanks to all who sent feedback and suggestions, and of course to anyone who helped developing cc65!

--
Ullrich von Bassewitz uz@remove-to-reply.musoftware.de
12:00pm up 194 days, 18:45, 69 users, load average: 0.13, 0.29, 0.45

# 4807. Re: XF-551DRIVE FOR SALE ON EBAY

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-19 11:28:48 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <QRn0b.646$U74.38461@news.optus.net.au>
Source record: 19620

> >
> Treats the whole disk as one device. 360k, only in certains DOS' though.
I
> use SuperDOS 5.

Are you using superdos 5 or 5.1? there are a couple of bugs in 5.
if you seen the pooldisk 2, an atr is on that complete with docs

James

# 4808. Re: M.U.L.E. is a crap game !!!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-19 12:11:04 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <sto0b.647$U74.38197@news.optus.net.au>
Source record: 19621
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc.games.strategic

"NightSky 421" <nightsky421JUNK-SUX@excite.com> wrote in message
news:vk0eisa7nscadd@corp.supernews.com...
> "bunboy" <bunboy@cox.net> wrote in message
> news:QyV%a.4688$Qy4.2954@fed1read05...
> > Ah the real way to play it was on an Atari 400 that had a key board that
> > didn't even have real keys but just these plastic sort of pda pushing
> > things. Some nice wine and a joint and a healthy respect for the
wumpuss!
> >
>
>
> Actually, I do have an Atari 400 with the original flat keyboard. It
could
> be a collector's item at some point but I couldn't imagine ever seriously
> using such a keyboard in the first place! I guess it would have given
> incentive for someone to buy the 800 instead!

The 400 was my first atari. Was also the first atari I saw in the flesh
playing Star raiders. thought it was a brillant computer compared with
apple ][ I saw at the time. still have fond memorys of it. still have it
infact. still remember the smell of it too........

James

# 4809. Re: atari 1050 repair (need help)

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-19 16:07:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f41f6b8c9d195@comcast.net>
Source record: 19623

>hi,
>
>i just connected my old 1050 to my old 800 xl.
>
>problem:
>power led is working but the drive aehm how to tell you that in english ...,
>
>the drive wouddnt go on and beginn stepping.
>
>someone out there who can give me a repair hint or has repair manual by
>hand?
>
>regards,
>ingo

I have no idea. I would just send it in to get repaired. Try the
sites below or you could just ask them:

http://www.best-electronics-ca.com/

http://www.myatari.com/

http://www.vme.net/dvm/aty/

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 4810. Re: Question about disk drives

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-19 16:07:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f41f6b8c9d194@comcast.net>
Source record: 19624

>Hey,
>
>Just picked up an 800XL from a nearby flea market. This is my first Atari
>system, so yay for me. The system works great; I got a 1050 disk drive
>along with the unit and a couple of (copied) disks.
>
>My question is, how would I be able to take an atari disk image (.ATR or
>whatever, I guess) and write it to a disk? I've got an old 5.25 floppy
>drive kicking around for my PC; dunno how powerful or what the hell I
>need. Can I use any floppy? And if so, how do I copy them over? I'm
>running Linux but I'm not above running a lil' bit of Windows if that's
>what the copier app needs.

Hello,

YOu might look into a program called APE. I think it has the
capability to do that. I have done that many times with my setup,
but I have a 32-bit Atari clone and use it as my 8-bit drive #2. I
hook up my Atari 130XE to the clone using a SIO2PC cable. I also
use a 1050 drive as drive #1. Anyhow, I am sure what you want to
do came be done. Enjoy your 800XL. Great machine as I have 3 of
them.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 4811. Re: ULTIMA 3 Question::::::::

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-19 16:07:01 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f41f6b8c9d196@comcast.net>
Source record: 19622

>I think donating to the shrine of wisdom or intelligence...depending on if
>you're a cleric or mage
>
>"Jason Nixon" <jnixon@softwareworks-inc.com> wrote in message
>news:233njvs0ma2ft9tsitc01itk9mbt2lt6sa@4ax.com...
>> I've been re-living the glory days of playing Ultima on my 800xl. One
>> question though. I've searched all over looking for the answer.
>>
>> How do you increase magic points? I can increase HP by the Mark of
>> Kings. My wizard has over 1000 HP now. Not sure what to do.
>>
>> TIA!

I believe the donating to the shrines is the way. Sounds very
familar.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 4812. Re: ULTIMA 3 Question::::::::

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-19 16:07:01 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f41f6b8c9d197@comcast.net>
Source record: 19625

>"Jason Nixon" <jnixon@softwareworks-inc.com> wrote in message
>news:233njvs0ma2ft9tsitc01itk9mbt2lt6sa@4ax.com...
>> I've been re-living the glory days of playing Ultima on my 800xl. One
>> question though. I've searched all over looking for the answer.
>>
>> How do you increase magic points? I can increase HP by the Mark of
>> Kings. My wizard has over 1000 HP now. Not sure what to do.
>
>Have you been sailing into the whirlpool yet? I seem to recall this was
>important in that you have to go there to find cards and advance at shrines.

I remember how many times I avoided that whirlpool until I was
accidently sucked down. I was amazed at what I found. I was also
thrilled that the game was MIDI compatible.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 4813. Re: Question about disk drives

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-19 16:52:57 UTC
From: Matthias Reichl <usenet-20030819@hias.horus.com>
Message-ID: <slrnbk4lf9.245.usenet-20030819@camel.hias.horus.com>
Source record: 19626

On Sat, 16 Aug 2003 22:04:56 GMT, ravuya wrote:
> My question is, how would I be able to take an atari disk image (.ATR or
> whatever, I guess) and write it to a disk? I've got an old 5.25 floppy
> drive kicking around for my PC;

You could try writeatr (for DOS) from my homepage
http://www.horus.com/~hias/atari/

As I recently discovered, some PC floppy controllers are able to write
enhanced density format! Some others are also able to read it, and
yet some others neither read nor write it. So you've got to try
it out yourself.

If you've got a single density (90k) ATR, you may also write it in
ED format, sectors 721-1040 will then be blanked.

so long,

Hias

# 4814. Best of Creative Computing Volume 3 on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-19 19:53:37 UTC
From: Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com>
Message-ID: <usenet-DELETEthisPART-9C1E28.12533719082003@news.west.cox.net>
Source record: 19627
Cross-posted to: comp.sys.atari.8bit,comp.sys.tandy,comp.sys.cpm,alt.folklore.computers

The Best of Creative Computing Volume 3 is now available on the Web in its entirety. Published in 1980, this book is contains 300+ pages of articles, reviews, and programs first published in 1977, the third year of Creative Computing magazine.

http://www.atariarchives.org/bcc3/

This is the final book in the Best of Creative Computing trilogy. Atariarchives.org also features the Best of Creative Computing volumes 1 and 2, as well as 15 other classic computing books.

A few highlights, in no particular order:

Alan Kay's Dynabook project at Xerox PARC
http://www.atariarchives.org/bcc3/showpage.php?page=5

Coin-in-the-Slot Computing at a Public Library
http://www.atariarchives.org/bcc3/showpage.php?page=16

Computerized Robots: A Step Into The Future for Hospitals
http://www.atariarchives.org/bcc3/showpage.php?page=69

The First West Coast Computer Faire
http://www.atariarchives.org/bcc3/showpage.php?page=98

Computer History Trivia Quiz
http://www.atariarchives.org/bcc3/showpage.php?page=160

Sophisticated Electronic Pocket Calculators
http://www.atariarchives.org/bcc3/showpage.php?page=274

Smart Handheld Electronic Games
http://www.atariarchives.org/bcc3/showpage.php?page=276

The Sol-20: Simple Enough for a Six-Year Old
http://www.atariarchives.org/bcc3/showpage.php?page=288

Radio Shack's $600 Home Computer
http://www.atariarchives.org/bcc3/showpage.php?page=290

--Kevin Savetz
--
Kevin Savetz - http://www.savetz.com/contact/
Curator of Classic Computer Magazine Archive - www.atarimagazines.com
& Atariarchives.org - www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

# 4815. Re: M.U.L.E. is a crap game !!!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-19 21:37:38 UTC
From: J Rennert <usenet-maps@rennert.net>
Message-ID: <bhu54l$ipq$1@janus.lotsoff.com>
Source record: 19628

Jonah Falcon wrote:
> Let's not forget the M.U.L.E. theme song - it's STILL burned into my brain.
>
> By the way, what was your favorite character to play? I chose Humanoid - I
> liked a challenge :) I usually took that race that loved farming, too - and
> I cornered the market on the river.
>
> Jonah Falcon
>
>

The only reason to play Humanoid is if you're playing solo or against some people where you need the balance. Otherwise, there's just as much challenge playing against three other people, everyone being standard characters- you have a ton of time for creativity that you wouldn't have playing four humans. You could push the argument to say that four Flappers would make the best game, but that's going a bit too far, IMO.

I play a purple Bonzoid every Wednesday on a tricked-out 400 with four Epyx 500xj's, and that's been the story for the past 20 years. The advent of the 46" projection has made finding the wampus a lot easier, and it certainly helped to discover the pattern of which plot you're going to lose if you get hosed by the 'claim' event.

At the end of the day, though, nothing's more satisfying than coaxing Smithore to $250 just in time for round 12. Unless you're also crushing someone that's 12 for 12 in Crystite at the same time, that is.

Man is that game awesome. I just wish I could turn pro.

J.

--
Pull the '-m*ps' for mail.

## 4816. Wanted: 256-512 MIO

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-20 01:33:10 UTC
From: "James E. King" <jamesk@xmission.xmission.com>
Message-ID: <bhuj4m$qv3$1@terabinaries.xmission.com>
Source record: 19629

Will purchase or trade for.. Must be in good condition with power supply.

# 4817. Re: Atari's in old films..

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-20 03:30:11 UTC
From: Stephen Anderson <nospam@nowhere.com>
Message-ID: <ott5kvg3hhp8ck2bfuhhjscno9dpjq06pe@4ax.com>
Source record: 19630

Not sure if these have been mentioned, but the Airplane movies have
Atari stuff in them. In the 1st movie, there is a screenshot of
Atari's basketball being played on a cockpit screen. And in the 2nd
film, there is the familiar disc reading beeps, and a screen or two of
scrolling text (in a basic graphics mode). Sorry for the hazy details
- going from memory and it's been a long time since I saw either film.

Stephen Anderson

# 4818. Re: Atari++ Windows is GREAT!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-20 03:59:20 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vk5sfgsbo9nt5f@corp.supernews.com>
Source record: 19631

(Shoot, I did it again, hit 'reply' (to lionofjudah) instead
of 'reply group'. Hope LOJ didn't mind.)
Here's what I said:
I tried atari++. Pretty nice. My PIII 667 doesn't
do as fast as a real atari. I had a few crashes, which
went to about a 200x100 windows desktop, couldn't do a normal windows
shutdown, had to ctrl-alt-del two times
to re-boot. I tried my ABC compiled game, 'Keystone Kapers' and 'Sargon
III'. I used a real joystick. All in all a pretty good start for this
windows version, but I'm not throwing away my XLIT just yet:}. SpartaDOS
3.3a worked good, even 'BASIC ON'.

# 4819. Re: Question about disk drives

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-20 06:40:02 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <6JE0b.736$lw4.488@newsread3.news.pas.earthlink.net>
Source record: 19632

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:3f41f6b8c9d194@comcast.net...
> >Hey,
> >
> >Just picked up an 800XL from a nearby flea market. This is my first Atari
> >system, so yay for me. The system works great; I got a 1050 disk drive
> >along with the unit and a couple of (copied) disks.
> >
> >My question is, how would I be able to take an atari disk image (.ATR or
> >whatever, I guess) and write it to a disk? I've got an old 5.25 floppy
> >drive kicking around for my PC; dunno how powerful or what the hell I
> >need. Can I use any floppy? And if so, how do I copy them over? I'm
> >running Linux but I'm not above running a lil' bit of Windows if that's
> >what the copier app needs.
>
> Hello,
>
> YOu might look into a program called APE. I think it has the
> capability to do that. I have done that many times with my setup,
> but I have a 32-bit Atari clone and use it as my 8-bit drive #2. I
> hook up my Atari 130XE to the clone using a SIO2PC cable. I also
> use a 1050 drive as drive #1. Anyhow, I am sure what you want to
> do came be done. Enjoy your 800XL. Great machine as I have 3 of
> them.

Well, you can sort of do it that way. Boot the Atari (by APE or a regular
disk), and try to copy the disk from a real drive to an image set in APE as
whatever drive you want. Works perfectly well, but only if the disk isn't
copy protected. The best way, IMHO, is to use the ProSystem/10502PC cable to
hook the 1050 directly to your PC.

--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic

# 4820. eBay Atari auctions: SCART cable, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-20 08:10:13 UTC
From: dgs@clara.net
Message-ID: <3568e886.0308200010.59dc06a9@posting.google.com>
Source record: 19633

Hello All,

I currently have some Atari 8-bit stuff for auction on eBay, some of
which are soon to close.

I have an Atari 800/XL/XE SCART cable, the Unusual DOS pack
(1,3,4,XE), and Alien Blast (a version of Space Invaders for light
gun).

The link is below (this may split onto 2 lines, please copy the whole
link into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangarraghty

Dean Garraghty

# 4821. Re: Looking for ATARI XL/XE PCBs

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-20 12:43:23 UTC
From: Jindroush <jindroush@nospam.seznam.nospam.cz>
Message-ID: <3F436CEB.F2C4D96E@nospam.seznam.nospam.cz>
Source record: 19638

Zothen Runecaster wrote:
> Anyone created new PCBs for ATARI 800 XL/XE which fit in XE carts or old XL carts ?
>
> I´d need XEGS PCBs for 128K or bigger EPROMs.Using big EPROMs allows storage
> of much data for more advanced games.

I did create proto PCB design for 4mbit Atmel chip. It's 16kb
bankswitched design, which could be turned off - much better than XEGS
scheme, similar to what Sunmark does. Also new shells are available,
although they're not as sexy as original Atari shells and don't have
enough space for a socket.

I would estimate the price to be about 7-10$ (without the flash though).
But it would need larger (100+) series, also note that I'm across the
pond, which would raise the price again (and no PayPal too). So I
dropped the idea.

--
Jindroush <jindroush@nospam.seznam.nospam.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project
Remove both 'nospam's from the address to reply.

# 4822. Re: Question about disk drives

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-20 14:56:57 UTC
From: dunxuk@aol.commercial
Message-ID: <20030820105657.10709.00000256@mb-m14.aol.com>
Source record: 19634

>From: Matthias Reichl usenet-20030819@hias.horus.com
>Date: 19/08/03 17:52 GMT Daylight Time
>Message-id: <slrnbk4lf9.245.usenet-20030819@camel.hias.horus.com>
>
>On Sat, 16 Aug 2003 22:04:56 GMT, ravuya wrote:
>> My question is, how would I be able to take an atari disk image (.ATR or
>> whatever, I guess) and write it to a disk? I've got an old 5.25 floppy
>> drive kicking around for my PC;
>
>You could try writeatr (for DOS) from my homepage
>http://www.horus.com/~hias/atari/
>
>As I recently discovered, some PC floppy controllers are able to write
>enhanced density format! Some others are also able to read it, and
>yet some others neither read nor write it. So you've got to try
>it out yourself.
>
>If you've got a single density (90k) ATR, you may also write it in
>ED format, sectors 721-1040 will then be blanked.
>
>so long,
>
>Hias
>
>

I agree. This is probably the best way if it works since your PC has a 5i¿½" drive. Worked for me, but I had to erase the disks first with a bulk eraser, otherwise they seemed unreliable.

As mentioned earlier in the thread you can use a cable (sio2pc etc) to connect your Atari to your PC and make the disks that way, or even a 10502pc cable to connect the disk drive to the PC.

The other option is to get a US Doubler upgrade for your 1050, so it can directly read disks made on the PC. You can then convert the ATR images directly to DCM images and use Diskcomm 3.2 on the Atari to expand them onto fresh disks.

Good luck! And let me know if you find a good source of proper black write-protect labels!

# 4823. Re: Full Motion video on ATARI again

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-20 17:15:29 UTC
From: Bob Woolley <ataribobdelete@alamedanet.net>
Message-ID: <3f43b18a$0$16183$2c56edd9@news.cablerocket.com>
Source record: 19635

I'd be glad to trade you a Hofacker book for the documentation on your mouse
and keyboard hacks...

Bob

<1> wrote in message news:3f3efa17$0$13106$a04e5680@nnrp.fuse.net...
> I once put a WD65c816 in my atari 400, the atari has the cpu on a card
with
> two bus buffers and something else. i forget what. its been 8 years...
>
> the 400's CPU card is the same as the 800's card, i believe, anyway..
>
> THE 65816 is a 16 bit version of the 6502, in case you din't know, it only
> ever made it to the
> Apple IIGS computer, which stood for graphics and sound.
>
> This processor had Extra registers, and Extra Instructions, one of which
is
> the MOVE instruction.. This can move memory around automatically, and only
> take 7 machine cycles per byte. the Atari's clock being one half of the
> color TV colorburst crystal freq gives us a clock of 1.789790 MHz for the
> Atari.
>
> If one were to use an '816 processor coupled with an Mpeg decoder and a
> special paged memory address expansion, one could get the '816 to move
> memory from the Mpeg card to the display list's data area..... all tons of
> hard work and would result in
>
> 1.789790 mhz / 7 clock cycles = 255684 bytes moved a second.
>
> 255684 / 320 / 192 = 4.16 frames per second
> 255684 / 320 / 160 = 4.99 frames pers second
>
> It would be best if one could run the processor at maximum speed with it's
> own ram, in a separate address space from the rest of the computer, and
have
> delayed writes buffered to the rest of the computer, reads from the rest
of
> the computer would be the a cause for halting the clock to synchronously
> write, and one would also have to allow the C/GTIA / Antic to access the
> remaining 'built' in memory of the rest of the computer as normal, or at
> least very normal.
>
> higher speed memory with an interleaved access would also be a good thing,
> instead of having to allow for delayed reads, and buffered writes. The

'816
> can run much faster than the almost 2 megahertz of the Atari. I dont
recall
> the Apple II gs' clock speed, but the Apple II's clock was only 1
megahertz
> ( or very slightly higher, 1.012 or something like that...)
>
> The software required to control the Mpeg card is another thing to
consider,
> imagine getting a windows driver for one, or even a dos driver and then
> having to issue all those commands to the Pc card's bus..
>
> PC processors, ie Intel chips have a very odd memory structure. There is
> conventional memory ( ie Ram, ROM, etc) and there are I/O ports, both of
> which reside on separate planes of existence in the mind of both the
> Processor itself and that of the Assembler program writers'.
> Separate machine language instructions access RAM and ROM versus accessing
> the I/O port address structure, which DO share the Address bus, but are
> separated once they leave the processor, I believe. Somewhat similar is
the
> confusing way ( at least in the older ) Intel chips have a multiplexed
Lower
> Address, and Data bus, a way to make chips have fewer leads, a money
saving
> ploy.
>
> If you succeed in full motion video on the 8 bit atari, without cheating,
> that is actually Using the Antic / Ctia/Gtia and the processor running the
> computer to control the MPG decoder card, you deserve at least an honorary
> degree in electrical engineering / computer science or a MacArthur Grant -
> which you may use to study how 16,777,216 networked Timex sinclair ZX81's
> can be used to forecast rainfall in the near future.... ( hmm, if they are
> all wet, it's raining. If only some of them are wet, it's scattered
showers,
> If some of them are under water and the rest are sparkling and burning,
it's
> both High tide and time to move your research facilities further inland on
> your little deserted island.
>
> I have connected a PC keyboard to an Atari, and had to use a two 8 bit
shift
> registers to read from it, as PC keyboards have a 9 bit map code, with
> separate codes for "press" and "release". The atari's 5 volt serial bus
> could have been used to read from it, but it being at most 8 bits was a
> hindrance so i did not even attempt it, as writing a properly working
driver
> would have no way to know the difference between a press and a release.
>
> It was fun to do, but as part of a project to add more and more PC
hardware,

> it seemed pointless to becoming a replacement for actually buying a PC. I
> also added a BUS mouse, and had a driver working transparently to any
> language or lack of language installed, with a mouse moving automatically
> on the screen, using vertical blank interrupts to poll the bus mouse's
> inputs. A simple peek or three could read the X ( hi and lo values) and
the
> Y value, and this allowed Basic, BasicXL, or figForth or deepblueC or
> whatever to be able to have input from the mouse as far and x and y, the
> mouse buttons becoming the joystick fire button and the other mouse
buttons
> becoming Paddle inputs. Once done, the rest became part of the area of
> application software, which I was not into. Drivers and hardware were my
> area. Once a few tests were done, it was archived. I could have had a
> magazine article or two, but I was a few years too late to do that. One
time
> tho in high school, I traded a casio thermal ribbon graphic typewriter and
> some cash for a Votrax voice box for the atari ( worked over the SIO bus
and
> played thru TV sound output). The guy I traded with was a Ravi
subramanyan,
> i think, i recall, and he later wrote an article with some information i
> provided to him about a Parallel Printer interface for the Atari, using
two
> joystick connectors as outputs, and having transistors adapt the output
for
> driving the somewhat long cables these use, the transistors being
necessary
> also as the joystick connectors had pull up resistors and capacitors on
them
> to debounce the input coming from the joysticks, which are fine and dandy,
> but make horrible outputs unless one either clips these pull up resistors
> and capacitors or uses transistors to drive the desired outputs to
> saturation again, which is necessary to drive a cable for a printer..... I
> didnt get credit. i was in high school and ravi was a college student at
> Vanderbilt University. this was about 1981 or 3
>
> hofacker ( or hofacher?) hackbook for atari was also a place one could
find
> hardware / software things.. I lent mine out, I would like another copy of
> it.
>
>
>
>
>
>
>
>
> --
> Outside of a dog, a book is Man's Best Friend.

>
> Inside of a dog, it's too dark to read !
>
>

# 4824. Re: ULTIMA 3 Question::::::::

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-20 18:04:32 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <QKO0b.1067$Ej6.19@newsread4.news.pas.earthlink.net>
Source record: 19636

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:3f41f6b8c9d197@comcast.net...
> >"Jason Nixon" <jnixon@softwareworks-inc.com> wrote in message
> >news:233njvs0ma2ft9tsitc01itk9mbt2lt6sa@4ax.com...
> >> I've been re-living the glory days of playing Ultima on my 800xl. One
> >> question though. I've searched all over looking for the answer.
> >>
> >> How do you increase magic points? I can increase HP by the Mark of
> >> Kings. My wizard has over 1000 HP now. Not sure what to do.
> >
> >Have you been sailing into the whirlpool yet? I seem to recall this was
> >important in that you have to go there to find cards and advance at
shrines.
>
> I remember how many times I avoided that whirlpool until I was
> accidently sucked down. I was amazed at what I found. I was also
> thrilled that the game was MIDI compatible.

Long story with the same point.<grin>

I had bought UIII off the shelf from the old San Jose Computers. After 6-10
quick deaths I put it away for probably a year.

While I was recovering from my bad UIII start AR City came out. That game
was so tough on starting characters that it taught me a new kind of patience
with CRPGs.

I was still under the impression that UIII was tougher then AR City so the
first thing I did was write a character hacking program.

Probably shut off my computer 5-6 times when I got sucked down the whirlpool
figuring I could revive the characters at their last save point with my hack
program.

I was absolutely amazed when I finally left the computer on and saw the
other side of the whirlpool!

After a while I figured out how to play the game fairly well. I mean simple
stuff like making the "Fuzzy Female Fighters" and using their gold to equip
a party. Disbanding and getting the whole party resurected by a ~5th group
member, that kind of stuff.

# 4825. Re: Atari's in old films..

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-20 19:59:47 UTC
From: Dave <angelshamshel@removethishotmail.com>
Message-ID: <1ok7kvkqqlegfpokn1h3ocuqdl0n2fnb1m@4ax.com>
Source record: 19637

In the movie "BladeRunner" the Atari corporate logo is all over the
place.... those were the days.....

On 18 Aug 2003 03:39:11 GMT, bcoburnree@aol.com (BCoburnree) wrote:

>An Atari XL series appears in an American made for TV movie, starring John
>Ritter (Threes' Company) as a 'Mr. Mom' type character, that I believe was
>produced BEFORE the movie with Michael Keaton, but got buried when the movie
>hit big.
>I also remember a couple of B list Sci-Fi/Horror flicks where an Atari shows up
>on screen a few times.

# 4826. using more than ONE emulator

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-20 20:34:53 UTC
From: rtdos@juno.com
Message-ID: <f927c019.0308201234.fcaac34@posting.google.com>
Source record: 19639

Slightly off topic but I thought I'd share it to those who use more
than one emulator:

http://thesoftpro.tripod.com/downloads/fe/

<SNIP>
This handy utility allows you to manage context menus items of file
objects displayed in a file manager, such as Windows Explorer or any
other application that supports shell's application programming
interface. It's a very simple way to make your often used file actions
quickly accessible. Fast Explorer supports both static and dynamic
menu items and even more. With Fast Explorer you can create new menu
items, submenus, dividers, specify menu bitmaps and hint text, and
manage existing menu items added by other programs. For an ultimate
control over dynamic menu items added from within Fast Explorer, you
can define your own look & feel using the custom-drawing feature.

Menu items can be associated with any file class registered in the
system, including set of predefined shell objects:

* All files;
* All files and file folders;
* All non-associated files;
* All folders;
* All file folders;
* File folder background;
* Entire network;
* All network shares;
* All network servers;
* All printers;
* All drives;
* Audio CD in drive;
* DVD drive.
<SNIP>

and i'd like to add to that list emulator files. Like many of you I
have at least ONE emulator for NEARLY every system thats emulated and
most if not all of these emulators SHARE file extensions (e.g. *.BIN)
and going back and forth between emulators can sometimes get confusing
(not only for you but for the system) and really mess things up. This
neat little program does not install (so i put it in my
%WINDIR%\SYSTEM32 directory and run it from the RUN dialog box). It
is a little tricky but after a while I was able get all file
extensions associated with more than one emulator. It is similiar to
"Open With..." context menu in Windows 2K & XP but a little more
stable IMHO as sometimes (through experience) the "Open With..." list

can get a little screwed up (to say the least) and this little program I do believe works in nearly every version of Windows. File size is around 560 KB.

Just out of curiosity I'd like to know if anyone else has found this program useful (either for emulators or otherwise).

Happy Gaming!

# 4827. Basic XE/XL, MAC/65, and Action for sale on e-bay

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-20 20:55:08 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <1fa2d035977682b8fd7ad5aab54388da@news.meganetnews.com>
Source record: 19640

I'm selling a super cartridge I bought from Dan Vernon a while back, along with manuals and diskettes with the toolkits and utils.

I'm moving out of the country, can't take this stuff with me, so unfortunately, I have to get rid of it.

The super cartridge has Basic XE, Basic XL, MAC/65 and Action! on it. All the manuals are in great shape.

The auction is here:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2748795195&category=1247&rd=1

I'd really prefer that this stuff goes to someone who'll really care about it. I hate to part with it, I really do. I love the old Atari stuff.

I'm also selling a 600XL and 1200XL here:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2748797173

These aren't as near and dear to my heart as the cartridge, though.

Anyway, thanks.

Pete

# 4828. Re: Throw away your 8 Bit sh*t and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-21 05:24:56 UTC
From: Jeff Thomas <a2forever@usa.net>
Message-ID: <3F4457A8.2AA220CE@usa.net>
Source record: 19641
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

The reality is that if it wasn't for those old computers of yesteryear, we wouldn't have the computers nor the huge gaming console industry which exists today.

It's not that people are poor and can't afford the latest technologies which are usually backward compatible to something older. Take PlayStation 2, it still can play older PlayStation 1 games. Or your PC, going back to days of Unix or MS-DOS command lines.

Some of us, like to renaissance the golden age of computing and video gaming.

# 4829. Re: atari 1050 repair (need help)

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-21 07:54:45 UTC
From: dunxuk@aol.commercial
Message-ID: <20030821035445.10910.00000469@mb-m14.aol.com>
Source record: 19642

>From: "Bob Woolley" ataribobdelete@alamedanet.net
>Date: 15/08/2003 16:39 GMT Daylight Time
>Message-id: <3f3d0383$0$16184$2c56edd9@news.cablerocket.com>
>
>When you power on a 1050, it checks the operation of the 6532 chip

Any ideas if it is still possible to get hold of a replacement 6532 chip?
Mine's dead!

# 4830. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-21 09:24:46 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F448FDE.EEABCB3C@students.uni-mainz.de>
Source record: 19643
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

That`s a good point !!
computers are neutral, they don`t have any sex, religion, race or
whatever. Well, until the day, computers/machines rise above mankind
(referring to Matrix or Terminator, etc.). -Andreas.

"D.B." schrieb:
>
> > [snip]
> > Lord Teviolus sounds like a gay nick-name to me. R U gay? "Yes, i'm Lord
> > Teviolus and i'm the gaylord of the 8-bit computers." Man, you suck!
>
> I'm stumped the fact that so many people refer to homosexuality or 'gayness'
> as an insult.
> What's next : "your computer is Jewish", or "black"!?

# 4831. Re: Programs from the Creative Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-21 09:28:17 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F4490B1.C5935126@students.uni-mainz.de>
Source record: 19644

Hmmm,
think I have some Creative Computing programs in my collection. not sure
if they are also in the book... By the way, what about including
Softside programs on your webpage ?!? I have two disksides filled with
softside programs... -Andreas.

Kevin Savetz schrieb:
>
> We're working on scanning the book The Creative Atari by David Small for
> www.atariarchives.org and are wondering if anybody knows were to find any of
> the programs from the book. Many of the programs were printed earlier in
> Creative Computing magazine as well. If you have any programs from that book
> on disk, please let me know. Contact me at http://www.savetz.com/contact/
>
> Thanks
> Kevin
> --
> Kevin Savetz - http://www.savetz.com/contact/
> Curator of Classic Computer Magazine Archive - www.atarimagazines.com
> & Atariarchives.org - www.atariarchives.org
> Moderator of news:comp.sys.atari.announce - Atari computer news

# 4832. ADV: Atari Xmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-21 12:06:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0308210500530.31661-100000@shell1.aracnet.com>
Source record: 19645
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Due to Popular Demand, I'm extending my Christmas in July into August!
This is how it works. Buy the HardWare/Accessories for any Classic Atari
8 Bit and/or 16/32 Bit Atari ST System and I'll outfit your system with
Games/SoftWare and/or Books/References. You be good to me and I'll be good
to you! The more you spend on HardWare/Accessories, the better I outfit
your system. The more HardWare you buy for your system, the more Software/
Games and/or Books/References you receive! You choose the Atari Hardware
you want to buy and You & I choose the Books/References and/or Software/
Games I'll include in your Order.This will be a good opportunity to renew
lost interest in collecting Atari or building a New Atari system for the
first time. ReLive your Atari Youth! Call Ben anytime at (503)256-9974!!!

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I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 4833. Colour of Atari 800 carts?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-21 15:04:08 UTC
From: Gareth Davies <hotmail.com@dgareth.spm>
Message-ID: <xf51b.9984$z7.1257001@wards.force9.net>
Source record: 19646

Shit, my complete selection of Atari 800 carts was damaged in a flood - the whole lot was then destroyed by a "helpful friend". It's really hit me hard - despite my best efforts my entire collection built up over 23 years has gone without a trace. The hardware did however escape.

I've been trying to put the collection back together but just one question. Almost all of my PAL carts were black: Star Raiders, Missile Command Donkey Kong Junior and so on were black coloured carts. I've noticed that all the carts I've seen recently - advertised on E-bay and very occasionally found at car boot sales - have been grey coloured carts. Is this significant - different production times or something else?

Gareth.

# 4834. Re: Colour of Atari 800 carts?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-21 15:51:59 UTC
From: Jon-Paul <pockets@NO.SPAM.cix.co.uk>
Message-ID: <bi2pqv$rde$1@thorium.cix.co.uk>
Source record: 19547

"Gareth Davies" <hotmail.com@dgareth.spm> wrote in message
news:xf51b.9984$z7.1257001@wards.force9.net...
> Shit, my complete selection of Atari 800 carts was damaged in a flood -
the
> whole lot was then destroyed by a "helpful friend". It's really hit me
> hard - despite my best efforts my entire collection built up over 23 years
> has gone without a trace. The hardware did however escape.
>
> I've been trying to put the collection back together but just one
question.
> Almost all of my PAL carts were black: Star Raiders, Missile Command
Donkey
> Kong Junior and so on were black coloured carts. I've noticed that all
the
> carts I've seen recently - advertised on E-bay and very occasionally found
> at car boot sales - have been grey coloured carts. Is this significant -
> different production times or something else?
>
> Gareth.

The Grey ones may have been re-releases to match the XE Games system. Atari
did re-release quiet a few in new grey cases at this point.

# 4835. Re: Colour of Atari 800 carts?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-21 18:10:50 UTC
From: Gareth Davies <hotmail.com@dgareth.spm>
Message-ID: <P_71b.10169$z7.1274613@wards.force9.net>
Source record: 19548

"Jon-Paul" <pockets@NO.SPAM.cix.co.uk> wrote in message
news:bi2pqv$rde$1@thorium.cix.co.uk...
>
> "Gareth Davies" <hotmail.com@dgareth.spm> wrote in message
> news:xf51b.9984$z7.1257001@wards.force9.net...
> > Shit, my complete selection of Atari 800 carts was damaged in a flood -
> the
> > whole lot was then destroyed by a "helpful friend". It's really hit me
> > hard - despite my best efforts my entire collection built up over 23
years
> > has gone without a trace. The hardware did however escape.
> >
> > I've been trying to put the collection back together but just one
> question.
> > Almost all of my PAL carts were black: Star Raiders, Missile Command
> Donkey
> > Kong Junior and so on were black coloured carts. I've noticed that all
> the
> > carts I've seen recently - advertised on E-bay and very occasionally
found
> > at car boot sales - have been grey coloured carts. Is this significant -
> > different production times or something else?
> >
> > Gareth.
>
> The Grey ones may have been re-releases to match the XE Games system.
Atari
> did re-release quiet a few in new grey cases at this point.

Ah, that's probably the explanation. It's a real shame then because my old
carts were in absolutely great shape. Most of the grey carts I've seen for
sale are pretty badly scratched.

Hell, this is sad ;-)

Gareth.

# 4836. VCS Paddles on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-21 19:35:08 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <pan.2003.08.21.21.35.08.82069.1990@gmx.de>
Source record: 19549

Howdy *!

I want to play Super Breakout or Arkanoid with paddles. Actually, they are rare and hard to find. I've never seen a special 800/XL/XE version to buy.

However, on ebay i've discovered a set for vcs 2600. Are they also working on xl/xe?

If I remember right, atari was often using such "CLX-####" codes for identifieing their hardware. Has somebody the correct item-number for 8bit?

--
\thomsen
Take those Atarian care! Oldskool foreva!

## 4837. An online shop for the Atari 8-bits and more!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-21 20:54:16 UTC
From: bugster@fidalgo.net
Message-ID: <24d69685.0308211254.4f6a4370@posting.google.com>
Source record: 19550

Hey everyone, I just wanted to let you know that I have an online vintage computer and console shop called Vintage Fun World. I have an area dedicated to the Atari 8-bit line of computers there, so if you're looking for something for the old Atari 8-bits I might just have it. The website is: http://www.vintagefunworld.com

Thanks.
-Chris

# 4838. Re: VCS Paddles on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-21 22:20:05 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vkahcm42rm0pbf@corp.supernews.com>
Source record: 19552

Yes they work fine, I used some with Kaboom recently, not sure about the progs you mention.

Tim

"Thomas Havemeister" <twh1@gmx.de> wrote in message news:pan.2003.08.21.21.35.08.82069.1990@gmx.de...
> Howdy *!
>
> I want to play Super Breakout or Arkanoid with paddles. Actually, they
> are rare and hard to find. I've never seen a special 800/XL/XE version
> to buy.
>
> However, on ebay i've discovered a set for vcs 2600. Are they also
> working on xl/xe?
>
> If I remember right, atari was often using such "CLX-####" codes for
> identifieing their hardware. Has somebody the correct item-number for
> 8bit?
>
> --
> \thomsen
> Take those Atarian care! Oldskool foreva!

## 4839. Re: Atari Xmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-21 22:22:05 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <3f4544ba$0$95045$c30e37c6@lon-reader.news.telstra.net>
Source record: 19551
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0308210500530.31661-100000@shell1.aracnet.com...
> Due to Popular Demand

Liar.

# 4840. Running Antic Basic files on an Emulator

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-21 23:33:51 UTC
From: jeffro9000@yahoo.com
Message-ID: <f70bde2.0308211533.27b9324f@posting.google.com>
Source record: 19553

I'm trying to run J D Casten's Advet X-5 from

http://www.atarimagazines.com/software/software.html

on

http://www.concentric.net/~Twist/atari800win/

I can get basic and the old DOS menu to run-- and some of the exe files from antic also run... but I can't figure out how to load the basic files....

Also... The text of the basic files looks like garbage in Notepad. Is there any way to rig up NotePad to view the BAS files? Or to cut and paste some BASIC code from Notepad to the Emulator's Basic prompt?? (Just wondering...)

# 4841. Re: Colour of Atari 800 carts?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-22 00:00:02 UTC
From: Mo <momo@atariland.com>
Message-ID: <62d1b.1747$Xp4.116278@twister.austin.rr.com>
Source record: 19554

I don't remember any Black carts- all of mine are brown, except a few greys.
Maybe it's the fact that I'm in the US and use NTSC.
Mo

"Gareth Davies" <hotmail.com@dgareth.spm> wrote in message
news:P_71b.10169$z7.1274613@wards.force9.net...
>
> "Jon-Paul" <pockets@NO.SPAM.cix.co.uk> wrote in message
> news:bi2pqv$rde$1@thorium.cix.co.uk...
> >
> > "Gareth Davies" <hotmail.com@dgareth.spm> wrote in message
> > news:xf51b.9984$z7.1257001@wards.force9.net...
> > > Shit, my complete selection of Atari 800 carts was damaged in a
flood -
> > the
> > > whole lot was then destroyed by a "helpful friend". It's really hit me
> > > hard - despite my best efforts my entire collection built up over 23
> years
> > > has gone without a trace. The hardware did however escape.
> > >
> > > I've been trying to put the collection back together but just one
> > question.
> > > Almost all of my PAL carts were black: Star Raiders, Missile Command
> > Donkey
> > > Kong Junior and so on were black coloured carts. I've noticed that
all
> > the
> > > carts I've seen recently - advertised on E-bay and very occasionally
> found
> > > at car boot sales - have been grey coloured carts. Is this
significant -
> > > different production times or something else?
> > >
> > > Gareth.
> >
> > The Grey ones may have been re-releases to match the XE Games system.
> Atari
> > did re-release quiet a few in new grey cases at this point.
>
> Ah, that's probably the explanation. It's a real shame then because my old
> carts were in absolutely great shape. Most of the grey carts I've seen for
> sale are pretty badly scratched.
>
> Hell, this is sad ;-)

>
> Gareth.
>
>

# 4842. Re: Running Antic Basic files on an Emulator

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-22 00:02:30 UTC
From: Mo <momo@atariland.com>
Message-ID: <q4d1b.1784$Xp4.116617@twister.austin.rr.com>
Source record: 19555

"Jeff Johnson" <jeffro9000@yahoo.com> wrote in message
news:f70bde2.0308211533.27b9324f@posting.google.com...
> I'm trying to run J D Casten's Advet X-5 from
>
> http://www.atarimagazines.com/software/software.html
>
> on
>
> http://www.concentric.net/~Twist/atari800win/
>
>
> I can get basic and the old DOS menu to run-- and some of the exe
> files from antic also run... but I can't figure out how to load the
> basic files....
>
> Also... The text of the basic files looks like garbage in Notepad. Is
> there any way to rig up NotePad to view the BAS files? Or to cut and
> paste some BASIC code from Notepad to the Emulator's Basic prompt??
> (Just wondering...)

You need a program to convert ASCII to ATASCII, and there is one out there.
I think it's called IBM2A.exe -let me know if you don't find it and I'll
email you the zip.
Mo Johnson

# 4843. Re: Running Antic Basic files on an Emulator

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-22 00:39:09 UTC
From: Stephen Anderson <nospam@nowhere.com>
Message-ID: <hnsakvomsiq3anf82nqu6uv63fc3e7rt9f@4ax.com>
Source record: 19556

The basic files will look like garbage becaus they are "tokenized".
Symbols are used to represent the basic commands.

As far as running them, make sure that your emulator starts the Atari
with BASIC on. Then, (depending on DOS used - Sparta Dos you type
"CAR" or Atari DOS 2.x you will press "B". When you get to the BASIC
"Ready" prompt, type "RUN D:filenams.bas".

Stephen Anderson

On 21 Aug 2003 16:33:51 -0700, jeffro9000@yahoo.com (Jeff Johnson)
wrote:

>I'm trying to run J D Casten's Advet X-5 from
>
>http://www.atarimagazines.com/software/software.html
>
>on
>
>http://www.concentric.net/~Twist/atari800win/
>
>
>I can get basic and the old DOS menu to run-- and some of the exe
>files from antic also run... but I can't figure out how to load the
>basic files....
>
>Also... The text of the basic files looks like garbage in Notepad. Is
>there any way to rig up NotePad to view the BAS files? Or to cut and
>paste some BASIC code from Notepad to the Emulator's Basic prompt??
>(Just wondering...)

# 4844. Re: Running Antic Basic files on an Emulator

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-22 01:50:42 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <vkatng30k3vuad@corp.supernews.com>
Source record: 19557

"Mo" <momo@atariland.com> wrote in message
news:q4d1b.1784$Xp4.116617@twister.austin.rr.com...
> "Jeff Johnson" <jeffro9000@yahoo.com> wrote in message
> news:f70bde2.0308211533.27b9324f@posting.google.com...
> > I'm trying to run J D Casten's Advet X-5 from
> >
> > http://www.atarimagazines.com/software/software.html
> >
> > on
> >
> > http://www.concentric.net/~Twist/atari800win/
> >
> >
> > I can get basic and the old DOS menu to run-- and some of the exe
> > files from antic also run... but I can't figure out how to load the
> > basic files....
> >
> > Also... The text of the basic files looks like garbage in Notepad. Is
> > there any way to rig up NotePad to view the BAS files? Or to cut and
> > paste some BASIC code from Notepad to the Emulator's Basic prompt??
> > (Just wondering...)
>
> You need a program to convert ASCII to ATASCII, and there is one out
there.
> I think it's called IBM2A.exe -let me know if you don't find it and I'll
> email you the zip.
> Mo Johnson
>
>
>
Jeff

only listed basic files can be viewed with notepad the Atari EOL character is-- Hex 9b -- comes out looking like the greater than sign > or the less than sign < . this might depend also on which font you are viewing the files with. Also any Atari font characters that don't fall into the ANSI standard of IBM will be viewed as garbage. mostly the atari files ending with the extender .BAS will be tokenized code. there is a windows program that will convert tokenized code to .LST called CHKBAS.EXE use a search engine to find the website the information is probably also in the FAQ for Atari 8bits. Also the Atari Vendor FAQ is a great resource for finding information.. I think the file IBM2A.exe only strips the Atari Hex --9b EOL character -- and replaces with the IBM EOL witch is two characters --Hex 0D0A --. TT.EXE is another converter for EOL formating. Here are some

links to good sites:

http://www.faqs.org/faqs/atari-8-bit/faq/

http://xlsearch.atari.org/

http://www.sonic.net/~nbs/new_and_emu.html

http://www.faqs.org/faqs/atari-8-bit/vendev/

http://cth.dtdns.net/

these ought to find you more than enough information. Start with the FAQ.ORG and you should be good.

RoyE

# 4845. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-22 06:06:17 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <bi4dfh$q1p$5$8302bc10@news.demon.co.uk>
Source record: 19558
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3F448FDE.EEABCB3C@students.uni-mainz.de...
> That`s a good point !!
> computers are neutral, they don`t have any sex, religion, race or
> whatever. Well, until the day, computers/machines rise above mankind
> (referring to Matrix or Terminator, etc.). -Andreas.

Getting back to the point, though some larger computer systems may have
Windows, but I'm not aware of any small systems that have curtains.

--
Brian
"Stuck down a hole, in the fog, in the middle of the night, with an owl."

# 4846. Vintage Computer Festival - Australia

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-22 07:51:18 UTC
From: Blacklord <llyon@nospam.intas.net.au>
Message-ID: <3f45cba0@dnews.tpgi.com.au>
Source record: 19562

Hi ppl's,

Many of you would be aware of the Vintage Computer Festival in the US - we are trying to get a similar thing running here (& it will be run by the organisers of the VCF). A Yahoo group has been set up to get the ball rolling. Obviously we need exhibitors & people that'd be interested in attending.

If you're interested, the link to subscribe is :

mailto:VCF-OZ-subscribe@yahoogroups.com

cheers,

Lance

---
Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.512 / Virus Database: 309 - Release Date: 19/08/2003

# 4847. Re: VCS Paddles on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-22 07:55:13 UTC
From: bill@newbreedsoftware.com
Message-ID: <B%j1b.14136$dk4.496348@typhoon.sonic.net>
Source record: 19559

Thomas Havemeister <twh1@gmx.de> wrote:
>
> However, on ebay i've discovered a set for vcs 2600. Are they also
> working on xl/xe?

Yep. The standard Atari (VCS/2600) paddles are the ones to use with
the Atari 8-bit computers. Same controller port, same controllers.

-bill!

--
bill@newbreedsoftware.com "The patient has no previous
http://newbreedsoftware.com/bill history of suicides."

# 4848. Re: interesting discussions on www.atariage.com

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-22 07:57:18 UTC
From: bill@newbreedsoftware.com
Message-ID: <y1k1b.14137$dk4.496395@typhoon.sonic.net>
Source record: 19560

Zothen Runecaster <zothen@my-deja.com> wrote:
> and this forum isnï¿½t infested with trolls like comp.sys.atari.8bit ,
> since itï¿½s
> moderated and troll posts will be deleted.

Yeah, but it's a web forum. >:^P You're stuck using THEIR interface,
and living with THEIR decisions regarding censorship.

-bill!

--
bill@newbreedsoftware.com "The patient has no previous
http://newbreedsoftware.com/bill history of suicides."

# 4849. Re: interesting discussions on www.atariage.com

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-22 07:57:49 UTC
From: bill@newbreedsoftware.com
Message-ID: <12k1b.14138$dk4.496255@typhoon.sonic.net>
Source record: 19561

William Kendrick <bill@newbreedsoftware.com> wrote:
>
> Yeah, but it's a web forum. >:^P You're stuck using THEIR interface,
> and living with THEIR decisions regarding censorship.

Note: I'm not ragging on Atariage.com in particular. Just web-based
forums in general. ;)

-bill!

--
bill@newbreedsoftware.com "The patient has no previous
http://newbreedsoftware.com/bill history of suicides."

# 4850. Re: Colour of Atari 800 carts?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-22 09:13:01 UTC
From: Jon-Paul <pockets@NO.SPAM.cix.co.uk>
Message-ID: <bi4mqt$neg$1@thorium.cix.co.uk>
Source record: 19563

"Mo" <momo@atariland.com> wrote in message
news:62d1b.1747$Xp4.116278@twister.austin.rr.com...
> I don't remember any Black carts- all of mine are brown, except a few
greys.
> Maybe it's the fact that I'm in the US and use NTSC.
> Mo

Come to think of it

Atari carts were a very dark brown (almost like a plain chocolate brown,
only not as edible) with a 'tin plate' label and edge protector

some third party ones came in other colours, but usualy black (activision
almost always black)

Later Atari re-releases used the XE grey case with no edge protector.

And i'm in the UK. I suppose i could see the brown atari carts darkening
with age

## 4851. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-22 10:15:58 UTC
From: Onno Geerdink <oa_endannog_g@xs4all.nl>
Message-ID: <3f45ed5f$0$49107$e4fe514c@news.xs4all.nl>
Source record: 19564
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

> ugly graphics + cheap sound , nobody needs this crap

Almost all MSX users learned programming or digital electronics also in the old days, it was a very open standard. Go away you zionist

## 4852. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-22 12:52:25 UTC
From: Coen van der Geest <drjones-nospam@xs1.xs4all.nl>
Message-ID: <3f461209$0$49108$e4fe514c@news.xs4all.nl>
Source record: 19565
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

```
In comp.sys.msx Onno Geerdink <oa_endannog_g@xs4all.nl> wrote:
> Almost all MSX users learned programming or digital electronics also in the
> old days, it was a very open standard. Go away you zionist

And if you don't like MSX, go to
alt.os.windows-xp.BWAHAHAHAHA
--
drjones(nospam)@xs4all.nl
http://gezelligleuk.free.fr
```

# 4853. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-22 15:30:31 UTC
From: "M. Pender" <mpender@hotmail.com>
Message-ID: <rGq1b.396$X41.375@nwrddc01.gnilink.net>
Source record: 19566
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

Michael Spangler <mspangler@gemsi.com> wrote in message
news:1a410081.0308161755.41f52c7b@posting.google.com...
>
> On a related note, I've tried to build an IO card, but I haven't yet
> made one that worked. I'm doing something wrong in the bus
> interfacing line. If any of the card wizzes out there could come up
> wit a digital IO card, or an A/D card, or a D/A card that worked, I
> would probably buy it.

One of us did. :-)
http://members.bellatlantic.net/~mpender/MQP%2012-14-1990.pdf

You can't buy it, but you can make your own.

- Mike

# 4854. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-22 16:04:17 UTC
From: Exegete <millers@noneofyourbusiness.com>
Message-ID: <3F463F01.3050703@noneofyourbusiness.com>
Source record: 19567
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

```
M. Pender wrote:
> Michael Spangler <mspangler@gemsi.com> wrote in message
> news:1a410081.0308161755.41f52c7b@posting.google.com...
>
>>On a related note, I've tried to build an IO card, but I haven't yet
>>made one that worked. I'm doing something wrong in the bus
>>interfacing line. If any of the card wizzes out there could come up
>>wit a digital IO card, or an A/D card, or a D/A card that worked, I
>>would probably buy it.
>
>
> One of us did. :-)
> http://members.bellatlantic.net/~mpender/MQP%2012-14-1990.pdf
>
> You can't buy it, but you can make your own.
>
> - Mike
>
>

Awesome project!

Roy

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 100,000 Newsgroups - 19 Different Servers! =-----
```

# 4855. Re: Colour of Atari 800 carts?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-22 16:14:11 UTC
From: J Rennert <usenet-maps@rennert.net>
Message-ID: <bi5fab$ij3$1@janus.lotsoff.com>
Source record: 19568

Jon-Paul wrote:
> "Mo" <momo@atariland.com> wrote in message
> news:62d1b.1747$Xp4.116278@twister.austin.rr.com...
>
>>I don't remember any Black carts- all of mine are brown, except a few
>
> greys.
>
>>Maybe it's the fact that I'm in the US and use NTSC.
>>Mo
>
>
> Come to think of it
>
> Atari carts were a very dark brown (almost like a plain chocolate brown,
> only not as edible) with a 'tin plate' label and edge protector
>
> some third party ones came in other colours, but usualy black (activision
> almost always black)
>
> Later Atari re-releases used the XE grey case with no edge protector.
>
> And i'm in the UK. I suppose i could see the brown atari carts darkening
> with age
>
>

IIRC the carts that were produced when the 400 and 800 were in
production had the 'plain chocolate brown' with yellowish lettering
_labels_(missile command, pac-man, basic, MS Basic II, Star Raiders,
Assembler Editor, Pilot, etc). When the 800/1200XL arrived on the scene
Atari changed the labels to have a different sticker and font, this one
with gray stripes and black, blockish lettering(Robotron 2084, maybe
Pole Position) to match the new style of case. They kept the same
plastic color/style, though, I believe. I think that only changed to the
light gray color when they moved to the XE.
J.

--
Pull the '-m*ps' for mail.

# 4856. Re: Colour of Atari 800 carts?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-22 16:20:32 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vkcgmk2e1rj01c@corp.supernews.com>
Source record: 19569

"Gareth Davies" <hotmail.com@dgareth.spm> wrote in message
news:xf51b.9984$z7.1257001@wards.force9.net...
> I've been trying to put the collection back together but just one
question.
> Almost all of my PAL carts were black: Star Raiders, Missile Command
Donkey
> Kong Junior and so on were black coloured carts. I've noticed that all
the
> carts I've seen recently - advertised on E-bay and very occasionally found
> at car boot sales - have been grey coloured carts. Is this significant -
> different production times or something else?
>
> Gareth.
>
Ok here is the run down in my experience:

The dark brown carts w/aluminum dark label are the original Atari 400/800
era carts.
The dark brown or grey carts w/grey stripped label are the Atari XL era
carts
The grey carts with blue labels are the Atari XE GS carts

Tim

# 4857. Re: atari 1050 repair (need help)

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-22 16:22:28 UTC
From: Bob Woolley <ataribobdelete@alamedanet.net>
Message-ID: <3f464820$0$16185$2c56edd9@news.cablerocket.com>
Source record: 19570

There are still 8-bit dealers online with lots of inventory (don't know about 6532s...). There is also a guy on e-bay that sells 1050 parts - he may have some. Or, just buy some 1050s for parts, like I did.

Bob

"Duncan Ross" <dunxuk@aol.commercial> wrote in message news:20030821035445.10910.00000469@mb-m14.aol.com...
> >From: "Bob Woolley" ataribobdelete@alamedanet.net
> >Date: 15/08/2003 16:39 GMT Daylight Time
> >Message-id: <3f3d0383$0$16184$2c56edd9@news.cablerocket.com>
> >
> >When you power on a 1050, it checks the operation of the 6532 chip
>
> Any ideas if it is still possible to get hold of a replacement 6532 chip?
> Mine's dead!

# 4858. Re: Running Antic Basic files on an Emulator

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-22 16:49:19 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vkciav22qpv7ba@corp.supernews.com>
Source record: 19571

You said you get Atari BASIC to run, so I guess
you're getting the 'READY' screen. (in atari800win)
If that's the case, then all you need to do is type
RUN "D:ADVENT.BAS (one " will do.)
You can't view a tokenized listing in notepad.
Atari LISTed files are the ATASCII readable form.
On a PC, they won't have correct EOLs, but the
&#65533; char (ascii 155). There are ATASCII to ASCII
converters to change ascii 155 to ascii 13,ascii 10
MS EOLs. Somebody mentioned Jindroush's
CHKBAS.EXE program for the pc to convert
tokenized files to Atari Listed files.

# 4859. Re: Atari's in old films..

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-22 19:49:22 UTC
From: ralphxpn@dslextreme.com
Message-ID: <vkctnqarv9au34@corp.supernews.com>
Source record: 19574

how bout Videodrome (???) he had a 2600 in his living room. and lately ive been hearing 2600 pacman and donkey kong sounds in commercials

Ralph

## 4860. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-22 19:58:38 UTC
From: richard@systemeD.not
Message-ID: <1g03w8g.n8ldwixmtx8wN%richard@systemeD.not>
Source record: 19572
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

Onno Geerdink <oa_endannog_g@xs4all.nl> wrote:

> Almost all MSX users learned programming or digital electronics also in the
> old days, it was a very open standard. Go away you zionist

People who don't like MSXs are Zionists. And some 8-bit machines are
gay. Right. Did I miss the crosspost to alt.non.sequitur?

--
| Richard Fairhurst where.geowiki.com/x=435500&y=219000
| The point is not to put poetry at the service of the revolution,
| but to put the revolution at the service of poetry.

# 4861. Help the newbie please.

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-22 19:59:35 UTC
From: Alexey Podrezov <podrezov@hotmail.com>
Message-ID: <3F467627.5020801@hotmail.com>
Source record: 19573

Hi guys,

I am an MSX freak, but I also like some other old computers including C64, Sinclair, Amiga and Atari. I have a problem with my Atari 1040ST, so I hope I will get some help in this newsgroup.

I downloaded a lot of .ST images from some German site, they work find under emulator, but I can't transfer them onto a diskette with MAKEDISK utility. Is there any other way to create Atari floppies using .ST images and PC? Are old Atari games available in some other format?

Maybe I am doing something wrong with MAKEDISK, but I can't make a single diskette. Please help the newbie.

Alex

# 4862. Re: Help the newbie please.

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-22 21:00:08 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns93DFA2C796242slorcomcastnet@130.133.1.4>
Source record: 19575

Despite all prevention efforts, Alexey Podrezov <podrezov@hotmail.com>
wrote in news:3F467627.5020801@hotmail.com:

> 
> Hi guys,
> 
> I am an MSX freak, but I also like some other old computers including
> C64, Sinclair, Amiga and Atari. I have a problem with my Atari 1040ST,
> so I hope I will get some help in this newsgroup.
> 
> I downloaded a lot of .ST images from some German site, they work find
> under emulator, but I can't transfer them onto a diskette with MAKEDISK
> utility. Is there any other way to create Atari floppies using .ST
> images and PC? Are old Atari games available in some other format?
> 
> Maybe I am doing something wrong with MAKEDISK, but I can't make a
> single diskette. Please help the newbie.
> 
> Alex
> 
> 

You might try comp.sys.atari.st.

--
Slor

# 4863. Re: Help the newbie please.

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-22 21:11:56 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vkd1p0tjs35taa@corp.supernews.com>
Source record: 19576

"Alexey Podrezov" <podrezov@hotmail.com> wrote in message
news:3F467627.5020801@hotmail.com...
>
> Hi guys,
>
> I downloaded a lot of .ST images from some German site, they work find
> under emulator, but I can't transfer them onto a diskette with MAKEDISK
> utility. Is there any other way to create Atari floppies using .ST
> images and PC? Are old Atari games available in some other format?
>
> Maybe I am doing something wrong with MAKEDISK, but I can't make a
> single diskette. Please help the newbie.
>
Well first off, wrong group! This group is for the Atari 400/800/XL/XE
series.

But here is some info to aid you!

I know on my PC (KT3 Ultra w/AMD 2200+) I have go boot to a DOS Disk and I
use STDISK. (MAKEDISK should work fine see below)

I have to write a 720k ST image FIRST, before it will work (for up to 830k
images!, nothing higher!) But it does work. I used DSDD 720k disks and it
works fine.

Tim

# 4864. Re: Help the newbie please.

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-22 23:08:10 UTC
From: Alexey Podrezov <podrezov@hotmail.com>
Message-ID: <3F46A25A.1000901@hotmail.com>
Source record: 19577

Tim wrote:
> "Alexey Podrezov" <podrezov@hotmail.com> wrote in message
> news:3F467627.5020801@hotmail.com...
>
>>Hi guys,
>>
>>I downloaded a lot of .ST images from some German site, they work find
>>under emulator, but I can't transfer them onto a diskette with MAKEDISK
>>utility. Is there any other way to create Atari floppies using .ST
>>images and PC? Are old Atari games available in some other format?
>>
>>Maybe I am doing something wrong with MAKEDISK, but I can't make a
>>single diskette. Please help the newbie.
>
> Well first off, wrong group! This group is for the Atari 400/800/XL/XE
> series.

Sorry.

> But here is some info to aid you!
> I know on my PC (KT3 Ultra w/AMD 2200+) I have go boot to a DOS Disk and I
> use STDISK. (MAKEDISK should work fine see below)
> I have to write a 720k ST image FIRST, before it will work (for up to 830k
> images!, nothing higher!) But it does work. I used DSDD 720k disks and it
> works fine.

Thanks Tim.

Alex

# 4865. classic games vs. todays games

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-23 00:24:06 UTC
From: "Z.Beeblebrox" <qwerty813@hotmail.com>
Message-ID: <ldadnSq2-OzlLtuiXTWJkQ@comcast.com>
Source record: 19578

In an earlier post somebody mentioned how there are aren't too many original games out there nowadays.
I agree for the most part. There are A TON of clones based on the same few game-styles.
With today's games, I love the graphics and sound. Sure, there are a lot of great ones out there!

There are a few reasons (just to name a couple) that the older 8-bit games were so great :

With limited graphics and sound, programmers were forced to rack their brain to develop the meat of the game itself, so to speak. A lot of games today are all "eye candy" (okay, ear candy too).

Simplicity - Try to find a game where you use basic joystick movement and 1 action button. I loved that!! It ruled! It was the bomb!

And I was a kid back then! I think that by itself is why memories of "way back" seem so terrific. It was all "free time" & you could sit and play video game after video game....yes, that was the life.

-cheers,
z

# 4866. Re: Running Antic Basic files on an Emulator

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-23 01:11:10 UTC
From: jeffro9000@yahoo.com
Message-ID: <f70bde2.0308221711.7b69c3a2@posting.google.com>
Source record: 19579

Thanks all for the helpful comments.

I hacked around some more last night and set a "Harddrive" up as
pointing to the directory where the months worth of Antic files were.

LOAD "H1:ADVENTX5.BAS"

And I'm up and running!!

I just typed LIST and watched all of those beautiful lines of BASIC
code scroll up the screen....

(This is one of the listings I never typed in-- but I always wondered
about it....)

My box at home only runs at about %50 speed-- but that doesn't get in
the way of a text adventure too badly....

# 4867. Seeking for ANALOG Adventures

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-23 01:29:52 UTC
From: jeffro9000@yahoo.com
Message-ID: <f70bde2.0308221729.9bf2443@posting.google.com>
Source record: 19580

Brian Moriarity is probably one of the greatest Interactive Fiction authors of all time. He wrote Wishbringer and Trinity for Infocom--but before he worked there he was a steadfast Atarian that wrote for ANALOG.

In issue #11 "Adventure in the Fifth Dimension" appeared and in #18, "Crash Dive" appeared.

Does anyone know where I can find these classic adventure games?

# 4868. Re: Atari's in old films..

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-23 07:11:43 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <PsE1b.58$Jh2.41@newsread4.news.pas.earthlink.net>
Source record: 19581

<ralphxpn@dslextreme.com> wrote in message
news:vkctnqarv9au34@corp.supernews.com...
> how bout Videodrome (???) he had a 2600 in his living room. and lately ive
> been hearing 2600 pacman and donkey kong sounds in commercials

One of the guys at work today was listening to some rap crap or something on the radio and it was loaded with sounds from Pacman. I hate the music, but I thought the SFX were sort of funny to find in a rap song...

>
> Ralph

--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic

## 4869. Re: classic games vs. todays games

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-23 07:26:44 UTC
From: misterbumpy73@wmconnect.com
Message-ID: <20030823032644.12079.00000306@mb-m20.wmconnect.com>
Source record: 19582

Yes!!!

What is now labeled as "retro-gaming" rules!

What the old games lacked in technological innovation (in a modern sense) they more than made up for in creativity.

IMHO I'll be the first to tell you that as much as I love some of the newer games, there is still nothing they can make nowadays that compares to Star Raiders or Rescue on Fractalus, Bruce Lee, etc.

## 4870. Selling off my Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-23 07:52:07 UTC
From: jclmaster@hotmail.com
Message-ID: <b3917ecc.0308222352.1c74144c@posting.google.com>
Source record: 19583
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

If you are looking for Atari software / hardware take a look at my web site for listings with suggested prices. If you see something you want and think the price is too high contact me and we will see if we can reach a mutually acceptable price.

WEBSITE: http://www33.brinkster.com/myatari4sale/

Robert Trowbridge

# 4871. Re: Running Antic Basic files on an Emulator

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-23 12:43:06 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030823084306.27938.00000352@mb-m29.aol.com>
Source record: 19584

> I hacked around some more last night and set a "Harddrive" up as pointing to the directory where the months worth of Antic files were. <

Hey! I didn't know you could do that -- that's a neat feature. It's like APE's PC Mirror feature.

> My box at home only runs at about %50 speed-- but that doesn't get in the way of a text adventure too badly.... <

If you haven't yet, try to set the video to one of the full-screen resolutions (as opposed to a "double-size window" and set the refresh rate to maybe 12 or 15. Your speed should go up significantly.

Larry

# 4872. Re: Seeking for ANALOG Adventures

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-23 15:20:14 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vkf1fsr6emah7a@corp.supernews.com>
Source record: 19585

(Where find Advent 5th dimension, Crashdive.)
ftp://ftp.spudster.org

Probably best to get the 'all.txt' file and use that
to locate them. Ad5th was in issue #11, 1983.
Crshdv was in issue #18, 1984. I found crashdive,
I'm sure Ad5th is there, but I didn't find it.
You can find the articles, but not the program
listings at the ANALOG project, just Google
cyberroach ANALOG.

# 4873. Re: Basic XE/XL, MAC/65, and Action for sale on e-bay

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-23 19:25:26 UTC
From: lp <gfabasic@mint.net>
Message-ID: <BB6D37E6.1C2E%gfabasic@mint.net>
Source record: 19586

in article 1fa2d035977682b8fd7ad5aab54388da@news.meganetnews.com, Pete Davis
at pdavis68@hotmail.com wrote on 8/20/03 4:55 PM:

> I'm selling a super cartridge I bought from Dan Vernon a while back, along
> with manuals and diskettes with the toolkits and utils.
>
> I'm moving out of the country, can't take this stuff with me, so
> unfortunately, I have to get rid of it.
>
> The super cartridge has Basic XE, Basic XL, MAC/65 and Action! on it. All
> the manuals are in great shape.
>
> The auction is here:
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2748795195&category=1247&rd
> =1

Item not found. ;-(

# 4874. Atari Basic - XL Edition book on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-23 19:48:04 UTC
From: Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com>
Message-ID: <usenet-DELETEthisPART-ED3E07.12480423082003@news.west.cox.net>
Source record: 19587

The full text of the 1985 book "Atari Basic - XL Edition" is now online at atariarchives.org. Written by Bob Albrecht, LeRoy Finkel, and Jerald R. Brown, the book presents a guided tour to programming the Atari XL computers in Atari Basic.
http://www.atariarchives.org/basicxl/

The book is the follow-up to the 1979 book "Atari Basic - A Self-Teaching Guide," which is also on the Web at http://www.atariarchives.org/basic/

This is the 19th book to be made available at atariarchives.org.

-Kevin Savetz
--
Kevin Savetz - http://www.savetz.com/contact/
Curator of Classic Computer Magazine Archive - www.atarimagazines.com
& Atariarchives.org - www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

# 4875. FS: MASSIVE Complete Atari 800XL System

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-23 21:58:34 UTC
From: Brian F <bfurbee@NOSPAM.eastex.net>
Message-ID: <vkfoj2mqt2g371@corp.supernews.com>
Source record: 19588

I have a complete Atari 800XL system that has seen little use in the last few years, and rather than see it die in the attic of old age I thought I would offer it for sale.
The system includes:

Atari 800XL with:
ICD RAMBO 256K Upgrade Installed
AKI - Atari Keyboard Interface from Germany (accepts a standard PC-AT Keyboard)

Atari 1050 Drive with ICD US Doubler Installed
Atari XF-551 Disk Drive (FLAKY!)
Commodore 1702 Composite Color Monitor with Cable

Atari SX-212 Modem

ICD 1 Meg MIO - WORKS! But the serial port is bad
Atari SH204 Hard Drive - formatted for use with MIO
Citizen GSX-130 24-pin Color Dot Matrix Printer (believe it or not Office Depot has the black and color ribbons!)

Atari SpartaDOS X Cartridge
ICD RealTime 8 Cartridge - battery has been replaced within the last 2 years

OSS Action! Cartridge
Atari Assembler/Editor
OSS Basic XL

Atari Light Pen - BOXED with Software
KoalaPad with Software

I have a ton of software and books for this system (probably will exceed the shipping weight of the hardware!). I would prefer to sell the system as a whole unit, but will consider selling it in pieces.

If you have any questions or are interested either reply in this NG or contact me via e-mail at dm@1st-concept.net

Thanks!
-Brian

# 4876. Re: Help the newbie please.

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-23 22:05:58 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <635l11-8h5.ln1@don.localnet>
Source record: 19497

On Fri, 22 Aug 2003 22:59:35 +0300, Alexey Podrezov
<podrezov@hotmail.com> wrote:
>
> Hi guys,
>
> I am an MSX freak, but I also like some other old computers including
> C64, Sinclair, Amiga and Atari. I have a problem with my Atari 1040ST,
> so I hope I will get some help in this newsgroup.
>
> I downloaded a lot of .ST images from some German site, they work find
> under emulator, but I can't transfer them onto a diskette with MAKEDISK
> utility. Is there any other way to create Atari floppies using .ST
> images and PC? Are old Atari games available in some other format?
>
> Maybe I am doing something wrong with MAKEDISK, but I can't make a
> single diskette. Please help the newbie.
>
Try the comp.sys.atari.st newsgroup(s).

--
There was no question about it, my computer was locked up like a crazy
aunt in a dark, secluded attic...
(Bulwer-Lytton fiction contest: http://www.sjsu.edu/depts/english/2003.htm)

# 4877. Re: FS: MASSIVE Complete Atari 800XL System

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-24 00:56:22 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <h83gkvo8mljn6jod7td3ur7bfpbh98fpnl@4ax.com>
Source record: 19589

On Sat, 23 Aug 2003 16:58:34 -0500, "Brian F"
<bfurbee@NOSPAM.eastex.net> wrote:

Please please please please add your location when selling..
--

Paul...

If replying from a newsgroup remove the OBVIOUS spamtrap, if it's an email then it's removed already.

# 4878. looking for 1025 printer manual

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-24 01:23:39 UTC
From: RED <redodd@comcast.net>
Message-ID: <AOSdnQ0bs8IQjtWiXTWJkA@comcast.com>
Source record: 19590

Hello,

I just got a 1025 printer without a manual and I can't find any user info
for it anywhere. Does anyone know where a scanned manual can be found or at
least the control codes that the printer uses? TIA.

Ralph

# 4879. Re: Seeking for ANALOG Adventures

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-24 03:32:13 UTC
From: kvan@madbbs.com
Message-ID: <4508e45e.0308231932.6ecb8a99@posting.google.com>
Source record: 19591

jeffro9000@yahoo.com (Jeff Johnson) wrote in message
news:<f70bde2.0308221729.9bf2443@posting.google.com>...
> Brian Moriarity is probably one of the greatest Interactive Fiction
> authors of all time. He wrote Wishbringer and Trinity for Infocom--
> but before he worked there he was a steadfast Atarian that wrote for
> ANALOG.
>
> In issue #11 "Adventure in the Fifth Dimension" appeared and in #18,
> "Crash Dive" appeared.
>
> Does anyone know where I can find these classic adventure games?

Jeff,
They are in the Holmes Game Archive at <ftp://atari8@atari.xs4all.nl/>
use atari8 as the user name and atari4ever as the password.

Kvan

## 4880. Atari++ Emu question

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-24 04:31:17 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <15X1b.3061$9e2.1690@fe05.atl2.webusenet.com>
Source record: 19592

How can I set it to run at my computer's full speed? Possible? Or can I inrease the speed by a multiple?

## 4881. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-24 15:41:29 UTC
From: Onno Geerdink <oa_endannog_g@xs4all.nl>
Message-ID: <3f48dcae$0$49099$e4fe514c@news.xs4all.nl>
Source record: 19593
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

> People who don't like MSXs are Zionists. And some 8-bit machines are
> gay. Right. Did I miss the crosspost to alt.non.sequitur?

Everybody who irritates me turns out to be a zionist....and YES, zionists
don't like MSX....you could ask them if you don't believe me...

The 8 bit MAC systems are gay, just like their 16, 32 and future 64 bit
cousins. Commodore is comparable to down syndrome....

# 4882. Atari, etc., Annual Swap & Sale Sept. 13

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-24 17:55:54 UTC
From: "R. Wayne Arenz" <atari6502@yahoo.com>
Message-ID: <K_62b.80780$hc.46673@fe3.columbus.rr.com>
Source record: 19594

The Atari Computer Enthusiasts of Columbus, Ohio, wish to announce their 2003 swap and sale. Date: Saturday, September 13. Place: the same as it has been (mapquest to: 980 Lenore St., Columbus, Ohio -- Oakland Park Community Center. A bmp scan of the map is available if you have a fast connection or can deal with zip). Time: same as it has been (9 am to 3 pm, EDT). Price: same as it has been ($6 for a table which includes admission for one, $4 for single admission, maximum of $8 for family admission).

What to buy/sell: Though generally anything Atari and Atari-related, we're absolutely tolerant of other game systems, computers, electronics, software, etc. The CCAG gaming show in Cleveland was canceled for 2003 ... you folks are all welcome!

This year ACEC will NOT be doing a massive mailing campaign due to cost. I will be mailing to the 30-odd who indicated they have wished snail mail. Therefore, please help us get the word out: post everywhere of which you know, e-mail your friends, etc. Also, if you wish, let me know of physical and e-mailing addresses for almost-certain attendees. In a similar vein, let me know if you want OFF these mailing lists.

See ACEC's web page at:

http://www.angelfire.com/oh4/acec/acec.html

# 4883. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-24 19:32:41 UTC
From: Kelli Halliburton <kelli217@crosswinds.not>
Message-ID: <bib3sp$1ib@dispatch.concentric.net>
Source record: 19595
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

Onno Geerdink wrote:
>> People who don't like MSXs are Zionists. And some 8-bit machines are
>> gay. Right. Did I miss the crosspost to alt.non.sequitur?
>
> Everybody who irritates me turns out to be a zionist....and YES,
> zionists don't like MSX....you could ask them if you don't believe
> me...
>
> The 8 bit MAC systems are gay, just like their 16, 32 and future 64
> bit cousins. Commodore is comparable to down syndrome....

"8 bit MAC[sic] systems"?

You know, I don't mind the trolling. Every type of computer has its negative aspects. It's actually perfectly valid to say, for various reasons, that any system, from the Atanasoff-Berry Computer down to a PowerMac G5, sucks. So generally, I would have left this post alone, under the heading of "please don't feed the trolls."

But I do wish that the trolls wouldn't include incorrect assumptions in their trolling questions. There never was an 8-bit Macintosh*. And "Mac" is short for "Macintosh" -- it's not a three-letter acronym for anything, so it doesn't need to be capitalized for all three letters.

*There were several models of 8-bit Apple computers. Most of them were in the Apple II series. Confusingly, there was also a series of Macintosh called the Macintosh II, but they are not interchangeable.

# 4884. Re: VCS Paddles on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-24 20:02:39 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <pan.2003.08.24.22.02.39.376430.701@gmx.de>
Source record: 19596

On Fri, 22 Aug 2003 09:55:13 +0200, William Kendrick wrote:

>> However, on ebay i've discovered a set for vcs 2600. Are they also
>> working on xl/xe?
>
> Yep. The standard Atari (VCS/2600) paddles are the ones to use with the
> Atari 8-bit computers. Same controller port, same controllers.

ahh. thank you very much! I already thought that way, but now I'm sure :-)

--
\thomsen
Take those Atarian care! Oldskool foreva!

# 4885. Re: Atari++ Emu question

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-24 20:41:28 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <3F4922F8.6070209@math.tu-berlin.de>
Source record: 19498

LionOfJudah wrote:

> How can I set it to run at my computer's full speed? Possible? Or can I
> inrease the speed by a multiple?

See the Speed menu; you might want to increase the "MaxMiss" slider to allow the emulator to drop some frames to 'catch up'. It currently does not allow to run faster than a real Atari, though, only slower (for games and such).

For Basic programs, you want to try to install the math pack patch, to be found in the OsRom menu. It increases the speed for the floating point computations by implementing them in the "host".

So long,
Thomas

## 4886. Action! cart and manual up for auction...

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-24 23:42:40 UTC
From: Ben Corr <bjcorr@sonic.net>
Message-ID: <Q3c2b.14822$dk4.508859@typhoon.sonic.net>
Source record: 19499

Right here;

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2749505187

bjcorr

## 4887. SpartaX cart and manual on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-24 23:46:39 UTC
From: Ben Corr <bjcorr@sonic.net>
Message-ID: <z7c2b.14823$dk4.508860@typhoon.sonic.net>
Source record: 19500

Right here;

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2749506228

enjoy!

bjcorr

# 4888. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-25 03:50:10 UTC
From: Cameron Kaiser <ckaiser@floodgap.com>
Message-ID: <3f4986eb$0$2677$45beb828@newscene.com>
Source record: 19501
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

"Kelli Halliburton" <kelli217@crosswinds.not> writes:

>>The 8 bit MAC systems are gay,[...]

>[...]I do wish that the trolls wouldn't include incorrect assumptions in
>their trolling questions. There never was an 8-bit Macintosh*. And "Mac" is
>short for "Macintosh" -- it's not a three-letter acronym for anything, so it
>doesn't need to be capitalized for all three letters.

Maybe he meant that an 8-bit MAC *address* system was gay. Assuming he's
using the term as an insult, I agree that 8-bit MAC addresses are downers.

Sorry, too much caffeine.

--
Cameron Kaiser * ckaiser@floodgap.com * posting with a Commodore 128
personal page: http://www.armory.com/%7Espectre/
** Computer Workshops: games, productivity software and more for C64/128! **
** http://www.armory.com/%7Espectre/cwi/ **

# 4889. Re: Atari Basic - XL Edition book on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-25 05:46:33 UTC
From: bill@newbreedsoftware.com
Message-ID: <Zoh2b.14908$dk4.510454@typhoon.sonic.net>
Source record: 19502

Kevin Savetz <usenet-DELETEthisPART@savetz-deletethispart.com> wrote:
>
> This is the 19th book to be made available at atariarchives.org.

You folks rule! :)

-bill!

--
bill@newbreedsoftware.com "The patient has no previous
http://newbreedsoftware.com/bill history of suicides."

## 4890. Re: classic games vs. todays games

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-25 05:48:44 UTC
From: bill@newbreedsoftware.com
Message-ID: <0rh2b.14909$dk4.510385@typhoon.sonic.net>
Source record: 19503

```
Mister Bumpy73 <misterbumpy73@wmconnect.com> wrote:
> What the old games lacked in technological innovation (in a modern sense) they
> more than made up for in creativity.
>
<snip>
>
> there is still nothing they can make nowadays that compares to Star
> Raiders or Rescue on Fractalus, Bruce Lee, etc.

Hehe.. Star Raiders and Rescue on Fractalus WERE technological innovation,
as WELL as great games. :^)

-bill!

--
bill@newbreedsoftware.com "The patient has no previous
http://newbreedsoftware.com/bill history of suicides."
```

# 4891. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-25 09:16:15 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1061802918@rtfm.mit.edu>
Source record: 19504
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 28, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

# 4892. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-25 09:39:35 UTC
From: big-go@dplanet.ch
Message-ID: <1g08vso.13yj8hu1l4epg0N%big-go@dplanet.ch>
Source record: 19505
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

Cameron Kaiser <ckaiser@floodgap.com> wrote:

> "Kelli Halliburton" <kelli217@crosswinds.not> writes:
>
> > And "Mac" is
> > short for "Macintosh" -- it's not a three-letter acronym for anything, so it
> > doesn't need to be capitalized for all three letters.
>
> Maybe he meant that an 8-bit MAC *address* system was gay. Assuming he's
> using the term as an insult, I agree that 8-bit MAC addresses are downers.

You mean that there are *more* than 256 network cards?! Has the world
gone mad, or what? :-)

--
||_ (o) __ __ __ | Biggo. <mailto:big-go@dplanet.ch>
|'o\| |/o \/o \/o \ | On The aaria: http://OnTheaaria.webhop.org
|._/|_|__/__/__/ | * An out of control ego will sometimes get in the
/_/ /_/ | way of your success. (Todd H.)

# 4893. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-25 09:55:15 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gu186njss.fsf@legolas.mdh.se>
Source record: 19506
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

big-go@dplanet.ch (Biggo) writes:

>> Maybe he meant that an 8-bit MAC *address* system was gay. Assuming he's
>> using the term as an insult, I agree that 8-bit MAC addresses are downers.
> You mean that there are *more* than 256 network cards?! Has the world
> gone mad, or what? :-)

Isn't MAC addresses used for other equipment than network cards too?
Or at least other network equipment than those speaking Ethernet.

Of course, there is a possiblity Onno was trying to make a reference
to the Atari assembler MAC/65.

--
Anders Carlsson

"Please not to close to the hair, finger, clothes to run about the
inside's vehicle, in order to prevent quilt involvement." -- Bit Racer

# 4894. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-25 10:17:08 UTC
From: big-go@dplanet.ch
Message-ID: <1g08xdw.jss8n114752rfN%big-go@dplanet.ch>
Source record: 19507
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

Anders Carlsson <anders.carlsson@mds.mdh.se> wrote:

> big-go@dplanet.ch (Biggo) writes:
>
> >> Maybe he meant that an 8-bit MAC *address* system was gay. Assuming he's
> >> using the term as an insult, I agree that 8-bit MAC addresses are downers.
> > > You mean that there are *more* than 256 network cards?! Has the world
> > > gone mad, or what? :-)
>
> Isn't MAC addresses used for other equipment than network cards too?
> Or at least other network equipment than those speaking Ethernet.

From the Webopedia: (yes, I know I shouldn't believe everything I read)

MAC address
Short for Media Access Control address, a hardware address that
uniquely identifies each node of a network.

> Of course, there is a possiblity Onno was trying to make a reference
> to the Atari assembler MAC/65.

Of course. Atary are even gayersterer and assembly is for wimps.

--
||_ (o) __ __ __ | Biggo. <mailto:big-go@dplanet.ch>
|'o\| |/o \/o \/o \ | On The aaria: http://OnTheaaria.webhop.org
|._/|_|__/__/__/ | * An out of control ego will sometimes get in the
/_/ /_/ | way of your success. (Todd H.)

# 4895. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-25 12:49:11 UTC
From: "Sinclair QL a.k.a. P.D" <do.not.bother.me@spammer.net>
Message-ID: <oprugokaekwur7eh@news.verizon.net>
Source record: 19508
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

oΩ½oΩ½oΩ½/On Mon, 25 Aug 2003 11:39:35 +0200,oΩ½(oΩ½) Biggo <big-go@dplanet.ch> oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½/wrote:

```
> Cameron Kaiser <ckaiser@floodgap.com> wrote:
>
>> "Kelli Halliburton" <kelli217@crosswinds.not> writes:
>>
>> > And "Mac" is
>> > short for "Macintosh" -- it's not a three-letter acronym for anything,
>> so it
>> > doesn't need to be capitalized for all three letters.
>>
>> Maybe he meant that an 8-bit MAC *address* system was gay. Assuming he's
>> using the term as an insult, I agree that 8-bit MAC addresses are
>> downers.
>
> You mean that there are *more* than 256 network cards?! Has the world
> gone mad, or what? :-)
>
Definitely mad!
See I told them that the QL Net/ZX Net was *THE* Way to go but they just
didn't listen to me :-P

(Seriously now anyone has a Speccy/IF1 and a QL with MG ROM or TK2) try it
and you will be amazed... (A rather genious trick is to use the QL's net to
play sound for the Speccy emulator on the QL... 3 channel no less!)

--
Visit the QL-FAQ at: <http://www.dokos-gr.net/ql/faq/> (Still uploading
stuff!)
Visit the uQLX-win32 homepage at: <http://www.dokos-gr.net/ql/uqlx.html>
Visit the uQLX-mac home page at:<http://www.dokos-gr.net/ql/uqlxmac.html>
For mail reply to: ql PUNKT css AT dokos MINUS gr DOT net
```

# 4896. Re: classic games vs. todays games

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-25 15:22:39 UTC
From: "James E. King" <jamesk@xmission.xmission.com>
Message-ID: <bid9jv$ps3$1@terabinaries.xmission.com>
Source record: 19509

Z.Beeblebrox <qwerty813@hotmail.com> wrote:
> In an earlier post somebody mentioned how there are aren't too many original
> games out there nowadays.
> I agree for the most part. There are A TON of clones based on the same few
> game-styles.
> With today's games, I love the graphics and sound. Sure, there are a lot of
> great ones out there!

I can tell you that my 5 and 8year old sons seem to prefer to play my
classic Atari games over some of their PS2 and Gameboy Advance games
(except the newer Mario Bro's series on GBA).

They can play LodeRunner, PacMan, Wargames, etc for hours if I were to let
them. I can only assume it's because the game play is more unique than the
typical hack-and-slash found on most new games.

# 4897. Re: classic games vs. todays games

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-25 17:17:08 UTC
From: J Rennert <usenet-maps@rennert.net>
Message-ID: <bidg47$u2d$1@janus.lotsoff.com>
Source record: 19510

Z.Beeblebrox wrote:
> In an earlier post somebody mentioned how there are aren't too many original
> games out there nowadays.
> I agree for the most part. There are A TON of clones based on the same few
> game-styles.
> With today's games, I love the graphics and sound. Sure, there are a lot of
> great ones out there!
>
> There are a few reasons (just to name a couple) that the older 8-bit games
> were so great :
>
> With limited graphics and sound, programmers were forced to rack their brain
> to develop the meat of the game itself, so to speak. A lot of games today
> are all "eye candy" (okay, ear candy too).
>
> Simplicity - Try to find a game where you use basic joystick movement and 1
> action button. I loved that!! It ruled! It was the bomb!
>
> And I was a kid back then! I think that by itself is why memories of "way
> back" seem so terrific. It was all "free time" & you could sit and play
> video game after video game....yes, that was the life.
>
> -cheers,
> z
>

The games were tighter, too, due to fewer lines of code. Hardly any had
bugs that completely wrecked the experience, and this was in an era
where "patches" or "v2.0" didn't exist.

--
Pull the '-m*ps' for mail.

# 4898. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-26 01:42:30 UTC
From: Cameron Kaiser <ckaiser@floodgap.com>
Message-ID: <3f4ab9d8$0$58479$45beb828@newscene.com>
Source record: 19511
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

big-go@dplanet.ch (Biggo) writes:

>>Maybe he meant that an 8-bit MAC *address* system was gay. Assuming he's
>>using the term as an insult, I agree that 8-bit MAC addresses are downers.

>You mean that there are *more* than 256 network cards?! Has the world
>gone mad, or what? :-)

Totally. Next they'll be saying you need more than 640K.

--
Cameron Kaiser * ckaiser@floodgap.com * posting with a Commodore 128
personal page: http://www.armory.com/%7Espectre/
** Computer Workshops: games, productivity software and more for C64/128! **
** http://www.armory.com/%7Espectre/cwi/ **

# 4899. Re: Colour of Atari 800 carts?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-26 18:54:57 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F4BAD01.AA87D4EA@students.uni-mainz.de>
Source record: 19512

Well,
if you are a collector and you are looking for label colour differences,
you can collect some carts quite often. For example, Star Raider/s comes
as:
a) Star Raider with a black label
b) Star Raiders with an orange or orange-brown label
c) Star Raiders with a brown label
The same is true for most other Atari carts, meaning many of them can be
found in either 400/800 (mostly brown/orange-brown) style, and/or XL
(silver) style and/or XE/XEGS (silver labels with grey cases) style.
Only a few ones are restricted to one style (I have not seen a Super
Breakout, Pacman or Donkey Kong cart in XL or XE style yet; looks like
they only exist in 400/800 style; a few XE carts seem to exist only in
Taiwan style, for example Archon and Star Raiders 2 cannot be found in
Hong Kong style; etc. etc.)

Last not least, something special about Star Raiders, there also exists
a version
d) Star Raiders with a silver label (this one is a rarity: it has an XL
type silver label, an A5 box in black/red 400/800 style and finally a
blue/white manual in XE/XEGS style; alas, the cart itself is incomplete
- one ROM chip is missing and furthermore the cart PCB differs from the
other versions; looks like Atari recycled all rest capacities
here...) greetings, Andreas.

Jon-Paul schrieb:
>
> "Mo" <momo@atariland.com> wrote in message
> news:62d1b.1747$Xp4.116278@twister.austin.rr.com...
> > I don't remember any Black carts- all of mine are brown, except a few
> greys.
> > Maybe it's the fact that I'm in the US and use NTSC.
> > Mo
>
> Come to think of it
>
> Atari carts were a very dark brown (almost like a plain chocolate brown,
> only not as edible) with a 'tin plate' label and edge protector
>
> some third party ones came in other colours, but usualy black (activision
> almost always black)
>
> Later Atari re-releases used the XE grey case with no edge protector.
>
> And i'm in the UK. I suppose i could see the brown atari carts darkening

> with age

# 4900. Re: Atari Basic - XL Edition book on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-26 19:57:13 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bige2o$4nr$6@hercules.btinternet.com>
Source record: 19513

Hi "Kevin Savetz"

> The full text of the 1985 book "Atari Basic - XL Edition" is now online at
> atariarchives.org. Written by Bob Albrecht, LeRoy Finkel, and Jerald R.
Brown,
> the book presents a guided tour to programming the Atari XL computers in
Atari
> Basic.
> http://www.atariarchives.org/basicxl/
>
> The book is the follow-up to the 1979 book "Atari Basic - A Self-Teaching
> Guide," which is also on the Web at http://www.atariarchives.org/basic/
>
> This is the 19th book to be made available at atariarchives.org.

Only Nineteen, still a teenager, you can celebrate and have a party for your
21st. 8~)

--

Regards Steve

You've not seen a worried sheep...
...until you've seen a sheep worried by me!!

# 4901. Re: classic games vs. todays games

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-26 20:28:26 UTC
From: Cruiser7 <Cruiser7@nospam.com>
Message-ID: <vkngmsgng4ov01@corp.supernews.com>
Source record: 19514

> The games were tighter, too, due to fewer lines of code. Hardly any had
> bugs that completely wrecked the experience, and this was in an era
> where "patches" or "v2.0" didn't exist.
>

I've brought up this point quite often when talking with co-workers and it's great to read that someone else remembers this as well. Of course I know games nowadays are significantly more sophisticated, take months and years to produce, and require teams of people to make, but Q & A has suffered an inordinate amount in the process. Give me the days when the full version of a game you saved your money for was the only version you ever needed.

C7

## 4902. Re: Atari's in old films..

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-27 00:57:44 UTC
From: ralphxpn@dslextreme.com
Message-ID: <vko1adj8smsp70@corp.supernews.com>
Source record: 19515

I know there is a rap song that has sounds from the coin-op defender...but i havent heard one with pacman...

Ralph

# 4903. Re: looking for 1025 printer manual

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-27 05:20:11 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3F4C5AC9.E33CB24@ev1.net>
Source record: 19516

RED wrote:
>
> Hello,
>
> I just got a 1025 printer without a manual and I can't find any user info
> for it anywhere. Does anyone know where a scanned manual can be found or at
> least the control codes that the printer uses? TIA.
>
I am *not* sure about the manual, but you can order printer
ribbons for this printer (it is the same printer as an
Okidata 80) per the following email I received:

Thank you for visiting OFFICEWORLD.COM!

In response to your inquiry, please use the following item number(s) in the
Search box on our web page (www.officeworld.com) to pull up a picture and
details of the item(s) that would match the information you gave me.

ITEM NUMBER(S)
NUKBM176-For Okidata Printers Microline 80-$2.45ea

Once you find the item you are looking for, you can start the ordering
process on that same screen.

I hope this information helps. Please let us know if we can be further
assistance to you.

Have a wonderful day!

--
+-----------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+-----------------------------------------------------------------+

# 4904. FS:Many boxed+new ATARI XL/XE cartridge games

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-27 07:58:08 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <f16cbc23.0308262358.12974476@posting.google.com>
Source record: 19517

Hi,

I offer the following ATARI XL/XE cartridge games by ATARI.

All the games are boxed and new , still factory-sealed in original shrinkwrap.

The games are US/English versions , they work on NTSC and PAL systems - there are no PAL-NTSC differences as known on the ATARI 2600.

I can ship worldwide :

$14 for a package of up to 15 games as surface mail (slow , 3-8 weeks)
$32 for a package of up to 40-45 games as surface mail (slow , 3-6 weeks)
$23 for a package of up to 8 games as Air Mail (fast , a few days)
$33 for a package of up to 15 games as Air Mail (fast , a few days)
$48 for a package of up to 40-45 games as Air Mail (fast , a few days)

Europe :

8.20 Euro for a package of up to 15 games
16.50 Euro for a package of up to 40-45 games

Please note : Paddles/Joysticks/Keyboard Controllers weigh about 3 times as much as 1 game.

I can accept PAYPAL.Cash for very small orders or money orders/checks for bigger orders (because of bank fees).

Please note : The XL games in silver boxes - Millipede/Robotron etc. work on all ATARI computers - ATARI 400,800,XL machines,XE machines.

The XEGS carts - such as Rescue on Fractalus , Archon etc. require at least 48K of memory , some - like Airball - only work with 64K , so these games may not be compatible with the ATARI 400/800 , but will work on ATARI 800 XL/800 XE , 65 XE/130 XE , 1200 XL and XE Gamesystem and 600XL with 64K memory.

Mathias

ulrich_sternaxe@gmx.de

List :

Ace of Aces $7
Airball $8
Archon $6
Ballblazer $5

Crimebuster $7
Crossbow $3
Davidï¿½s Midnight Magic $5
Desert Falcon $5
Eastern Front 1941 $7
Final Legacy $5
Gato $5
Hardball $5
Joust $5
Loderunner $7
Millipede (large box) $4
Millipede (small box) $4
Moon Patrol $6
One on One Basketball $5
Pole Position $5
Rescue on Fractalus $8
Robotron 2084 $6
RS Football $7
Star Raiders 2 $6
Thunderfox $5
Tennis $5

Disk :

Mickey in the Great Outdoors $3
Microsoft BASIC $10 (heavy box ,weighs as much as 9
cart games)

Cassette

Scram $4
Touch Typing $5

# 4905. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-27 10:56:17 UTC
From: Blake Patterson <blake@blakespot.com>
Message-ID: <blake-BC3CBB.06561827082003@news.verizon.net>
Source record: 19518
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

In article <bhct1j$167f$1@merope.saaf.se>,
pausch@saaf.se (Paul Schlyter) wrote:

> In article <392ef116.0308122256.57a1d2a0@posting.google.com>,
> Lord Teviolus <darmzunge@yahoo.de> wrote:
>
> > I think the C64 is "the most gay" system , because it looks gay , it
> > sounds gay and it feels gay.
> >
> > But the ATARI also is quite gay...
>
> Are you a computer fetishist? :-)
>
> The computers themselves are completely a-sexual. They're neither
> straight nor gay. They're rather like a perfect monk or non: they
> never feel a desire to copulate.....
>
> Humans are the ones who are gay or straight....

Dunno about a-sexual. Some computers are kind of sexy. To name a few:

Apple //c
Mindset
20th Anniversary Mac
G4 Cube

bp

# 4906. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-27 11:23:26 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <Ow03b.6174$Jh2.5894@newsread4.news.pas.earthlink.net>
Source record: 19519
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

"Cameron Kaiser" <ckaiser@floodgap.com> wrote in message
news:3f4ab9d8$0$58479$45beb828@newscene.com...
> big-go@dplanet.ch (Biggo) writes:
>
> >>Maybe he meant that an 8-bit MAC *address* system was gay. Assuming he's
> >>using the term as an insult, I agree that 8-bit MAC addresses are
downers.
>
> >You mean that there are *more* than 256 network cards?! Has the world
> >gone mad, or what? :-)
>
> Totally. Next they'll be saying you need more than 640K.

Heh. Who could ever forget Bill Gate's now famous line regarding memory
requirements?

>
> --
> Cameron Kaiser * ckaiser@floodgap.com * posting with a Commodore 128
> personal page: http://www.armory.com/%7Espectre/
> ** Computer Workshops: games, productivity software and more for
C64/128! **
> ** http://www.armory.com/%7Espectre/cwi/ **
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic

# 4907. Lets Talk about MyIDE interface again

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-27 17:08:21 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <biiohj$180g$1@ulysses.news.tiscali.de>
Source record: 19520

Has somebody new expires with this? Anyone knows, which Harddisks are
running well?
More Problems/Solution?

For exsample: I can't copy from D1: (Harddisk) to D2: (Harddisk), but from
D1: (Harddisk) to D2: (sio2pc virtual Disk). Any solution?

Mirko

www.atarixle.de

# 4908. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-27 17:31:09 UTC
From: Jim <nunya@business.net>
Message-ID: <nunya-3638A9.13305027082003@28-71.newscene.com>
Source record: 19521
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

In article <blake-BC3CBB.06561827082003@news.verizon.net>,
Blake Patterson <blake@blakespot.com> wrote:

> Dunno about a-sexual. Some computers are kind of sexy. To name a few:
>
> Apple //c
> Mindset
> 20th Anniversary Mac
> G4 Cube

Do you even know what the word "sexy" means? If you think a computer
(any computer) is "sexy", then you have some serious issues.

Jim

# 4909. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-27 18:03:40 UTC
From: pausch@saaf.se
Message-ID: <biirps$27ul$1@merope.saaf.se>
Source record: 19522
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

In article <blake-BC3CBB.06561827082003@news.verizon.net>,
Blake Patterson <blake@blakespot.com> wrote:

> In article <bhct1j$167f$1@merope.saaf.se>,
> pausch@saaf.se (Paul Schlyter) wrote:
>
>> In article <392ef116.0308122256.57a1d2a0@posting.google.com>,
>> Lord Teviolus <darmzunge@yahoo.de> wrote:
>>
>>> I think the C64 is "the most gay" system , because it looks gay , it
>>> sounds gay and it feels gay.
>>>
>>> But the ATARI also is quite gay...
>>
>> Are you a computer fetishist? :-)
>>
>> The computers themselves are completely a-sexual. They're neither
>> straight nor gay. They're rather like a perfect monk or non: they
>> never feel a desire to copulate.....
>>
>> Humans are the ones who are gay or straight....
>
> Dunno about a-sexual. Some computers are kind of sexy.

...and where's the sexuality in such a case? That's right, in the
brains of the human "voyeur", NOT in the computers..... humans are
perfectly capable to think even the most a-sexual thing is very very
sexy. It's all in the eyes^H^H^H^H^Hbrains of the beholder....

> To name a few:

<fetishist list snipped> :-)

--
---
Paul Schlyter, Grev Turegatan 40, SE-114 38 Stockholm, SWEDEN
e-mail: pausch at stockholm dot bostream dot se
WWW: http://www.stjarnhimlen.se/
http://home.tiscali.se/pausch/

# 4910. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-27 18:05:01 UTC
From: pausch@saaf.se
Message-ID: <biirsd$27vo$1@merope.saaf.se>
Source record: 19523
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

In article <nunya-3638A9.13305027082003@28-71.newscene.com>,
Jim <nunya@business.net> wrote:
>In article <blake-BC3CBB.06561827082003@news.verizon.net>,
> Blake Patterson <blake@blakespot.com> wrote:
>
>
>> Dunno about a-sexual. Some computers are kind of sexy. To name a few:
>>
>> Apple //c
>> Mindset
>> 20th Anniversary Mac
>> G4 Cube
>
>Do you even know what the word "sexy" means? If you think a computer
>(any computer) is "sexy", then you have some serious issues.

Now, you shouldn't be nasty to a fetishist --- he cannot help his
sexual inclination.... <g>

>Jim

--
---------------------------------------------------------------
Paul Schlyter, Grev Turegatan 40, SE-114 38 Stockholm, SWEDEN
e-mail: pausch at stockholm dot bostream dot se
WWW: http://www.stjarnhimlen.se/
http://home.tiscali.se/pausch/

# 4911. Re: The ATARI 8 Bit is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-27 18:36:00 UTC
From: Six of DLoC <six@dloc.ath.cx>
Message-ID: <Xns93E494856AE6Coi15667@216.68.8.146>
Source record: 19524
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

llortagem@yahoo.ca (Adolf Hitler jr.) wrote in
news:46d567ad.0308081523.784b97ba@posting.google.com:

> ATARI 8 Bit computers are the crappiest computers on earth !
>
> Discuss !

Really? Then can I have yours?

S.o.D.

# 4912. Re: looking for 1025 printer manual

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-27 19:12:42 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3F4D1DE7.84B54197@ev1.net>
Source record: 19525

```
RED wrote:
>
> Hello,
>
> I just got a 1025 printer without a manual and I can't find any user info
> for it anywhere. Does anyone know where a scanned manual can be found or at
> least the control codes that the printer uses? TIA.
>
The Atari 1025 dot matrix printer is really a re-badged
Okidata ML-80. I found an online user manual for the Okidata
ML-80 at the Okidata site:

<http://my.okidata.com/SUP8090.NSF/InsideUsersManual?OpenFrameSet>

--
+-------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+-------------------------------------------------------------+
```

# 4913. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-27 19:12:57 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <wUidnRLmUvhsn9CiXTWJiw@comcast.com>
Source record: 19526
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

```
"Paul Schlyter" <pausch@saaf.se> wrote in message
news:biirsd$27vo$1@merope.saaf.se...
> In article <nunya-3638A9.13305027082003@28-71.newscene.com>,
> Jim <nunya@business.net> wrote:
> >In article <blake-BC3CBB.06561827082003@news.verizon.net>,
> > Blake Patterson <blake@blakespot.com> wrote:
> >
> >> Dunno about a-sexual. Some computers are kind of sexy. To name a few:
> >>
> >> Apple //c
> >> Mindset
> >> 20th Anniversary Mac
> >> G4 Cube
> >
> >Do you even know what the word "sexy" means? If you think a computer
> >(any computer) is "sexy", then you have some serious issues.
>
> Now, you shouldn't be nasty to a fetishist --- he cannot help his
> sexual inclination.... <g>

And do you know what FETISH means. A fetish is something that
is REQUIRED in order to induce sexual arousal. If this is true, then
he has to have the visual of one of those computers in order to have
sex at all. ;-)

Bill @ GarberStreet Enterprizez };-)
Web Site - http://garberstreet.netfirms.com
Email - willy46pa@comcast.net

---
This email ain't infected, dude!

Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.512 / Virus Database: 309 - Release Date: 8/19/03
```

# 4914. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-27 20:14:09 UTC
From: Etienne von Wettingfeld <etienne@xs4none.nl>
Message-ID: <h3gv11-hvh.ln1@wettingfeld.nl>
Source record: 19527
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

Jim wrote:

>> Apple //c
>> Mindset
>> 20th Anniversary Mac
>> G4 Cube
>
> Do you even know what the word "sexy" means? If you think a computer
> (any computer) is "sexy", then you have some serious issues.

Eh...My Commodore 128 is pretty sexy.

--
Etienne von Wettingfeld [SuSE Linux]
Voice mail & Fax: +31 (84) 8835157 -//- www.doomdark.demon.nl

{ -*- Nam Et Ipsa Scientia Potestas Est -*- } MMIII

# 4915. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-27 23:41:31 UTC
From: Martin Brunner <mbrunner@mcnon.com>
Message-ID: <bijfjb$a5ebj$2@ID-819.news.uni-berlin.de>
Source record: 19528
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

Jim schrieb:

>Do you even know what the word "sexy" means? If you think a computer
>(any computer) is "sexy", then you have some serious issues.

Hmmm... This reminds me on the guy who startet this thread years ago:
http://groups.google.com/groups?hl=de&lr=&ie=UTF-8&oe=UTF-8&newwindow=1&threadm=3634E5A2.DE0777A%40earthlink.net&rnum=1&prev=/groups%3Fq%3D%2522i%2Blove%2Bit%2Bman%2522%2Bc64%26hl%3Dde%26lr%3D%26ie%3DUTF-8%26oe%3DUTF-8%26newwindow%3D1%26selm%3D3634E5A2.DE0777A%2540earthlink.net%26rnum%3D1

# 4916. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-28 00:16:17 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <lRb3b.18355$vy5.14807@nwrddc01.gnilink.net>
Source record: 19529
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

Bill Garber wrote ...

>> >Do you even know what the word "sexy" means? If you think a computer
>> >(any computer) is "sexy", then you have some serious issues.
>>
>> Now, you shouldn't be nasty to a fetishist --- he cannot help his
>> sexual inclination.... <g>
>
>And do you know what FETISH means. A fetish is something that
>is REQUIRED in order to induce sexual arousal. If this is true, then
>he has to have the visual of one of those computers in order to have
>sex at all. ;-)

We used to have a TRS-80 nut at work. There were rumors floating around
that late at night he would sit naked in front of his computer and play with
his joystick.

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
Last 8-bit BBS in the Dallas area. Commodore lives!

# 4917. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-28 00:23:06 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <s6udnW_VWYE11tCiXTWJkw@comcast.com>
Source record: 19530
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

```
"Sam Gillett" <samgillett@msn.com> wrote in message
news:lRb3b.18355$vy5.14807@nwrddc01.gnilink.net...
>
> Bill Garber wrote ...
>
> >> >Do you even know what the word "sexy" means? If you think a
computer
> >> >(any computer) is "sexy", then you have some serious issues.
> >>
> >> Now, you shouldn't be nasty to a fetishist --- he cannot help his
> >> sexual inclination.... <g>
> >
> >And do you know what FETISH means. A fetish is something that
> >is REQUIRED in order to induce sexual arousal. If this is true, then
> >he has to have the visual of one of those computers in order to have
> >sex at all. ;-)
>
> We used to have a TRS-80 nut at work. There were rumors floating around
> that late at night he would sit naked in front of his computer and play
with
> his joystick.

What man hasn't done that at least once. ;-)

Bill @ GarberStreet Enterprizez };-)
Web Site - http://garberstreet.netfirms.com
Email - willy46pa@comcast.net

---
This email ain't infected, dude!

Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.512 / Virus Database: 309 - Release Date: 8/19/03
```

## 4918. "Early Video Game Pioneers"

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-28 02:15:41 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030827221541.18208.00000040@mb-m06.aol.com>
Source record: 19531

Just watched an excellent 1-hour TV program on the (Discovery) Science Channel. It's channel 193 on the DISH Network. This type of segment is called "Digital Domain" and this particular show was "Early Video Game Pioneers". This covered PONG through the GameBoy with interviews with the "big names" like Bushnell, etc. It will be on again tonight at 12:00 midnight (New York time). Many of these programs are carried on different Discovery channels, so it may show up elsewhere later. It's an hour well-spent, I think. ZAP! is certainly more complete as regards Atari, but the video interviews are excellent!
Larry

# 4919. Re: looking for 1025 printer manual

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-28 02:28:10 UTC
From: RED <redodd@comcast.net>
Message-ID: <F7WdnTNIW5R-9dCiU-KYgw@comcast.com>
Source record: 19532

"Charles Richmond" <richmond@ev1.net> wrote in message
news:3F4D1DE7.84B54197@ev1.net...
> RED wrote:
> >
> > Hello,
> >
> > I just got a 1025 printer without a manual and I can't find any user
info
> > for it anywhere. Does anyone know where a scanned manual can be found
or at
> > least the control codes that the printer uses? TIA.
> >
> The Atari 1025 dot matrix printer is really a re-badged
> Okidata ML-80. I found an online user manual for the Okidata
> ML-80 at the Okidata site:
>
> <http://my.okidata.com/SUP8090.NSF/InsideUsersManual?OpenFrameSet>
>
> --
> +-----------------------------------------------------------------+
> | Charles and Francis Richmond richmond at plano dot net |
> +-----------------------------------------------------------------+

Hello again,

The Okidata site was the first place that I looked. The user info refers to
models ML82A,83A, and 84 but not the ML80. When I get this hooked up, I'll
experiment with control codes to see what happens. Thanks again.

Ralph

# 4920. Re: SpartaX cart and manual on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-28 03:51:14 UTC
From: jclmaster@hotmail.com
Message-ID: <b3917ecc.0308271951.2ed336bc@posting.google.com>
Source record: 19533

"Ben Corr" <bjcorr@sonic.net> wrote in message
news:<z7c2b.14823$dk4.508860@typhoon.sonic.net>...
> Right here;
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2749506228
>
> enjoy!
>
> bjcorr

WOW! And to think I sold my copy last year for $25!

http://www33.brinkster.com/myatari4sale/

# 4921. Re: FA:GBA SP Headphone Adapter Cables FREE SHIPPING + Other Items

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-28 03:51:49 UTC
From: Impmon <Impmon@tds.net>
Message-ID: <e0vqkv4c6vsuniq7v2vqqrk7vm6aet0t15@4ax.com>
Source record: 19534
Cross-posted to: rec.games.pinball,comp.sys.atari.8bit,alt.games.mame

I didn't know the GBA-SP headphone adapter worked on Mame cab, pinball
machines, and Atari 8 bit systems.

*PLONK*
--
All viruses and spams are automatically removed by my ISP before
reaching my inbox.

# 4922. Re: Selling off my Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-28 04:03:57 UTC
From: jclmaster@hotmail.com
Message-ID: <b3917ecc.0308272003.56d8e692@posting.google.com>
Source record: 19535
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

jclmaster@hotmail.com (Robert Trowbridge`) wrote in message
news:<b3917ecc.0308222352.1c74144c@posting.google.com>...
> If you are looking for Atari software / hardware take a look at my web
> site for listings with suggested prices. If you see something you
> want and think the price is too high contact me and we will see if we
> can reach a mutually acceptable price.
>
> WEBSITE: http://www33.brinkster.com/myatari4sale/
>
> Robert Trowbridge

Sold one of the XF-551 drives! Still have one available!

# 4923. Re: FA:GBA SP Headphone Adapter Cables FREE SHIPPING + Other Items

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-28 06:39:26 UTC
From: TrevorN <equal@teluss.net>
Message-ID: <ysh3b.71870$K44.68895@edtnps84>
Source record: 19536
Cross-posted to: rec.games.pinball,comp.sys.atari.8bit,alt.games.mame

yeh..you didnt know that? :)
"Impmon" <Impmon@tds.net> wrote in message
news:e0vqkv4c6vsuniq7v2vqqrk7vm6aet0t15@4ax.com...
> I didn't know the GBA-SP headphone adapter worked on Mame cab, pinball
> machines, and Atari 8 bit systems.
>
> *PLONK*
> --
> All viruses and spams are automatically removed by my ISP before
> reaching my inbox.

# 4924. ADV: Atari Xmas in August Sale is Ending!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-28 12:51:41 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0308280546460.12834-100000@shell1.aracnet.com>
Source record: 19537
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

The Sale is coming to an end, and I want to thank all who made it a raging success. Be Looking for the Next great thing from Bravo Sierra Computers!

http://www.aracnet.com/~atari/specials.htm Atari Specials!
http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/maillist.htm SignUp for Ben's Mail List!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 4925. Re: PCs are CRAP, compared to most things inculding the Speccy

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-28 18:24:26 UTC
From: Tarquin Mills <speccyverse@ntlworld.com>
Message-ID: <4cdf2d294c.planet14@boyznow.net>
Source record: 19538
Cross-posted to: comp.os.ms-windows.advocacy,comp.sys.sinclair,alt.destroy.microsoft,comp.sys.atari.8bit,comp.sys.tandy,comp.sys.apple2,comp.sys.acorn.advocacy

"Edwin" <thorne25@juno.com> wrote:
> "Tarquin Mills" wrote:
> > Even the humble original Sinclair ZX Spectrum can look down on the
> > original IBM PC.
> Sure, but who cares?
Bill Gates on television said "The British had some good computers too, the Sinclair ones for example - Pity they didn't run DOS though". One of the reasons they are good is that they did not.

> > The PC has no colour or graphics, never mind high-res
> > ones.
> You mean it "had" no color or graphics. Actually it had 16 colors, but
> you'll find new PCs far outdo anything your "Speccy' can do.
That was EGA (Enhanced Graphics Adapter).

[snip]
> It wasn't the first
> IBM PC that beat your "Speccy" anyway. It was the likes of Commodore,
> Apple, Atari, and Radio Shack that beat it.
The Sinclair ZX81 (launched in 1981) sold more than any other computer had every sold, at that time. While the follow up computer the Sinclair ZX Spectrum was even more successful. Outside of the USA where the Spectrum was not aimed at so much after Timex Computers closed down, the Spectrum easily beat the last 3. I bet that users of some of the above 3 systems do not say anything, because there are non of them left, among other reasons.
Hi Apple, Atari, Radio Shack users. While these computer are fine, not everybody is rich and can afford to spend over a thousand pounds for an Apple II. Thats many thousands of US Dollars in real terms. The Spectrum is just as good, if not better than these 3, and was a computer for the masses and had the greatest games.
As for Commodore PET/Vic 20/C64, don't get me started, many flame wars have been fort over this issue, over points like the problems with C64 BASIC (hi-res grahics etc).

> I don't know what the "M$ PC" is, but OS/2 runs on PCs, yet you have it
> listed as something that beats PCs! Unix also runs on PCs.
You are missing the point, Un*x is better than M$ Windows. Portables would have better battery life if they used the ARM CPU (the worlds most popular processor), but because of the M$ monopoly they can't. As I write this on an ARM based system running RISC OS, while Intel still have not produced a successful RISC architecture of their own yet, i860/i960 and Itanium have all failed so far. An Athlon can use 75 Watts while the ARM

in this computer uses less than half a watt.
Bill Gates meet Hermann Hauser co-founder of Acorn to persuade him to
use use M$-DOS on his popular BBC Micros. Hermann said why would I want
make such a retrograde step as that, when BBC BASIC is better than
GW-BASIC and the BBC Micro has built in networking. Bill Gates said what
is networking, is this the man *you* want running the computer industry.

> > There is an interesting world outside Windows to try, I hope this
> > made some people think. The Sinclair Spectrum is known as the
> > Timex/Sinclair 2068 in the USA, this had extra features like even
> > better sound.
--
Tarquin Mills

Reboot Movement (An Anti-Wintel Campaign)
http://www.planet14.sonow4u.co.uk/comp/reboot/

# 4926. Converting the Antic Files to ATR

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-28 19:46:27 UTC
From: jeffro9000@yahoo.com
Message-ID: <f70bde2.0308281146.54543f86@posting.google.com>
Source record: 19539

Hi... I've figured out how to...

Load in .BAS files and then save them to the standard DOS 2.5
"diskette" atr files.

I've also figured out how to connect to a directory and treat it as a
virtual harddrive for the Atari. (It uses drive H1, H2, H3, and H4.)

What I want to do is copy files from the Hard Drives to the ATR
diskette files.

I can't even remember how to use DOS to copy files from one disk to
another right now so I'm a little lost here....

Any ideas on how to do this...? Thanks!

# 4927. New eBay Atari auctions: SCART cables, etc., etc.

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-28 20:31:32 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1062101734.66361.0@despina.uk.clara.net>
Source record: 19540

Hello All,

I have started auctions today for quite a lot of Atari stuff, including
software and Atari SCART cables at the 'buy it now' price of 5.99pounds, but
I only have a limited quantity.

The link is below (this will split on to two lines, so please copy both
lines into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangar
raghty

## 4928. remember THIS game ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-29 01:40:04 UTC
From: rtdos <status@rtdos.info>
Message-ID: <U9y3b.288097$Ho3.40427@sccrnsc03>
Source record: 19541

http://www2.netexplora.com/draconus/

--
*** REPLY REQUESTED WHEN CONVENIENT ***

Woodzy (sysop at rtdos dot com)
http://www.rtdos.com

# 4929. Re: What versions of Happy 1050 are there?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-29 05:25:41 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0308282219390.20929-100000@shell1.aracnet.com>
Source record: 19544

Actually, there was a version 7.25. Although I dont know if it was the
Real thing or faked by another hacker.

===Ben===

On 3 Aug 2003, carmel wrote:

> Hello Karl
>
> I only remember from version 6.0 and 7.0 and 7.10 software, however if
> you have the lazer/hyperdrive software (basically a cloned or hacked
> copy of the above) it should still work
>
> However if you are using happy software with the lazer or hyperdrive
> you wont be able to use some of the later options (i guess that the
> software checks the hardware to see if pucker happy is installed)
>
> But if memory serves me right there was a version of lazer/hyperdrive
> software that had all the happy options enabled, I did have this
> version but I accidently formatted the disk, and because I havent used
> my 1050 in several years I think it needs re:alligning, the later
> versions of the lazer/hyperdrive software had just the standard and
> non standard sector and track copiers, that other options were
> disabled or removed

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

## 4930. -=[ Vintage Computer Marketplace ]=-

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-29 05:38:34 UTC
From: Sellam Ismail <sellam@vintage.org>
Message-ID: <uFB3b.290208$YN5.203860@sccrnsc01>
Source record: 19542

The Vintage Computer Festival is proud to announce the grand opening of the Vintage Computer Marketplace, THE place on the web to buy, sell and trade vintage computers!

http://marketplace.vintage.org

The Vintage Computer Marketplace (VCM) has been designed to cater specifically to the vintage computer collector. The site features innovative sale and auction tools as well as inventory tools that allow you to keep a database of your computer collection online. It also features a powerful search tool to guarantee you find exactly what you're looking for. No more searches that return dozens or even hundreds of irrelevant hits.

At the VCM, you can Buy and Sell using standard fixed price and auction mechanisms. But we also feature innovative sale and auction mechanisms you won't find anywhere else, plus the ability to trade or even put items in your collection up for temporary loan.

Our powerful inventory feature allows you to maintain a database of your entire collection, including hardware, software, documentation, books, magazines, even ephemera such as posters, buttons, t-shirts, etc., in one centralized location. Our input forms are intuitive and easy to use. Once your collection is entered into the database, selling or trading off items to other collectors is a breeze. Even the database record gets transfered, so no additional data entry will be required, and a line of provenance is automatically created. The VCM really takes computer collecting to the next level!

The VCM offers one of the most powerful search engines on the web. Instead of putting in your search terms and then sifting through perhaps dozens or even hundreds of irrelevant links, you can target your search to exactly the make and model of the item you are looking for. We've pre-programmed hundreds of computer manufactures and thousands of models into our database, and are constantly updating it with new information. When you do a search on the VCM, you'll always find what you're looking for immediately.

During our grand opening period, the VCM will be free to use for an initial period of 6 weeks. After that time, the service will still be free to use for most users. Visit the VCM website and click on the "Help" link for more information.

The Vintage Computer Marketplace awaits your visit. Sign up now. It's FREE!

http://marketplace.vintage.org
vcf@siconic:~/2003> cat vcm
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of the Vintage Computer Marketplace, THE place on the web to buy,
sell and trade vintage computers!

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auction mechanisms. But we also feature innovative sale and auction
mechanisms you won't find anywhere else, plus the ability to trade or
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Our powerful inventory feature allows you to maintain a database of
your entire collection, including hardware, software, documentation,
books, magazines, even ephemera such as posters, buttons, t-shirts,
etc., in one centralized location. Our input forms are intuitive and
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During our grand opening period, the VCM will be free to use for an
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be free to use for most users. Visit the VCM website and click on the
"Help" link for more information.

The Vintage Computer Marketplace awaits your visit. Sign up now.
It's FREE!

http://marketplace.vintage.org

This is a live beta roll-out of the Vintage Computer Marketplace. As
such, you have the option of being actively involved in the final
stages of testing and development. Simply check the box in the user
registration form indicating you'd like to be enrolled in the VCM Beta

Tester mailing list and you'll be able to follow all the behind-the-scenes development and also make suggestions on what features you'd like to see. This is YOUR site. We want your feedback!

We look forward to seeing you on the Vintage Computer Marketplace!

Best regards,

Sellam Ismail and Patrick Rigney
Your Vintage Computer Marketplace SysOps!

# 4931. IBM files into Atari Image... HOW?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-29 05:46:29 UTC
From: Hon Tseng <pcuser45@yahoo.com>
Message-ID: <ZMB3b.77336$xf.60724@lakeread04>
Source record: 19543

I want to copy the files from DOS to Atari disk image. How?

Hon Tseng

# 4932. Hello and please help!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-29 06:02:01 UTC
From: Thomas Rahbar <rahbart@cox.net>
Message-ID: <t%B3b.102000$lj4.19279@news2.central.cox.net>
Source record: 19545

Hello all! I am a 31 year old from the 80's. I used to run a BBS on my Atari 800xl with limited hours, then upgraded to a 130xe with memory expansion, MIO, and hard disk. I had every program you could think of. I grew up on these babies and now i'm dusting my stuff off (I still have everything). I was wondering what the general consensus was as far as upgrades. I've been doing alot of research and it seems that a SuperVideo, SIO2IDE, SIO2PC, and SIO21050 are the ultimate upgrades. Anyone have any other suggestions? I'm wanting to do these upgrades but don't know where to buy this stuff from. Seems most of these items are in the UK. I feel like a newbie all over again. Aaron from 'atari holmes' sent me here to check it out. Hope to make some new friends here and maybe even touch base with some old 8bit users. Thanks!

Thomas

# 4933. Re: Wanted: 256-512 MIO

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-29 06:02:54 UTC
From: Thomas Rahbar <rahbart@cox.net>
Message-ID: <i0C3b.102002$lj4.78483@news2.central.cox.net>
Source record: 19546

What voltage and polarity does the MIO use? I have a 256 unit but not sure
which power supply goes with it.

"James E. King" <jamesk@xmission.xmission.com> wrote in message
news:bhuj4m$qv3$1@terabinaries.xmission.com...
> Will purchase or trade for.. Must be in good condition with power supply.
>

## 4934. Looking for Steve S.

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-29 06:19:56 UTC
From: Thomas Rahbar <rahbart@cox.net>
Message-ID: <ggC3b.102026$Ij4.46236@news2.central.cox.net>
Source record: 19447

Steve Aaron told me to see you out please email me at rahbart@cox.net.

Thanks

# 4935. Re: Converting the Antic Files to ATR

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-29 07:16:08 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <Y4D3b.8979$3E.3211@newsread3.news.pas.earthlink.net>
Source record: 19448

"Jeff Johnson" <jeffro9000@yahoo.com> wrote in message
news:f70bde2.0308281146.54543f86@posting.google.com...
> Hi... I've figured out how to...
>
> Load in .BAS files and then save them to the standard DOS 2.5
> "diskette" atr files.
>
> I've also figured out how to connect to a directory and treat it as a
> virtual harddrive for the Atari. (It uses drive H1, H2, H3, and H4.)
>
> What I want to do is copy files from the Hard Drives to the ATR
> diskette files.
>
> I can't even remember how to use DOS to copy files from one disk to
> another right now so I'm a little lost here....

Depending on your particular computer (and assuming you have a diskette or
image with dup.sys on it loaded), type "DOS" and then select option C.

Format is...

[source drive/filename],[destination drive/filename]

So it would look like... D1:JUNKFILE.BAS,D2:JUNKFILE.BAS
You can also use wildcards, but I would expect you already know that.

>
>
> Any ideas on how to do this...? Thanks!

Happy computing.

## 4936. Re: IBM files into Atari Image... HOW?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-29 07:42:13 UTC
From: j131@op.dot.pl
Message-ID: <bin04l$ifp$1@korweta.task.gda.pl>
Source record: 19449

In article <ZMB3b.77336$xf.60724@lakeread04>, "Hon Tseng" <pcuser45@yahoo.com> wrote:
>I want to copy the files from DOS to Atari disk image. How?
>
>Hon Tseng
>
>
look ea. here:
http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/

for imu14 or atrimg11

j131

# 4937. Looking for an 8 bit demo 'bounce'

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-29 08:32:00 UTC
From: kev@luny.co.uk
Message-ID: <memo.20030829093251.1696A@luny.cix.co.uk>
Source record: 19450

I'm looking for a disk image which has one of the bouncing ball demos on.
It was written by my colleague Mark Riley and has a grey chequered with
the full palette coloured grid scrolling in the background.

Luny

## 4938. Re: Hello and please help!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-29 11:04:15 UTC
From: dunxuk@aol.commercial
Message-ID: <20030829070415.07421.00000120@mb-m27.aol.com>
Source record: 19451

> Hello all! I am a 31 year old from the 80's. I used to run a BBS on my
>Atari 800xl with limited hours, then upgraded to a 130xe with memory
>expansion, MIO, and hard disk. I had every program you could think of. I
>grew up on these babies and now i'm dusting my stuff off (I still have
>everything). I was wondering what the general consensus was as far as
>upgrades.

Consider fitting a Warp chip. It means you can boot up as a stock 400/800 and use programs and menu disks that aren't XL compatible without needing a translator disk. Plus the Warp OS is there too for when you upgrade your floppy to DD. Also you can reverse basic so you have to hold down option to /enable/ basic rather than disable it.

I installed it and it is excellent!

# 4939. Re: classic games vs. todays games

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-29 11:54:57 UTC
From: atari@mkeates.force9.co.uk
Message-ID: <laH3b.1483$4L1.276819@wards.force9.net>
Source record: 19452

Cruiser7 wrote:

> Give me the days when the full version of a game you
> saved your money for was the only version you ever needed.

Not entirely true if you upgrade from an 400/800 to XL/XE ;-)
Check out the thread 'Favourite obscure game' in AtariAge.
http://www.atariage.com/forums/viewforum.php?f=12

Regards,

Mark

# 4940. Re: Wanted: 256-512 MIO

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-29 14:50:26 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-yJIvvoGp392y@localhost>
Source record: 19453

hi Thomas,
MIO came with a 9vac supply from ICD.

On Fri, 29 Aug 2003 06:02:54, "Thomas Rahbar" <rahbart@cox.net> wrote:

> What voltage and polarity does the MIO use? I have a 256 unit but not sure
> which power supply goes with it.
>
> "James E. King" <jamesk@xmission.xmission.com> wrote in message
> news:bhuj4m$qv3$1@terabinaries.xmission.com...
> > Will purchase or trade for.. Must be in good condition with power supply.
> >
>
>

--

# 4941. Re: classic games vs. todays games

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-29 19:27:47 UTC
From: Cruiser7 <Cruiser7@nospam.com>
Message-ID: <vkva94tf3umo5e@corp.supernews.com>
Source record: 19454

Mark Keates wrote:
> Cruiser7 wrote:
>
>
>>Give me the days when the full version of a game you
>>saved your money for was the only version you ever needed.
>
>
> Not entirely true if you upgrade from an 400/800 to XL/XE ;-)
> Check out the thread 'Favourite obscure game' in AtariAge.
> http://www.atariage.com/forums/viewforum.php?f=12
>
> Regards,
>
> Mark
>

Ah, I see your point! Thank you for the link. I was lucky enough to
avoid a lot of that since I started with an 800XL.

C7

# 4942. Re: Looking for an 8 bit demo 'bounce'

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-29 20:02:10 UTC
From: jeffro9000@yahoo.com
Message-ID: <f70bde2.0308291202.5d039a2e@posting.google.com>
Source record: 19455

kev@luny.co.uk (Kevan Thurstans) wrote in message
news:<memo.20030829093251.1696A@luny.cix.co.uk>...
> I'm looking for a disk image which has one of the bouncing ball demos on.
> It was written by my colleague Mark Riley and has a grey chequered with
> the full palette coloured grid scrolling in the background.
>
> Luny

Wasn't that on a Page 6 diskette?

http://www.page6.org/pd_lib/pd_042.htm

## 4943. Re: Looking for Steve S.

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-29 21:32:00 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vkvhilhalsvuf4@corp.supernews.com>
Source record: 19456

"Thomas Rahbar" <rahbart@cox.net> wrote in message
news:ggC3b.102026$Ij4.46236@news2.central.cox.net...
> Steve Aaron told me to see you out please email me at rahbart@cox.net.
>
> Thanks
>

He is hanging out at Ben's place doing some whicked HTML work. LOL

# 4944. Re: IBM files into Atari Image... HOW?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-30 03:19:25 UTC
From: Wilheim <guillermo@mail.cl>
Message-ID: <bip543$qll$1@news1.nivel5.cl>
Source record: 19457

I use ATRIMAGE or ATRIMG11. You can find it on xlsearch.

"Hon Tseng" <pcuser45@yahoo.com> escribi&#65533; en el mensaje
news:ZMB3b.77336$xf.60724@lakeread04...
> I want to copy the files from DOS to Atari disk image. How?
>
> Hon Tseng
>
>

# 4945. Re: Thorw away your 8 Bit shit and buy a PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-30 09:28:17 UTC
From: Nagy Daniel <nagydani@cs.bme.hu>
Message-ID: <Pine.LNX.4.44.0308301127220.29079-100000@sziami.cs.bme.hu>
Source record: 19458
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.msx

On 13 Aug 2003, Lord Teviolus wrote:

> If all people would still use old systems,we would still use the
> ABACUS today !

Why of course we do use the abacus!

And by the way, the PC is stoneage as well.

--
Daniel

# 4946. Re: Atari's in old films..

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-30 17:05:10 UTC
From: Courtney Goodin <cgoodin@primenet.com>
Message-ID: <aP44b.229285$cF.74038@rwcrnsc53>
Source record: 19459

There was a film Titled "Flashpoint" in 1984 starring Treat Williams & Kris Kristofferson that I worked on (as production sound mixer).
Part of the plot involved computer based seismic detectors for detecting illegals coming across the border. A couple of scenes revolve around the main characters being tracked by this system. They hired a Hollywood based company to create the graphics and computer displays. When they submitted them, the director told them they didn't work with the script and looked too primitive. So, I was a budding Atari programmer and told him I could do better on my Atari 800 which I had in my hotel room. He said "great" and I ended up creating all the graphics used in the movie on my Atari 800. I had to write the software at night after a long day of shooting, so I didn't have much time to polish, but they all ended up playing a major role in the movie.

Courtney Goodin

"Stephen Anderson" <nospam@nowhere.com> wrote in message
news:ott5kvg3hhp8ck2bfuhhjscno9dpjq06pe@4ax.com...
> Not sure if these have been mentioned, but the Airplane movies have
> Atari stuff in them. In the 1st movie, there is a screenshot of
> Atari's basketball being played on a cockpit screen. And in the 2nd
> film, there is the familiar disc reading beeps, and a screen or two of
> scrolling text (in a basic graphics mode). Sorry for the hazy details
> - going from memory and it's been a long time since I saw either film.
>
> Stephen Anderson

# 4947. PLease HElp!! 1040-ST

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-30 18:43:14 UTC
From: Michael <mpick0658@rogers.com>
Message-ID: <6f64b.44140$kH3.18581@news02.bloor.is.net.cable.rogers.com>
Source record: 19460

Hi All
I have a st 1040 with a couple 1.5 folppies but i have NO software on any floppies that atari will read,,
i have dloaded everything i need ,, but when i format a floppy on my pc to 720 then copy files,, atari will not read,, and also atari will not format any single sided disks,,
Please let me know if any body can help
TIA

# 4948. Re: PLease HElp!! 1040-ST

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-30 19:44:17 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vl1vkim704m0e9@corp.supernews.com>
Source record: 19461

Run a disk drive cleaner on the drive.

Tim

"Michael" <mpick0658@rogers.com> wrote in message
news:6f64b.44140$kH3.18581@news02.bloor.is.net.cable.rogers.com...
> Hi All
> I have a st 1040 with a couple 1.5 folppies but i have NO software on any
> floppies that atari will read,,
> i have dloaded everything i need ,, but when i format a floppy on my pc to
> 720 then copy files,, atari will not read,, and also atari will not format
> any single sided disks,,
> Please let me know if any body can help
> TIA
>
>

## 4949. printer

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-30 20:31:34 UTC
From: larry5@webtv.net
Message-ID: <17367-3F5109A6-229@storefull-2274.public.lawson.webtv.net>
Source record: 19463

wanted printer compatible with 65xe and 1050 disk drive for atari system. reply to larry5@webtv.net

# 4950. FA: Page 6 Magazines issues 4,5,6,7,8

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-30 20:31:38 UTC
From: PJR1969 <pjr1969@XSPAMXhotmail.com>
Message-ID: <lO74b.408$il1.46953@stones.force9.net>
Source record: 19462

Hi
I'm selling some copies of Page 6 Magazine on eBay.
Page 6 Magazine was an Atari enthusiasts magazine published in the UK
between 1983 and 1995. The early issues were produced in very small
quantities and are extremely hard to find. This auction is for issues 4, 5,
6, 7 and 8 which are all complete and in clean condition.
Thanks,
PJR

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=38597&item=3044260528

## 4951. hook up a hard disk

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-30 22:17:27 UTC
From: Michael <mpick0658@rogers.com>
Message-ID: <Xn94b.321928$4UE.199079@news01.bloor.is.net.cable.rogers.com>
Source record: 19464

Any way to hook up a standard 200 or 400 meg hard disk to a atari st 1040?
TIA

# 4952. Re: hook up a hard disk

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-31 07:40:55 UTC
From: PJR1969 <pjr1969@XSPAMXhotmail.com>
Message-ID: <UBh4b.456$il1.60324@stones.force9.net>
Source record: 19465

Michael
You seem to be under the impression that this is an Atari ST group.
It's not.
P

"Michael" <mpick0658@rogers.com> wrote in message
news:Xn94b.321928$4UE.199079@news01.bloor.is.net.cable.rogers.com...
> Any way to hook up a standard 200 or 400 meg hard disk to a atari st 1040?
> TIA
>
>

# 4953. Atari @ Vintage Computer Festival

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-31 08:44:42 UTC
From: bill@newbreedsoftware.com
Message-ID: <_zi4b.16949$dk4.554239@typhoon.sonic.net>
Source record: 19466

I didn't notice any Atari stuff being exhibited at the
Vintage Computer Festival (this October in Mountain View, CA),
so I decided to click the "Click here to Exhibit!" button. ;^)

http://www.vintage.org/2003/main/exhibit.php

So I'm thinking of bringing a Linux laptop running SIO2PC-style
software (if I can get it working; otherwise, it's the ol' 1050 drive)
to show off some recent (1990s to today) software... especially games
and demos that really show off the power of the hardware. :^)

No confirmation that they're gonna let me come exhibit, but I'm guessing
the chances are good. ;^) Wish me luck!!!

-bill!

--
bill@newbreedsoftware.com "The patient has no previous
http://newbreedsoftware.com/bill history of suicides."

# 4954. Re: remember THIS game ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-31 08:49:45 UTC
From: bill@newbreedsoftware.com
Message-ID: <JEi4b.16950$dk4.554183@typhoon.sonic.net>
Source record: 19467

rtdos <status@rtdos.info> wrote:
> http://www2.netexplora.com/draconus/
>

Yep :^)

-bill!

--
bill@newbreedsoftware.com "The patient has no previous
http://newbreedsoftware.com/bill history of suicides."

## 4955. Gem Drop on cartridge!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-31 08:54:39 UTC
From: bill@newbreedsoftware.com
Message-ID: <jJi4b.16951$dk4.554177@typhoon.sonic.net>
Source record: 19468

Steve Tucker (of APE fame) apparently made himself a copy of
my puzzle game 'Gem Drop' in cartridge form, and made a copy for me,
too!

http://www.newbreedsoftware.com/bill/news/images/gemdrop-cart/

I doubt he's interested in making more copies to sell (though you
never know!), but at least it proves it's possible! (I'm kind of
surprised, knowing my code ;^) )

Anyway, thanks Steven! It's _totally_ awesome to have one of my
very own games in cartridge form!!!

Oh yeah: Gem Drop: http://www.newbreedsoftware.com/gemdrop/

For Linux and Windows: http://www.newbreedsoftware.com/gemdropx/

-bill!

--
bill@newbreedsoftware.com "The patient has no previous
http://newbreedsoftware.com/bill history of suicides."

## 4956. Re: The MSX is crap

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-31 09:05:29 UTC
From: you_idiot606@hotmail.com
Message-ID: <b8a3a940.0308310105.427191b4@posting.google.com>
Source record: 19469
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.msx

darmzunge@yahoo.de (Lord Teviolus) wrote in message...

> ugly graphics + cheap sound , nobody needs this crap

We don't need your crap either! :-(

# 4957. Re: Wanted: 256-512 MIO

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-31 09:29:34 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <2ej4b.931$U74.56064@news.optus.net.au>
Source record: 19470

I ran mine for years from a 1050 power supply.

James

"Thomas Rahbar" <rahbart@cox.net> wrote in message
news:i0C3b.102002$Ij4.78483@news2.central.cox.net...
> What voltage and polarity does the MIO use? I have a 256 unit but not
sure
> which power supply goes with it.
>
> "James E. King" <jamesk@xmission.xmission.com> wrote in message
> news:bhuj4m$qv3$1@terabinaries.xmission.com...
> > Will purchase or trade for.. Must be in good condition with power
supply.
> >
>
>

# 4958. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-31 09:56:34 UTC
From: you_idiot606@hotmail.com
Message-ID: <b8a3a940.0308310156.ca04fc6@posting.google.com>
Source record: 19471
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

Lord Teviolus wrote in message ...

> I think the C64 is "the most gay" system , because it looks gay , it
> sounds gay and it feels gay.

> But the ATARI also is quite gay...

You again. You're nothing more than a spammer. You simply have nothing
better to do than to just crap on about nothing! Next you'll say that
the designers were gay.

So what's this to do with Amstrad's I say?

You can't even raise a serious discussion about Amstrads yet you
continue to post here, why?

# 4959. Itay Chamiel's Ice-T Homepage Gone?

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-31 11:43:10 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <rmn3lvoaiqg9sp1so91a6nfvo02mmfbqpv@4ax.com>
Source record: 19472

The website for the 80 column Atari 8bit terminal program Ice-T is not online that I can find. Anybody know the story on this? Will it be back?

# 4960. FAQ For This MIDI-KARAOKE Group

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-31 11:51:12 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <g6o3lvga4vohtoa8mllptte8uipq27bma7@4ax.com>
Source record: 19473

```
============================================================
Date: 08-17-03
============================================================
Date: 08-31-03
Frequently Asked Questions about ALT.BINARIES.KARAOKE V1.92

-=-=- Section on Copyrighted Material Revised -=-=-

============================================================
Based on the "Newcomer's Message" by Bunty Pritchard Jones,
et al, and distributed weekly by Alan Sharkis. To view this
message in html form, please go to:

http://members.chello.nl/~j.a.komrij/faq.html

============================================================
THIS NEWSGROUP IS FOR THE EXCHANGE AND
DISCUSSION OF _MIDI-KARAOKE_ FILES!
============================================================

In this group you'll find people, from many different
countries, committed to making and sharing MIDI karaoke
files using MIDI sequences. Please do not post messages
concerning other format files such as MP3 or CD&G, etc.,
here, since they are considered off-topic. For MP3,
CD+G, etc., visit the newsgroups:

alt.binaries.sounds.karaoke

OR

alt.music.karaoke

To get you started with .kar files and midi-karaoke on the World Wide
Web, visit:

http://members.chello.nl/~j.a.komrij/alt_binaries_karaoke.htm

For a FAQ regarding midi-karaoke visit or download:

http://www.computer-karaoke.com/karfaq.shtml

by Raphael Pungin.

To know more about this group, read the following questions.
If you have more questions, then you can post them so that
they can be answered or even incorporated in this FAQ. Your
observations, contributions and comments are welcome.
```

->

>Q: I'm looking for a particular midi-karaoke. Where can I
find it?

A: You can make a request to this group. Put "REQ" first in
the subject line of your post. Many users have a huge database,
so there's a good chance it will be posted or e-mailed to you
for download. If you wish to search the Web for midi-karaoke
files, there are some search engines specifically made of the
task. An excellent one can be found at:

http://www.vanbasco.com/midisearch.html

->

>Q: How do I play these files?

A: You can play them in a midi sequencer that will display
text events. But it's much easier to play them with a midi-
karaoke player. There are many of these and each has a
different set of features. The following are freeware for
the PC:

vanBasco:
http://www.vanbasco.com

winKaraoke Player
http://www.francisli.org/wink/default.htm

A member of the group reported that downloading this player will also
also automatically install a time-correction program, complete with
pop-up ads and spyware. The time-correction program can be
uninstalled easily and the spyware can be uninstalled with a utility
such as Ad-Aware.

Mark's Player
http://members.chello.nl/~j.a.komrij/alt_binaries_karaoke.htm

A good shareware player for the PC is Karawin. You will
find a link to it's site at:

http://members.chello.nl/~j.a.komrij/alt_binaries_karaoke.htm

There are also commercial players for the PC as well as
players for other platforms. Consult

http://members.chello.nl/~j.a.komrij/alt_binaries_karaoke.htm

for links to those other players.

->
>Q: I've heard that Winamp can be used as a .kar file player. Is this possible?

A: This can be answered with a qualified "yes." The two latest
versions of Winamp(2.91 and 3.0) will NOT do it without some
complicated "backdating" of some .dll files. If you wish to try, you

can find them at the Nullsoft site:

http://www.winamp.com

But version 2.81, an older version will do it with the appropriate
plug-ins. Version 2.81 can still be downloaded at:

http://download.spectral.ro/cgi-bin/download/program3.cgi?exe=winamp281_full.exe

->

>Q: What about QuickTime?

A: QuickTime Plugin 6.0, when properly configured, comes up in your
browser and display the lyrics of .kar files that might be found at a
Web site. A .kar file can be loaded into your browser while offline
and the QuickTime Plugin will play it.

->

>Q: Where can I find freeware for making my own midi-
karaoke files?

A: Look at the following sites:

Karakan
http://members.chello.nl/~j.a.komrij/karakan.htm
OR
http://www.computer-karaoke.com/karother.shtml

WinKaraoke Creator
http://www.francisli.org/wink/default.htm

MidiX
http://members.chello.nl/~j.a.komrij/midix.htm
->

>Q: I am making my own midi-karaoke's and I need help.
What to do?

A: You are in the right group. Most users here can help
or give some advice on hot to solve any problems you
may encounter.

->

>Q: I have a midi-karaoke with a copyright notice. What
should I do?

A: Tune 1000, Trycho files and files from "Geerdes midi
systems Berlin." are files that are commercial and
copyrighted, as are files from Midi Hits
and Tran Tracks and many others. Use them at your own discretion.
Distribution of copyrighted material could be illegal. You can
recognize Trycho midi's when they are copyrighted by
Trycho, TMI or Stephen Kern (the man behind Trycho).

->

>Q: I don't like a midi(karaoke)-sequence and want to change it to make it sound better on my configuration. Is that OK?

A: This is about some form of etiquette, really. Sequences can always be changed for your own private use or taste, but do not repost or redistribute them without asking permission or approval from the original sequencer/author.

->

>Q: What is flooding?

A: Flooding is the term for the result of an individual posting many files in a short period of time. Flooding is done in many other newsgroups. Flooding is not completely discouraged in ABK. However, since many users do not have broadband connections, some are forced to download entire messages rather than just headers, and people organize their files differently, you can use these guidelines for making your contributions:

1. Limit any posting to a maximum of fifty (50) files per day.

2. Organize files you post; either alphabetically or by category (by artist, by topic, by language, by time period or style, etc.)

3. Post a message describing the set of files you post, so that people who are not interested in that set can skip it (or delete it if they are forced to download entire messages.)

4. The use of zip archives, with a limit of twenty (20) files per zip, arranged by category is greatly encouraged. It would also be helpful to include a short text file in the zip, describing the karaoke files in the zip.

->

>Q: I have read discussion in the group about a midi-karaoke file that didn't appear on my server and I'd love to have it. Should I request that it be reposted?

A: As you are probably aware, newsgroups present a problem in that posts don't always show up immediately. There will be some delay before some news servers get them. As a result, some users miss posts. This problem can be very severe in binary groups where multiple-part zips are attached to several messages and people who subscribe to these groups are often advised to use a paying news service.

Fortunately, ABK rarely shows that problem. If you know that a file has been posted but you didn't see it, ask for a repost. Somebody will usually repost it for you. If you were the original poster of the file, but don't see it right away, you might try waiting a day or two before asking if it showed up. Sometimes files show up quickly on everyone else's server but yours!

->

>Q: Sometimes I seem any messages with the same filename mentioned in the subject-line. They have numbers like (0/17) and (3/10) in them. If I try to open the messages, I see what appears to be random characters. How do I get these files to work?

A: What you are seeing are multi-part files. Usually they are posted to newsgroups when the files are very large. In ABK, we rarely see such large files. However, some ISP's, AOL in particular, severely limit ythe size of a message posted to a newsgroup. One way around that is to post multi-part files with each part attached to a separate message. There are programs that will do that automatically for the person who is posting them.

Now the fun starts for those of us who want the file once it's posted! Usually the (0/n) is a message that describes the file in plain language, with the "n" being the number of parts of the file you can expect. The other messages are numbered with the consecutive parts of the file.

Without getting too technical, all binary files, whether single-part or multi-part, must be encoded (usually with a system called MIME 64) to be transmitted via newsgroups, which really only use plain text. They must be decoded at your end. All the news reader programs can decode single-part files. But not all news reader programs can combine and decode multi-part files. For a list of those that can, including Outlook Express, and tutorials on how to do the job, visit:

http://www.smr-usenet.com/tutor/ppost.shtml

There are also links at that site that will take you to the home pages of some popular news reader programs and other newsgroup-related utility programs. Additionally you can get YencPost version 1.03 at:

http://www.smr-usenet.com/software/misc.shtml

and Powerpost at:

http://www.cosmicwolf.com

->

>Q: You mentioned YencPost. What is yEncoding and why
can't my newsreader decode it?

A: yEncoding is a method of encoding that is different
from the MIME 64 encoding mentioned in the last answer.
It's popular among some posters in some newsgroups. It
seems to make more efficient use of bandwidth. There
are newsreaders that will decode messages encoded with
yEncoding. They include YencPost and Forte Agent 1.91.
Unfortunately, they do NOT include Outlook Express.

There are many free encoders, decoders and news reader
programs that will handle yEncoding listed at this
site:

http://www.yenc.org/windows.htm

->

>Q: Can anyone tell me if there's a little program that can convert midi to wav files? What about .kar files to wav or mp3?

A: The same thing either way, .kar files are MIDI files.

The simplest method is recording the output of your MIDI synth as it
plays. If your soundcard can record the synth out (check in Windows
mixer, options/properties/recording), the just use a sound recording
program and a MIDI player together.

If you don't like your synth sounds, you can upgrade them and gain
MIDI to audio file conversion using Roland's VSC88 software synth.
www.edirol.com -- it isn't freeware but it does work very well for
this purpose.

There is also a program for doing this in an easy way. It's midi2wav,
which can be found at:
http://www.midi2wav.com/index.html

Its about $15.

A Web site that links to the site of other, similar programs and gives
advice on how to use them is listed below. Thanks to CowYow for this
source:

http://www.musicmasterworks.com/midi_to_wave_converter.html

Thanks for reading and enjoy this group and midi-karaoke!
--
You can read the FAQ for alt.binaries.karaoke at:

http://members.chello.nl/~j.a.komrij/faq.htm

# 4961. Re: FAQ For This MIDI-KARAOKE Group

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-31 17:36:55 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <lfc4lvscq7holqc8489mtc66uic6tb31gc@4ax.com>
Source record: 19474

Whoops!

Sorry about that. I posted to the wrong group.

Please accept my apologies and ignore.

Thanks.

Alan Sharkis
--
You can read the FAQ for alt.binaries.karaoke at:

http://members.chello.nl/~j.a.komrij/faq.htm

# 4962. Re: atari 1050 repair (need help)

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-31 17:41:02 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3F52332E.3EB48179@cswebmail.com>
Source record: 19475

Ingo Rose wrote:

> hi,
>
> i just connected my old 1050 to my old 800 xl.
>
> problem:
> power led is working but the drive aehm how to tell you that in english ...,
>
> the drive wouddnt go on and beginn stepping.
>
> someone out there who can give me a repair hint or has repair manual by
> hand?
>
> regards,
> ingo

Assuming you have some electronics ability...

Open up the drive, remove the shield and reseat all of the socketed chips.

Clean the r/w head, don't get the pressure pad wet.

Make sure the power supply is good/the right one. 9VAC 31VA or bigger.

Make sure no pins are bent/shorted in the SIO jacks.

Rick D.

# 4963. Re: Atari's in old films..

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-31 17:47:56 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3F5234CC.FEF98033@cswebmail.com>
Source record: 19476

Just to add my stuff in.

I have posted a list of TV and Movie things mostly I have found, with some pictures.

http://www.a8maestro.com/atari/info/ballm.htm.

Rick D.

# 4964. Re: hook up a hard disk

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-31 17:57:16 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3F5236FC.1FE7DC36@cswebmail.com>
Source record: 19477

Michael wrote:

> Any way to hook up a standard 200 or 400 meg hard disk to a atari st 1040?
> TIA

Better asked in comp.sys.atari.st.

But..you need a dma to scsi adapter for the ST..usually ICD, and a power supply and box. ICD Link II is probably the best right now. It will have software drivers.

IDE is a whole other beast.

Rick D.

# 4965. Re: Looking for an 8 bit demo 'bounce'

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-31 18:01:59 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3F523817.7E281291@cswebmail.com>
Source record: 19478

Kevan Thurstans wrote:

> I'm looking for a disk image which has one of the bouncing ball demos on.
> It was written by my colleague Mark Riley and has a grey chequered with
> the full palette coloured grid scrolling in the background.
>
> Luny

Only as plain arc files(I don't do images):

You can probably find it at umich.edu archives.
http://www.umich.edu/~archive/

I also have it on my site at:
http://www.a8maestro.com/atari/info/ballsd.htm.

Rick D.

# 4966. Re: Looking for ATARI XL/XE PCBs

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-31 18:03:46 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3F523882.B79571C@cswebmail.com>
Source record: 19479

Zothen Runecaster wrote:

> Anyone created new PCBs for ATARI 800 XL/XE which fit in XE carts or old XL carts ?
>
> For making new cartridge-based software , using old PCBs of XEGS carts is too
> much work - desoldering etc.
>
> ATARI 2600 , 5200 and Coleco PCBs are available.
>
> Iï¿½d need XEGS PCBs for 128K or bigger EPROMs.Using big EPROMs allows storage
> of much data for more advanced games.
>
> ZR

I am sure you can find regular types at Best Electronics and B&C Computervisions. But check their sites for larger/supercart versions.

Rick D.

# 4967. Re: Wanted: 256-512 MIO

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-31 18:26:31 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vl4fegcj2f75ba@corp.supernews.com>
Source record: 19480

The FAQ mentions either AC or DC, says, 6.2 to 7.2 volts or so.
I believe the MIO needs 9 volts, either AC or DC. If DC I'm pretty
sure the center is +. A standard Atari 9V AC for the 1050 would
probably be ok. Probably a little less heat with 9.2V DC, thinking
DC would heat the diodes less than AC.

# 4968. Re: Gem Drop on cartridge!

Newsgroup: comp.sys.atari.8bit
Date: 2003-08-31 18:47:05 UTC
From: gozarcollins@nospamhotmail.com
Message-ID: <bitfr9017kq@enews4.newsguy.com>
Source record: 19481

William Kendrick <bill@newbreedsoftware.com> wrote:
>
> Steve Tucker (of APE fame) apparently made himself a copy of
> my puzzle game 'Gem Drop' in cartridge form, and made a copy for me,
> too!
>
> http://www.newbreedsoftware.com/bill/news/images/gemdrop-cart/
>
> I doubt he's interested in making more copies to sell (though you
> never know!), but at least it proves it's possible! (I'm kind of
> surprised, knowing my code ;^) )

Steve is selling the AtariMax flash cart, of which I bought two. Gemdrop
was the first game I tried out on the cart. I wonder if he took the image
and just put it on a flash cart...

Steve has also put together some software to easily convert disk images to
a cartridge format.

> Anyway, thanks Steven! It's _totally_ awesome to have one of my
> very own games in cartridge form!!!

And I recommend to everyone to go pick yourself up the atarimax flash cart:
http://www.atarimax.com/flashcart/documentation/

--
Access:Organize:Share Your Bookmarks Online - http://flyrt.com/?u
Ryan 'Gozar' Collins

# 4969. Re: Looking for an 8 bit demo 'bounce'

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-01 07:13:00 UTC
From: kev@luny.co.uk
Message-ID: <memo.20030901081306.1464A@luny.cix.co.uk>
Source record: 19482

In article <3F523817.7E281291@cswebmail.com>, webrickd@cswebmail.com (Rick D.) wrote:

> Article: 88736 of comp.sys.atari.8bit
> Path:
> news.nextra.co.uk!peernews.cix.co.uk!shale.ftech.net!news.ftech.net!peer
> 1.news.newnet.co.uk!peer1.news.newnet.co.uk!newspeer1.nwr.nac.net!news.m
> axwell.syr.edu!news.cis.ohio-state.edu!ngpeer.news.aol.com!news.compuser
> ve.com!news-master.compuserve.com!not-for-mail
> From: "Rick D." <webrickd@cswebmail.com>
> Newsgroups: comp.sys.atari.8bit
> Subject: Re: Looking for an 8 bit demo 'bounce'
> Date: Sun, 31 Aug 2003 13:01:59 -0500
> Organization: CompuServe Interactive Services
> Lines: 20
> Message-ID: <3F523817.7E281291@cswebmail.com>
> References: <memo.20030829093251.1696A@luny.cix.co.uk>
> NNTP-Posting-Host: 216.40.192.13
> Mime-Version: 1.0
> Content-Type: text/plain; charset=us-ascii
> Content-Transfer-Encoding: 7bit
> X-Trace: ngspool-d02.news.aol.com 1062352801 10447 216.40.192.13 (31
> Aug 2003 18:00:01 GMT)
> X-Complaints-To: newsmaster@compuserve.com
> NNTP-Posting-Date: Sun, 31 Aug 2003 18:00:01 +0000 (UTC)
> X-Mailer: Mozilla 4.7 [en]C-CCK-MCD NSCPCD47 (Win98; I)
> X-Accept-Language: en
> Xref: news.nextra.co.uk comp.sys.atari.8bit:88736
>
> Kevan Thurstans wrote:
>
> > I'm looking for a disk image which has one of the bouncing ball demos
> > on.
> > It was written by my colleague Mark Riley and has a grey chequered
> > with
> > the full palette coloured grid scrolling in the background.
> >
> > Luny
>
> Only as plain arc files(I don't do images):
>
> You can probably find it at umich.edu archives.
> http://www.umich.edu/~archive/
>

> I also have it on my site at:
> http://www.a8maestro.com/atari/info/ballsd.htm.
>
> Rick D.
>
>
>
>

No it's not boink, it's 'bounce'...
Thanx anyway..

Luny

## 4970. Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-01 09:22:42 UTC
From: Thomas Rahbar <rahbart@cox.net>
Message-ID: <CdE4b.114705$lj4.15821@news2.central.cox.net>
Source record: 19483

I tried to hook up my Indus following a friends advice using the standard 9v a/c adapter from atari. It doesn't seem to work. I got brief flicker of led's and then nothing. Does anyone know the power requirements and polarity?? Thanks!

Thomas

# 4971. Re: Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-01 10:19:30 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <vl679ei6gpld1e@corp.supernews.com>
Source record: 19484

Hi Thomas,

Right from the FAQ's listing the indus as the following. Posted here every
60 days. It doesn't mention anything about the polarity of the connector.
Atari 8-Bit Computers: Frequently Asked Questions

9.3 V DC 1.93 A (18 W) Atari#CO18187
Indus GT,5200

11.5 V DC 1.95 A (22 W) Atari#CA019141
Indus GT,5200
I have heard that the 9vac will burn out some components if plugged into the
IndusGT. Good Luck.

Regards,
RoyE

"Thomas Rahbar" <rahbart@cox.net> wrote in message
news:CdE4b.114705$Ij4.15821@news2.central.cox.net...
> I tried to hook up my Indus following a friends advice using the
> standard 9v a/c adapter from atari. It doesn't seem to work. I got brief
> flicker of led's and then nothing. Does anyone know the power
requirements
> and polarity?? Thanks!
>
> Thomas
>
>

# 4972. Re: Wanted: 256-512 MIO

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-01 11:19:05 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <JWF4b.958$U74.57963@news.optus.net.au>
Source record: 19485

"Russ Gilbert" <russg@en.com> wrote in message
news:vl4fegcj2f75ba@corp.supernews.com...
> The FAQ mentions either AC or DC, says, 6.2 to 7.2 volts or so.
> I believe the MIO needs 9 volts, either AC or DC. If DC I'm pretty
> sure the center is +. A standard Atari 9V AC for the 1050 would
> probably be ok. Probably a little less heat with 9.2V DC, thinking
> DC would heat the diodes less than AC.

Doesn't matter what polarity is the centre is. the MIO has a fullwave bridge
rectifer in it.

Ac would be better because the diodes would be used half the time.

James

# 4973. Re: Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-01 11:23:41 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <1%F4b.959$U74.58069@news.optus.net.au>
Source record: 19486

"RoyE" <r-dean@ charter.net> wrote in message
news:vl679ei6gpld1e@corp.supernews.com...
> Hi Thomas,
>
> Right from the FAQ's listing the indus as the following. Posted here
every
> 60 days. It doesn't mention anything about the polarity of the connector.
> Atari 8-Bit Computers: Frequently Asked Questions
>
> 9.3 V DC 1.93 A (18 W) Atari#CO18187
> Indus GT,5200
>
> 11.5 V DC 1.95 A (22 W) Atari#CA019141
> Indus GT,5200

I have ran mine from 12 VDC for years with out harm. I think the centre is
+.

James

# 4974. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-01 14:55:22 UTC
From: Phil-on-a-hill <malcnospam@gothcorp.co.uk>
Message-ID: <H6J4b.3450$bC1.268@newsfep4-winn.server.ntli.net>
Source record: 19487
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

"You Idiot 606" <you_idiot606@hotmail.com> wrote in message
news:b8a3a940.0308310156.ca04fc6@posting.google.com...
> Lord Teviolus wrote in message ...
>
> > I think the C64 is "the most gay" system , because it looks gay , it
> > sounds gay and it feels gay.

> You can't even raise a serious discussion about Amstrads yet you
> continue to post here, why?

Because he's bored until school starts.

# 4975. Re: Seeking for ANALOG Adventures

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-01 15:02:04 UTC
From: Winston Smith <winston.smith@pinkrose.dhis.org.remove-4wt-this>
Message-ID: <3F532D55.1137.csat8@pinkrose.dhis.org>
Source record: 19488

To: kvan@madbbs.com (Keith Vandewark)
Re: Re: Seeking for ANALOG Adventures
By: kvan@madbbs.com (Keith Vandewark) to comp.sys.atari.8bit on Sat Aug 23 2003 09:32 pm

> From Newsgroup: comp.sys.atari.8bit
>
> jeffro9000@yahoo.com (Jeff Johnson) wrote in message news:<f70bde2.030822172
> > Brian Moriarity is probably one of the greatest Interactive Fiction
> > authors of all time. He wrote Wishbringer and Trinity for Infocom--
> > but before he worked there he was a steadfast Atarian that wrote for
> > ANALOG.
> >
> > In issue #11 "Adventure in the Fifth Dimension" appeared and in #18,
> > "Crash Dive" appeared.
> >
> > Does anyone know where I can find these classic adventure games?
>
> Jeff,
> They are in the Holmes Game Archive at <ftp://atari8@atari.xs4all.nl/>
> use atari8 as the user name and atari4ever as the password.
>
> Kvan
> --- Synchronet 3.10L-Linux NewsLink 1.43

Crash Dive has a fatal flaw in it of the "Bang! You're Dead!" instant 100%
mortality variety.
--- Synchronet 3.10L-Linux NewsLink 1.43
* Planet Maca's Opus - Winsted, Ct - 860-738-7176 telnet://pinkrose.dhis.org

# 4976. Re: Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-01 17:49:49 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vl71lid0mrah65@corp.supernews.com>
Source record: 19489

Right.
You have blown either the power supply or some parts of the Indus.
I blew a 9v ac ps that way. The Indus used the same size and shape
plug, but a different supply (11, 12 or 9v DC). Let's just hope it was the
ps.
You can probably recover the ps if you crack it open and replace the
fuse. You have to cut open those Atari ps.

# 4977. Re: Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-01 20:40:49 UTC
From: Thomas Rahbar <rahbart@cox.net>
Message-ID: <l9O4b.115728$lj4.88697@news2.central.cox.net>
Source record: 19490

Apparently the p/s is blown. It no longer works. Luckily I have thousands
of those. Hopefully it didn't hurt the Indus. Thanks!

"Russ Gilbert" <russg@en.com> wrote in message
news:vl71lid0mrah65@corp.supernews.com...
> Right.
> You have blown either the power supply or some parts of the Indus.
> I blew a 9v ac ps that way. The Indus used the same size and shape
> plug, but a different supply (11, 12 or 9v DC). Let's just hope it was
the
> ps.
> You can probably recover the ps if you crack it open and replace the
> fuse. You have to cut open those Atari ps.
>
>

## 4978. Redefining the Charater Set -- Perfected at long last?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-01 20:46:24 UTC
From: bcozier@bellsouth.net
Message-ID: <a4fbe403.0309011246.3bd58a1d@posting.google.com>
Source record: 19491

```
PLA
STA 212
STA 203
STA 208
LDA 106
SEC
SBC #4
AND #$FC
STA 209
STA 213
STA 106
LDA #224
STA 204
RTS
```

What the routine *above* is supposed to do is reserve memory for a new character set and return the address of the new CSET as the value of the USR function. It also sets up 203,204 to point to the charset stored in ROM and 208,209 to point to the new CSET in RAM.

The routine is relocatable and is meant to be called as :

```
30000 MYCSET = USR(ADR("mlcode_*above*_in_string_form"))
30010 GRAPHICS GRMODE
30020 H = USR(ADR("mlcode_*below*_in_string_form"))
30030 RETURN
```

The routine *below* copies the old charset in ROM (203,204) to the new CSET at (208,209). As a bonus I return 256 as the value of H which is a common value used in many calculations by basic programs.

```
PLA
STA 212
TAX
TAY
INX
STX 213
LDX #4
COPY LDA (203),Y
STA (208),Y
INY
BNE COPY
DEX
BEQ DONE
INC 204
INC 209
```

```
BNE COPY
DONE LDA 106
STA 756
RTS
```

The reason I broke it up into two separate routines was so the user could GOSUB after setting the desired GRMODE value, and the GRAPHICS command is needed to move all the graphics display stuff below the new RAMTOP value specified in 106.

Is this about as memory and execution efficient as this can be done in Atari basic? Or can you see any optimization in the ML routines? It's cool how the ml code can be called directly using USR to a literal string value that isn't assigned to any variable...

I put the challenge to anyone...can you make this any more efficient (space or execution time) ??

In case you're wondering, I was feeling extra nerdy today.

Also email me if you want the atari basic LST file that you can ENTER for the routine 30000 to 30030 above. I call it in direct mode to test it like follows :

```
GOSUB 30000:POKE MYCSET,255
```

That causes the entire screen to have like underlines...

# 4979. Re: atari 1050 repair (need help)

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-01 23:18:16 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bj0k3n$cud$4@titan.btinternet.com>
Source record: 19492

Hi Rick

> Clean the r/w head, don't get the pressure pad wet.

Pressure pad in a 1050?, this is a double sided drive isn't it?.

--

Regards Steve

You've not seen a worried sheep...
...until you've seen a sheep worried by me!!

# 4980. ST MONITOR - SM 124 FOR SALE $20 +Shipping

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-02 02:30:13 UTC
From: jclmaster@hotmail.com
Message-ID: <b3917ecc.0309011830.16f5c557@posting.google.com>
Source record: 19493
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I have a ATARI SM 124 monochrome monitor for sale - $20 + shipping costs (paid by the buyer!) Contact me at jclmaster@hotmail.com

Many other items for sale, bot 800/800XL and ST/STe, see my website at:

http://www33.brinkster.com/myatari4sale/

Robert Trowbridge

## 4981. Re: Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-02 06:58:36 UTC
From: Paul Alhart <paulalhart@hotmail.com>
Message-ID: <wcX4b.6350$9T1.141@nwrddc02.gnilink.net>
Source record: 19494

You can get a power supply for your Indus at
http://www.best-electronics-ca.com/ I believe the Atari 5200 PS
will work fine. Ask their tech support to be sure.

# 4982. Re: atari 1050 repair (need help)

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-02 07:24:50 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <6BX4b.6263$Lk5.4623@newsread3.news.pas.earthlink.net>
Source record: 19495

"Steve Sweet" <steve.sweet@btopenworld.com> wrote in message
news:bj0k3n$cud$4@titan.btinternet.com...
> Hi Rick
>
> > Clean the r/w head, don't get the pressure pad wet.
>
> Pressure pad in a 1050?, this is a double sided drive isn't it?.

Nope.
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic

# 4983. Atari DOS 2.5 source code

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-02 07:30:59 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <TGX4b.6268$Lk5.3049@newsread3.news.pas.earthlink.net>
Source record: 19496

Does anyone know where I might be able to find the Atari DOS 2.5 assembly source code? I have scoured several different search engines looking for it, but it seems the only thing I can find is the source code for MYDOS and SpartaDOS.

Thanks a lot.
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic

# 4984. Re: Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-02 07:39:37 UTC
From: Thomas Rahbar <rahbart@cox.net>
Message-ID: <ZOX4b.116538$lj4.114746@news2.central.cox.net>
Source record: 19347

Thank you!

"Paul Alhart" <paulalhart@hotmail.com> wrote in message
news:wcX4b.6350$9T1.141@nwrddc02.gnilink.net...
>
> You can get a power supply for your Indus at
> http://www.best-electronics-ca.com/ I believe the Atari 5200 PS
> will work fine. Ask their tech support to be sure.
>
>

# 4985. Re: Atari DOS 2.5 source code

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-02 08:19:08 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bj1jps$1ml$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 19348

Hi,

> Does anyone know where I might be able to find the Atari DOS 2.5 assembly
> source code? I have scoured several different search engines looking for it,
> but it seems the only thing I can find is the source code for MYDOS and
> SpartaDOS.

I doubt Atari ever released it.

So long,
Thomas

# 4986. Re: Redefining the Charater Set -- Perfected at long last?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-02 08:22:11 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bj1jvj$1ml$2@mamenchi.zrz.TU-Berlin.DE>
Source record: 19349

Hi,

> Is this about as memory and execution efficient as this can be done in
> Atari basic? Or can you see any optimization in the ML routines?

At least, there's another error condition you could check for, namely
out of memory situation. You should check whether the new value of
RAMTOP (106) is still below MemTop ($e,$f). This would avoid overwriting
long basic programs that reach into the 1K of memory you reserved for
characters.
Another possibilty would be to have a separate routine for the character
sets of the Antic 6 and 7 modes (Gr. 1, Gr. 2) which are only half of the
size.

Greetings,
Thomas

# 4987. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-02 09:14:31 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1062493971@rtfm.mit.edu>
Source record: 19350
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 28, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

# 4988. Re: Atari DOS 2.5 source code

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-02 09:25:01 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <NIZ4b.5662$tw6.4914@newsread4.news.pas.earthlink.net>
Source record: 19351

"Thomas Richter" <thor@cleopatra.math.tu-berlin.de> wrote in message
news:bj1jps$1ml$1@mamenchi.zrz.TU-Berlin.DE...
> Hi,
>
> > Does anyone know where I might be able to find the Atari DOS 2.5
assembly
> > source code? I have scoured several different search engines looking for
it,
> > but it seems the only thing I can find is the source code for MYDOS and
> > SpartaDOS.
>
> I doubt Atari ever released it.

Well, I sort of figured that, but I was curious if anyone ever bothered to
disassemble it.

>
> So long,
> Thomas
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic

## 4989. Looking for a BASIC compiler.

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-02 11:34:58 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <Cf%4b.5686$tw6.4864@newsread4.news.pas.earthlink.net>
Source record: 19352

I am looking for a BASIC compiler that doesn't require a runtime to operate.
I need one that creates pure ML compiled programs.

So far, every thing I have ever tried needs a runtime to work. I'm
particularly interested in the MMG compiler, but I haven't been able to find
one available for download.

Anyone here think you can help me out?

Thanks a lot.
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic

# 4990. Re: Looking for a BASIC compiler.

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-02 11:40:36 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bj1vjk$9im$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 19353

Hi,

> I am looking for a BASIC compiler that doesn't require a runtime to operate.
> I need one that creates pure ML compiled programs.

Every compiler I know requires some kind of run-time environment, just
to support the basic command set. However, some compilers link the run
time library to the resulting code, hence creating a binary load file that
can be executed from DOS or a game dos. For example, the ABC compiler works
this way.

Greetings,
Thomas

# 4991. Re: Looking for a BASIC compiler.

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-02 11:54:31 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <Xx%4b.5692$tw6.3064@newsread4.news.pas.earthlink.net>
Source record: 19354

"Thomas Richter" <thor@cleopatra.math.tu-berlin.de> wrote in message
news:bj1vjk$9im$1@mamenchi.zrz.TU-Berlin.DE...
> Hi,
>
> > I am looking for a BASIC compiler that doesn't require a runtime to
operate.
> > I need one that creates pure ML compiled programs.
>
> Every compiler I know requires some kind of run-time environment, just
> to support the basic command set. However, some compilers link the run
> time library to the resulting code, hence creating a binary load file that
> can be executed from DOS or a game dos. For example, the ABC compiler
works
> this way.

Yeah, but, supposedly, the MMG compiler isn't limited in that way. Too bad I
can't seem to find the blasted thing anywhere on the WWW.

>
> Greetings,
> Thomas
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic

# 4992. Re: Looking for a BASIC compiler.

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-02 13:01:24 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bj24b4$ct3$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 19355

Hi,

>> Every compiler I know requires some kind of run-time environment, just
>> to support the basic command set. However, some compilers link the run
>> time library to the resulting code, hence creating a binary load file that
>> can be executed from DOS or a game dos. For example, the ABC compiler
> works
>> this way.

> Yeah, but, supposedly, the MMG compiler isn't limited in that way. Too bad I
> can't seem to find the blasted thing anywhere on the WWW.

I've seen MMG compiled programs - though not the compiler. /-: It also
includes something like a run-time library. It's just that you don't see
it, it comes automatically with the compiled code.

So long,
Thomas

# 4993. Re: Redefining the Charater Set -- Perfected at long last?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-02 14:01:51 UTC
From: bcozier@bellsouth.net
Message-ID: <a4fbe403.0309020601.2df095b@posting.google.com>
Source record: 19356

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote in message
news:<bj1jvj$1ml$2@mamenchi.zrz.TU-Berlin.DE>...
> Hi,
>
> > Is this about as memory and execution efficient as this can be done in
> > Atari basic? Or can you see any optimization in the ML routines?
>
> At least, there's another error condition you could check for, namely
> out of memory situation. You should check whether the new value of
> RAMTOP (106) is still below MemTop ($e,$f). This would avoid overwriting
> long basic programs that reach into the 1K of memory you reserved for
> characters.

Not sure I understand...you mean the basic program in memory might
already be invading the space I want to reserve for my charset? I
guess I took it for granted that the programmer would make sure that
doesn't happen because otherwise the program can't run...it's a good
suggestion for completion's sake but not sure I want to add more code
for this case that the programmer will have to work around anyway...

> Another possibilty would be to have a separate routine for the character
> sets of the Antic 6 and 7 modes (Gr. 1, Gr. 2) which are only half of the
> size.

True...but then I would also have to add code to specify which half of
the charset they want copied into the new set to work with...also what
if they use a gr. 0 text window in gr.1 or gr.2 would they still need
the full charset? Another advantage of reserving the whole thing it
makes character animation in modes 1 and 2 possible...maybe ultima did
this to animate it's "characters" ?

>
> Greetings,
> Thomas

# 4994. Re: Looking for a BASIC compiler.

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-02 14:29:19 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <3P15b.5747$tw6.1671@newsread4.news.pas.earthlink.net>
Source record: 19357

"Thomas Richter" <thor@cleopatra.math.tu-berlin.de> wrote in message
news:bj24b4$ct3$1@mamenchi.zrz.TU-Berlin.DE...
>
> Hi,
>
> >> Every compiler I know requires some kind of run-time environment, just
> >> to support the basic command set. However, some compilers link the run
> >> time library to the resulting code, hence creating a binary load file
that
> >> can be executed from DOS or a game dos. For example, the ABC compiler
> > works
> >> this way.
>
> > Yeah, but, supposedly, the MMG compiler isn't limited in that way. Too
bad I
> > can't seem to find the blasted thing anywhere on the WWW.
>
> I've seen MMG compiled programs - though not the compiler. /-: It also
> includes something like a run-time library. It's just that you don't see
> it, it comes automatically with the compiled code.

That's handy to know. I'm cool with that. I just want to get away from
having to load a runtime before actually starting up the intended program.

For the project I'm working on right now, speed is extremely important and
I'm too lazy to actually write a program of this size in assembly. So, for
the time being, the compiler is getting the job done. I imagine that in the
end, I'm going to have to just break down and do all this crap over again in
assembly, but I *really* don't want to do that.
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic

# 4995. Re: Atari DOS 2.5 source code

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-02 15:35:21 UTC
From: Bishop <dweb@mediaone.net>
Message-ID: <4be9lvku99ih0euvbu0r5666lghd2k8bgr@4ax.com>
Source record: 19358

On Tue, 02 Sep 2003 09:25:01 GMT, "The Undead Mechanic"
<davidb81@earthlink.net> wrote:

>
>"Thomas Richter" <thor@cleopatra.math.tu-berlin.de> wrote in message
>news:bj1jps$1ml$1@mamenchi.zrz.TU-Berlin.DE...
>> Hi,
>>
>> > Does anyone know where I might be able to find the Atari DOS 2.5
>assembly
>> > source code? I have scoured several different search engines looking for
>it,
>> > but it seems the only thing I can find is the source code for MYDOS and
>> > SpartaDOS.
>>
>> I doubt Atari ever released it.
>
>Well, I sort of figured that, but I was curious if anyone ever bothered to
>disassemble it.
>
>>
>> So long,
>> Thomas

I don't remember anything on 2.5, but there was 'Inside Atari DOS'
which had the full source listing for DOS 2.0.

# 4996. Re: Looking for a BASIC compiler.

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-02 15:39:24 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <MQ25b.6434$Lk5.2704@newsread3.news.pas.earthlink.net>
Source record: 19359

"The Undead Mechanic" <davidb81@earthlink.net> wrote in message
news:3P15b.5747$tw6.1671@newsread4.news.pas.earthlink.net...
<snip>
> > I've seen MMG compiled programs - though not the compiler. /-: It also
> > includes something like a run-time library. It's just that you don't see
> > it, it comes automatically with the compiled code.
>
> That's handy to know. I'm cool with that. I just want to get away from
> having to load a runtime before actually starting up the intended program.
>
> For the project I'm working on right now, speed is extremely important and
> I'm too lazy to actually write a program of this size in assembly. So, for
> the time being, the compiler is getting the job done. I imagine that in
the
> end, I'm going to have to just break down and do all this crap over again
in
> assembly, but I *really* don't want to do that.

Just a few words of warning: The compiler does output one continuous file
like you want but IIRC the code starts pretty low in memory. It will work
for everything that doesn't bump memlo to high. If you load a couple of
bloated drivers, like the MMP joystick modem drivers, you may have some
problems.

# 4997. Re: Looking for a BASIC compiler.

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-02 15:47:25 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2g8yp7xkdu.fsf@legolas.mdh.se>
Source record: 19360

"The Undead Mechanic" <davidb81@earthlink.net> writes:

> For the project I'm working on right now, speed is extremely important
> and I'm too lazy to actually write a program of this size in assembly.

Do you speak C? The cc65 compiler is available for the Atari 8-bits
and should produce efficient code, probably much faster and compact
than a BASIC compiler will ever do.

I know C might be more tricky than BASIC, but if you've contemplated
assembly language, chances are that you can get your way around in C
as well.

--
Anders Carlsson

"Please not to close to the hair, finger, clothes to run about the
inside's vehicle, in order to prevent quilt involvement." -- Bit Racer

# 4998. Re: Redefining the Charater Set -- Perfected at long last?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-02 16:01:43 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bj2et7$jcn$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 19361

Hi,

> Not sure I understand...you mean the basic program in memory might
> already be invading the space I want to reserve for my charset?

Yup, exactly.

> I guess I took it for granted that the programmer would make sure that
> doesn't happen because otherwise the program can't run...it's a good
> suggestion for completion's sake but not sure I want to add more code
> for this case that the programmer will have to work around anyway...

Well, yes. (-; The current routines are very fine as they are, but
just not "absolutely perfect" if you understand what I mean.. Yeah, I
tend to be picky at times.

Greetings,
Thomas

# 4999. Re: Atari DOS 2.5 source code

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-02 16:30:17 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3f54c73a$0$49108$e4fe514c@news.xs4all.nl>
Source record: 19362

Hi,

It's on my FTP server.

Host: atari.xs4all.nl
Port: 21
User: atari8
Pass: atari4ever

TXG / MNX
"The Undead Mechanic" <davidb81@earthlink.net> wrote in message
news:TGX4b.6268$Lk5.3049@newsread3.news.pas.earthlink.net...
> Does anyone know where I might be able to find the Atari DOS 2.5 assembly
> source code? I have scoured several different search engines looking for
it,
> but it seems the only thing I can find is the source code for MYDOS and
> SpartaDOS.
>
> Thanks a lot.
> --
> David Bowden
> The Undead Mechanic.
>
> AIM & Yahoo: UndeadMechanic
>
> http://home.earthlink.net/~davidb81/
> http://www.livejournal.com/users/undeadmechanic
>
>

## 5000. Re: Looking for a BASIC compiler.

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-02 16:39:05 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vl9hsvsi6694b9@corp.supernews.com>
Source record: 19363

ftp.spudster.org has abc and mmg, but I don't think all versions.
the xs4all.nl site, with holme's archives has abc 1.02, 1.03, something
like
that. I haven't much luck with the xs4all site. The user is ......??
can't
remember, the pswd is atari4ever. MMG and ABC were copy protected
but the ones in Holme's was cracked. TXG runs xs4all.nl. I used
ABC 1.02 I think it was, on a800 emulator, the 1.03 didn't work.
I prefer ABC, but you can't have any floating point math in your program
and a few other things, like no symbolic references (like GOTO JUMP1)
and no dynamic DIMs, and a few other things. I think MMG will do
floating point.

# 5001. Re: Atari DOS 2.5 source code

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-02 17:10:53 UTC
From: balois@poczta.onet.pl
Message-ID: <dc90d5e5.0309020910.7eb29931@posting.google.com>
Source record: 19364

> Well, I sort of figured that, but I was curious if anyone ever bothered to
> disassemble it.

I have a book where the source codes of DOS 2.5, DOS 2.0 and DOS XL
are listed. There are explanations to source codes, too. Unfortunately
the book is in Polish.

Regards,
Balois

# 5002. Re: Looking for a BASIC compiler.

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-02 20:10:11 UTC
From: bcozier@bellsouth.net
Message-ID: <a4fbe403.0309021210.4487418f@posting.google.com>
Source record: 19365

"The Undead Mechanic" <davidb81@earthlink.net> wrote in message
news:<3P15b.5747$tw6.1671@newsread4.news.pas.earthlink.net>...
> "Thomas Richter" <thor@cleopatra.math.tu-berlin.de> wrote in message
> news:bj24b4$ct3$1@mamenchi.zrz.TU-Berlin.DE...
> >
> > Hi,
> >
> > >> Every compiler I know requires some kind of run-time environment, just
> > >> to support the basic command set. However, some compilers link the run
> > >> time library to the resulting code, hence creating a binary load file
> that
> > >> can be executed from DOS or a game dos. For example, the ABC compiler
> works
> > >> this way.
>
> > > Yeah, but, supposedly, the MMG compiler isn't limited in that way. Too
> bad I
> > > can't seem to find the blasted thing anywhere on the WWW.
> >
> > I've seen MMG compiled programs - though not the compiler. /-: It also
> > includes something like a run-time library. It's just that you don't see
> > it, it comes automatically with the compiled code.
>
> That's handy to know. I'm cool with that. I just want to get away from
> having to load a runtime before actually starting up the intended program.
>
> For the project I'm working on right now, speed is extremely important and
> I'm too lazy to actually write a program of this size in assembly. So, for
> the time being, the compiler is getting the job done. I imagine that in the
> end, I'm going to have to just break down and do all this crap over again in
> assembly, but I *really* don't want to do that.

I use an awesome atari basic compliler from Datasoft. No run-times. It
creates just a single EXE or OBJ file that can be loaded from DOS and
it executes automatically. Some limitations are mustn't use RESTORE
statements and all DATA staments must be at the end of the
program...as well as some RANDOM function changes I have the
manual..so you can just check with me if something fails to compile or
work correctly.

The way the compiler works is it comes with a BOOT disk and a
WORKDISK. Simply copy your program onto the WORKDISK in BASIC
TOKENIZED form and they reccommend you list your program, reboot,
enter the program then save as .BAS to the workdisk. After you boot
the program disk, press C for compiler, replace the program disk with

the WORKDISK that has some complier files along with your .BASic program, it will ask for the input BASIC file and your OUTPUT obj file, makes 3 passes and then you have the option to run the complied program to test it. This works on both Atari800 Win Plus as well as the Atari++ emulators, although you could crank up the compile speed on the Atari800 which is an advantage over the Atari++.

# 5003. Re: Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-02 22:53:19 UTC
From: Thomas Rahbar <rahbart@cox.net>
Message-ID: <zb95b.116803$lj4.81356@news2.central.cox.net>
Source record: 19366

Well as a follow up I have good news. I tore my garage apart trying to find some more power supplies. Couldn't find anything and went to my storage building today and found tons of power supplies. I plugged my Indus into a 5200 p/s and all is well. Also during my scavaging I found a second Indus. Too bad these things aren't so popular anymore. Does anyone have the info to mod a xf551 into a 3 1/2" ? I'm interested in doing that. Thanks!

"Thomas Rahbar" <rahbart@cox.net> wrote in message
news:CdE4b.114705$Ij4.15821@news2.central.cox.net...
> I tried to hook up my Indus following a friends advice using the
> standard 9v a/c adapter from atari. It doesn't seem to work. I got brief
> flicker of led's and then nothing. Does anyone know the power
requirements
> and polarity?? Thanks!
>
> Thomas
>
>

# 5004. Re: Atari DOS 2.5 source code

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-02 23:26:56 UTC
From: "C. Bond" <cbond@ix.netcom.com>
Message-ID: <3F55271D.B778D737@ix.netcom.com>
Source record: 19367

TXG wrote:

> Hi,
>
> It's on my FTP server.
>
> Host: atari.xs4all.nl
> Port: 21
> User: atari8
> Pass: atari4ever
>
> TXG / MNX
> "The Undead Mechanic" <davidb81@earthlink.net> wrote in message
> news:TGX4b.6268$Lk5.3049@newsread3.news.pas.earthlink.net...
> > Does anyone know where I might be able to find the Atari DOS 2.5 assembly
> > source code? I have scoured several different search engines looking for
> it,
> > but it seems the only thing I can find is the source code for MYDOS and
> > SpartaDOS.
> >
> > Thanks a lot.
> > --
> > David Bowden
> > The Undead Mechanic.
> >
> > AIM & Yahoo: UndeadMechanic
> >
> > http://home.earthlink.net/~davidb81/
> > http://www.livejournal.com/users/undeadmechanic
> >

Could you post the URL?

--
There are two things you must never attempt to prove: the unprovable -- and the
obvious.
--
Democracy: The triumph of popularity over principle.
--
http://www.crbond.com

# 5005. Re: Atari DOS 2.5 source code

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-03 00:04:50 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <Cea5b.7140$Lk5.3925@newsread3.news.pas.earthlink.net>
Source record: 19368

```
"C. Bond" <cbond@ix.netcom.com> wrote in message
news:3F55271D.B778D737@ix.netcom.com...
> TXG wrote:
>
> > Hi,
> >
> > It's on my FTP server.
> >
> > Host: atari.xs4all.nl
> > Port: 21
> > User: atari8
> > Pass: atari4ever
> >
> > TXG / MNX
> > "The Undead Mechanic" <davidb81@earthlink.net> wrote in message
> > news:TGX4b.6268$Lk5.3049@newsread3.news.pas.earthlink.net...
> > > Does anyone know where I might be able to find the Atari DOS 2.5
assembly
> > > source code? I have scoured several different search engines looking
for
> > it,
> > > but it seems the only thing I can find is the source code for MYDOS
and
> > > SpartaDOS.
> > >
> > > Thanks a lot.
> > > --
> > > David Bowden
> > > The Undead Mechanic.
> > >
> > > AIM & Yahoo: UndeadMechanic
> > >
> > > http://home.earthlink.net/~davidb81/
> > > http://www.livejournal.com/users/undeadmechanic
> > >
>
> Could you post the URL?

He gave you all the info you need to access the FTP server.
I'm going to download it myself now.
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic
```

http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic

## 5006. Re: Looking for a BASIC compiler.

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-03 00:24:24 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <Ywa5b.6317$tw6.3016@newsread4.news.pas.earthlink.net>
Source record: 19369

"Anders Carlsson" <anders.carlsson@mds.mdh.se> wrote in message
news:k2g8yp7xkdu.fsf@legolas.mdh.se...
> "The Undead Mechanic" <davidb81@earthlink.net> writes:
>
> > For the project I'm working on right now, speed is extremely important
> > and I'm too lazy to actually write a program of this size in assembly.
>
> Do you speak C?

Nope. I never bothered to learn anything besides assembly and BASIC. I
probably should. One question... Aside from vast imporvements, how much
different is C for the Atari and a slightly more modern day version, like
C++? I mean, if I learn one, then the other should be pretty easy, right?

The cc65 compiler is available for the Atari 8-bits
> and should produce efficient code, probably much faster and compact
> than a BASIC compiler will ever do.

Isn't cc65 by OSS, or was that the MAC65? Another really good one that I've
heard of is "Action!", but I don't know anythig about it.

>
> I know C might be more tricky than BASIC, but if you've contemplated
> assembly language, chances are that you can get your way around in C
> as well.

I mastered assembly/ML when I was like 10 years old. I just don't really
like writing very large programs with it.

>
> --
> Anders Carlsson
>
> "Please not to close to the hair, finger, clothes to run about the
> inside's vehicle, in order to prevent quilt involvement." -- Bit Racer
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic

# 5007. Re: Redefining the Charater Set -- Perfected at long last?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-03 01:52:25 UTC
From: bcozier@bellsouth.net
Message-ID: <a4fbe403.0309021752.6905f5e3@posting.google.com>
Source record: 19370

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote in message
news:<bj2et7$jcn$1@mamenchi.zrz.TU-Berlin.DE>...
> Hi,
>
> > Not sure I understand...you mean the basic program in memory might
> > already be invading the space I want to reserve for my charset?
>
> Yup, exactly.
>
> > I guess I took it for granted that the programmer would make sure that
> > doesn't happen because otherwise the program can't run...it's a good
> > suggestion for completion's sake but not sure I want to add more code
> > for this case that the programmer will have to work around anyway...
>
> Well, yes. (-; The current routines are very fine as they are, but
> just not "absolutely perfect" if you understand what I mean.. Yeah, I
> tend to be picky at times.

Depends what is meant by "absolutely perfect" :)

Do I want to add more execution time and memory code space to perform
an extra check that would only be needed at coding time...and not in
the final runtime environment after the programmer has sorted out his
memory problems...nope :)

I think if I added the check, it would make it less perfect in a
runtime envirnoment than it presently is...

heh :)

>
> Greetings,
> Thomas

# 5008. Re: ADV: Atari Xmas in August Sale is Ending!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-03 06:41:56 UTC
From: bangbond@comcast.netHORMEL
Message-ID: <Yp2cnT6wCqmpEMiiXTWJhQ@comcast.com>
Source record: 19371
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

```
In article <Pine.LNX.4.44.0308280546460.12834-100000@shell1.aracnet.com>,
Bravo Sierra Computers <atari@aracnet.com> wrote:
>The Sale is coming to an end, and I want to thank all who made it a raging
>success. Be Looking for the Next great thing from Bravo Sierra Computers!

I look forward to Chapter 7, Chapter 11, and every other Chapter in
between.

--
0-----------------------------------------------------------------0
| http://www.unrealtournament2003.com | Have You Played Atari Today? |
0-----------------------------------------------------------------0
```

# 5009. Re: Looking for a BASIC compiler.

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-03 06:46:04 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gu17utln7.fsf@legolas.mdh.se>
Source record: 19372

"The Undead Mechanic" <davidb81@earthlink.net> writes:

> Aside from vast imporvements, how much different is C for the Atari
> and a slightly more modern day version

The particular compiler cc65 should be quite decent, except for
floating-point operations, bit fields and possibly any recent
changes in CX99 or whatever is the latest standard

> like C++?

C++ is a completely (well..) different language, based upon C syntax
but with added elements for object orientation. There is probably no
C++ compiler at all for 8-bit computers (I'd love to be proven wrong!).

<sarcasm>
The beauty of C++ is that it has kept evolving and changing its syntax
constantly since it was defined, so compiler developers will never get
bored not needing to implement new or different functionality.
</sarcasm>

> I mean, if I learn one, then the other should be pretty easy, right?

Yes. You can write C code and use a C++ compiler, but not vice versa.
If you go directly into studying C++, you will probably learn its
syntax and mechanisms rather than the ones it has inherited from C.
On the other hand, a C programmer who steps into C++ might create a
odd looking beast of code, mixing elements and mechanisms according
to what the programmer is aware of (someone like me :-).

> Isn't cc65 by OSS

The original copyright says John R. Dunning 1989. It was from the
beginning an Atari compiler but has been ported to other 6502 based
systems like the Commodores, Atari II and Oric.

> I mastered assembly/ML when I was like 10 years old.

Gah! I probably didn't touch it until 15 and wrote my first useful
machine code program past my 20th birthday.

> I just don't really like writing very large programs with it.

Me neither. I believe a 4K program would be my upper limit on what
I can accomplish only with machine code.

--
Anders Carlsson

"Please not to close to the hair, finger, clothes to run about the inside's vehicle, in order to prevent quilt involvement." -- Bit Racer

# 5010. Re: Looking for a BASIC compiler.

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-03 08:48:17 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bj49sh$lpi$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 19373

Hi,

> This works on both Atari800 Win Plus as well as
> the Atari++ emulators, although you could crank up the compile speed
> on the Atari800 which is an advantage over the Atari++.

Adjusting the speed "upwards" (i.e. make it run faster) was added
in the 1.28 that is available since monday at the "usual page". (-;

You can also try to install the math pack Os patch which will improve
the speed of all math operations emormously. (As in: The host computes
the sqrt, not the 6502.)

So long,
Thomas

# 5011. Re: Lets Talk about MyIDE interface again

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-03 11:41:36 UTC
From: Pokey <schoolmuziek@hotmail.com>
Message-ID: <bj4kb1$qlt$1@reader08.wxs.nl>
Source record: 19374

That copy problem is known to me. I use a ramdisk for that problem. I have spoken to Sijmen (Mr. atari) about that, but as far as I know he is not working on that problem...

Marius

"Mirko Sobe" <atarixle@12move.de> schreef in bericht news:biiohj$180g$1@ulysses.news.tiscali.de...
> Has somebody new expires with this? Anyone knows, which Harddisks are
> running well?
> More Problems/Solution?
>
> For exsample: I can't copy from D1: (Harddisk) to D2: (Harddisk), but from
> D1: (Harddisk) to D2: (sio2pc virtual Disk). Any solution?
>
> Mirko
>
>
> www.atarixle.de
>
>
>

# 5012. Re: Looking for a BASIC compiler.

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-03 12:38:28 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <8hl5b.8278$Lk5.5172@newsread3.news.pas.earthlink.net>
Source record: 19375

"Thomas Richter" <thor@cleopatra.math.tu-berlin.de> wrote in message
news:bj49sh$lpi$1@mamenchi.zrz.TU-Berlin.DE...
> Hi,
>
> > This works on both Atari800 Win Plus as well as
> > the Atari++ emulators, although you could crank up the compile speed
> > on the Atari800 which is an advantage over the Atari++.
>
> Adjusting the speed "upwards" (i.e. make it run faster) was added
> in the 1.28 that is available since monday at the "usual page". (-;
>
> You can also try to install the math pack Os patch which will improve
> the speed of all math operations emormously. (As in: The host computes
> the sqrt, not the 6502.)

Heh. That doesn't do me much good. I use a good old 130XE and an original
800.

>
> So long,
> Thomas
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic

# 5013. *PING* Ron Hamilton ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-03 13:45:45 UTC
From: rtdos <status@rtdos.info>
Message-ID: <dgm5b.256630$cF.81315@rwcrnsc53>
Source record: 19376

```
are you there ?

--
*** REPLY REQUESTED WHEN CONVENIENT ***

Woodzy (sysop at rtdos dot com)
http://www.rtdos.com
```

# 5014. Re: Looking for a BASIC compiler.

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-03 14:43:43 UTC
From: bcozier@bellsouth.net
Message-ID: <a4fbe403.0309030643.50d62fb8@posting.google.com>
Source record: 19377

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote in message
news:<bj49sh$lpi$1@mamenchi.zrz.TU-Berlin.DE>...
> Hi,
>
> > This works on both Atari800 Win Plus as well as
> > the Atari++ emulators, although you could crank up the compile speed
> > on the Atari800 which is an advantage over the Atari++.
>
> Adjusting the speed "upwards" (i.e. make it run faster) was added
> in the 1.28 that is available since monday at the "usual page". (-;
>
> You can also try to install the math pack Os patch which will improve
> the speed of all math operations emormously. (As in: The host computes
> the sqrt, not the 6502.)

Yeah along with being able to Assemble to the printer which now outputs to a file!

Awesome.

>
> So long,
> Thomas

## 5015. Atari 130xe / MIO

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-03 18:14:01 UTC
From: Thomas Rahbar <rahbart@cox.net>
Message-ID: <Jbq5b.117067$lj4.80325@news2.central.cox.net>
Source record: 19378

Hi all! Does anyone have for sale or know where I can get the adapter
that fits the ICD MIO to a 130xe computer? Thanks!

# 5016. Re: Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-03 19:01:04 UTC
From: Paul Alhart <paulalhart@hotmail.com>
Message-ID: <QTq5b.12213$N95.11099@nwrddc03.gnilink.net>
Source record: 19379

> I plugged my Indus into a
> 5200 p/s and all is well.

Glad to hear everything turned out OK. Paul

# 5017. Re: Atari DOS 2.5 source code

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-03 19:24:33 UTC
From: "C. Bond" <cbond@ix.netcom.com>
Message-ID: <3F563FFF.1916DD6C@ix.netcom.com>
Source record: 19380

The Undead Mechanic wrote:

> He gave you all the info you need to access the FTP server.
> I'm going to download it myself now.
> --
> David Bowden
> The Undead Mechanic.
>
> AIM & Yahoo: UndeadMechanic

Neither of my browsers are able to access the files.

--
There are two things you must never attempt to prove: the unprovable -- and
the obvious.
--
Democracy: The triumph of popularity over principle.
--
http://www.crbond.com

# 5018. Re: Atari DOS 2.5 source code

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-03 21:32:57 UTC
From: gavs_usenet@mungedup.swissonline.ch.invalid
Message-ID: <3f565df9.1955862@news.swissonline.ch>
Source record: 19381

On Wed, 03 Sep 2003 19:24:33 GMT, "C. Bond" <cbond@ix.netcom.com>
wrote:

>The Undead Mechanic wrote:
>
>> He gave you all the info you need to access the FTP server.
>> I'm going to download it myself now.
>> --
>> David Bowden
>> The Undead Mechanic.
>>
>> AIM & Yahoo: UndeadMechanic
>
>Neither of my browsers are able to access the files.

Then use an FTP client.

Gav

# 5019. FS: Complete Atari 800 computer system (Davis, CA)

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-04 00:26:06 UTC
From: bill@newbreedsoftware.com
Message-ID: <yEv5b.18144$dk4.586513@typhoon.sonic.net>
Source record: 19382
Cross-posted to: sac.swap,ucd.swap,comp.sys.atari.8bit

I've got a complete, working Atari 800 computer system (from circa 1980-82)
for sale.

It has all been tested and works. Includes an Atari 1050 5.25" floppy drive,
joysticks, a Commodore Amiga monitor (can also be used with VCR or other game
systems), and a number of games on both cartridge and disk.

$40 OBO! E-mail me or follow-up on one of these newsgroups!

-bill!

--
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/bill/

PS - For those of you who know me and may have concern, don't worry...
I've still got my Atari 800XL and tons of cartridges and stuff that
I'm NOT getting rid of. :^)

# 5020. Re: Atari DOS 2.5 source code

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-04 00:45:27 UTC
From: "C. Bond" <cbond@ix.netcom.com>
Message-ID: <3F568B1F.F0215B3C@ix.netcom.com>
Source record: 19383

Gav wrote:

> On Wed, 03 Sep 2003 19:24:33 GMT, "C. Bond" <cbond@ix.netcom.com>
> wrote:
>
> >Neither of my browsers are able to access the files.
>
> Then use an FTP client.
>
> Gav

I did. The host would not accept my user name (atari8) or password
(atari4ever).

--
There are two things you must never attempt to prove: the unprovable --
and the obvious.
--
Democracy: The triumph of popularity over principle.
--
http://www.crbond.com

# 5021. Re: ADV: Atari Xmas in August Sale is Ending!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-04 01:52:59 UTC
From: vairxpert@hotmail.com
Message-ID: <3f569a8c.4188575@news.netnitco.net>
Source record: 19384
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

On Wed, 03 Sep 2003 01:41:56 -0500, bangbond@comcast.netHORMEL (Sean
Connery) wrote:

>In article <Pine.LNX.4.44.0308280546460.12834-100000@shell1.aracnet.com>,
>Bravo Sierra Computers <atari@aracnet.com> wrote:
>>The Sale is coming to an end, and I want to thank all who made it a raging
>>success. Be Looking for the Next great thing from Bravo Sierra Computers!
>
>I look forward to Chapter 7, Chapter 11, and every other Chapter in
>between.

You mean you're not looking forward to the Christmas in December Sale
which will be starting in just a few short months?

George

## 5022. Atari 800 emulator for the Xbox

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-04 02:16:22 UTC
From: Kraw <Kraw@bad.com>
Message-ID: <vld83mjn1gm678@corp.supernews.com>
Source record: 19385

http://forums.xbox-scene.com/index.php?act=ST&f=17&t=98733

Features :

- Emulates Atari 800/5200/130/320/XL/XE

- Excellent compatibility - ported from Atari800

- Loads cartridges, disk images, executables

- USB Keyboard support

- USB Mouse support

- ZIP support

- Cheat system - Search/Create your own cheat codes (see notes)

- Favorites list

- Netplay

- Resizable game screen

- 480p, 720p, 1080i support

- Skin-able :
- Backgrounds
- Sounds
- Background Music
- Sprites
- Text position (right/left/center, top/bottom/center)
- Text color, select bar color
- Font
- Fading speed
- Screenshot position
- Can specify 2 sprites to surround the selected menu option
- Option to have a transparent select-bar color (from select-color menu)
- Can flip sprites horizontally/vertically
- Can set motion_x and motion_y variables for sprites
- Sprites can loop continuously or just once
- If you want to change the way something looks in this new UI,
chances are that you can change it via the Configuration menu.

- Save Game management - delete save game files

- Samba/NetBIOS sharing support (read roms from your PC)

- Relax Network Sharing (read roms from your PC)

- Play MP3 or M3U playlists in the background
(Can also read MP3/M3U from across Samba/Relax shares.)

- User definable save directory. If you don't like the default of
E:SAVESATARIXLBOX you can change it via the ATARIXLBOX.INI file

- Take in-game screenshots and display them on the game selection list

- New UI feature - auto-screenshot capture mode. When enabled, the emu
will start taking screenshots at a user-defined interval. Useful for
ripping sprites/animation.

- Hardware filtering options : Point, Bilinear, Trilinear, Anisotropic

- Graphics filters :
+ 2xSai
+ Super 2xSai
+ Eagle
+ Super Eagle
+ SuperScale
+ AdvanceMame 2x
+ Simple 2x
+ 2xSai Scanline
+ Super 2xSai Scanline
+ Eagle Scanline
+ Super Eagle Scanline
+ SuperScale Scanline

- Record/Playback feature - record your gameplay in the emu and then
play it back again. Record up to 10 minutes of gameplay.

- Every single in-game command is fully customizable on any of the
four joypad controllers.

- Map any emulator or UI command to a single button or a combination of
two buttons. (e.g. RTrigger+LTrigger = Save State)

- Autofire capabilities for any emulator button on any controller

- One-button combos (define a series of emulator commands to be played
back when you press a user-definable XBox controller combination.)
(E.g. Press RTrigger+LTrigger to execute the command string
A,B,A,B,Up,Down,Left,Right)

- Traverse any directory on any drive ( Continue selecting the parent
directory entry on the file selection list to get the drive selection
list. Selectable drives are C, D, E, F, R, X, Y, Z, and SMB.
R is the CDROM drive. SMB is the samba share you have defined in your
ATARIXLBOX.ini file.) Press Y from any file-listing screen to go up one
directory level.

- All UI commands (save state, load state, screenshot, etc) can be
invoked from the Options/Pause menu as well as in-game via your
customized joypad mappings.

- Can be invoked from a command-line to directly run a game from a front-end
or dashboard and bypass the user-selection screens. (Only if the frontend
or dashboard supports this feature.)

- Can return to the launching program *if* the launching program supports this
feature. For example, if the custom-launch routines are incorporated into
a new frontend, that frontend could launch ATARIXLBOX and when you exit
ATARIXLBOX, that frontend can be automatically reloaded.

# 5023. Re: Atari DOS 2.5 source code

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-04 06:16:57 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <tNA5b.9043$Lk5.7710@newsread3.news.pas.earthlink.net>
Source record: 19386

"C. Bond" <cbond@ix.netcom.com> wrote in message
news:3F568B1F.F0215B3C@ix.netcom.com...
> Gav wrote:
>
> > On Wed, 03 Sep 2003 19:24:33 GMT, "C. Bond" <cbond@ix.netcom.com>
> > wrote:
> >
> > >Neither of my browsers are able to access the files.
> >
> > Then use an FTP client.
> >
> > Gav
>
> I did. The host would not accept my user name (atari8) or password
> (atari4ever).

It worked just fine for me. I suspect that when I was using it, there were a
few other users logged in 'cuz it was running pretty slow, but other than
that, fine.

>
> --
> There are two things you must never attempt to prove: the unprovable --
> and the obvious.
> --
> Democracy: The triumph of popularity over principle.
> --
> http://www.crbond.com

--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic

## 5024. Atari record

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-04 12:13:26 UTC
From: boojum <noone@miacroft.net>
Message-ID: <3f572cc3_1@corp.newsgroups.com>
Source record: 19387

If anyone's interested in Atari ephemera there's an mp3 of an early 80's vinyl record at the 365 days project - it's pretty bad ;) but has some familiar sounds mixed in. There's "Fly, Yar Warriors", "Missile Command" and the Atari Theme.

http://www.otisfodder.com/365days/archive/246.html

%booj%

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 100,000 Newsgroups - 19 Different Servers! =-----

# 5025. Re: Atari DOS 2.5 source code

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-04 14:04:53 UTC
From: "C. Bond" <cbond@ix.netcom.com>
Message-ID: <3F5746A4.2E26EAA5@ix.netcom.com>
Source record: 19388

The Undead Mechanic wrote:

> "C. Bond" <cbond@ix.netcom.com> wrote in message
> news:3F568B1F.F0215B3C@ix.netcom.com...
> > Gav wrote:
> >
> > > On Wed, 03 Sep 2003 19:24:33 GMT, "C. Bond" <cbond@ix.netcom.com>
> > > wrote:
> > >
> > > >Neither of my browsers are able to access the files.
> > >
> > > Then use an FTP client.
> > >
> > > Gav
> >
> > I did. The host would not accept my user name (atari8) or password
> > (atari4ever).
>
> It worked just fine for me. I suspect that when I was using it, there were a
> few other users logged in 'cuz it was running pretty slow, but other than
> that, fine.

Thanks. I believe the host was down or overloaded when I tried. I've tried since
then with better luck.

--
There are two things you must never attempt to prove: the unprovable -- and the
obvious.
--
Democracy: The triumph of popularity over principle.
--
http://www.crbond.com

# 5026. Colossal Computer Cartoon Book on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-04 18:46:20 UTC
From: Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com>
Message-ID: <usenet-DELETEthisPART-8967BF.11462004092003@news.west.cox.net>
Source record: 19389
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,rec.humor,rec.arts.comics.misc

The Colossal Computer Cartoon Book is now on the Web at AtariArchives.org.

Published in 1977 by Creative Computing, the Colossal Computer Cartoon Book includes more than 250 cartoons and comics about computers and technology. Most of the cartoons in the book stand the test of time -- despite being first published 26 years ago, they remain as funny and relevant as the day they were drawn.

http://www.atariarchives.org/cartoon/

This is the 20th classic computing book to be made available at AtariArchives.org.

--Kevin
--
Kevin Savetz - http://www.savetz.com/contact/
Curator of Classic Computer Magazine Archive - www.atarimagazines.com
& Atariarchives.org - www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

# 5027. Re: ADV: Atari Xmas in August Sale is Ending!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-04 19:22:10 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vlf473km0okkb1@corp.supernews.com>
Source record: 19390
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"vairxpert" <vairxpert@hotmail.com> wrote in message
news:3f569a8c.4188575@news.netnitco.net...
> On Wed, 03 Sep 2003 01:41:56 -0500, bangbond@comcast.netHORMEL (Sean
> Connery) wrote:
>
> >In article <Pine.LNX.4.44.0308280546460.12834-100000@shell1.aracnet.com>,
> >Bravo Sierra Computers <atari@aracnet.com> wrote:
> >>The Sale is coming to an end, and I want to thank all who made it a
raging
> >>success. Be Looking for the Next great thing from Bravo Sierra
Computers!
> >
> >I look forward to Chapter 7, Chapter 11, and every other Chapter in
> >between.
>
> You mean you're not looking forward to the Christmas in December Sale
> which will be starting in just a few short months?
>
> George

I thought it was the Summertime Celebration in December sale? ;) LOL

# 5028. Re: Atari 800 emulator for the Xbox

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-04 19:37:07 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vlf533t5tt54d8@corp.supernews.com>
Source record: 19391

"Kraw" <Kraw@bad.com> wrote in message
news:vld83mjn1gm678@corp.supernews.com...
> http://forums.xbox-scene.com/index.php?act=ST&f=17&t=98733
>
>
> Features :
>
> - Emulates Atari 800/5200/130/320/XL/XE
>

What is involved to get this to work on the XBOX? A cracked XBOX or will any one work? I am not into the XBOX scene too much I am afraid. Mine is collecting dust at the moment, but would be nice to use this on it!

Tim

# 5029. WTB: Activision Carts!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-04 19:51:04 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vlf5t92lo26s24@corp.supernews.com>
Source record: 19392

I am looking for a few Activision! carts for the Atari 8-bit:

Beamrider
Space Shuttle
Pastfinder
Decathlon
Dreadnaught Factor
Zenji
Designer's Pencil

# 5030. Re: Colossal Computer Cartoon Book on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-04 21:12:03 UTC
From: viper@funkdiggityfresh.com
Message-ID: <9d883a.0309041312.2d11f5af@posting.google.com>
Source record: 19393
Cross-posted to: comp.sys.atari.8bit,alt.folklore.computers,rec.humor,rec.arts.comics.misc

Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com> wrote in message
news:<usenet-DELETEthisPART-8967BF.11462004092003@news.west.cox.net>...
> The Colossal Computer Cartoon Book is now on the Web at AtariArchives.org.
>
> Published in 1977 by Creative Computing, the Colossal Computer Cartoon Book
> includes more than 250 cartoons and comics about computers and technology.
> Most of the cartoons in the book stand the test of time -- despite being first
> published 26 years ago, they remain as funny and relevant as the day they were
> drawn.
>
> http://www.atariarchives.org/cartoon/
>
> This is the 20th classic computing book to be made available at
> AtariArchives.org.
>
> --Kevin

Heh, some pretty funny stuff. Thanks

---
Movies, Music, Video Games, Comics, and more:

www.funkdiggityfresh.com

# 5031. Re: Atari DOS 2.5 source code

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-04 21:24:19 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3f57af2b$0$49101$e4fe514c@news.xs4all.nl>
Source record: 19394

Hmm server could be overloaded

I am looking for another provider to get higher speeds but needs to be
without limit like I have now...

TXG/MNX
"C. Bond" <cbond@ix.netcom.com> wrote in message
news:3F5746A4.2E26EAA5@ix.netcom.com...
> The Undead Mechanic wrote:
>
> > "C. Bond" <cbond@ix.netcom.com> wrote in message
> > news:3F568B1F.F0215B3C@ix.netcom.com...
> > > Gav wrote:
> > >
> > > > On Wed, 03 Sep 2003 19:24:33 GMT, "C. Bond" <cbond@ix.netcom.com>
> > > > wrote:
> > > >
> > > > >Neither of my browsers are able to access the files.
> > > >
> > > > Then use an FTP client.
> > > >
> > > > Gav
> > >
> > > I did. The host would not accept my user name (atari8) or password
> > > (atari4ever).
> >
> > It worked just fine for me. I suspect that when I was using it, there
were a
> > few other users logged in 'cuz it was running pretty slow, but other
than
> > that, fine.
>
> Thanks. I believe the host was down or overloaded when I tried. I've tried
since
> then with better luck.
>
> --
> There are two things you must never attempt to prove: the unprovable --
and the
> obvious.
> --
> Democracy: The triumph of popularity over principle.
> --
> http://www.crbond.com
>

>

# 5032. Re: ADV: Atari Xmas in August Sale is Ending!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-04 23:21:03 UTC
From: vairxpert@hotmail.com
Message-ID: <3f57c8b9.3988858@news.netnitco.net>
Source record: 19395
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

On Thu, 4 Sep 2003 12:22:10 -0700, "Tim" <tjlazer@nospam.mail.com>
wrote:

>
>"vairxpert" <vairxpert@hotmail.com> wrote in message
>news:3f569a8c.4188575@news.netnitco.net...
>> On Wed, 03 Sep 2003 01:41:56 -0500, bangbond@comcast.netHORMEL (Sean
>> Connery) wrote:
>>
>> >In article <Pine.LNX.4.44.0308280546460.12834-100000@shell1.aracnet.com>,
>> >Bravo Sierra Computers <atari@aracnet.com> wrote:
>> >>The Sale is coming to an end, and I want to thank all who made it a
>raging
>> >>success. Be Looking for the Next great thing from Bravo Sierra
>Computers!
>> >
>> >I look forward to Chapter 7, Chapter 11, and every other Chapter in
>> >between.
>>
>> You mean you're not looking forward to the Christmas in December Sale
>> which will be starting in just a few short months?
>>
>> George
>
>I thought it was the Summertime Celebration in December sale? ;) LOL

Would that be like 4th of July in December Sale?

# 5033. My Other XF-551 Diskette Drive Sale

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-05 07:50:53 UTC
From: jclmaster@hotmail.com
Message-ID: <b3917ecc.0309042350.9672738@posting.google.com>
Source record: 19396
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I have listed my other XF-551 diskette drive for sale on eBay. Since I am needing to clear out my ATARI stuff I have lowered the reserve price.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2751847021

If you are looking for ATARI software or hardware check out my listings on my website - http://www33.brinkster.com/myatari4sale/

If you see something you want but think its priced too high make me a counter offer!

# 5034. Re: Looking for a BASIC compiler.

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-05 07:54:55 UTC
From: "Ronald A.Laski", "Jr." <nospam@spam.com>
Message-ID: <MPG.19c1fd48ebb918b2989681@news.joink.com>
Source record: 19398

```
In article <vl9hsvsi6694b9@corp.supernews.com>, russg@en.com says...
> ftp.spudster.org has abc and mmg, but I don't think all versions.
> the xs4all.nl site, with holme's archives has abc 1.02, 1.03, something
> like
> that. I haven't much luck with the xs4all site. The user is ......??
> can't
> remember, the pswd is atari4ever. MMG and ABC were copy protected
> but the ones in Holme's was cracked. TXG runs xs4all.nl. I used
> ABC 1.02 I think it was, on a800 emulator, the 1.03 didn't work.
> I prefer ABC, but you can't have any floating point math in your program
> and a few other things, like no symbolic references (like GOTO JUMP1)
> and no dynamic DIMs, and a few other things. I think MMG will do
> floating point.
>
>
>
My memory may be failing, but wasn't there a Turbo Basic (XL?) or
something that was a compiled Basic?

Ron
```

# 5035. Re: WTB: Activision Carts!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-05 07:56:58 UTC
From: jclmaster@hotmail.com
Message-ID: <b3917ecc.0309042356.1371ec04@posting.google.com>
Source record: 19397

"Tim" <tjlazer@nospam.mail.com> wrote in message
news:<vlf5t92lo26s24@corp.supernews.com>...
> I am looking for a few Activision! carts for the Atari 8-bit:
>
> Beamrider
> Space Shuttle
> Pastfinder
> Decathlon
> Dreadnaught Factor
> Zenji
> Designer's Pencil

I believe I have the DREADNAUGHT FACTOR and it is for sale. This is
the one where you fly over the space battleship and try to take out
its engines and defenses, correct? After each pass you are
automatically positioned for another run in front of the battleship.

http://www33.brinkster.com/myatari4sale/

# 5036. Re: Looking for a BASIC compiler.

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-05 08:47:11 UTC
From: Franti&#65533;ek Semeck&#65533; <semecky@saul-is.cz>
Message-ID: <bj9ih9$145t$1@news.nextra.cz>
Source record: 19399

Exists TB XL Compiler.

<Ronald A. Laski>; "Jr." <nospam@spam.com> wrote in message
news:MPG.19c1fd48ebb918b2989681@news.joink.com...
> In article <vl9hsvsi6694b9@corp.supernews.com>, russg@en.com says...
> > ftp.spudster.org has abc and mmg, but I don't think all versions.
> > the xs4all.nl site, with holme's archives has abc 1.02, 1.03, something
> > like
> > that. I haven't much luck with the xs4all site. The user is ......??
> > can't
> > remember, the pswd is atari4ever. MMG and ABC were copy protected
> > but the ones in Holme's was cracked. TXG runs xs4all.nl. I used
> > ABC 1.02 I think it was, on a800 emulator, the 1.03 didn't work.
> > I prefer ABC, but you can't have any floating point math in your program
> > and a few other things, like no symbolic references (like GOTO JUMP1)
> > and no dynamic DIMs, and a few other things. I think MMG will do
> > floating point.
> >
> >
> >
> My memory may be failing, but wasn't there a Turbo Basic (XL?) or
> something that was a compiled Basic?
>
> Ron

# 5037. ADV: Bravo Sierra Needs Your Help!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-05 13:01:45 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0309050557001.4544-100000@shell1.aracnet.com>
Source record: 19400
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm buried in Mountains of Atari stuff and I need Your HELP! I have Atari
stuff coming out of my Ears and I need to make room for NEW Atari stock.
I'm buying out an Atari Dealer & I need to make room for NEW Atari stock!
So I'm Offering a 20% off the Top Discount for any customer on Atari ST
and Classic Atari 8 Bit Books and SoftWare/Games! But Wait! There is more!
For Regular Customers add another 10% off! A Whopping 30% off the Top
Discount. Take advantage of this, because this is as Good as it Gets! A
lot of the items on sale I only have One, Two or a Few of! So act NOW
While I got it! Get the Catalogs while inventory Lasts! Got Questions?
Call Ben 24Hrs: (503)256-9974 or E-Mail Atari@aracnet.com Today!

http://www.aracnet.com/~atari/specials.htm Atari Specials!
http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/maillist.htm SignUp for Ben's Mail List!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 5038. Re: Atari 130xe / MIO

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-05 13:26:08 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f583ac8c545b1@comcast.net>
Source record: 19402

> Hi all! Does anyone have for sale or know where I can get the adapter
>that fits the ICD MIO to a 130xe computer? Thanks!
>

I would try either B&C Computers or Best Electronics.

http://www.myatari.com/

http://www.best-electronics-ca.com/

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 5039. Re: Atari 800 emulator for the Xbox

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-05 13:26:09 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f583ac8c545b2@comcast.net>
Source record: 19401

>
>"Kraw" <Kraw@bad.com> wrote in message
>news:vld83mjn1gm678@corp.supernews.com...
>> http://forums.xbox-scene.com/index.php?act=ST&f=17&t=98733
>>
>>
>> Features :
>>
>> - Emulates Atari 800/5200/130/320/XL/XE
>>
>
>What is involved to get this to work on the XBOX? A cracked XBOX or will
>any one work? I am not into the XBOX scene too much I am afraid. Mine is
>collecting dust at the moment, but would be nice to use this on it!
>
>Tim

I am wondering the same thing. I play my Xbox alot as well as my
Atari Jaguar on my widescreen TV, so I would just love an Atari 8-
bit emulator for it.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

## 5040. Mods Mods Mods

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-05 20:22:29 UTC
From: Thomas Rahbar <rahbart@cox.net>
Message-ID: <9g66b.127213$lj4.120329@news2.central.cox.net>
Source record: 19403

Well I just got my SIO2PC cable and it works well. I dumped my 16mb hard disk to an image and MAN it takes along time (serial). I've been looking at alternatives and am thinking of a hard disk via MyIDE. I was thinking of sio2ide but I don't think it would be any quicker. What does everyone recommend? Also when I setup my image I use SpartaDos and just used XINIT to format it. Does that sound right? Just curious...

# 5041. Re: Atari's in old films..

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-05 21:59:04 UTC
From: Cruiser7 <Cruiser7@nospam.com>
Message-ID: <vli1p0jbrqaka5@corp.supernews.com>
Source record: 19404

Rick D. wrote:
> Just to add my stuff in.
>
> I have posted a list of TV and Movie things mostly I have found, with some pictures.
>
> http://www.a8maestro.com/atari/info/ballm.htm.
>
>
> Rick D.
>
>
>

While playing Tempest just now, it reminded me of the movie "Night Of
The Comet", a typical 1980's gem about Valley Girls being amongst the
last survivors of a comet's devasating effect. One of the girls played
an arcade game and her high score kept getting topped by someone with
the initials "DMK". I am pretty certain that Tempest was the game that
they were competing on. Can anyone verify or refute?

# 5042. Re: Atari's in old films..

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-06 02:20:42 UTC
From: Ken Siders <god@columbus.rr.com>
Message-ID: <_vb6b.1343$Kt1.1209@fe3.columbus.rr.com>
Source record: 19405

"Cruiser7" <Cruiser7@nospam.com> wrote in message
news:vli1p0jbrqaka5@corp.supernews.com...

> While playing Tempest just now, it reminded me of the movie "Night Of
> The Comet", a typical 1980's gem about Valley Girls being amongst the
> last survivors of a comet's devasating effect. One of the girls played
> an arcade game and her high score kept getting topped by someone with
> the initials "DMK". I am pretty certain that Tempest was the game that
> they were competing on. Can anyone verify or refute?
>
Yes it was Tempest. There are also a couple of Atari games (hard to make
out
but at least one looks like Asteroids) that are there with the Tempest
machine.
Here are a few movie snapshots:

http://home.earthlink.net/~ksiders1/notc1.jpg
http://home.earthlink.net/~ksiders1/notc2.jpg
http://home.earthlink.net/~ksiders1/notc3.jpg

--Ken

## 5043. 1050 drive-disks won't spin due to tightness

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-06 03:43:42 UTC
From: frankodragon1@yahoo.com
Message-ID: <d50c8e14.0309051943.2f49802a@posting.google.com>
Source record: 19406

I have this weird problem with my 1050 drive. I put a disk in, and it won't spin. But when I take out the disk, it spins. I'm assuming there's something clamping down onto the disk too tight--there's a metal lip with a sponge-like material under it where the disk rests and that maybe the culprit? Any ideas what and how to adjust?

# 5044. Re: Atari's in old films..

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-06 05:17:36 UTC
From: Cruiser7 <Cruiser7@nospam.com>
Message-ID: <vlirf5hctmc906@corp.supernews.com>
Source record: 19407

Ken Siders wrote:
> "Cruiser7" <Cruiser7@nospam.com> wrote in message
> news:vli1p0jbrqaka5@corp.supernews.com...
>
>
>>While playing Tempest just now, it reminded me of the movie "Night Of
>>The Comet", a typical 1980's gem about Valley Girls being amongst the
>>last survivors of a comet's devasating effect. One of the girls played
>>an arcade game and her high score kept getting topped by someone with
>>the initials "DMK". I am pretty certain that Tempest was the game that
>>they were competing on. Can anyone verify or refute?
>>
>
> Yes it was Tempest. There are also a couple of Atari games (hard to make
> out
> but at least one looks like Asteroids) that are there with the Tempest
> machine.
> Here are a few movie snapshots:
>
> http://home.earthlink.net/~ksiders1/notc1.jpg
> http://home.earthlink.net/~ksiders1/notc2.jpg
> http://home.earthlink.net/~ksiders1/notc3.jpg
>
> --Ken
>
>

Thanks for the verify; I am glad that I didn't hallucinate it. BTW, that looks like Asteroids on the left, Tempest in the center, and Asteroids Deluxe on the right. Leaning against the counter is a decent looking gal with 1980's hair.

# 5045. Re: 1050 drive-disks won't spin due to tightness

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-06 06:32:44 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <gcf6b.21955$2Y6.8322509@news2.news.adelphia.net>
Source record: 19408

Franko wrote:
> I have this weird problem with my 1050 drive. I put a disk in, and it
> won't spin. But when I take out the disk, it spins. I'm assuming
> there's something clamping down onto the disk too tight--there's a
> metal lip with a sponge-like material under it where the disk rests
> and that maybe the culprit? Any ideas what and how to adjust?

Look at the underside of the drive mechanism while its operating.
Your drive belt may be loose. It may have enough grip to spin with
nothing in the drive, but then slips when it has to turn a disk.

Steve

# 5046. Re: Atari 800 emulator for the Xbox

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-06 07:13:10 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <aOf6b.1126$Yt.4@newsread4.news.pas.earthlink.net>
Source record: 19409

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:3f583ac8c545b2@comcast.net...
> >
> >"Kraw" <Kraw@bad.com> wrote in message
> >news:vld83mjn1gm678@corp.supernews.com...
> >> http://forums.xbox-scene.com/index.php?act=ST&f=17&t=98733
> >>
> >>
> >> Features :
> >>
> >> - Emulates Atari 800/5200/130/320/XL/XE
> >>
> >>
> >What is involved to get this to work on the XBOX? A cracked XBOX or will
> >any one work? I am not into the XBOX scene too much I am afraid. Mine
is
> >collecting dust at the moment, but would be nice to use this on it!
> >
> >Tim
>
> I am wondering the same thing. I play my Xbox alot as well as my
> Atari Jaguar on my widescreen TV, so I would just love an Atari 8-
> bit emulator for it.

Not trying to get under your skin, but... That's pretty ironic. The two
systems in history with notoriously HUGE first gen controllers...

I didn't have my Jaguar all that long, but did they ever actually make a
smaller controller for the thing? I hated the system because of it's
humongous controller. Other than that, nothing wrong with it, well, aside
from the initial price of the system and it's CD drive...
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic

# 5047. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-06 07:41:52 UTC
From: Curtis <curtis>
Message-ID: <adg6b.265$3i.45404@news.uswest.net>
Source record: 19410
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

Obvioulsy the most gay system is the one Lord Teviolus uses the most freuently. It's the system he dreams about being connected with when his boyfriend is not around.

BTW, I never have liked the Z80 as much as a 6502, except for computers like the MSX's and Speccy's and such why use a Z80 when you could use a 286? Why use a 6502 when you can use a 68000... Dam! Why do I think about stuff like this.... Where's my copy of Boulderdash anyhow...

I and anybody else here could easily kick you ass Lord Teviolus, why dont you just wear a sign that says "Hack Me!"
Circus

"Phil-on-a-hill" <malcnospam@gothcorp.co.uk> wrote in message
news:H6J4b.3450$bC1.268@newsfep4-winn.server.ntli.net...
>
> "You Idiot 606" <you_idiot606@hotmail.com> wrote in message
> news:b8a3a940.0308310156.ca04fc6@posting.google.com...
> > Lord Teviolus wrote in message ...
> >
> > > I think the C64 is "the most gay" system , because it looks gay , it
> > > sounds gay and it feels gay.
>
> > You can't even raise a serious discussion about Amstrads yet you
> > continue to post here, why?
>
> Because he's bored until school starts.
>
>
>

# 5048. Re: Which 8-Bit system is "the most" gay ???

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-06 09:56:20 UTC
From: pausch@saaf.se
Message-ID: <bjcb04$2osc$1@merope.saaf.se>
Source record: 19411
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit

In article <adg6b.265$3i.45404@news.uswest.net>, Curtis <curtis> wrote:

> Obvioulsy the most gay system is the one Lord Teviolus uses the most
> freuently. It's the system he dreams about being connected with when his
> boyfriend is not around.

An interesting conclusion.... thus whether you're gay or not has nothing
to do with your own sexual preferences but is merely matter of whether
others have wet gay dreams about you ??????

--
---------------------------------------------------------------
Paul Schlyter, Grev Turegatan 40, SE-114 38 Stockholm, SWEDEN
e-mail: pausch at stockholm dot bostream dot se
WWW: http://www.stjarnhimlen.se/
http://home.tiscali.se/pausch/

# 5049. Re: Mods Mods Mods

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-06 11:58:57 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030906075857.16504.00000517@mb-m02.aol.com>
Source record: 19412

> I dumped my 16mb hard disk to an image and MAN it takes along time (serial).
<

Were you able to take advantage of 3X speed in APE or Atari 810? Anything
using SIO will be slower than using the parallel bus. And 3X SIO is about as
good as it gets on NTSC systems. If you want the fastest backup speed, backing
up to a ZIP drive (or hard drive to hard drive) is a really fast alternative.
(Requires Black Box Interface for ZIP's.)
Larry

# 5050. download

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-06 12:19:00 UTC
From: redravenat@libertysurfdot.fr
Message-ID: <bjcjbe$6uj$1@news.tiscali.fr>
Source record: 19413

Hello Atari 8 bits fans!!!

I've put all (allmost) the disk I have on this web page :
http://the-redraven-site.chez.tiscali.fr/
I don't know if my provider appouve that but as we know, it's more like
abandonnware
(but really good things!!!).
Most of my disks can be find elsewhere but I'm pretty sure some NOT...

If you download some of them, please mail for thanks or ...

The 3 first pages are the list and the last one, the download.

Have fun!

REDRAVEN

# 5051. eBay: Atari 800/XL/XE SCART cables - 4 left

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-06 12:38:16 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1062850917.1973.0@despina.uk.clara.net>
Source record: 19414

Hello All,

I still have 4 Atari SCART cables at the 'buy it now' price of 5.99pounds
left on eBay. They expire in less than 24 hours. The link is below (this
will split on to two lines, so please copy both lines into your browser):

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangar
raghty

Dean Garraghty

# 5052. Re: Mods Mods Mods

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-06 12:39:31 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3f59d730$0$49116$e4fe514c@news.xs4all.nl>
Source record: 19415

Hi,

I just added a ZIP drive to my black-box. It works great. My old harddisk
just crashed so I added a new 2Gb harddisk to it and will use the ZIP as
backup. It's very quick.

Secondly you need to modify the black-box to support the ZIP drive. After
that you need to manually configure it in de controller list.
The mod on the black-box = parity mod & termination power mod. But all this
can be done very easy.

I only had the parity mod and it didn't work after the termination power mod
it works great.

TXG/MNX

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20030906075857.16504.00000517@mb-m02.aol.com...
> > I dumped my 16mb hard disk to an image and MAN it takes along time
(serial).
> <
>
> Were you able to take advantage of 3X speed in APE or Atari 810? Anything
> using SIO will be slower than using the parallel bus. And 3X SIO is about
as
> good as it gets on NTSC systems. If you want the fastest backup speed,
backing
> up to a ZIP drive (or hard drive to hard drive) is a really fast
alternative.
> (Requires Black Box Interface for ZIP's.)
> Larry

# 5053. Re: 1050 drive-disks won't spin due to tightness

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-06 17:32:50 UTC
From: Paul Alhart <paulalhart@hotmail.com>
Message-ID: <6To6b.7173$98.2430@nwrddc03.gnilink.net>
Source record: 19416

>there's a
> metal lip with a sponge-like material under it where the disk rests
> and that maybe the culprit? Any ideas what and how to adjust?

That is the read/write head. Don't screw with it. If it is just 1 or 2 disks, their jackets may be squeezing the disk medium due to being stored while tightly stuffed in a box. Carefully insert a fat knitting needle between the jacket & disk medium via the center hole and spread the jacket without scratching the medium. If this gets it working, make a backup copy immediately. Paul

# 5054. Re: WTB: Activision Carts!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-07 01:55:23 UTC
From: jclmaster@hotmail.com
Message-ID: <b3917ecc.0309061755.74ce4659@posting.google.com>
Source record: 19417

jclmaster@hotmail.com (Robert Trowbridge`) wrote in message
news:<b3917ecc.0309042356.1371ec04@posting.google.com>...
> "Tim" <tjlazer@nospam.mail.com> wrote in message
news:<vlf5t92lo26s24@corp.supernews.com>...
> > I am looking for a few Activision! carts for the Atari 8-bit:
> >
> > Beamrider
> > Space Shuttle
> > Pastfinder
> > Decathlon
> > Dreadnaught Factor
> > Zenji
> > Designer's Pencil
>
>
> I believe I have the DREADNAUGHT FACTOR and it is for sale. This is
> the one where you fly over the space battleship and try to take out
> its engines and defenses, correct? After each pass you are
> automatically positioned for another run in front of the battleship.
>
>
==========
My copy of "THE DREADNAUGHT FACTOR" has now been sold!
http://www33.brinkster.com/myatari4sale/

# 5055. emulated joystick button in Seven Cities Of Gold?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-07 02:37:07 UTC
From: "Brandon J. Van Every" <vanevery@3DProgrammer.com>
Message-ID: <bje52t$hskje$1@ID-203719.news.uni-berlin.de>
Source record: 19418

Hi, I'm using Atari800Win Plus 3.1 to run Seven Cities Of Gold. I can't make my ship go any faster than half speed! To make my ship go faster, I believe I'm supposed to (1) push the joystick in a particular direction (2) HOLD DOWN the joystick button. But I'm thinking maybe the emulator isn't set up to understand this maneuver? Simple joystick button pressing works fine for everything else. I am using the keypad to map the joystick. I tried using arrow keys + right-CTRL for the button, but it didn't improve anything.

--
Cheers, www.3DProgrammer.com
Brandon Van Every Seattle, WA

"Troll" - (n.) Anything you don't like.
Usage: "He's just a troll."

# 5056. Re: 1050 drive-disks won't spin due to tightness

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-07 02:59:43 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0309061859.6d5f94e8@posting.google.com>
Source record: 19419

frankodragon1@yahoo.com (Franko) wrote in message
news:<d50c8e14.0309051943.2f49802a@posting.google.com>...
> I have this weird problem with my 1050 drive. I put a disk in, and it
> won't spin. But when I take out the disk, it spins. I'm assuming
> there's something clamping down onto the disk too tight--there's a
> metal lip with a sponge-like material under it where the disk rests
> and that maybe the culprit? Any ideas what and how to adjust?

Your assumption may be correct IF some else has been in there and
replaced the original foam which had the pressure of an angel's kiss
with weather stripping for the garage door. Replace the foam with
the softest stuff you can find and even then you may need to
bevel it so that a very thin area of contact with the floppy
is achieved.

I've found that for my drives, padding up the proper height for the
platform just underneath that foam helps more than any other single
adjustment as far as reliable read/write operation goes. If while
using reflected light with a disk spinning in the drive, you can
see a dimple where the head/pressure pad is, then you will get
better results if an adjusment is made to the platform's height.
Mine always need a section of credit card or thick cardboard
in there to achive a 'flat' disk in operation. First thing I look
at when a drive has read/write troubles and often that's all I
need to do to fix it too. That and replace the foam, often the
the original stuff just falls off.

# 5057. Classic Computer Games for Sale

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-07 03:36:46 UTC
From: swmoretp@aol.com
Message-ID: <20030906233646.06150.00000710@mb-m10.aol.com>
Source record: 19420

We have lots of great classic games for sale on eBay (RPG, adventure, war simulations, etc.). Most are NEW. Many are for Atari 400/800
If you like SSI games (simulations or AD&D) we have almost 20 of those for sale.
We will wait until you are done bidding then combine shipping.
ENDS SEPTEMBER 9 at 7:55pm US PST
Omnicron Conspiracy for IBM by Epyx - NEW
3044900942
Nord and Bert by Infocom - NEW
3044901657
Gateway to the Savage Frontier by SSI for IBM
3045402343
Empire Deluxe for IBM in the Box
3044902409
AD&D: Spelljammer by SSI for IBM
3045403554
Apple II Classic: Legend of Blacksilver - NEW
3044903271
Global Commander for Apple II - NEW
3044903863
Warlords Battlecry by SSI for the IBM
3045404396
Crusade in Europe for Apple II - NEW
3044904584
Steel Panthers II, Modern Battles by SSI, IBM
3044905377

ENDS SEPTEMBER 10 at 7:57pm US PST
DeJa Vu for Macintosh 512, XL etc.
3045575238
Rommel Battles for Tobruk, Atari 800 - NEW
3045575987
Ultima IX by Origin for IBM - NEW
3045577020
SSI AD&D Collectors Edition for IBM - NEW
3045577623 - BUY IT NOW
PANZER GRENADIER by SSI for Atari 800 - NEW
3045105199
Wizard's Crown by SSI for Atari ST - NEW
3045578619
MECH BRIGADE by SSI for Atari 800 - NEW
3045105941
OGRE by Origin for the Atari ST - NEW
3045579112 - BUY IT NOW

ROADWAR 2000 by SSI for Atari ST - NEW
3045106467
Empire of the Overmind for Apple II - NEW
3045107433

ENDS SEPTEMBER 16 at 7:50pm US PST
Rebel Charge at Chickamauga, SSI, Atari - NEW
3045738125
Battle of Antietam by SSI for Atari 800 - NEW
3045738656
Kampfgruppe by SSI for Atari 800 - NEW
3045739158
Gettysburg, The Turning Point, SSI, Atari,NEW
3045739971
Battle of Chickamauga, Atari 800 by GDW - NEW
3045741229
Gold Rush by Sierra On-Line for Atari ST, NEW
3045741799
Roadwar Europa by SSI for Atari ST - NEW
3045742299
NAM by SSI for the Atari 800 - NEW
3045742864
Questron II by SSI for Atari ST - NEW
3045743415
Demon's Winter by SSI for Atari ST - NEW
3045743901
RARE SierraVision Crossfire, Atari 800 - NEW
3045744619 - Sep-16 20:26:41

BUY IT NOW
Blue Max by Synapse for the Commodore 64
3042400535
Superman by Capstone & DC Comics, C-64
3042975093
Shootout at the OK Galaxy by Avalon Hill
3042989120
Tracker by Rainbird for Commodore 64 - NEW
3043346640
Altered Beast for Amiga.- NEW
3043347384
Hacker II for the Commodore 64 - NEW
3043347993
WWF Superstars Vol. 1 for C-64 - NEW
3043348722
Swords of Twilight for Amiga - NEW
2750453878
Federation for the Commodore Amiga - NEW
2750454277
Galactic Invasion for Amiga - NEW
2750454897
Questron II by SSI for Commodore 64 - NEW

3044054745
The Duel, Test Drive II for C-64, NEW
3038729929
Atari 800, Commodore 64 Guderian by Avalon Hill - NEW
3038855036
IBM Shadowcaster by Origin Complete in Box
3042399399
Hillsfar by SSI for Commodore 64
3038855403
Empire by Intersel for Apple II in the Box
3045137665
Ft. Apocalypse by Synapse, 1982 - Atari 800 - NO Box
3042757870
Dimension X by Synapse, 1983 - Atari 800 - NO Box
3042758064
The President's Plane is Missing for Commodore 64 - NEW
3045138112.
Knight Orc by Level 9, Rainbird - Atari ST
3045600443.
Golden Path by Firebird for Atari ST
3045600556
Tracker by Rainbird for Macintosh - NEW
3045600715
Tracker by Rainbird for the IBM - NEW
3045601182
Sentry by Firebird for Commodore 64 - NEW
3045601511
SSI AD&D: Curse of the Azure Bonds, IBM - NEW
3045601845

## 5058. sio2pc

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-07 06:28:14 UTC
From: Thomas Rahbar <rahbart@cox.net>
Message-ID: <2eA6b.141858$lj4.44598@news2.central.cox.net>
Source record: 19421

Hi all. Does anyone know why when doing a copy of files from a hard disk to a pc via sio2pc it would just stop and the only way to resume is to hit the break key? Also once in awhile it sputters while the pc responds and it causes the destination file to be 0k. Any help would be appreciated. Think i'm going to try APE.

# 5059. Re: sio2pc

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-07 08:17:54 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <SQB6b.22299$2Y6.8568120@news2.news.adelphia.net>
Source record: 19422

Thomas Rahbar wrote:
> Hi all. Does anyone know why when doing a copy of files from a hard
> disk to a pc via sio2pc it would just stop and the only way to resume is to
> hit the break key? Also once in awhile it sputters while the pc responds
> and it causes the destination file to be 0k. Any help would be appreciated.
> Think i'm going to try APE.

Timing problems, unless you can make it worse by wiggling the wiring
a bit then suspect the cable. Try a different software package and see
if that helps. If every SIO2PC program gives you the same hassle, then go
back to suspecting the hardware.

Steve

# 5060. Re: sio2pc

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-07 14:45:04 UTC
From: Thomas Rahbar <rahbart@cox.net>
Message-ID: <QvH6b.148412$lj4.99141@news2.central.cox.net>
Source record: 19423

APE works like a dream.. oh wait I see you're the author. I'm going to purchase it from you. It seems like a superior product.

"Steven J Tucker" <classics@atarimax.com> wrote in message news:SQB6b.22299$2Y6.8568120@news2.news.adelphia.net...
> Thomas Rahbar wrote:
> > Hi all. Does anyone know why when doing a copy of files from a hard
> > disk to a pc via sio2pc it would just stop and the only way to resume is to
> > hit the break key? Also once in awhile it sputters while the pc responds
> > and it causes the destination file to be 0k. Any help would be appreciated.
> > Think i'm going to try APE.
>
> Timing problems, unless you can make it worse by wiggling the wiring
> a bit then suspect the cable. Try a different software package and see
> if that helps. If every SIO2PC program gives you the same hassle, then go
> back to suspecting the hardware.
>
> Steve
>

# 5061. Tricks to Seven Cities Of Gold?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-08 03:12:58 UTC
From: "Brandon J. Van Every" <vanevery@3DProgrammer.com>
Message-ID: <bjgri0$ipe7u$1@ID-203719.news.uni-berlin.de>
Source record: 19424

I played Seven Cities Of Gold to death as a kid. And I revisited it this weekend and thought, "Huh, well, that was nice for its time." Didn't really see the point in continuing after exploring about half a continent on Master level.

What I want to know is, did I miss any trick or feature in the game? The best thing I remember doing as a kid, was one time I managed to convert the entire Inca empire to Christianity. I didn't know how I did it. But somehow, the Inca emperor converted and then all I had to do was walk into places to take the gold. I'm wondering if there's some textbook way to always reproduce this result, or if you just get lucky every once in awhile and that was my time to get lucky. If the latter, I'll rest on my laurels. :-)

I've wondered how much mileage you can get out of Amazing the natives for this purpose. Seems like trading and combat reduces the amount you can Amaze them. I wonder if I could land, find the Incas, go straight to their capital, Amaze them, and get all the money for nuthin' ?

I found lost cities and gold mines no problemo. Don't think I missed anything there.

--
Cheers, www.3DProgrammer.com
Brandon Van Every Seattle, WA

"Troll" - (n.) Anything you don't like.
Usage: "He's just a troll."

# 5062. Hacking/Phreaking/BBS Software for Atari 8-bit Wanted - will BUY!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-08 13:56:17 UTC
From: wave_baby1971@yahoo.com
Message-ID: <ddccf071.0309080556.17008b33@posting.google.com>
Source record: 19425

Greetings..

I have posted to this group about this subject before, but it's been over a year, so I thought another post would not be rude.

I grew up on Atari 8-bit during the early to mid 80's, and at that time, was quite the collector of the utilities that some people used to hack phone codes, computer passwords, etc, that were made for the Atari.

Some of these programs included TUFF Hacker, CodeSuck, and The Happy Hacker (which was a tone generator)..

I was also quite into the various BBS software that was out there - which I know some of which can be found on the web, but programs like Marshware, etc, are not found anywhere.

I would like to create a website that remembers these softwares, and also archives them for others to find. I was wondering if anyone here had any of these types of programs (especially the hack/phreak programs) for the Atari 8-bit line - and if so, would they be willing to copy and send them to me, or even allow me to BUY the disks.

I appreciate any help or response - and while I realize that the hacking/phreaking apps were used to break the law at one time - I assure you I have no interest in trying to duplicate those actions today.

Allen

# 5063. Re: Hacking/Phreaking/BBS Software for Atari 8-bit Wanted - will BUY!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-08 15:31:53 UTC
From: Thomas Rahbar <rahbart@cox.net>
Message-ID: <Jh17b.1$8o3.0@news2.central.cox.net>
Source record: 19426

I will have to look around I know I had some of those back then (I didn't use them either)

"Allen" <wave_baby1971@yahoo.com> wrote in message news:ddccf071.0309080556.17008b33@posting.google.com...
> Greetings..
>
> I have posted to this group about this subject before, but it's been
> over a year, so I thought another post would not be rude.
>
> I grew up on Atari 8-bit during the early to mid 80's, and at that
> time, was quite the collector of the utilities that some people used
> to hack phone codes, computer passwords, etc, that were made for the
> Atari.
>
> Some of these programs included TUFF Hacker, CodeSuck, and The Happy
> Hacker (which was a tone generator)..
>
> I was also quite into the various BBS software that was out there -
> which I know some of which can be found on the web, but programs like
> Marshware, etc, are not found anywhere.
>
> I would like to create a website that remembers these softwares, and
> also archives them for others to find. I was wondering if anyone here
> had any of these types of programs (especially the hack/phreak
> programs) for the Atari 8-bit line - and if so, would they be willing
> to copy and send them to me, or even allow me to BUY the disks.
>
> I appreciate any help or response - and while I realize that the
> hacking/phreaking apps were used to break the law at one time - I
> assure you I have no interest in trying to duplicate those actions
> today.
>
> Allen

# 5064. Re: Hacking/Phreaking/BBS Software for Atari 8-bit Wanted - will BUY!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-08 17:55:05 UTC
From: frankrachel@comcast.net
Message-ID: <dc8a59bc.0309080955.2595eb8b@posting.google.com>
Source record: 19427

wave_baby1971@yahoo.com (Allen) wrote in message
news:<ddccf071.0309080556.17008b33@posting.google.com>...
>
> I grew up on Atari 8-bit during the early to mid 80's, and at that
> time, was quite the collector of the utilities that some people used
> to hack phone codes, computer passwords, etc, that were made for the
> Atari.
>

I don't think I have them anymore, but if you find one for the 1030
modem that was written by "Freddie", let me know, that was me :-) It
was so long ago I don't even remember the name of the program.

# 5065. Re: Hacking/Phreaking/BBS Software for Atari 8-bit Wanted - will BUY!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-08 20:04:24 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <ch57b.22639$2Y6.8927363@news2.news.adelphia.net>
Source record: 19428

Allen wrote:

> Greetings..
>
> I have posted to this group about this subject before, but it's been
> over a year, so I thought another post would not be rude.
>
> I grew up on Atari 8-bit during the early to mid 80's, and at that
> time, was quite the collector of the utilities that some people used
> to hack phone codes, computer passwords, etc, that were made for the
> Atari.

I'm in the same boat. I wrote a lot of these programs and now
they are all lost. I would love to see a copy of 'baby blue' for
the ST or my original carrier/dialtone scanner for the 8-bit.

If you get anything together please post the URL here :)

Steve

# 5066. FA:Many boxed+new ATARI XL/XE cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-08 23:37:39 UTC
From: toni_rellser@lycos.de
Message-ID: <71d7b011.0309081537.76c741b6@posting.google.com>
Source record: 19429

Look at :

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&include=0&userid=klassische-videospiele&sort=3&rows=25&since=-1&rd=1

I have many boxed+new , shrinkwrapped ATARI XL/XE cartridge games like
Airball , Rescue on Fractalus , Thunderfox,Crystal Castles , Blue
Max,Battlezone,Crime Buster,Loderunner,Necromancer....

MG

# 5067. Re: Hacking/Phreaking/BBS Software for Atari 8-bit Wanted - will BUY!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-09 03:26:21 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3f5d4510.45054867@news>
Source record: 19430

wave_baby1971@yahoo.com (Allen):

>Some of these programs included TUFF Hacker, CodeSuck, and The Happy
>Hacker (which was a tone generator)..
>
>I would like to create a website that remembers these softwares, and
>also archives them for others to find. I was wondering if anyone here
>had any of these types of programs (especially the hack/phreak
>programs) for the Atari 8-bit line - and if so, would they be willing
>to copy and send them to me, or even allow me to BUY the disks.

I have TuffHack 8.2 and a program called Lightning Hacker (that I think is on a damaged disk.) I'm trying to get it from my disk to ATR, but I'm having some problems (timeout errors writing mainly, using the shareware version of APE--sorry Steve no money to register it yet, but I will eventually, it is very cool.)

I'm going to try cutting out some devices in the SIO daisy chain and see if that makes any difference...

---
Shawn Jefferson
(fix reply to for email)

# 5068. Re: Tricks to Seven Cities Of Gold?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-09 07:01:41 UTC
From: Randy Jabsco <RandyJabsco@yahoo.com>
Message-ID: <59edb26e5e921fefdcf267d60c7afe1c@news.teranews.com>
Source record: 19431

At the start of the game, take your ship in a south-west trajectory. It will take you to the eastern side of Brazil. As soon as you hit land, go north just a tad until you find the entrance to Amazon river. There is a small village just north of the entrance, go there to get some bearers.

Follow the river west. About the third or fourth river leading down, follow it and about at the bottom, head South-West. It takes you right to the capital.

The capital is noticeable in the beginner level, or by a clump of mountains in the shape of a crescent moon, or a quarter pie. In any case, it has a little color spot in the center when you see the city, indicating the capital. The 'chief' has a pointed crown.

Walk in, and offer gifts to your heart's delight. Trade. Leave. Repeat. And repeat. And repeat. And repeat. And repeat. Until you have converted him.

Be sure to have enough men to leave there, I believe it would take more than 100. Take all the gold, return to Europe. Get about 30 ships, filled with men, as everywhere you go they will ask to convert and you will need plenty of men.

Remember to leave some men on the ship in the intermediate and advanced levels or the ship may leave you behind. This happened to me once. Kinda sucks.

"Brandon J. Van Every" <vanevery@3DProgrammer.com> wrote in message news:bjgri0$ipe7u$1@ID-203719.news.uni-berlin.de...
> I played Seven Cities Of Gold to death as a kid. And I revisited it this
> weekend and thought, "Huh, well, that was nice for its time." Didn't really
> see the point in continuing after exploring about half a continent on Master
> level.
>
> What I want to know is, did I miss any trick or feature in the game? The
> best thing I remember doing as a kid, was one time I managed to convert the
> entire Inca empire to Christianity. I didn't know how I did it. But
> somehow, the Inca emperor converted and then all I had to do was walk into
> places to take the gold. I'm wondering if there's some textbook way to
> always reproduce this result, or if you just get lucky every once in awhile
> and that was my time to get lucky. If the latter, I'll rest on my laurels.

> :-)
>
> I've wondered how much mileage you can get out of Amazing the natives for
> this purpose. Seems like trading and combat reduces the amount you can
> Amaze them. I wonder if I could land, find the Incas, go straight to
their
> capital, Amaze them, and get all the money for nuthin' ?
>
> I found lost cities and gold mines no problemo. Don't think I missed
> anything there.
>
> --
> Cheers, www.3DProgrammer.com
> Brandon Van Every Seattle, WA
>
> "Troll" - (n.) Anything you don't like.
> Usage: "He's just a troll."
>

## 5069. Holme's Website Mirror

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-09 07:02:43 UTC
From: Randy Jabsco <RandyJabsco@yahoo.com>
Message-ID: <c5b771d1f5a25e280c0f1e88e5480520@news.teranews.com>
Source record: 19432

Anyone know anything about this Mirror Website for Holme's Atari 8-bit games?

http://ftp.atari.art.pl/stuff/mirror/homepages.paradise.net.nz/atari/

# 5070. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-09 10:50:47 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1063104376@rtfm.mit.edu>
Source record: 19433
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 28, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

# 5071. Re: 1050 drive-disks won't spin due to tightness

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-09 11:54:54 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f5d6b549c2340@comcast.net>
Source record: 19435

>Franko wrote:
>> I have this weird problem with my 1050 drive. I put a disk in, and it
>> won't spin. But when I take out the disk, it spins. I'm assuming
>> there's something clamping down onto the disk too tight--there's a
>> metal lip with a sponge-like material under it where the disk rests
>> and that maybe the culprit? Any ideas what and how to adjust?
>
> Look at the underside of the drive mechanism while its operating.
> Your drive belt may be loose. It may have enough grip to spin with
> nothing in the drive, but then slips when it has to turn a disk.
>
>Steve

This could be the problem as I had the same thing happen to me. I
fixed the problem like Steve mentions above.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 5072. Re: Atari 800 emulator for the Xbox

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-09 11:54:55 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f5d6b549c2342@comcast.net>
Source record: 19434

>
>"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
>news:3f583ac8c545b2@comcast.net...

>> I am wondering the same thing. I play my Xbox alot as well as my
>> Atari Jaguar on my widescreen TV, so I would just love an Atari 8-
>> bit emulator for it.
>
>Not trying to get under your skin, but... That's pretty ironic. The two
>systems in history with notoriously HUGE first gen controllers...
>
>I didn't have my Jaguar all that long, but did they ever actually make a
>smaller controller for the thing? I hated the system because of it's
>humongous controller. Other than that, nothing wrong with it, well, aside
>from the initial price of the system and it's CD drive...

I actually love the Jag controller as well as the familar 2600/8-
bit ones. The one I absolutely hate is the one for the PS2. Very
hard to use.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 5073. Re: ATARI 8 Bit scene needs more activity

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-09 11:54:55 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f5d6b549c2341@comcast.net>
Source record: 19436

>There are far more hard- and software projects in the C64 and Sinclair
>scenes.
>
>New projects for the ATARI 8 Bit could help to get the system more
>popular again!
>
>Maybe new games,new demos,new hardware projects.
>
>ATARI may have sold less ATARI 8 Bit computers than Commodore sold
>C64s or Sinclair Spectrums , but the ATARI is one of the best 8 Bit
>computers.
>
>ZR

I agree with you whol heartedly. To me, the Atari 8-bits are the
best and deserve the new hardware that the others are enjoying. We
need people to develope/make new hardware who are not interested
in making money, but want the Atari 8-bit machine to still make it
in today's computer world. I would love to see an Ethernet piece
of hardware that would allow me to connect my 130XE to my local
Lan. That would be excellent.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 5074. Re: ATARI 8 Bit scene needs more activity

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-09 12:20:26 UTC
From: DAF <angelshamshel@removethishotmail.com>
Message-ID: <g8hrlvsu5o8n5t0hpg4llkq1uf45man1os@4ax.com>
Source record: 19437

Yes....!
If the the USB design was originally based on the Atari port design,
can a USB ethernet device be ported to the 8-bits

On Tue, 09 Sep 2003 11:54:55 GMT, "Edward S. Baiz Jr."
<edbaizjr@comcast.net> wrote:

>>There are far more hard- and software projects in the C64 and Sinclair
>>scenes.
>>
>>New projects for the ATARI 8 Bit could help to get the system more
>>popular again!
>>
>>Maybe new games,new demos,new hardware projects.
>>
>>ATARI may have sold less ATARI 8 Bit computers than Commodore sold
>>C64s or Sinclair Spectrums , but the ATARI is one of the best 8 Bit
>>computers.
>>
>>ZR
>
>I agree with you whol heartedly. To me, the Atari 8-bits are the
>best and deserve the new hardware that the others are enjoying. We
>need people to develope/make new hardware who are not interested
>in making money, but want the Atari 8-bit machine to still make it
>in today's computer world. I would love to see an Ethernet piece
>of hardware that would allow me to connect my 130XE to my local
>Lan. That would be excellent.

# 5075. Re: 1 Kbyte mini-games

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-09 13:03:26 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2g7k4iw1up.fsf@legolas.mdh.se>
Source record: 19438

zothen@my-deja.com (Zothen Runecaster) writes:

> Has anyone written a minigame not bigger than 1024 Bytes of code ?

Up to this date, Matthias Luedtke has submitted one 1K game for the
Atari 800 in this year's MiniGame compo. Last year there was no entry,
and two years ago there was one 2K entry.

> I've written some mingames in the past,some are rubbish , some are
> good.

Are those suitable for entering the compo maybe?

> Ok , it's more a better 3D labyrinth game,but it's only 1K of code.

It sounds quite interesting. How big is the complete game?

--
Anders Carlsson

"Please not to close to the hair, finger, clothes to run about the
inside's vehicle, in order to prevent quilt involvement." -- Bit Racer

# 5076. Re: Hacking/Phreaking/BBS Software for Atari 8-bit Wanted - will BUY!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-09 13:34:14 UTC
From: wave_baby1971@yahoo.com
Message-ID: <ddccf071.0309090534.7cbaa2da@posting.google.com>
Source record: 19439

DANG!! much better responses than last time.. Thank you guys SO much.

TUFFHACKER 8.2 would rock, as would anything else you can find.

I do have BABYBLUE lying around, and may also have breeblebox laying
around for the ST.

Would any of you be interested in being on a mailing list that is
comprised of people who are interested in these types of apps, and
also interested in discussing this realm of Atari 8 bits (and even
ST's)?

If so - drop me an email... wave_baby1971@yahoo.com

please let me know if you are able to get any of those files to ATR,
or if you could copy them to disk and send them to me...

Mark

shawnjefferson@shaw.caREMOVEPLS (Shawn Jefferson) wrote in message
news:<3f5d4510.45054867@news>...
> wave_baby1971@yahoo.com (Allen):
>
> >Some of these programs included TUFF Hacker, CodeSuck, and The Happy
> >Hacker (which was a tone generator)..
> >
> >I would like to create a website that remembers these softwares, and
> >also archives them for others to find. I was wondering if anyone here
> >had any of these types of programs (especially the hack/phreak
> >programs) for the Atari 8-bit line - and if so, would they be willing
> >to copy and send them to me, or even allow me to BUY the disks.
>
> I have TuffHack 8.2 and a program called Lightning Hacker (that I think is
> on a damaged disk.) I'm trying to get it from my disk to ATR, but I'm
> having some problems (timeout errors writing mainly, using the shareware
> version of APE--sorry Steve no money to register it yet, but I will
> eventually, it is very cool.)
>
> I'm going to try cutting out some devices in the SIO daisy chain and see if
> that makes any difference...
>
> ---
> Shawn Jefferson
> (fix reply to for email)

# 5077. Re: Dungeon Master project

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-09 13:41:45 UTC
From: angelshamshel <angelshamshel@removethishotmail.com>
Message-ID: <a0mrlvke1nf62pqoq6f35m7soea5pam2t0@4ax.com>
Source record: 19440

Do you see any value in selling the actual development engine for
other users / developers in helping produce games for the 8-bit / ST
platform....
Good tools is sometimes the catalyst to get things going....!
example: my kid's love to use map editors, etc for PC based games....
Just add some imagination.....

On 9 Sep 2003 05:39:53 -0700, zothen@my-deja.com (Zothen Runecaster)
wrote:

>Iï¿½m working on a port of the ATARI ST/AMIGA classic "Dungeon Master"
>for the ATARI 800 and the C64.
>
>Itï¿½s no 1:1 port , I use the graphics of the original graphics , but
>the "engine" is programmed by me.That means the game will feature
>specials the original DM not had.
>
>The ATARI version uses Graphics 15 enhanced with player/missiles and
>features sampled SFX like the ST version.The C64 version uses
>Multicolor FLI mode.
>
>I may release a demo soon.
>
>The game will be released in 2004 or 2005 , because itï¿½s only a
>part-time job , but it will feature an editor for creating own levels.
>
>ZR

# 5078. Re: Any ATARI shows (somewhere in the world) ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-09 13:43:46 UTC
From: angelshamshel <angelshamshel@removethishotmail.com>
Message-ID: <r6mrlv89itl02kqjoci96ng8qvdo82f2a1@4ax.com>
Source record: 19441

We're looking at possibly setting up one in Toronto Canada for all of
Ontario Atari users (OAU in Yahoo Groups)
Both 8-bit and ST

On 9 Sep 2003 05:46:29 -0700, zothen@my-deja.com (Zothen Runecaster)
wrote:

>Are there any ATARI shows left were the ATARI 8 Bit plays a role ?
>
>Demo - parties , meetings of the scene ?
>
>Or is there nothing left ?
>
>ZR

# 5079. Re: Could an 8 Bit system do "Populous" ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-09 14:13:26 UTC
From: Marc Walters <ddmw@hunterlink.net.au>
Message-ID: <a1l7b.2689$d6.134536@nasal.pacific.net.au>
Source record: 19442
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

"Zothen Runecaster" <zothen@my-deja.com> wrote in message
news:fcd76a9e.0309090500.53612514@posting.google.com...
> Do you think an ATARI 800 XL or a C64 could do a game like "Populous"
> on the AMIGA/ATARI ST/MS DOS ?

Eight-bit machines HAVE done "Populous". The SEGA Master System for one.

> I mean the game was written on the ATARI ST.The ST is an 8Mhz machine
> with a resolution of 320*200*16 (LoRes), that means 32000 Bytes of
> screen-ram.
>
> An ATARI 8 bit or a C64 would need only 8K of screen-ram at a
> resolution of 160*200.
>
> That means there's is less data on the 8 Bits.
>
> Do you think the isometric 3D graphics of Populous would be a problem
> or the AI of the game (many people running around) ?
[snip]

I think the main problem aside from the need for RAM, is the lack of colour resolution. On a C64, even in multicolour bitmap the landscape would be restricted to 4 colours because of the different elevations. There is no guarantee that the greys of a building will not clash with the greens of grass and trees. The minimum colours would be blue (water), lt Green (grass), green (trees), grey (buildings), brown or black (earth). White (for stipple shading and people?). And remember that one of those colour sources will be the background colour and needs to be selected carefully with regards to the non-landscape screen elements.

Of course a 7-multicolour sprite wide psuedo bitmap overlay can provide another 3 colours (the 8th sprite is needed for the cursor), but the landscape would be restricted to a screen width of 21 chars (84 pixels).

Other people have asked similar questions: Here's one thread:
http://groups.google.com/groups?hl=en&lr=&ie=UTF-8&th=415076d78c632804&seekm
=41fnj8%24jcv%40hobbes.cc.uga.edu&frame=off

Marc Walters

# 5080. Re: Good source for demos/public domain software ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-09 18:11:05 UTC
From: Paul R <paul@NOSPAMTHANXpage6.org>
Message-ID: <ZIo7b.68$0x5.12147@stones.force9.net>
Source record: 19443

The Page 6 PD Library will eventually be on-line at www.page6.org
The first 100 PD disks are currently available, together with the first 22
magazines including associated program downloads.
More coming soon .....

Paul R

"Zothen Runecaster" <zothen@my-deja.com> wrote in message
news:fcd76a9e.0309090502.67fde32f@posting.google.com...
> Anyone knows a good source for ATARI 8 Bit demos and public domain
> software ?
>
> There are many sources for pirated games,but it's difficult to find
> certain Public Domain programs.
>
> BTW : Anyone knows a source for software from magazines (ANTIC ,
> European mags , ...) ?

# 5081. Any ATARI shows (somewhere in the world) ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-09 20:22:07 UTC
From: Roy G Biv <8-bitter@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.56.0309091618370.25070@shell1>
Source record: 19444

```
On Tue, 09 Sep 2003 at 13:43:46 GMT, angelshamshel scribbled:
->We're looking at possibly setting up one in Toronto Canada for
->all of Ontario Atari users (OAU in Yahoo Groups) Both 8-bit and
->ST

Is there any Atari club or organization or activity left in
Ontario?
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* 2 bits, 4 bits, 8 bits... Burma Shave! *

(Headers munged to foil spammers; real info in taglines)
```

# 5082. Any ATARI shows (somewhere in the world) ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-09 20:30:43 UTC
From: Roy G Biv <8-bitter@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.56.0309091622240.25070@shell1>
Source record: 19445

On 9 Sep 2003 at 05:46:29 -0700, Zothen Runecaster scribbled:
->Are there any ATARI shows left were the ATARI 8 Bit plays a role?
->Demo - parties , meetings of the scene ?

You may have noticed occasional postings here by the organizer of
the Silicon Valley (West Coast) and Boston (East Coast) Vintage Com-
puter Festivals. I'm hoping that someday he might organize a Mid-
west event. If I hear of anything happening, I'll be sure to post
news about it here on the 8-bit newsgroup.

Of course, how much Atari presence there might be at such an
event may depend in large part on us Atarians. If such an event
ever takes place, then it'll be up to us to DO something at the
event in order to "show the flag."
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* 8 Bits Forever! ... OR BUST! *

(Headers munged to foil spammers; real info in taglines)

# 5083. Any ATARI shows? THIS SATURDAY! September 13!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-09 20:42:05 UTC
From: Roy G Biv <8-bitter@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.56.0309091631180.25070@shell1>
Source record: 19446

Zothen Runecaster asked about Atari shows! Well, don't forget
the annual Columbus Swap Meet is this Saturday, September 13!!

Here's a reminder: 9 a.m. to 3 p.m. at the Oakland Park Commun-
ity Center, 980 Lenore St., Columbus, Ohio, USA.

Admission: $4 per person, or $6 for a table.

Contact: rarenz at columbus dot rr dot com.

Is this the biggest Atari convention left in this country
these days? Or in all of North America? Can anybody beat it?
Make your travel plans now! Get those plane tickets! Board
that Amtrak train this minute! Gas up and start driving! Follow
the signs or follow the cars to the Columbus Swap Meet! We'll
see you there!!!
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* Question: 8 bits + 8 bits = ? Answer: two 8 bits! *

(Headers munged to foil spammers; real info in taglines)

# 5084. ATARI 8 Bit scene needs more activity

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-09 20:54:15 UTC
From: Roy G Biv <8-bitter@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.56.0309091643120.25070@shell1>
Source record: 19247

```
On 9 Sep 2003 at 02:03:00 -0700, Zothen Runecaster scribbled:
->New projects for the ATARI 8 Bit could help to get the system more
->popular again!
->... the ATARI is one of the best 8 Bit computers.

I nominate Zothen Runecaster for 8-Bitter of the Year! (Let's
see, how do you say that in the futhork alphabet? That's a rune
joke, folks!)

We need more postings like this and FEWER postings like all that
anti-a-certain-vendor rubbish we were plagued with some months ago.
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* ATARI -- Love it or leave it! *

(Headers munged to foil spammers; real info in taglines)
```

## 5085. one interesting hardware-project

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-09 21:20:06 UTC
From: Roy G Biv <8-bitter@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.56.0309091716430.3556@shell1>
Source record: 19248

```
On 9 Sep 2003 at 06:12:09 -0700, Zothen Runecaster scribbled:
->... we ATARI fans need to work together like the C64 guys.

That's rich! That's a great line! <grin>
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *

(Headers munged to foil spammers; real info in taglines)
```

# 5086. Re: Why did ATARI not release better games for the XE Gamesystem ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-10 00:30:31 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <Hgu7b.5063$PE6.4566@newsread3.news.pas.earthlink.net>
Source record: 19249

"Zothen Runecaster" <zothen@my-deja.com> wrote in message
news:fcd76a9e.0309090444.5ace61a7@posting.google.com...
> I mean - most of the XE Gamesystem carts are re-releases of old games
> , some of them are classic , but some not.
>
> There were so many games that are rare today - liker Miner II - why
> didn't ATARI try to get more quality games for the XE ?
>
> Was it a money problem ? Or a technical problem ?
>
> I mean - even if the XE Gamesystem had mostly classic games it could
> have been more successful with more of the great classic games.

Does it have to be a good reason or just what Atari said?

#1 reason has to be because they believed 8 bit systems were dead and the future was going to be 16 bit.

That they even came out with the XE was kind of amazing IMO. I have heard that the only reason why we got the XF551 was because of some legal action. Somebody filed a lawsuit against someone else<Atari vs. Nintendo> over advertizing. ~Somebody Atari said Nintendo wasn't a computer and the XE was because it had a disk drive. Somebody at Nintedo said the XE wasn't a computer since Atari didn't make a drive and PRESTO! XF551 sees the light of day.

# 5087. Re: Dungeon Master project

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-10 01:53:09 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <mm0tlv84thlqjkn3tac0e5c0tkrk5s7iko@4ax.com>
Source record: 19250

On 9 Sep 2003 05:39:53 -0700, zothen@my-deja.com (Zothen Runecaster)
wrote:

>The ATARI version uses Graphics 15 enhanced with player/missiles and
>features sampled SFX like the ST version.The C64 version uses
>Multicolor FLI mode.
>
>I may release a demo soon.

I would love to see a screenshot of what you manage to do using PM
graphics to embellish the screens. I had a similar idea for a game I
was working on, "the Dungeon from Hell." However have not managed to
get that going. If you would like to take a look at my game it's at:

http://linux.tc3net.com/daclmi/basic02.html

However there is not much there at all. Just walking around in five or
six cells. The graphics concept and movement interface are okay
though.

## 5088. Developers?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-10 02:39:49 UTC
From: Thomas Rahbar <rahbart@cox.net>
Message-ID: <V9w7b.2273$8o3.20@news2.central.cox.net>
Source record: 19251

After all the talk of mods and whatnot, I was wondering if there are any original programmers from the 8bit era around here. Even more, does anyone know who Kilroy was? That name sure takes me back...

Thomas

# 5089. Re: Most recent demos ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-10 04:23:38 UTC
From: Frantisek Semeck&#65533; <semecky@saul-is.cz>
Message-ID: <bjm8uh$fau$1@news.nextra.cz>
Source record: 19252

I know about demo Numem from Poland. There is version for ramdisk.
Fanny.

"Zothen Runecaster" <zothen@my-deja.com> wrote in message
news:fcd76a9e.0309091401.72c7b5@posting.google.com...
> Are there any new demos for the ATARI 8 Bit now ?
>
> ZR

# 5090. Re: ULTIMA 3 Question::::::::

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-10 06:53:33 UTC
From: Randy Jabsco <RandyJabsco@yahoo.com>
Message-ID: <764edad231d1558f53fa96dece559983@news.teranews.com>
Source record: 19253

Certainly... you will need lots and lots and lots of gold. It is pretty expensive.

There is a town just south of the castle, I would guess about 15 paces south, then 10 paces to the east (to the right) [One game actually had east and west mixed up]. It is on an island, separated by just one single square of water from the main land. I usually like placing a ship there so I can walk back and forth at will across the ship. In any case, go to the town and enter it through the maze to the south (to save yourself a key). Then head past the door (you will need a key here) to the center of the town and head south again. There will be another maze. Go through there and toward the back, "BRIBE" the guard. He will leave and there will be a ton of gold waiting there for you to grab to your heart's delight. If you have the Mark of Force, you can go through the force field and grab even more gold.

Once you are rich, take your ship and find the whirlpool and dive right in. You will need keys, but even more you will need gold, wits, and probably some gems. There are four shrines there. Some are pretty well guarded, I think the shrine of wisdom and intelligent is on the right hand side of the map and less guarded. I think strength is guarded pretty well. I think the other once was dexterity, on the bottom left.

If I recall correctly, a bug in the game allows you to "mount" the wild horses in the northern-left side of the screen, but you will still be attacked by the other groups as you mount one.

I believe the island was called Sosaria.

To get off the island, there is a pirate ship to the south-west... take it and enter the whirlpool again.

"Jason Nixon" <jnixon@softwareworks-inc.com> wrote in message news:233njvs0ma2ft9tsitc01itk9mbt2lt6sa@4ax.com...
> I've been re-living the glory days of playing Ultima on my 800xl. One
> question though. I've searched all over looking for the answer.
>
> How do you increase magic points? I can increase HP by the Mark of
> Kings. My wizard has over 1000 HP now. Not sure what to do.
>
> TIA!

# 5091. Re: Wanted Atari 800 in Canada

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-10 07:09:41 UTC
From: Randy Jabsco <RandyJabsco@yahoo.com>
Message-ID: <90f1e6c03ef33652399f0ada6ed90e36@news.teranews.com>
Source record: 19254

Why don't you just use the Atari 800 Emulator? Works just as good.

"Don" <scruffy70@hotmail.com> wrote in message
news:YiGXa.623071$ro6.13493614@news2.calgary.shaw.ca...
> Hi All,
>
>
> Anybody have a Atari 800 stored away that they want to go to a good home.
> Never had an Atari and would like to play around with one. Willing to pay
> for shipping and a reasonable price. Prefer someone in Canada to keep the
> cost of shipping down. Also looking for software as well.
>
> can reply to Scruffy70@"no-spam"hotmail.com
>
> remove the "no-spam" to reply
>
> Thanks,
> Don
>
>

# 5092. Re: Looking for Steve S.

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-10 07:32:09 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <efce1366634164dca464d177e0f093e8@news.teranews.com>
Source record: 19255

huh?

"Thomas Rahbar" <rahbart@cox.net> wrote in message
news:ggC3b.102026$Ij4.46236@news2.central.cox.net...
> Steve Aaron told me to see you out please email me at rahbart@cox.net.
>
> Thanks
>
>

# 5093. Good News - Holme's Web Site CDs and a Web Site

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-10 07:43:21 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <9259f5f6db2fadf94e5100d6aefb078a@news.teranews.com>
Source record: 19256

Greetings All,
I am expecting a brand new CD/DVD burner to be coming in any day now. What does this mean? It means, since I also upgraded the computer, that I can now burn CDs without making a large amount of coasters.

It also means I will be able burn the 800MB CDs and I can do it in less time too. What does that mean for you?

For those that have not yet gotten a copy of the Holme's Web Site CDs, I can now make them cheaper and pass the savings on.

$9.95 for a set of 3 CDs. This includes standard shipping. It may be more for international or 'special' shipping.

On another note... anyone want to host a web site?

I am quite certain that I can create a CGI script written in PERL (or some other language) that can read the contents of a hard drive (or CD) and generate an HTML list of the contents available for download, a little similar to the HTML listing that Holme's had on his own site.

Using a CGI script would mean little or no maintenance. All a person would have to do to update a contents list would be merely to 'add' whatever he wants into a directory. That's it.

Would anyone like to provide a web site with PERL capability, free of charge, so that I may try to start writing this program?

Email me... C 'yaz.

# 5094. Re: Any ATARI shows (somewhere in the world) ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-10 10:23:32 UTC
From: bill@newbreedsoftware.com
Message-ID: <EYC7b.20374$dk4.635576@typhoon.sonic.net>
Source record: 19257

Roy G Biv <8-bitter@6502.chip.old.folks.home> wrote:
> Of course, how much Atari presence there might be at such an
> event may depend in large part on us Atarians. If such an event
> ever takes place, then it'll be up to us to DO something at the
> event in order to "show the flag."

I'm actually already signed up to demo my Atari 800XL at next month's
Vintage Computer Show in Silicon Valley. ;^)

http://www.vintage.org/2003/main/exhibit.php

I just need to prepare my wife's laptop to run SIO2PC-style software. :)

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5095. Re: ATARI 8 Bit scene needs more activity

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-10 10:33:15 UTC
From: bill@newbreedsoftware.com
Message-ID: <L5D7b.20375$dk4.635634@typhoon.sonic.net>
Source record: 19258

Zothen Runecaster <zothen@my-deja.com> wrote:
> There are far more hard- and software projects in the C64 and Sinclair
> scenes.
>
> New projects for the ATARI 8 Bit could help to get the system more
> popular again!

Have you seen Steven Tucker's new "Multi Flash Cart" for the Atari?

He made a cartridge version of my game "Gem Drop" (circa 1998) with
very little trouble, apparently. He made an extra copy and sent it to
me as a surprise/gift. :^) Quite awesome!

http://www.newbreedsoftware.com/bill/news/images/gemdrop-cart/

> Maybe new games,new demos,new hardware projects.
<snip>

That Space Harrier clone game (available as a playable demo so far)
really kicks ass! :^)

http://www.sheddyshack.co.uk/

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5096. Re: Good source for demos/public domain software ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-10 10:43:29 UTC
From: bill@newbreedsoftware.com
Message-ID: <lfD7b.20376$dk4.635449@typhoon.sonic.net>
Source record: 19260

Paul R <paul@nospamthanxpage6.org> wrote:
> The Page 6 PD Library will eventually be on-line at www.page6.org
> The first 100 PD disks are currently available, together with the first 22
> magazines including associated program downloads.
> More coming soon .....

Can we get that indexed over at XL Search!? :^)

http://www.newbreedsoftware.com/xlsearch/

-bill

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5097. Re: Most recent demos ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-10 10:44:53 UTC
From: bill@newbreedsoftware.com
Message-ID: <FgD7b.20377$dk4.635608@typhoon.sonic.net>
Source record: 19259

"Frantisek Semeckï¿½" <semecky@saul-is.cz> wrote:
> I know about demo Numem from Poland. There is version for ramdisk.
> Fanny.

Numen is the latest I remember hearing about, but it's about a year old now!

http://numen.scene.pl/

It certainly does 'kick ass', and will be one of the things I demo at the
Vintage Computer Show next month in Mountain View, Calif. :)

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5098. Re: Any ATARI shows (somewhere in the world) ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-10 12:43:48 UTC
From: angelshamshel <angelshamshel@removethishotmail.com>
Message-ID: <it6ulvk130sf0mbef4966bh9e4k35vjr7b@4ax.com>
Source record: 19261

Not to my knowledge.....
But we're looking at getting something going, not local but
provincial.
Contact James Alexander at OAU on Yahoo for more details.
I'm in Ottawa and recentlty acquired some 8-bit equipment and looking
at setting up a BBS also here in Kanata (Ottawa) myself.
Possibly some ST related stuff also, but a newbie to the 16 bit
myself....

On Tue, 9 Sep 2003 16:22:07 -0400, Roy G Biv
<8-bitter@6502.chip.old.folks.home> wrote:

> On Tue, 09 Sep 2003 at 13:43:46 GMT, angelshamshel scribbled:
>->We're looking at possibly setting up one in Toronto Canada for
>->all of Ontario Atari users (OAU in Yahoo Groups) Both 8-bit and
>->ST
>
> Is there any Atari club or organization or activity left in
>Ontario?

# 5099. Re: Dungeon Master project

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-10 12:45:44 UTC
From: angelshamshel <angelshamshel@removethishotmail.com>
Message-ID: <h77ulvcrblmqo4fpcb2ejdojdhre7ddc49@4ax.com>
Source record: 19262

Thanks...!
On 9 Sep 2003 15:29:25 -0700, zothen@my-deja.com (Zothen Runecaster)
wrote:

>angelshamshel <angelshamshel@removethishotmail.com> wrote in message
news:<a0mrlvke1nf62pqoq6f35m7soea5pam2t0@4ax.com>...
>> Do you see any value in selling the actual development engine for
>> other users / developers in helping produce games for the 8-bit / ST
>> platform....
>> Good tools is sometimes the catalyst to get things going....!
>> example: my kid's love to use map editors, etc for PC based games....
>> Just add some imagination.....
>>
>
>There is "Dungeon Master Java" for all JAVA-supporting platforms with
>an excellent map editor which also includes an item and a creature
>editor.This game is Freeware and can be found using google.
>
>There also is an editor for the original ATARI ST Dungeon Master.
>
>The ATARI XL version will be a reprogrammed game with added
>features.Games like Dungeon Master really are 2D only, so the maps are
>made with a 2D editor and the graphics is displayed by placing 3D
>blocks on the screen.
>
>ZR

# 5100. Re: Scrolling better on the ATARI or C64 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-10 12:47:47 UTC
From: angelshamshel <angelshamshel@removethishotmail.com>
Message-ID: <l87ulv4ppjtmhrttchcttjqcd7d3r37vh6@4ax.com>
Source record: 19263

Better on the Atari visually, Star Raiders was the reason I didn't
keep my C= 64.......
Never looked back.....

On 9 Sep 2003 15:33:21 -0700, zothen@my-deja.com (Zothen Runecaster)
wrote:

>AFAIK the C64 can horizontally scroll by 1/2 pixels in 160*200.
>
>But in many games the scrolling looks smoother on the ATARI.
>
>The question is : Is the scrolling better on the ATARI or on the C64
>OR is the C64 scrolling harder to program so that many games use
>rather bad scrolling ?
>
>ZR

# 5101. Re: Wanted Atari 800 in Canada

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-10 12:57:56 UTC
From: angelshamshel <angelshamshel@removethishotmail.com>
Message-ID: <ss7ulvc6gfteg8t8niokdh1ab2d51hmsc4@4ax.com>
Source record: 19264

Don,
I've sent you an email for a complete 800 system that is availble.
I'm in Canada also. Please check you're hotmail account.
TIA Dave

On Wed, 10 Sep 2003 07:09:41 GMT, "Randy Jabsco"
<RandyJabsco@yahoo.com> wrote:

>Why don't you just use the Atari 800 Emulator? Works just as good.
>
>"Don" <scruffy70@hotmail.com> wrote in message
>news:YiGXa.623071$ro6.13493614@news2.calgary.shaw.ca...
>> Hi All,
>>
>>
>> Anybody have a Atari 800 stored away that they want to go to a good home.
>> Never had an Atari and would like to play around with one. Willing to pay
>> for shipping and a reasonable price. Prefer someone in Canada to keep the
>> cost of shipping down. Also looking for software as well.
>>
>> can reply to Scruffy70@"no-spam"hotmail.com
>>
>> remove the "no-spam" to reply
>>
>> Thanks,
>> Don
>>
>>
>

# 5102. Re: Wanted Atari 800 in Canada

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-10 13:05:37 UTC
From: dunxuk@aol.commercial
Message-ID: <20030910090537.14517.00001016@mb-m12.aol.com>
Source record: 19265

```
>From: "Randy Jabsco" RandyJabsco@yahoo.com
>Date: 10/09/03 08:09 GMT Daylight Time
>Message-id: <90f1e6c03ef33652399f0ada6ed90e36@news.teranews.com>
>
>Why don't you just use the Atari 800 Emulator? Works just as good.
>
>"Don" <scruffy70@hotmail.com> wrote in message
>news:YiGXa.623071$ro6.13493614@news2.calgary.shaw.ca...
>> Hi All,
>>
>>
>> Anybody have a Atari 800 stored away that they want to go to a good home.
>> Never had an Atari and would like to play around with one. Willing to pay
>> for shipping and a reasonable price. Prefer someone in Canada to keep the
>> cost of shipping down. Also looking for software as well.
>>
>> can reply to Scruffy70@"no-spam"hotmail.com
>>
>> remove the "no-spam" to reply
>>
>> Thanks,
>> Don
>>
>>
>

No it doesn't. It doesn't have the same keyboard or function keys, different
joysticks, doesn't fit nicely in front of the telly, you can't quickly reset it
by opening and closing the cartridge port and Atari graphics become lego-vision
on an ultra-sharp PC monitor. Also the disk-drive doesn't make anything like
the proper noise, you can't double the capacity of your hard disk by cutting a
notch in the side and don't get me started on 'Conversational Spanish'!
```

# 5103. Re: Scrolling better on the ATARI or C64 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-10 14:19:58 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2g65k0rai9.fsf@legolas.mdh.se>
Source record: 19266

angelshamshel <angelshamshel@removethishotmail.com> writes:

>> AFAIK the C64 can horizontally scroll by 1/2 pixels in 160*200.
>> But in many games the scrolling looks smoother on the ATARI.
> Better on the Atari visually,

How is the soft scroll implemented on the Atari? I'm vaguely familiar with all these code words like Antic, GTIA and that it is programmed with copper-like lists (similar to the much later Amiga, although Jay Miner designed both systems).

Maybe it takes less perfect timing to get smooth scrolling in any direction (double buffering?) on the Atari, and many of the C64 programmers never got hang on how to do it properly.

I for one still haven't made any totally jitter-free full screen scrollers on the 64, but I've tried both horizontal and vertical and knows in theory how to go ahead.

--
Anders Carlsson

"Please not to close to the hair, finger, clothes to run about the inside's vehicle, in order to prevent quilt involvement." -- Bit Racer

# 5104. Express PRO!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-10 14:52:26 UTC
From: Thomas Rahbar <rahbart@cox.net>
Message-ID: <KUG7b.8893$8o3.3229@news2.central.cox.net>
Source record: 19267

Does anyone know who I need to contact to upgrade my node of Express to
the last version?

Thanks

# 5105. Re: Mods Mods Mods

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-10 15:33:44 UTC
From: Thomas Rahbar <rahbart@cox.net>
Message-ID: <svH7b.8990$8o3.1935@news2.central.cox.net>
Source record: 19268

Where do I find this black box?

"TXG" <txg01@xs4all.nl> wrote in message
news:3f59d730$0$49116$e4fe514c@news.xs4all.nl...
> Hi,
>
> I just added a ZIP drive to my black-box. It works great. My old harddisk
> just crashed so I added a new 2Gb harddisk to it and will use the ZIP as
> backup. It's very quick.
>
> Secondly you need to modify the black-box to support the ZIP drive. After
> that you need to manually configure it in de controller list.
> The mod on the black-box = parity mod & termination power mod. But all
this
> can be done very easy.
>
> I only had the parity mod and it didn't work after the termination power
mod
> it works great.
>
> TXG/MNX
>
> "LarryWhite" <llppwhite@aol.comnsp> wrote in message
> news:20030906075857.16504.00000517@mb-m02.aol.com...
> > > I dumped my 16mb hard disk to an image and MAN it takes along time
> (serial).
> > <
> >
> > Were you able to take advantage of 3X speed in APE or Atari 810?
Anything
> > using SIO will be slower than using the parallel bus. And 3X SIO is
about
> as
> > good as it gets on NTSC systems. If you want the fastest backup speed,
> backing
> > up to a ZIP drive (or hard drive to hard drive) is a really fast
> alternative.
> > (Requires Black Box Interface for ZIP's.)
> > Larry
>
>

# 5106. Re: Scrolling better on the ATARI or C64 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-10 16:27:54 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bjnjea$jvu$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 19269

Hi,

> How is the soft scroll implemented on the Atari?

Easier to do than on a C64. On the Atari, you adjust the HSCROL register
of antic for small scrolling values, and just reset a pointer (or a couple
of pointers) in the display list. No need to move memory around. For the C64,
the VIC wasn't as flexible as Antic. IIRC, it does have a HSCROL register,
but when this wraps around, you really have to move all bytes in memory, and
that's what it makes slow.

> Maybe it takes less perfect timing to get smooth scrolling in any
> direction (double buffering?) on the Atari, and many of the C64
> programmers never got hang on how to do it properly.

Well, I rather suppose that it's hard to write a fully screen-synchronized
memory mover. It might take longer to move all bytes than you have for one
screen refresh. For the Atari, you just adjust some pointers and off you go.

So long,
Thomas

# 5107. Re: Express PRO!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-10 17:00:59 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3f5f5a85$0$58716$e4fe514c@news.xs4all.nl>
Source record: 19270

Hi,

Contact Video 61 but remember the latest version for the 8-bit atari is 5.0b
the version 6.0 that's being sold only works on an pc emulator :-(

TXG/MNX

"Thomas Rahbar" <rahbart@cox.net> wrote in message
news:KUG7b.8893$8o3.3229@news2.central.cox.net...
> Does anyone know who I need to contact to upgrade my node of Express
to
> the last version?
>
> Thanks
>
>

## 5108. Re: Mods Mods Mods

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-10 17:03:29 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3f5f5b1c$0$58704$e4fe514c@news.xs4all.nl>
Source record: 19271

You can find it here:

http://www.nleaudio.com/css/

"Thomas Rahbar" <rahbart@cox.net> wrote in message
news:svH7b.8990$8o3.1935@news2.central.cox.net...
> Where do I find this black box?
>
> "TXG" <txg01@xs4all.nl> wrote in message
> news:3f59d730$0$49116$e4fe514c@news.xs4all.nl...
> > Hi,
> >
> > I just added a ZIP drive to my black-box. It works great. My old
harddisk
> > just crashed so I added a new 2Gb harddisk to it and will use the ZIP as
> > backup. It's very quick.
> >
> > Secondly you need to modify the black-box to support the ZIP drive.
After
> > that you need to manually configure it in de controller list.
> > The mod on the black-box = parity mod & termination power mod. But all
> this
> > can be done very easy.
> >
> > I only had the parity mod and it didn't work after the termination power
> mod
> > it works great.
> >
> > TXG/MNX
> >
> > "LarryWhite" <llppwhite@aol.comnsp> wrote in message
> > news:20030906075857.16504.00000517@mb-m02.aol.com...
> > > > I dumped my 16mb hard disk to an image and MAN it takes along time
> > (serial).
> > > <
> > >
> > > Were you able to take advantage of 3X speed in APE or Atari 810?
> Anything
> > > using SIO will be slower than using the parallel bus. And 3X SIO is
> about
> > as
> > > good as it gets on NTSC systems. If you want the fastest backup
speed,
> > backing
> > > up to a ZIP drive (or hard drive to hard drive) is a really fast

> > alternative.
> > > (Requires Black Box Interface for ZIP's.)
> > > Larry
> >
> >
>
>

# 5109. Re: Express PRO!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-10 17:15:12 UTC
From: Thomas Rahbar <rahbart@cox.net>
Message-ID: <A_I7b.9548$8o3.4932@news2.central.cox.net>
Source record: 19272

Well what version would you recommend? I used to run a BBS until '93 on version 3.x written by Stephen Carden and Keith. I still have all my hardware and could run on the 8bit. I don't think people would be interested in dialup so most likely it would need to be telnet.

"TXG" <txg01@xs4all.nl> wrote in message
news:3f5f5a85$0$58716$e4fe514c@news.xs4all.nl...
> Hi,
>
> Contact Video 61 but remember the latest version for the 8-bit atari is
5.0b
> the version 6.0 that's being sold only works on an pc emulator :-(
>
> TXG/MNX
>
> "Thomas Rahbar" <rahbart@cox.net> wrote in message
> news:KUG7b.8893$8o3.3229@news2.central.cox.net...
> > Does anyone know who I need to contact to upgrade my node of Express
> to
> > the last version?
> >
> > Thanks
> >
> >
>
>

# 5110. Re: Hello and please help!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-10 17:44:07 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <4a88ae4de0eec43022c100cc5900f6cd@news.teranews.com>
Source record: 19273

I bought my stuff from ebay. www.ebay.com

"Thomas Rahbar" <rahbart@cox.net> wrote in message
news:t%B3b.102000$Ij4.19279@news2.central.cox.net...
> Hello all! I am a 31 year old from the 80's. I used to run a BBS on
my
> Atari 800xl with limited hours, then upgraded to a 130xe with memory
> expansion, MIO, and hard disk. I had every program you could think of. I
> grew up on these babies and now i'm dusting my stuff off (I still have
> everything). I was wondering what the general consensus was as far as
> upgrades. I've been doing alot of research and it seems that a
SuperVideo,
> SIO2IDE, SIO2PC, and SIO21050 are the ultimate upgrades. Anyone have any
> other suggestions? I'm wanting to do these upgrades but don't know where
to
> buy this stuff from. Seems most of these items are in the UK. I feel
like
> a newbie all over again. Aaron from 'atari holmes' sent me here to check
it
> out. Hope to make some new friends here and maybe even touch base with
some
> old 8bit users. Thanks!
>
> Thomas
>
>

# 5111. Re: Any ATARI shows? THIS SATURDAY! September 13!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-10 17:45:44 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vluopd8511ipc7@corp.supernews.com>
Source record: 19274

That's great! Thanks for the timely reminder.

# 5112. Re: ATARI 8 Bit scene needs more activity

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-10 20:16:39 UTC
From: cmartin@ti.com
Message-ID: <482f186a.0309101216.7ed50b4a@posting.google.com>
Source record: 19275

Actually, myself and several others have been working on an Atari
Ethernet Cart. A version of Contiki that runs on this will follow.

I have a proto-board wired to one of my 130XEs (notice the
MyIDE interface there as well in the picture below...)

http://jybolac.virtualave.net/atari/images/atari_a8_ether.jpg
(messy, I know, but the connections are there.)

The layout for the cart is actually mostly complete, but I need
to take some time to do some debug. I would like to make a run
of about 60 or more ethernet carts for the 8bit, so if anyone is
interested, drop me a mail.

This project is in the pre-pre-just getting started stage, but I
want to let you know that there are software and hardware projects
going on. Preliminary prices would be about $10-$15 for the bare
board, about $25 for the board and some components, and $70-$80
including the ethernet RJ-45 board.

Hey, if the C64 can do it, why can't we?

--Chris

zothen@my-deja.com (Zothen Runecaster) wrote in message
news:<fcd76a9e.0309090103.46a7181e@posting.google.com>...
> There are far more hard- and software projects in the C64 and Sinclair
> scenes.
>
> New projects for the ATARI 8 Bit could help to get the system more
> popular again!
>
> Maybe new games,new demos,new hardware projects.
>
> ATARI may have sold less ATARI 8 Bit computers than Commodore sold
> C64s or Sinclair Spectrums , but the ATARI is one of the best 8 Bit
> computers.
>
> ZR

## 5113. Atari ROM File Designer

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-10 22:20:41 UTC
From: "Neal E. Westfall" <nwestfal@dslextreme.com>
Message-ID: <20030910151427.D36905@Tolstoy.home.lan>
Source record: 19276

Hello,

Is anybody familiar with the program? Here is a link:

http://pvb.free.fr//Atari/Atari_Index.htm
(click on "Atari Rom File Designer" at top of page")

It looks like interesting software, looks like another 1050-2-PC type
software, but I can't figure out what it has to do with ROMs. Just
curious, in the web pages the author appears to refer to disk image
formats as "roms". What gives?

Neal

# 5114. Re: Mods Mods Mods

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-10 23:41:01 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030910194101.13163.00000619@mb-m15.aol.com>
Source record: 19277

Hi TXG-

> Secondly you need to modify the black-box to support the ZIP drive. After that you need to manually configure it in de controller list. <

What kind of ZIP are you using -- external? I have the (old) 100 MB Internal SCSI. It's been several years since I put this together, but I don't recall having to do any mods with the termination. What did you do with the BB? IIRC, the ZIP has a termination jumper and so did my HD (200 MB Conner). There is one "trick" that simplifies things -- make all the partitions the same size. Mine are all 60,000 DD sectors -- which works out to a little less than 16 MB. Some folks don't care for this since it hampers flexability, but to me the simplification is the better choice. Eventually, I'll get most everything except a few boot games backed up as ATR's on CD-Roms.
Larry

## 5115. Re: Most recent demos ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 02:05:18 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3f5fd596.19341504@news>
Source record: 19278

bill@newbreedsoftware.com (William Kendrick):
>"Frantisek Semeckï¿½" <semecky@saul-is.cz> wrote:
>> I know about demo Numem from Poland. There is version for ramdisk.
>> Fanny.
>
>Numen is the latest I remember hearing about, but it's about a year old now!
>
> http://numen.scene.pl/
>
>
>It certainly does 'kick ass', and will be one of the things I demo at the
>Vintage Computer Show next month in Mountain View, Calif. :)

Do you have a PAL machine with 320 kB of RAM, or will you have to show it
on emulation?

---
Shawn Jefferson
(fix reply to for email)

## 5116. Re: Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 06:54:39 UTC
From: soularinflux@aol.com
Message-ID: <20030911025439.19368.00000603@mb-m20.aol.com>
Source record: 19279

too late but it is the correct ps; the 5200 ps. that is the one that works. i use it on both my indis.. 9 volts does not do the job.

soularinflux

# 5117. Re: ATARI 8 Bit scene needs more activity

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 07:36:50 UTC
From: bill@newbreedsoftware.com
Message-ID: <mCV7b.20637$dk4.640767@typhoon.sonic.net>
Source record: 19280

Chris Martin <cmartin@ti.com> wrote:
> Actually, myself and several others have been working on an Atari
> Ethernet Cart. A version of Contiki that runs on this will follow.
>
> I have a proto-board wired to one of my 130XEs (notice the
> MyIDE interface there as well in the picture below...)
>
> http://jybolac.virtualave.net/atari/images/atari_a8_ether.jpg
> (messy, I know, but the connections are there.)

Sounds awesome!!! :)

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5118. Re: Most recent demos ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 07:37:49 UTC
From: bill@newbreedsoftware.com
Message-ID: <hDV7b.20638$dk4.640329@typhoon.sonic.net>
Source record: 19281

Shawn Jefferson <shawnjefferson@shaw.caremovepls> wrote:
>
> Do you have a PAL machine with 320 kB of RAM, or will you have to show it
> on emulation?

I have an 800XL with 256K of RAM and I've got a PAL GTIA chip. ;^)

So, I'll be demoing on an emulator, sadly. Seems to work pretty well,
though!

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5119. Re: Scrolling better on the ATARI or C64 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 07:39:24 UTC
From: bill@newbreedsoftware.com
Message-ID: <MEV7b.20640$dk4.640922@typhoon.sonic.net>
Source record: 19282

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:
> No need to move memory around. For the C64,
> the VIC wasn't as flexible as Antic. IIRC, it does have a HSCROL register,
> but when this wraps around, you really have to move all bytes in memory, and
> that's what it makes slow.

Wow, damn! This makes clever tricks like those used in FlickerTerm80 and
Ice-T impossible on the C=64, huh???

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5120. Re: Scrolling better on the ATARI or C64 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 07:43:06 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gr82nepo5.fsf@legolas.mdh.se>
Source record: 19283

Thomas Richter <thor@cleopatra.math.tu-berlin.de> writes:

[VIC-II]
> IIRC, it does have a HSCROL register, but when this wraps around, you
> really have to move all bytes in memory, and that's what it makes slow.

Yep. Double buffering might help a little, as you can prepare the "next"
screen in parallel with the other computing, and when the scroll register
wraps around, you shift to the other screen at a proper timing (when the
raster is off-screen preferrably).

I've understood a lot of the VIC-II tricks depend on the "bad" lines
and fooling with the raster counter, which surely was outside of the
intended use when the chip was designed.

> For the Atari, you just adjust some pointers and off you go.

I've understodo the Amstrad CPC6128+ has some quite advanced hardware
scrolling capabilities too, but I know too little about that architecture.
Maybe this would be a reasonable thread to crosspost a little...

--
Anders Carlsson

"Please not to close to the hair, finger, clothes to run about the
inside's vehicle, in order to prevent quilt involvement." -- Bit Racer

# 5121. Re: Scrolling better on the ATARI or C64 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 07:46:47 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2goexrepi0.fsf@legolas.mdh.se>
Source record: 19284

bill@newbreedsoftware.com (William Kendrick) writes:

> This makes clever tricks like those used in FlickerTerm80 and
> Ice-T impossible on the C=64, huh???

What are those tricks -- horizontal/vertical interlace to "double"
the resolution in either direction? In that case, it has been done
on the C64 too, but as always interlace flickers too much to be
useful for a longer period of time.

--
Anders Carlsson

"Please not to close to the hair, finger, clothes to run about the
inside's vehicle, in order to prevent quilt involvement." -- Bit Racer

# 5122. Re: Scrolling better on the ATARI or C64 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 07:56:05 UTC
From: bill@newbreedsoftware.com
Message-ID: <pUV7b.20641$dk4.640908@typhoon.sonic.net>
Source record: 19285

Anders Carlsson <anders.carlsson@mds.mdh.se> wrote:
>
> What are those tricks -- horizontal/vertical interlace to "double"
> the resolution in either direction? In that case, it has been done
> on the C64 too, but as always interlace flickers too much to be
> useful for a longer period of time.

Ice-T uses 320x192 1bpp graphics mode (aka "GRAPHICS 8" in Atari BASIC)
to provide 80 column text, but to scroll, it only needs to update a couple
of ANTIC pointers and clear one line's worth of text (40 x 8 bytes = 320 bytes),
rather than MOVE almost the entire screen (nearly 8 Kbytes). :^)

FlickerTerm80 uses 40x24 text mode (aka "GRAPHICS 0") and flips between two
character sets. One with the shapes on the left side of the characters, e.g.:

```
........
..#.....
.#.#....
.#.#....
.###....
.#.#....
.#.#....
........
```

and the other with them on the right. At the same time it swaps the fonts
(every frame), it also switches which chunk of memory is being displayed on
the screen.

So one 40x24 (nearly 1K) buffer contains text like this:

Teqikbonfx

And the other 1K buffer contains the other half:

h uc rw o

Combined with the font swapping, you get:

The quick brown fox

The flickering IS noticable, but really not too bad. And to scroll an
entire screenfull of date, you simply move less than 2K and clear 80 bytes
at the bottom. :^)

Again, versus moving nearly 8K of data, and wiping 320 bytes at the bottom,
as you would in a plain 320x192 graphics mode with _no_ "tricks", but only
raw muscle.

This ends up allowing higher modem speed support at 80 columns (e.g., 19.2Kbps), which the graphics-only mode would NEVER be able to keep up with. ;)

Add to this the use of sprite (player/missile) overlays, and you can do text highlighting, underlining, etc. :^)

Finally, in "FlickerTerm" modes, you can actually squeeze the characters closer together -- e.g., use all 4 pixels wide -- and they don't look nearly as bad as they would in a raw graphics mode.

e.g., this:

```
## ### #######
# ## ## # #
######## # # #
# ## ## # #
# #### #######
```

would actually look like "ABCD" rather than the mess above. ;^)

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5123. Re: Scrolling better on the ATARI or C64 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 07:58:17 UTC
From: bill@newbreedsoftware.com
Message-ID: <tWV7b.20642$dk4.641000@typhoon.sonic.net>
Source record: 19286

Anders Carlsson <anders.carlsson@mds.mdh.se> wrote:
>
> Yep. Double buffering might help a little, as you can prepare the "next"
> screen in parallel with the other computing, and when the scroll register
> wraps around, you shift to the other screen at a proper timing (when the
> raster is off-screen preferrably).

Oh, so you CAN swap / double-buffer. Just not do it so finely-grained as
one byte (character cell) at a time, as on the Atari?

The Display List in the Atari helped a ton with horizontal scrolling, too.
You can simply store the entire 'map' of the game in a 1000 x 20 chunk of
memory, and update 20 display list pointers (one per line) to scroll
around your 40x20 'window' of the map.

Hrm, I'm getting tired and rambling. Sorry ;)

-bill!

# 5124. Re: Scrolling better on the ATARI or C64 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 08:10:26 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gfzj3eoel.fsf@legolas.mdh.se>
Source record: 19288

bill@newbreedsoftware.com (William Kendrick) writes:

> Oh, so you CAN swap / double-buffer.

Sure. The chip can access 16K of RAM, and a character-based screen
only takes 1K of that, so you can easily fit two copies of the screen
into memory (plus sprites, graphics etc). But you have to do all
the buffering and swapping by hand.

If you're working in hires mode (which takes 8K memory), it is probably
impossible to smoothly scroll this screen as moving 8K of memory back
and forth (plus making changes to the graphics!) would take a little
too much time, unless your scroll is _really_ slow.

So what you do in reality is that you copy the character-based screen
row by row into another buffer, with the exception of offseting the
source or destination by one cell in either direction, plus inserting
the new graphics at the end. When the HSCROL register has wrapped,
you hopefully have completed your copy and point to the new screen.
Then you reverse the process.

--
Anders Carlsson

"Please not to close to the hair, finger, clothes to run about the
inside's vehicle, in order to prevent quilt involvement." -- Bit Racer

# 5125. Re: Scrolling better on the ATARI or C64 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 08:12:18 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bjpap2$n27$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 19287

Hi,

>> Yep. Double buffering might help a little, as you can prepare the "next"
>> screen in parallel with the other computing, and when the scroll register
>> wraps around, you shift to the other screen at a proper timing (when the
>> raster is off-screen preferrably).

> Oh, so you CAN swap / double-buffer. Just not do it so finely-grained as
> one byte (character cell) at a time, as on the Atari?

The VIC buffer can be placed at various "fixed" positions in memory, though
not at arbitrary positions, unlike ANTIC. I'm really not an expert in the
C64 hardware architecture, so others might know better, but the thing was
that VIC more or less provided only a couple of address lines and the
remaining addresses for addressing the display had to come from somewhere
else, IIRC from the CIAs.

> The Display List in the Atari helped a ton with horizontal scrolling, too.
> You can simply store the entire 'map' of the game in a 1000 x 20 chunk of
> memory, and update 20 display list pointers (one per line) to scroll
> around your 40x20 'window' of the map.

Exactly. BoulderDash is one of the examples that come to my mind.

So long,
Thomas

# 5126. ADV: Atari Clearance Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 08:19:33 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0309110112140.2904-100000@shell1.aracnet.com>
Source record: 19289
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm buried in Mountains of Atari stuff and I need Your HELP! I have Atari
stuff coming out of my Ears and I need to make room for NEW Atari stock.
I'm buying out an Atari Dealer & I need to make room for NEW Atari stock!
So I'm Offering a 20% off the Top Discount for any customer on Atari ST
and Classic Atari 8 Bit Books and SoftWare/Games! But Wait! There is more!
For Regular Customers add another 10% off! A Whopping 30% off the Top
Discount. Take advantage of this, because this is as Good as it Gets! A
lot of the items on sale I only have One, Two or a Few of! So act NOW
While I got it! Get the Catalogs while inventory Lasts! Got Questions?
Call Ben 24Hrs: (503)256-9974 or E-Mail Atari@aracnet.com Today!

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I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
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Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 5127. Re: Express PRO!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 08:36:53 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3f6035e2$0$58699$e4fe514c@news.xs4all.nl>
Source record: 19291

My BBS crashed a month ago I will have it running soon on a telephone line
again :)

I am currently also working on a solution to connect PRO! 5.0b to the
internet without a pc. But during the crash I lost everything also the
sources of programs I was writing.

TXG/MNX

"Thomas Rahbar" <rahbart@cox.net> wrote in message
news:A_I7b.9548$8o3.4932@news2.central.cox.net...
> Well what version would you recommend? I used to run a BBS until '93 on
> version 3.x written by Stephen Carden and Keith. I still have all my
> hardware and could run on the 8bit. I don't think people would be
> interested in dialup so most likely it would need to be telnet.
>
> "TXG" <txg01@xs4all.nl> wrote in message
> news:3f5f5a85$0$58716$e4fe514c@news.xs4all.nl...
> > Hi,
> >
> > Contact Video 61 but remember the latest version for the 8-bit atari is
> 5.0b
> > the version 6.0 that's being sold only works on an pc emulator :-(
> >
> > TXG/MNX
> >
> > "Thomas Rahbar" <rahbart@cox.net> wrote in message
> > news:KUG7b.8893$8o3.3229@news2.central.cox.net...
> > > Does anyone know who I need to contact to upgrade my node of
Express
> > to
> > > the last version?
> > >
> > > Thanks
> > >
> > >
> > >
> > >
> >
>

# 5128. Re: Scrolling better on the ATARI or C64 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 08:43:35 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gsmn33ebs.fsf@legolas.mdh.se>
Source record: 19290

Thomas Richter <thor@cleopatra.math.tu-berlin.de> writes:

> The VIC buffer can be placed at various "fixed" positions in memory,

At least every 512th (maybe 256th?) byte within the 16K bank, which
also can be changed to make VIC read from another section of memory.

This could also be useful for "virtual consoles" outside of the
scrolling features. Would it be difficult to implement virtual
consoles on the Atari? Maybe that could be done with the scrolling
as well, as you were able to define oversized screens and would only
"scroll" one screen width at a time.

I've been thinking a little about which 8-bit computer is most powerful
for writing small games (like the 1K, 2K, 4K minigames). The 6502 is a
little cumbersome with its few registers and lots of swapping into
memory and stack, but I have too little experience of other processors
like the Z80, 6809, 1802, 8080, 9900 (ok, 16-bit) etc to make a good
comparison.

When it comes to graphics chip, ANTIC seems to be the most flexible
one? VIC-II and the TMS chip found in e.g. MSX machines might be good
runners-up when it comes to good performance with low overhead. Sound
is not too important in a 1K game, so I judge all chips equally. Other
issues like memory layout, DOS/run-time overhead might be interesting.

So, maybe a 6809-based machine with ANTIC, SID, a well considered
memory map and a rich ROM to call would be a dream machine for 1K.

--
Anders Carlsson

"Please not to close to the hair, finger, clothes to run about the
inside's vehicle, in order to prevent quilt involvement." -- Bit Racer

# 5129. Re: Good source for demos/public domain software ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 09:03:35 UTC
From: dgs@clara.net
Message-ID: <3568e886.0309110103.c07b87e@posting.google.com>
Source record: 19292

Try my site at: http://www.dgs.clara.net

Dean Garraghty

zothen@my-deja.com (Zothen Runecaster) wrote in message
news:<fcd76a9e.0309090502.67fde32f@posting.google.com>...
> Anyone knows a good source for ATARI 8 Bit demos and public domain
> software ?
>
> There are many sources for pirated games,but itï¿½s difficult to find
> certain Public Domain programs.
>
> BTW : Anyone knows a source for software from magazines (ANTIC ,
> European mags , ...) ?

# 5130. eBay Atari auctions: SCART cables, software, etc.

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 09:12:33 UTC
From: dgs@clara.net
Message-ID: <3568e886.0309110112.3be28ab2@posting.google.com>
Source record: 19293

Hi,

I have auctions running for a number of Atari 8-bit items, including SCART cables, and quite a bit of software. Please note that I am offering some cheaper shipping options for the PPP software which I have listed previously, so if you were interested before but were unwilling to pay the shipping, have another look!

I also have some Deluxe versions of my combined SCART/RCA cables available again. These plug into the Atari's monitor socket and connect to either your TV's SCART socket (if it has one) or the RCA Phono sockets. This means it will work in any country (except SECAM countries). These deluxe versions have high grade double-screened cable and gold plated plugs. Much better than using the TV output cable!

The link for my auctions is:

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangarraghty

Also, don't forget to visit my website for articles, downloads, and on-line Atari shopping: http://www.dgs.clara.net

Dean Garraghty

## 5131. Classic computer forums

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 09:46:28 UTC
From: Blacklord <llyon@nospam.intas.net.au>
Message-ID: <3f604514$3@dnews.tpgi.com.au>
Source record: 19294

Landover Amiga BBS has set up a new forum based system (using phpBB2)
devoted to the discussion of all classic computers - launch date is today!

The forums currently set up cover Commodore, Amiga, Atari, Spectrum, Radio
Shack & others, also general chatter & emulation topics.

The forums are moderated & you are required to join before posting.

Hoping that this forum site will become a (polite) community base for all
classic computer users.

Come & have a look (& leave a message or two!)

http://commodore.thebbs.org/phpbb2/index.php
or directly from the main page at http://commodore.thebbs.org

cheers,

Lance

---
Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.515 / Virus Database: 313 - Release Date: 2/09/2003

# 5132. Re: Holme's Website Mirror

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 10:00:04 UTC
From: Aaron <holmesatari@hotmail.com>
Message-ID: <qIX7b.595$tv1.61710@news02.tsnz.net>
Source record: 19295

Hmmm, kinda annoying that someone has mirrored my webpages. I have no problem with them hosting the files for download. But make your own html! ;-) Anyone got a email address for this 'site'?

Cheers

Holmes

"Randy Jabsco" <RandyJabsco@yahoo.com> wrote in message news:c5b771d1f5a25e280c0f1e88e5480520@news.teranews.com...
> Anyone know anything about this Mirror Website for Holme's Atari 8-bit
> games?
>
> http://ftp.atari.art.pl/stuff/mirror/homepages.paradise.net.nz/atari/
>
>
>

# 5133. Re: Scrolling better on the ATARI or C64 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 14:35:12 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bjq170$8pm$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 19296

> Thomas Richter <thor@cleopatra.math.tu-berlin.de> writes:

Hi,

> This could also be useful for "virtual consoles" outside of the
> scrolling features. Would it be difficult to implement virtual
> consoles on the Atari?

No, not at all. Just keep separate display lists and separate video
buffers and just write "into the right one". About the only problem that
comes to my mind is the limited memory the Ataris have to provide (or
rather, "fail to provide").

> I've been thinking a little about which 8-bit computer is most powerful
> for writing small games (like the 1K, 2K, 4K minigames). The 6502 is a
> little cumbersome with its few registers and lots of swapping into
> memory and stack, but I have too little experience of other processors
> like the Z80, 6809, 1802, 8080, 9900 (ok, 16-bit) etc to make a good
> comparison.

The Z80 is more powerful, has more registers and quite some powerful
instructions, but it requires more cycles per instruction than the
6502 does. The 6800 family is not that much different from the 6502
(after all, the 6502 was constructed by a couple of engineers that
run away from Motorola...), it just provides two 16 bit index registers
instead of two 8 bit indexes, and has therefore some variations of the
6502 addressing modes. The 8080 can be compared to the Z80 in various
aspects, lacks a couple of features. The others I don't know.

> When it comes to graphics chip, ANTIC seems to be the most flexible
> one? VIC-II and the TMS chip found in e.g. MSX machines might be good
> runners-up when it comes to good performance with low overhead.

ANTIC is not really a graphic chip. It is more like a DMA co-processor,
it doesn't generate the display itself. That's the matter of the GTIA.
Antic pushes video(bitplane) data into GTIA which then generates the
display. The major problem of GTIA is the lack of color registers, and
the rather poor "sprite"/"player missile" capabilities. It has nine
color registers (each 128 colors each, though), but without additional
trickery, only at most four of them can be used for playfield generation.
The VIC provided the additional color RAM and could define two separate
colors for each 8x8 block. This doesn't fit at all into the "antic" way
of thinking, of course. It would be cool if there would be one additional
DMA channel that would allow re-loading the GTIA color registers on
the fly (like the Copper on the Amiga) without requiring the CPU for that.

> Sound
> is not too important in a 1K game, so I judge all chips equally.

SID is more advanced than POKEY, but lacks one channel that could
be useful. A dual-SID setup would perform very well (and stereo).

> Other
> issues like memory layout, DOS/run-time overhead might be interesting.

> So, maybe a 6809-based machine with ANTIC, SID, a well considered
> memory map and a rich ROM to call would be a dream machine for 1K.

Well, I would vote for two SIDs and possibly a modified ANTIC/GTIA, but
then that's all dreaming...

So long,
Thomas

# 5134. MS BASIC II Disk & Docs

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 15:53:00 UTC
From: name.withheld@comcast.net
Message-ID: <ae61mv8f6b2akttphb8ka3pb7a1so35jt9@4ax.com>
Source record: 19297

As part of a multiple cartridge lot I picked up on eBay I recently acquired a Microsoft BASIC II cart, number RX8035. I understand, after the fact, that the cart alone is not the full package. There was a disk that went with it. Likewise I am short the manual as well.

Does anyone know of a downloadable copy of either missing component?

TIA. --> Bob

# 5135. Re: Scrolling better on the ATARI or C64 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 15:53:59 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gr82nl3s8.fsf@legolas.mdh.se>
Source record: 19298

Thomas Richter <thor@cleopatra.math.tu-berlin.de> writes:

> The 6800 family is not that much different from the 6502

Apart from the 16-bit index registers, I've read that it supports
double accumulators which may come very handy.

The 1802 is an odd beast from the early 70'ties which has a reduced
set of instructions but a lot of registers. It was used in various
applications like the DIY computer Cosmac Elf, the Pong-like console
RCA Studio II, a very R@RE computer called Comx 35 and in the Voyager
space probes. Some day I'll have a go at writing some Studio II game.

> ANTIC is not really a graphic chip. It is more like a DMA co-processor,
> it doesn't generate the display itself. That's the matter of the GTIA.

Ok. How about the combo of these two then?

> The VIC provided the additional color RAM and could define two
> separate colors for each 8x8 block.

Yep, but in that mode you only *have* two colours per 8x8 block,
despite being able to choose these two independently.

> SID is more advanced than POKEY, but lacks one channel that could
> be useful. A dual-SID setup would perform very well (and stereo).

Well, three or four channels shouldn't make all the difference. You
can also play raster tricks with SID and overlay digis (samples) on
top of the SID generated sounds. There are a couple of songs in the
HVSC which features 3 SID channels plus 2 digi channels, and it sounds
quite OK.

(I've also composed music for the VIC-20, which has a four-channel
sound chip where the first three channels overlap eachother by one
octave and provide really terrible frequency resolution. While it
is nice to have four channels to work with, I'm sure I could've
sacrificed one channel for better sound)

> Well, I would vote for two SIDs and possibly a modified ANTIC/GTIA,
> but then that's all dreaming...

Given 1K of RAM, I really prefer the meaty ROM with easy accessed
routines for arbitrary multiplication, hex->dec conversion, print
to screen, set up graphics etc. On the other hand, a such machine
with the cream of the best hardware and software probably would
have much more memory and interfaces than a stripped-down 1K box.

--
Anders Carlsson

"Please not to close to the hair, finger, clothes to run about the
inside's vehicle, in order to prevent quilt involvement." -- Bit Racer

## 5136. AtariArchives.org

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 16:20:18 UTC
From: bill@newbreedsoftware.com
Message-ID: <6h18b.20720$dk4.641809@typhoon.sonic.net>
Source record: 19299

What happened to atariarchives.org!? Domain seems to have vanished! :^(

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

## 5137. Re: AtariArchives.org

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 16:21:18 UTC
From: bill@newbreedsoftware.com
Message-ID: <2i18b.20721$dk4.641904@typhoon.sonic.net>
Source record: 19300

William Kendrick <bill@newbreedsoftware.com> wrote:
>
> What happened to atariarchives.org!? Domain seems to have vanished! :^(

Ditto with Kevin Savetz's other domain, atarimagazines.com! :^(

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5138. Re: Scrolling better on the ATARI or C64 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 16:25:00 UTC
From: bill@newbreedsoftware.com
Message-ID: <wl18b.20723$dk4.641955@typhoon.sonic.net>
Source record: 19301

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:
>
> Well, I would vote for two SIDs and possibly a modified ANTIC/GTIA, but
> then that's all dreaming...

I wonder if the Commodore One could be frankenstien'd in such a way ;)

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5139. Re: Any ATARI shows (somewhere in the world) ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 16:55:13 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F60A8F1.E6C94BA1@students.uni-mainz.de>
Source record: 19302

Well,
of course there are. here in Germany there are at least 3-4 parties, like 1) Schreiersgruen meeting (A8 only meeting, usually in Spring, every year), 2) Unconventional Lengenfeld (Atari 8-64 bit and Acorn meeting; usually in the last week of august or the first week of september, every year), 3) ABBUC JHV in Herten (ABBUC meeting and show, A8 only, always at the end of ocober, every year) and 4) 8Bit Boerse in Frankfurt/Main (normally twice, in spring and late fall; this year only one meeting together with the eurocon in karlsruhe; www.eurocon.de or so);

Besides the german atari meetings there are also lots of demo and scene meetings in Poland, Slovakia and Czech Republic. Just visit the polish homepage www.atariarea.histeria.pl (polish language!) to read the latest news and download the latest A8 software... Afaik, there are also many Jaguar-shows (Jagfest) in the USA, UK and Australia (and elsewhere). Last not least there is the Atari World in Las Vegas every year... greetings, Andreas Magenheimer.

P.S.: Most of these demo and scene meetings are only small fairs, with only 20 - 100 users. Not every meeting or fair features new A8 software, many meetings are just game, demo buy/sell and/or discussion meetings...

Zothen Runecaster schrieb:
>
> Are there any ATARI shows left were the ATARI 8 Bit plays a role ?
>
> Demo - parties , meetings of the scene ?
>
> Or is there nothing left ?
>
> ZR

# 5140. Re: The music program MASIC ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 17:00:49 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F60AA41.60E47CEF@students.uni-mainz.de>
Source record: 19303

Well,
Masic was developed here in Germany around 1988 or 1989. Later many more
Music editors and trackers arrived, like Benjy soundmonitor,
Soundmonitor Professional, Black Magic Composer, Pegasus Soundmonitor
and many others. So Masic was not used any longer. Nowadays, even most
of the newer german music editors are not used any longer, because of
the much better polish music editors (e.g. chaos music composer,
Multi-Pro-tracker, Theta-Music-Composer, etc. etc.)...

Well, I have some sources in masic, as well as 9 demo disks with Masic
sounds (where 8 disks were done by one and the same author). if you are
interested in these (or in any polish demo music disks), just write me
an e-mail... greetings, andreas.

Zothen Runecaster schrieb:
>
> Anyone knows if MASIC is any good for creating music ?
>
> It´s a music programming language and some of the demo songs are quite good.
>
> But there seem to be not many programs using MASIC music ?
>
> ZR

# 5141. Re: Could an 8 Bit system do "Populous" ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 17:08:00 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F60ABF0.C7CC0DC7@students.uni-mainz.de>
Source record: 19304
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Hmmm,
afaik there are already some 8Bit atari games with 3d graphics. I do remember the following games: Q-Bert (and many clones), Pogo-Joe, QB, Xagon, Amaurote, Chimera, Mad Marbles or Marble Madness (a PD clone of Marble Madness), Spindizzy and a few more games with pseudo-3D graphics. The problem could be the many people running around the screen, therefore one would have to use software players (like in DROL and other games) instead of hardware players (where only 4-5 are available) or some other tricks to create more than the standard players (like in Mirax force, 16 Players demo, etc.)...

Most of all, one would need a good + motivated programmer, who does not give up programming after a certain time or a certain problem. We already have many good, but unfinished A8 games, because of lack of motivation or time... greetings, andreas.

Zothen Runecaster schrieb:
>
> Do you think an ATARI 800 XL or a C64 could do a game like "Populous"
> on the AMIGA/ATARI ST/MS DOS ?
>
> I mean the game was written on the ATARI ST.The ST is an 8Mhz machine
> with a resolution of 320*200*16 (LoRes), that means 32000 Bytes of
> screen-ram.
>
> An ATARI 8 bit or a C64 would need only 8K of screen-ram at a
> resolution of 160*200.
>
> That means there´s is less data on the 8 Bits.
>
> Do you think the isometric 3D graphics of Populous would be a problem
> or the AI of the game (many people running around) ?
>
> I think graphic-wise you could pre-calculate a lot , so that you would
> need nothing more than to simple copy data.
>
> With enough RAM this should be possible.
>
> This could be achieved by 2 ways :
>
> RAm-expansions or game on bankswithcing cartridge.On the ATARI I know
> that at least 1 Mbyte carts are possible.This should be possible on
> the C64,too.
>

> ZR
>
> BTW : I think there is a SNES version of Populous.The SNES uses a
> 65816 running at max. about 3.5 Mhz , but in some modes only at 1.8
> Mhz.So it isn´t much faster than an ATARI 800 XL or a C64 regarding
> the fact that it´s screen requires more RAM.

# 5142. Re: Good source for demos/public domain software ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 17:11:42 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F60ACCE.34EFDD26@students.uni-mainz.de>
Source record: 19305

Well,
if you are a member of ABBUC, then www.abbuc.de is the best source.
Members can download not only every ABBUC magazine, but also the whole
ABBUC PD library as well as thousands of source-codes in Assembler,
Action, forth, C, etc. etc. They also have a big library of books and
magazines for download available...

Otherwise you have to search around the net to find quite a lot of sites
for demos (Sven gleich`s demo page for example), games (homesoft`s side
for example), demos and applications (atari-area for example) and many
other things. Greetings, Andreas.

Zothen Runecaster schrieb:
>
> Anyone knows a good source for ATARI 8 Bit demos and public domain
> software ?
>
> There are many sources for pirated games,but it´s difficult to find
> certain Public Domain programs.
>
> BTW : Anyone knows a source for software from magazines (ANTIC ,
> European mags , ...) ?

# 5143. Re: Most recent demos ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 17:24:42 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F60AFDA.305D293D@students.uni-mainz.de>
Source record: 19306

Hmmm well,
that depends on what you mean with "new"... Last year (afaik) we had the great Numen demo by Taquart, featuring many never seen effects. This year we had the Too Hard 4 demo by The animkomials. Looks like nowadays only one demo per year is getting released. but maybe you do not know the newer A8 demos of the 90`s from Poland, Czech Republic, Slovakia and Germany ?!? Well, what about:

The asskicker demo (Shadows), The X-Demo (MadTeam), Tit-Demo (MadTeam), JHV 2002 demo (by JAC!), Trip 6 demo (by Shadows), Nonjm-Demo (by tight), total Daze demo (by tight), Journey demo (4-bootdisks version by Polynomials, packed 170k file version by Madman/MadTeam), Worms intro (by datri), The Bill Pie demo (probably by MadTeam), The Ergo Bibamus demo (by Quasimodos), Vengeance demo (by Excellent), Sheol demo, Timekeeper demo, Khai-Et demo, Base 33 demo, Starwars demo, wormhole demo, etc. etc. - most of these are available at: www.atariarea.histeria.pl or from me, if you write me an e-mail.
greetings, andreas.

Zothen Runecaster schrieb:
>
> Are there any new demos for the ATARI 8 Bit now ?
>
> ZR

# 5144. Re: Dungeon Master project

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 17:30:41 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F60B141.DB8925BB@students.uni-mainz.de>
Source record: 19307

Hello,
a long long time ago (somewhere in the 90`s) a well known friend of mine
(Thimo Graef, who also uses the Pseudonym Dungeonmaster) started a
Dungeonmaster project in turbo-Basic XL. Therefore he converted many
graphics from Dungeonmaster and Bard`s Tale into the 256 color format
(gr. 9+11). The game required 128k RAM (because of the used
digi-samples) and featured a small labyrinth with certain monsters you
had to fight and some waepons and money you could find. There were also
hidden and invisible walls - but alas, the game was never finished and
had a couple of bugs. If you are interested in the source (2 disksides
with many pics, sounds and Turbo basic listings), I can send you a copy
of it. But, if I remember correctly the game was programmed in german
language, meaning it prints german sentences on the screen... anyway,
e-mail me, if you are interested... greetings, Andreas Magenheimer.

Zothen Runecaster schrieb:
>
> angelshamshel <angelshamshel@removethishotmail.com> wrote in message
news:<a0mrlvke1nf62pqoq6f35m7soea5pam2t0@4ax.com>...
> > Do you see any value in selling the actual development engine for
> > other users / developers in helping produce games for the 8-bit / ST
> > platform....
> > Good tools is sometimes the catalyst to get things going....!
> > example: my kid's love to use map editors, etc for PC based games....
> > Just add some imagination.....
> >
>
> There is "Dungeon Master Java" for all JAVA-supporting platforms with
> an excellent map editor which also includes an item and a creature
> editor.This game is Freeware and can be found using google.
>
> There also is an editor for the original ATARI ST Dungeon Master.
>
> The ATARI XL version will be a reprogrammed game with added
> features.Games like Dungeon Master really are 2D only, so the maps are
> made with a 2D editor and the graphics is displayed by placing 3D
> blocks on the screen.
>
> ZR

# 5145. Re: Developers?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 17:34:57 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F60B241.EE5DCAC1@students.uni-mainz.de>
Source record: 19308

Er well,
(don`t take this too serious), afaik Kilroy was the singer of Styx,
Denis de Young. Just listen to the album "Kilroy was here" from
Styx... greetings, Andreas.

P.S.: There also exists a Koala-Picture of Denis de Young, it is mostly
named DENISDE.PIC...

Thomas Rahbar schrieb:
>
> After all the talk of mods and whatnot, I was wondering if there are
> any original programmers from the 8bit era around here. Even more, does
> anyone know who Kilroy was? That name sure takes me back...
>
> Thomas

# 5146. Re: Any ATARI shows? THIS SATURDAY! September 13!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 18:54:37 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vm1h6h7kok6v28@corp.supernews.com>
Source record: 19309

Uhm.. Roy G Biv..... I'm sure I've seen billboards
with that on it. What, who is Roy G. Biv, besides
David's handle.

# 5147. Re: AtariArchives.org

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 19:59:59 UTC
From: Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com>
Message-ID: <usenet-DELETEthisPART-21296B.12595911092003@news.west.cox.net>
Source record: 19311

In article <6h18b.20720$dk4.641809@typhoon.sonic.net>,
bill@newbreedsoftware.com (William Kendrick) wrote:

> What happened to atariarchives.org!? Domain seems to have vanished! :^(
>
> -bill!

We're dealing with domain name transfer issues. I've been working on it all day, and expect the sites to be available again in a day or two. Or more, depending on the mood of the DNS gods. In the mean time, you can access the Australian mirrors at

http://atariarchives.planetmirror.com
and
http://atarimagazines.planetmirror.com

--Kevin
--
Kevin Savetz - http://www.savetz.com/contact/
Curator of Classic Computer Magazine Archive - www.atarimagazines.com
& Atariarchives.org - www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

# 5148. Re: Developers?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 20:00:04 UTC
From: Nuvox News <rahbart@cox.net>
Message-ID: <vm1kvbk33kaqe0@corp.supernews.com>
Source record: 19310

Granted. I am speaking of the handle Kilroy that was on a majority of
cracked games during the 80's.

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3F60B241.EE5DCAC1@students.uni-mainz.de...
> Er well,
> (don`t take this too serious), afaik Kilroy was the singer of Styx,
> Denis de Young. Just listen to the album "Kilroy was here" from
> Styx... greetings, Andreas.
>
> P.S.: There also exists a Koala-Picture of Denis de Young, it is mostly
> named DENISDE.PIC...
>
>
> Thomas Rahbar schrieb:
> >
> > After all the talk of mods and whatnot, I was wondering if there
are
> > any original programmers from the 8bit era around here. Even more, does
> > anyone know who Kilroy was? That name sure takes me back...
> >
> > Thomas

## 5149. 1050 2 PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 20:23:26 UTC
From: Nuvox News <rahbart@cox.net>
Message-ID: <vm1mb1prdprb7e@corp.supernews.com>
Source record: 19312

Does anyone have a 1050 2 PC cable for sell or know of somebody who sells them reasonably? Thanks!

## 5150. Infocom game images

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 22:04:41 UTC
From: Mark Keates <news@mkeates.force9.co.uk.removeme>
Message-ID: <Yp68b.853$0x5.148308@stones.force9.net>
Source record: 19313

Hi,

I've been checking the atr/dcm images available via XlSearch and have found
that
a good proportion of the games are corrupted, bad bytes/missing sectors etc.

Checksums are OK for:

HOLLYWOOD HIJINX
INFIDEL
LEATHER GODDESSES OF PHOBOS
PLUNDERED HEARTS
STATIONFALL
SPELLBREAKER
SUSPECT
SUSPENDED
WISHBRINGER
ZORK I
ZORK III
ZORK II
ENCHANTER
CUTTHROATS
SEASTALKER
BALLYHOO

But:

THE HITCHHIKER'S GUIDE TO THE GALAXY
Checksum bad! actual checksum = 1ac4, required checksum = 2235
THE LURKING HORROR
Checksum bad! actual checksum = fbda, required checksum = fb9c
THE WITNESS
Checksum bad! actual checksum = ea1d, required checksum = 1334
PLANETFALL
Checksum bad! actual checksum = d343, required checksum = 13f4
DEADLINE
Checksum bad! actual checksum = 5447, required checksum = 548d
Moonmist
Checksum bad! actual checksum = f3cb, required checksum = b5af
STARCROSS
Checksum bad! actual checksum = 5e30, required checksum = 5e70
SORCERER
Checksum bad! actual checksum = e7d6, required checksum = e7ac

For example: Sector 36 of Witness disk 2 is missing.

Can people supply me other images of the above games for checking.

Many thanks,

Mark

# 5151. Re: Looking for Steve S.

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 22:38:20 UTC
From: Steve Sweet <steve.sweet@btopenworld.com>
Message-ID: <bjqtgr$42e$1@sparta.btinternet.com>
Source record: 19314

Yo!,

Yeah!

> huh?
>
> "Thomas Rahbar" <rahbart@cox.net> wrote in message
> news:ggC3b.102026$Ij4.46236@news2.central.cox.net...
> > Steve Aaron told me to see you out please email me at
rahbart@cox.net.

--

Regards, Steve S.

# 5152. Re: Atari console emulators and games

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 22:58:32 UTC
From: mstepansky@aol.com
Message-ID: <20030911185832.14261.00000703@mb-m18.aol.com>
Source record: 19315

CyberStella (StellaX-1.1.3a)

is the latest so far if you want to play 2600 games, along with interesting fact in the list (rarity, company names, etc.

I think CyberStella needs to run WinXP - not sure.

You can even play 5200 and 7800 games in emulators for PC now. Atariage.com is an excellent site to download ROMs.

Atari Lynx? Yes, Handy .90, with real-looking Lynx on screen.

Atari Jaguar? Hard to find - but emulator is Tempest or Jagulator :o)

# 5153. Re: Atari++ Windows is GREAT!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 23:01:45 UTC
From: mstepansky@aol.com
Message-ID: <20030911190145.14261.00000704@mb-m18.aol.com>
Source record: 19316

Atari++ for Windows? Never heard of it - where can I try this emulator for PC (winxP)?

Most importantly, you mentioned:

"I used a real joystick". Do you mean "CX-40 Atari" classic joystick?

If so, how is that possible? My PC only uses serial, USB ports. I dont know how to make one.

Can I buy it from you or can I hired you to build one for me?

Mike
Toledo, OH

# 5154. Re: Atari's in old films..

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 23:17:28 UTC
From: mstepansky@aol.com
Message-ID: <20030911191728.14261.00000707@mb-m18.aol.com>
Source record: 19317

http://www.mameworld.net/movies/

for more details if you want to see which movie films that shows a particular video arcade machines - from early 70's to maybe late 90's....more are add in the list.

Including Screen Shots from a film. Wargames, yep - classic one to remember where Matt Broderick plays Galaxian arcade. Jaws? Didn't even notice it! GhostBuster - yeah, down the firepole.

What I would LOVE to find is MPEG videoclips showing how those games were startup-played-end. Any idea of links?

Or good mp3 audio sound files to hear those arcade titles and maybe the background sounds of Pacman, Donkey Kongs, Tempest playing in the background...?

Enjoy!

Mike

# 5155. Re: Atari++ Emu question

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 23:20:38 UTC
From: mstepansky@aol.com
Message-ID: <20030911192038.14261.00000708@mb-m18.aol.com>
Source record: 19318

I think in STEEM emu, you can select XL speed...or the fun part, your current PC speed (ie. 3.06 Ghz).

Too fast for games - but faster speed useful for BASIC programs. :o)

Mike

# 5156. Re: Looking for an 8 bit demo 'bounce'

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 23:27:22 UTC
From: mstepansky@aol.com
Message-ID: <20030911192722.14261.00000709@mb-m18.aol.com>
Source record: 19319

There is another Boink - called FujiBoink with flying swan. (hint: use joystick to slow down frame by frame to see how it works in Swan animation)

For ST computers, there are multiple Boinks ball on a screen at once - forgot the name. More like marble-style than Boinks - where you can increase the number of balls on screen at once.

Mike

# 5157. Re: download

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 23:34:24 UTC
From: mstepansky@aol.com
Message-ID: <20030911193424.14261.00000710@mb-m18.aol.com>
Source record: 19320

I am not sure what you are trying to do here...

if you are looking for the MOST complete list of Atari 8 bit games, there is a site with guy's name "~ruguero" or something, I lost it. sorry.

A really LONG listing.....of just games.

Anyone?

# 5158. Re: Any ATARI shows? THIS SATURDAY! September 13!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 23:41:44 UTC
From: mstepansky@aol.com
Message-ID: <20030911194144.14261.00000711@mb-m18.aol.com>
Source record: 19321

What about in Toledo, OHIO?

Mike

# 5159. Re: Infocom game images

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 23:44:12 UTC
From: Jindroush <jindroush@nospam.seznam.nospam.cz>
Message-ID: <3F6108CC.C59B4C88@nospam.seznam.nospam.cz>
Source record: 19323

Mark Keates wrote:

> THE HITCHHIKER'S GUIDE TO THE GALAXY
> Checksum bad! actual checksum = 1ac4, required checksum = 2235
> THE LURKING HORROR
> Checksum bad! actual checksum = fbda, required checksum = fb9c

What are all those checksums about? Does the game check itself or
something?

Infocom games were re-released in multiple versions.

--
Jindroush <jindroush@nospam.seznam.nospam.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project
Remove both 'nospam's from the address to reply.

## 5160. Atari 800 emulator for the Sony Playstation?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-11 23:53:31 UTC
From: mstepansky@aol.com
Message-ID: <20030911195331.14261.00000712@mb-m18.aol.com>
Source record: 19322

How about importing Atari games (XL/XE or ST; 5200, 7800, maybe Jaguar) to Sony Playstation?

How is that possible? Their CD disc is black - so I am not sure what format does PS uses and how to I xfer and burn those games to PS disc.

Will standard CDR disc work? Can I use existing .ATR files to be burn on the PS-format CDR disc?

Mike

# 5161. Re: 1050 2 PC

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-12 01:37:29 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <vm28qid65pq8ec@corp.supernews.com>
Source record: 19324

Hi there is a guy out of Poland selling these on Ebay.com the one I got is pretty good for the money. Also the developer and programmer of A.P.E has them forsale. Also Nick Kennedy use to make and sell these. I even made one myself after buying one to use. They are easy to make very little soldering and really speed deamons with the Happy upgrade 1050. I can burn any disk in just seconds. A.P.E Prosys even does some workarounds for copy protections..
RoyE

"Nuvox News" <rahbart@cox.net> wrote in message
news:vm1mb1prdprb7e@corp.supernews.com...
> Does anyone have a 1050 2 PC cable for sell or know of somebody who
> sells them reasonably? Thanks!
>
>

# 5162. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-12 03:27:21 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <dee2mv84l8pvi8gmmln1vjqgcuv5107b0s@4ax.com>
Source record: 19325

Blast it! Sorry about the MIME encoding mess again. Been having some trouble with that since I moved my FAQ-maintenance from the Mac at the old job to the PC at home.

I do know more or less what causes the problem, but haven't quite mastered staying out of trouble with Eudora on the PC.

I know, I should probably ditch the PC!

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

On 09 Sep 2003 10:48:57 GMT, Michael Current <hunmanik@earthlink.net> wrote:

>Archive-name: atari-8-bit/faq
>Posting-Frequency: 60 days
>Last-modified: September 5, 2003

# 5163. Re: Any ATARI shows? THIS SATURDAY! September 13!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-12 03:46:22 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vm2gbj7ise5r8e@corp.supernews.com>
Source record: 19326

(I think a saw a Roy G Biv billboard in Columbus,
it is an artistic company of some kind.) Also a Google
on RGB there is a control software company by that
name. Since this is about the Columbus Swap meet,
I would guess Dave is a fan of the art stuff.

I'm Going! Any requests for me to bring something
someone might buy or trade? Can't think of anything
off hand. Don't plan on renting a table.

# 5164. Re: Atari++ Windows is GREAT!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-12 08:15:27 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bjrvav$ftb$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 19327

Hi,

> Atari++ for Windows? Never heard of it - where can I try this emulator for PC
> (winxP)?

Here:

http://www.math.tu-berlin.de/~thor/atari++/

> Most importantly, you mentioned:

> "I used a real joystick". Do you mean "CX-40 Atari" classic joystick?

Yes, though I prefer my "Competition Pro" joystick. Better handling. (-;

> If so, how is that possible? My PC only uses serial, USB ports. I dont know
> how to make one.

You need to build a tiny interface ("El Cheapo Joystick interface"). It
consists of two sub-D connectors and three resistors, all in all worth
only a few cents. This allows you to connect an Atari joystick to a
standard gameport of a PC. It won't accept USB ports, though.

> Can I buy it from you or can I hired you to build one for me?

Hmm. Currently, I haven't tried to setup a series of these interfaces.
Maybe I should?

So long,
Thomas

# 5165. Re: Infocom game images

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-12 09:48:55 UTC
From: peterrabbitlondon@hotmail.com
Message-ID: <5cc3a595.0309120148.7f744e95@posting.google.com>
Source record: 19328

"Mark Keates" <news@mkeates.force9.co.uk.removeme> wrote in message
news:<Yp68b.853$0x5.148308@stones.force9.net>...
> Hi,
>
> I've been checking the atr/dcm images available via XlSearch and have found
> that
> a good proportion of the games are corrupted, bad bytes/missing sectors etc.
>

ftp.spudster.org is a good place to look. They definitely have Lurking
Horror among their Infocom games.

The server's a bit (okay, very) slow, but still worth checking out for
all sorts of 8/16-bit goodies.

..PeterH

# 5166. Re: Most recent demos ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-12 10:34:26 UTC
From: bill@newbreedsoftware.com
Message-ID: <Sih8b.20957$dk4.651143@typhoon.sonic.net>
Source record: 19329

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote:
> most of these are available at:
> www.atariarea.histeria.pl or from me, if you write me an e-mail.
> greetings, andreas.

Where, exactly? :) I don't speak Polish ;) (Even after all these years
of watching demos)

Thx much!

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5167. Re: Infocom game images

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-12 10:45:36 UTC
From: postmaster@mkeates.force9.co.uk
Message-ID: <kth8b.912$0x5.170329@stones.force9.net>
Source record: 19330

PeterH wrote:

> ftp.spudster.org is a good place to look. They definitely have Lurking
> Horror among their Infocom games.

That's where I was getting the images from :-/
Basically they are clones of the CTH archive images
with errors 'n all. Moonmist for example errors
on the first thing you type.

Regards,

Mark

# 5168. Re: Infocom game images

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-12 10:53:08 UTC
From: postmaster@mkeates.force9.co.uk
Message-ID: <oAh8b.2488$vX3.330600@wards.force9.net>
Source record: 19331

Ahoy,

Jindroush wrote:

> Mark Keates wrote:

> > THE HITCHHIKER'S GUIDE TO THE GALAXY
> > Checksum bad! actual checksum = 1ac4, required checksum = 2235
> > THE LURKING HORROR
> > Checksum bad! actual checksum = fbda, required checksum = fb9c

> What are all those checksums about? Does the game check itself or
> something?

> Infocom games were re-released in multiple versions.

The z-code header block contains the following (offsets in hex):

12-17 2+ serial code (ASCII, usually a date YYMMDD)
1A-1B 3+ file length (divided by 2 (V1-3), 4 (V4-5), or 8 (V6-8))
1C-1D 3+ file checksum

The verification code exists in the interpreter but
isn't always called as it has to scan through all data.
In WinFrotz you can type verify and the checksum is done.
IIRC its just a running sum of the data bytes.

The tool zcut can be used to get z-code from disk images
and ztools contains a few programs for getting info out
of a z-code file.

Regards,

Mark

## 5169. the color spectrum (was: Any ATARI shows?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-12 11:24:01 UTC
From: Roy G Biv <newtonian@the.8-bit.rainbow>
Message-ID: <Pine.GSO.4.56.0309120718020.1073@shell1>
Source record: 19332

On Thu, 11 Sep 2003 at 23:46:22 -0400, "Russ Gilbert" scribbled:
->I would guess Dave is a fan of the art stuff.

And you would guess wrong! <grin> Try this one: Red, Orange,
Yellow, Green, Blue, Indigo, Violet. Does that ring any bells?
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* 2 bits, 4 bits, 8 bits... Burma Shave! *

(Headers munged to foil spammers; real info in taglines)

## 5170. Snake/Nibbles game creator?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-12 12:05:38 UTC
From: Paul Neave <paul@FAKEneave.com>
Message-ID: <bjsctg$pja$1@newsreader.mailgate.org>
Source record: 19333
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit,rec.games.video.arcade

Does anyone know who wrote the very first Snake/Nibbles game?
There have been so many clones, trying to find the original
version is almost impossible!

Many thanks,
Paul.

## 5171. Re: the color spectrum (was: Any ATARI shows?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-12 17:30:55 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vm40ljaerj8095@corp.supernews.com>
Source record: 19334

(Does red, orange, yellow, green..... ring any bells?)
I sometimes have a little ear ringing, not bells tho.
Ok, so Roy G Biv doesn't come from the art place.
I still don't know why you use it as a handle.
Regards,
Russ

# 5172. Re: Any ATARI shows? THIS SATURDAY! September 13!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-12 17:32:47 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vm40p153d4g8ef@corp.supernews.com>
Source record: 19335

Toledo?
You're close enough to Columbus. I'm in
Cleveland.

# 5173. Re: Snake/Nibbles game creator?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-12 18:50:30 UTC
From: "Mark (UK)" <jumbos.bazzar@btopenworld.com>
Message-ID: <3F62147A.F268FE0B@btopenworld.com>
Source record: 19336
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit,rec.games.video.arcade

Hiya!

Well the first Snake game Sega produced was Blockade in 1976, but I'm
sure someone predated that...

Yours, Mark.

Paul Neave wrote:
>
> Does anyone know who wrote the very first Snake/Nibbles game?
> There have been so many clones, trying to find the original
> version is almost impossible!
>
> Many thanks,
> Paul.

# 5174. Re: Atari 800 emulator for the Sony Playstation?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-12 22:27:38 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <qrt931-2v4.ln1@don.localnet>
Source record: 19206

On 11 Sep 2003 23:53:31 GMT, MStepansky
<mstepansky@aol.com> wrote:
> How about importing Atari games (XL/XE or ST; 5200, 7800, maybe Jaguar) to Sony
> Playstation?
>
> How is that possible? Their CD disc is black - so I am not sure what format
> does PS uses and how to I xfer and burn those games to PS disc.
>
> Will standard CDR disc work? Can I use existing .ATR files to be burn on the
> PS-format CDR disc?
>
If they can port Linux to the Playstation, you can probably burn the CDs
on a PC running Linux.

--
Commander Spiral Pyjama Pseudo-Rhinocerous Feline Thingamajig Bill Marcum
(the First)
Ozy and Millie Name Generator http://heifong.phase.org/omname.php

# 5175. Re: ATARI 8 Bit scene needs more activity

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-12 23:39:48 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f6204f610e3f35@comcast.net>
Source record: 19337

>Actually, myself and several others have been working on an Atari
>Ethernet Cart. A version of Contiki that runs on this will follow.
>
>I have a proto-board wired to one of my 130XEs (notice the
>MyIDE interface there as well in the picture below...)
>
>http://jybolac.virtualave.net/atari/images/atari_a8_ether.jpg
>(messy, I know, but the connections are there.)
>
>The layout for the cart is actually mostly complete, but I need
>to take some time to do some debug. I would like to make a run
>of about 60 or more ethernet carts for the 8bit, so if anyone is
>interested, drop me a mail.
>
>This project is in the pre-pre-just getting started stage, but I
>want to let you know that there are software and hardware projects
>going on. Preliminary prices would be about $10-$15 for the bare
>board, about $25 for the board and some components, and $70-$80
>including the ethernet RJ-45 board.
>
>Hey, if the C64 can do it, why can't we?
>
>--Chris

Yes, I agree with you Chris. We should be able to hook our Atari
8-bits up to an Ethernet. I would love on of these carts for my
130XE. Looks good so far...
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 5176. Re: Dungeon Master project

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-12 23:39:49 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f6204f610e3f36@comcast.net>
Source record: 19338

>I m working on a port of the ATARI ST/AMIGA classic "Dungeon Master"
>for the ATARI 800 and the C64.
>
>It s no 1:1 port , I use the graphics of the original graphics , but
>the "engine" is programmed by me.That means the game will feature
>specials the original DM not had.
>
>The ATARI version uses Graphics 15 enhanced with player/missiles and
>features sampled SFX like the ST version.The C64 version uses
>Multicolor FLI mode.
>
>I may release a demo soon.
>
>The game will be released in 2004 or 2005 , because it s only a
>part-time job , but it will feature an editor for creating own levels.
>
>ZR

Sound excellent to me. I played both DM games on the ST and loved
them. One on the 8-bit would be super. Keep us informed....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 5177. Registry Files Intwined in .atr files

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-13 05:08:10 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <f9d1bce41a797121703fbb2e819fba36@news.teranews.com>
Source record: 19339

Anyone know anything about this? I do not see how an .atr image file can fiddle with the registry.

===

Hi, I just wanted to touch base with you on the Holmes CDs. When the site was still up I collected quite a few goodies from there and found something alarming. Someone's 98 registry files are all intertwined inside the .atr files. I have no idea if this is pre-zip corruption or worse post-zip corruption but the fact remains that I should not be able to read Windows registry entries within an Atari atr file. Use a hex editor on those atrs you intend to offer for sale, please?
I emailed Holmes about it but never got a reply, several users privately too - nobody seems to care. I'd be very interested in the collection if only I got some answers to the corruption thing. The last thing I need is a couple gigs of corrupted atrs.... I did not go public with my concerns out of respect for Holmes' obvious compassion for the Atari platform - I will show you the same respect. Perhaps someone has copies of those files before they got corrupted? Thanks for your attention. Best of luck in this endeavor.

# 5178. Re: Registry Files Intwined in .atr files

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-13 05:51:38 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3f62afa8.50173649@news>
Source record: 19340

"Steve S" <j70141@hotmail.com>:

It appears that Mr. Anonymous is complaining that the ATR files are corrupted with some "registry-like" text. I wonder if it is something on his own system that corrupted the files? Most of the stuff I've downloaded from Holmes website was fine.

The atr files themselves won't do anything to the registry, or anything on the computer, but who knows what a buggy emulator, other buggy software/hardware might do?

>Anyone know anything about this? I do not see how an .atr image file can
>fiddle with the registry.
>
>===
>
> Hi, I just wanted to touch base with you on the Holmes CDs. When the
>site was still up I collected quite a few goodies from there and found
>something alarming. Someone's 98 registry files are all intertwined inside
>the .atr files. I have no idea if this is pre-zip corruption or worse
>post-zip corruption but the fact remains that I should not be able to read
>Windows registry entries within an Atari atr file. Use a hex editor on
>those atrs you intend to offer for sale, please?
> I emailed Holmes about it but never got a reply, several users privately
>too - nobody seems to care. I'd be very interested in the collection if
>only I got some answers to the corruption thing. The last thing I need is a
>couple gigs of corrupted atrs.... I did not go public with my concerns out
>of respect for Holmes' obvious compassion for the Atari platform - I will
>show you the same respect. Perhaps someone has copies of those files before
>they got corrupted? Thanks for your attention. Best of luck in this
>endeavor.
>
>
>

---
Shawn Jefferson
(fix reply to for email)

# 5179. Re: Holme's Website Mirror

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-13 07:25:30 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <e80700ba9222202362d8fd0d113a7b47@news.teranews.com>
Source record: 19341

Did you ever have any legal inquiries or problems as a result of the
website?

"Aaron" <holmesatari@hotmail.com> wrote in message
news:qIX7b.595$tv1.61710@news02.tsnz.net...
> Hmmm, kinda annoying that someone has mirrored my webpages. I have no
> problem with them hosting the files for download. But make your own html!
> ;-) Anyone got a email address for this 'site'?
>
> Cheers
>
> Holmes
>
> "Randy Jabsco" <RandyJabsco@yahoo.com> wrote in message
> news:c5b771d1f5a25e280c0f1e88e5480520@news.teranews.com...
> > Anyone know anything about this Mirror Website for Holme's Atari 8-bit
> > games?
> >
> > http://ftp.atari.art.pl/stuff/mirror/homepages.paradise.net.nz/atari/
> >
> >
> >
>
>

# 5180. Re: Registry Files Intwined in .atr files

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-13 10:28:02 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <SiC8b.1$Gh7.19922@news2.news.adelphia.net>
Source record: 19342

Steve S wrote:
> Anyone know anything about this? I do not see how an .atr image file can
> fiddle with the registry.
>
> ===
>
> Hi, I just wanted to touch base with you on the Holmes CDs. When the
> site was still up I collected quite a few goodies from there and found
> something alarming. Someone's 98 registry files are all intertwined inside
> the .atr files. I have no idea if this is pre-zip corruption or worse
> post-zip corruption but the fact remains that I should not be able to read
> Windows registry entries within an Atari atr file. Use a hex editor on
> those atrs you intend to offer for sale, please?
> I emailed Holmes about it but never got a reply, several users privately
> too - nobody seems to care. I'd be very interested in the collection if
> only I got some answers to the corruption thing. The last thing I need is a
> couple gigs of corrupted atrs.... I did not go public with my concerns out
> of respect for Holmes' obvious compassion for the Atari platform - I will
> show you the same respect. Perhaps someone has copies of those files before
> they got corrupted? Thanks for your attention. Best of luck in this
> endeavor.

These images were probably created with SIO2PC. If you make a new disk
image in SIO2PC, write the image to disk and then exit, you will see the image
is not blank but contains the contents of the memory allocated by SIO2PC.

Steve

# 5181. Re: Holme's Website Mirror

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-13 23:04:07 UTC
From: Aaron <holmesatari@hotmail.com>
Message-ID: <xnN8b.1110$tv1.132661@news02.tsnz.net>
Source record: 19343

Yes, several companies asked me to remove their files, crystalware was one
of them.

Most contacts were from the legal owners of games saying it was cool to have
them online.

Cheers
Aaron

PS- Seems that mirror is still trying to link to my old webspace, which
means it's pointless having the mirror, as the files arent downloadable.

"Steve S" <j70141@hotmail.com> wrote in message
news:e80700ba9222202362d8fd0d113a7b47@news.teranews.com...
> Did you ever have any legal inquiries or problems as a result of the
> website?
>
> "Aaron" <holmesatari@hotmail.com> wrote in message
> news:qIX7b.595$tv1.61710@news02.tsnz.net...
> > Hmmm, kinda annoying that someone has mirrored my webpages. I have no
> > problem with them hosting the files for download. But make your own
html!
> > ;-) Anyone got a email address for this 'site'?
> >
> > Cheers
> >
> > Holmes
> >
> > "Randy Jabsco" <RandyJabsco@yahoo.com> wrote in message
> > news:c5b771d1f5a25e280c0f1e88e5480520@news.teranews.com...
> > > Anyone know anything about this Mirror Website for Holme's Atari 8-bit
> > > games?
> > >
> > > http://ftp.atari.art.pl/stuff/mirror/homepages.paradise.net.nz/atari/
> > >
> > >
> > >
> > >
> > >
>
>

# 5182. Re: Atari Clearance Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-14 13:03:42 UTC
From: exxos <exxos@home.co.uk>
Message-ID: <3f646734$0$264$cc9e4d1f@news.dial.pipex.com>
Source record: 19344
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0309110112140.2904-100000@shell1.aracnet.com...
> I'm buried in Mountains of Atari stuff and I need Your HELP! I have Atari
> stuff coming out of my Ears and I need to make room for NEW Atari stock.
> I'm buying out an Atari Dealer & I need to make room for NEW Atari stock!
> So I'm Offering a 20% off the Top Discount for any customer on Atari ST
> and Classic Atari 8 Bit Books and SoftWare/Games! But Wait! There is more!
> For Regular Customers add another 10% off! A Whopping 30% off the Top
> Discount. Take advantage of this, because this is as Good as it Gets! A
> lot of the items on sale I only have One, Two or a Few of! So act NOW
> While I got it! Get the Catalogs while inventory Lasts! Got Questions?
> Call Ben 24Hrs: (503)256-9974 or E-Mail Atari@aracnet.com Today!
>
> http://www.aracnet.com/~atari/specials.htm Atari Specials!
> http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
> http://www.aracnet.com/~atari/maillist.htm SignUp for Ben's Mail List!
> http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
> http://www.aracnet.com/~atari/whybuyben.htm Ben's References!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. Customers love the speedy service! I have
> lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

I think my dinner is ready ?

Chris

## 5183. the color spectrum (was: Any ATARI shows?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-14 19:23:32 UTC
From: Dr Fossil <newtonian@39-square.lotus.chessboard>
Message-ID: <Pine.GSO.4.56.0309141505400.7993@shell1>
Source record: 19207

On Fri, 12 Sep 2003 at 13:30:55 -0400, Russ Gilbert scribbled:
->(Does red, orange, yellow, green..... ring any bells?) ... Ok, so
->Roy G Biv doesn't come from the art place. I still don't know why
->you use it as a handle.

I'm not sure whether this is a handle question or a color spectrum question. There's no significance to it as a handle. Besides, it isn't a real handle; it's only a header line in which I've used the rather ancient device of planting fake info in order to deter spammers from harvesting my real address.

That method hasn't been state-of-the-art on the Usenet since about 40 years ago, but I'm still doing it on the logic that there's no point making it easy for the spammers! For the header lines in this posting I've lazily left the fake info in place that's left over from a posting on another newsgroup. No big deal, eh?!

As for the color spectrum, Isaac Newton is credited with discovering it. "Roy G Biv" is just a shorthand way of remembering it: Red, Orange, Yellow, Green, Blue, Indigo, Violet. (Modern science says there's no separate indigo color.)

BTW, how was the Atari show in Columbus? I missed it.
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* Metaphors Mixed -- While-U-Wait! *

(Headers munged to foil spammers; real info in taglines)

## 5184. Re: Developers?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-14 21:35:07 UTC
From: wilfriedballer@aol.com
Message-ID: <20030914173507.20930.00000728@mb-m21.aol.com>
Source record: 19345

hi greetings to old atari users
i am wilfried (physics)
had much fun with atari 400 + 800 and wrote several small basic programs
DO YOU KNOW AN EMULATOR FOR PC TO GIVE THE SAME FEELING?
I am not interessted to define scrolbars .....u know
with kind regards wilfried (50, 2 kids)

# 5185. Pre-ordering available now: 8MBit Flash Multi-Cart for Atari 8-bit Computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-14 21:43:09 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <Nh59b.337$Gh7.392286@news2.news.adelphia.net>
Source record: 19346

Pre-ordering starts today for my 8Mbit Flash Multi-Cart/Disk-Cart/Homebrewing Cartridge, with shipment of all orders by 09/22.

The cartridge is professionally produced, with open-source software and extensive documentation.

Limited edition pricing is $39.99 per cartridge, with a shipping discount for buying five. After 9/22 the price will increase to $44.99.

For complete product information and the order form go to:

http://www.atarimax.com/

or directly to the MaxFlash cartridge page at:

http://www.atarimax.com/flashcart/documentation/

Highlights:

-> TRUE 8Mbit ( 1M Byte X 8 ) Flash design.
-> Entire 8Mbit flash space reprogrammable in-system.
-> Hobbyist oriented design, no surface mounted parts, reasonable price.
-> Highest quality color labels.
-> Easily create and share your cartridge projects with anyone.
-> Supported by the same open-source perl/6502 development kit as the 1Mbit cartridge.

## 5186. Re: Developers?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-14 21:52:15 UTC
From: bill@newbreedsoftware.com
Message-ID: <jq59b.21554$dk4.670556@typhoon.sonic.net>
Source record: 19198

Wilfriedballer <wilfriedballer@aol.com> wrote:
> hi greetings to old atari users
> i am wilfried (physics)
> had much fun with atari 400 + 800 and wrote several small basic programs
> DO YOU KNOW AN EMULATOR FOR PC TO GIVE THE SAME FEELING?

http://atari800.atari.org/

:)

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5187. Re: Good source for demos/public domain software ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-14 21:54:46 UTC
From: Paul R <paul@NOSPAMTHANXpage6.org>
Message-ID: <Qs59b.5488$vX3.667676@wards.force9.net>
Source record: 19197

yep, sure ..... er ... when I get round to it ..... :-)

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:lfD7b.20376>
> Can we get that indexed over at XL Search!? :^)
>
> http://www.newbreedsoftware.com/xlsearch/
>
> -bill
>
> --
> bill@newbreedsoftware.com Got kids? Get Tux
Paint!
> http://newbreedsoftware.com/bill/
http://newbreedsoftware.com/tuxpaint/
>

# 5188. Resurrected old game: Atari Avalanche

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-14 23:01:42 UTC
From: phozz bare <phozz@nowhere.com>
Message-ID: <newscache$k558lh$i77$1@lnews.actcom.co.il>
Source record: 19199

I've found a game lying around on one of my disks in a non-standard format, with a BASIC program that was being used to load it. The game is called Avalanche (*NOT* the Qbert clone from ANALOG computing!).

It's similar to Kaboom! in that you have to move a paddle and catch falling rocks. This is not a game that holds the player for more than 5 minutes, but I guess it's worth keeping for the historic records - I have seen no mention of this game elsewhere.

I've converted the file to standard binary format. If anyone is capable of (a) extracting the .exe file from my .atr, and (b) post it on one of the game websites, please email me (itayc at hotmail).

Also if anyone wants a copy of this old disk and wants a shot at saving anything else on it (there are some standards like Missile Command, but some weird titles like Fastgammon and Micro Chess that I haven't been able to run - but I do recall seeing them work in the distant past), please email me as well.

-itay

## 5189. Under-length ATR files?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-15 00:01:33 UTC
From: Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com>
Message-ID: <usenet-DELETEthisPART-8866DE.17013314092003@news.west.cox.net>
Source record: 19200

Someone e-mailed me some APX games in ATR format to add to the Atari Program Exchange archive, but they're less than the usual 92176 bytes. They seem to work with my emulator but I thought the ATR standard said they're supposed to be that exact length. Can someone fill me in: are these files reliable for general use? Is there a way to convert them to 92176-byte files?

Thanks
Kevin
--
Kevin Savetz - http://www.savetz.com/contact/
Curator of Classic Computer Magazine Archive - www.atarimagazines.com
& Atariarchives.org - www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

# 5190. Re: Dungeon Master project

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-15 00:07:06 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <3d0amvsoms4evgtv355lb9otgab0l3dgvg@4ax.com>
Source record: 19201

On Fri, 12 Sep 2003 23:39:49 GMT, "Edward S. Baiz Jr."
<edbaizjr@comcast.net> wrote:

>Sound excellent to me. I played both DM games on the ST and loved
>them. One on the 8-bit would be super. Keep us informed....

I played the first Dungeon Master on the Amiga. It was Amiga World's
Game of the Year in 1989. It was just incredible in the play value and
the integration of sound. There were other, later 3D Dungeon games
that had better graphics (like Eye of the Beholder) but they never
matched the play value.

Hey, I just thought of an easy way to play DM on the Atari 8bit. Just
port Java, then you can play the Java version! ;)

# 5191. Re: Under-length ATR files?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-15 01:36:36 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <EI89b.413$Gh7.429023@news2.news.adelphia.net>
Source record: 19202

Kevin Savetz wrote:
> Someone e-mailed me some APX games in ATR format to add to the Atari Program
> Exchange archive, but they're less than the usual 92176 bytes. They seem to
> work with my emulator but I thought the ATR standard said they're supposed to
> be that exact length. Can someone fill me in: are these files reliable for
> general use? Is there a way to convert them to 92176-byte files?

Kevin,

The ATR header actually specifies the length of the file in
16-byte segments. It should be technically correct as long as it
ends on a 16-byte boundry and the number of paragraphs in the header
is accurate.

Steve

# 5192. Re: Dungeon Master project

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-15 01:45:19 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <ff0dc5b2ef3db7aabc3aab89c9e1276b@news.teranews.com>
Source record: 19203

I am not familiar with "Dungeon Master". Can you describe it? Did it go by another name perhaps?

"Zothen Runecaster" <zothen@my-deja.com> wrote in message news:fcd76a9e.0309090439.52a6bff3@posting.google.com...
> I m working on a port of the ATARI ST/AMIGA classic "Dungeon Master"
> for the ATARI 800 and the C64.
>
> It s no 1:1 port , I use the graphics of the original graphics , but
> the "engine" is programmed by me.That means the game will feature
> specials the original DM not had.
>
> The ATARI version uses Graphics 15 enhanced with player/missiles and
> features sampled SFX like the ST version.The C64 version uses
> Multicolor FLI mode.
>
> I may release a demo soon.
>
> The game will be released in 2004 or 2005 , because it s only a
> part-time job , but it will feature an editor for creating own levels.
>
> ZR

# 5193. Re: Under-length ATR files?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-15 02:17:34 UTC
From: Mo <momo@atariland.com>
Message-ID: <2j99b.16757$KW1.3252@twister.austin.rr.com>
Source record: 19204

"Steven J Tucker" <classics@atarimax.com> wrote in message
news:EI89b.413$Gh7.429023@news2.news.adelphia.net...
> Kevin Savetz wrote:

I've run into this problem before when trying to create real Disks from
ATR's. My solution was to use an emulator and the program "Diskey- disk
editor" and do a sector by sector copy of the ATR to a newly created ATR.
The result is that Diskey will give errors when reading the non-existant
sectors but finishes without aborting.
Mo

# 5194. Re: Under-length ATR files?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-15 04:49:38 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <vmah73321fkc65@corp.supernews.com>
Source record: 19205

"Kevin Savetz" <usenet-DELETEthisPART@savetz-DELETEthisPART.com> wrote in
message
news:usenet-DELETEthisPART-8866DE.17013314092003@news.west.cox.net...
> Someone e-mailed me some APX games in ATR format to add to the Atari
Program
> Exchange archive, but they're less than the usual 92176 bytes. They seem
to
> work with my emulator but I thought the ATR standard said they're supposed
to
> be that exact length. Can someone fill me in: are these files reliable for
> general use? Is there a way to convert them to 92176-byte files?
>
> Thanks

I think what that is, is that they was a tool that converted EXE files to
ATRs, so they are small, but work like a ATR in the Emulator. You will
need to extract the EXE from the ATR and recreate a real ATR and that will
work. I use a tool called ATR Utility.

Tim

# 5195. Re: Atari++ Windows is GREAT!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-15 05:45:30 UTC
From: Brian Sturk <bsturk@adelphia.net>
Message-ID: <_lc9b.956$065.607926@news1.news.adelphia.net>
Source record: 19208

> Atari++ for Windows? Never heard of it - where can I try this emulator
for PC
> (winxP)?
>
> Most importantly, you mentioned:
>
> "I used a real joystick". Do you mean "CX-40 Atari" classic joystick?
>
> If so, how is that possible? My PC only uses serial, USB ports. I dont
know
> how to make one.

I use the old CX-40s but I had to make an interface. I used a keyboard
encoder
called an IPAC ( www.ultimarc.com ) and just mapped the keys in the emulator
to the joystick movements.
I have not tried Atari++, but I have played many games using it w/
Atari800WinPlus.
I'll have to try out Atari++ soon.

>
> Can I buy it from you or can I hired you to build one for me?

~brian

# 5196. Re: Under-length ATR files?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-15 08:54:56 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bk3up0$g98$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 19209

Hi,

> Someone e-mailed me some APX games in ATR format to add to the Atari Program
> Exchange archive, but they're less than the usual 92176 bytes. They seem to
> work with my emulator but I thought the ATR standard said they're supposed to
> be that exact length. Can someone fill me in: are these files reliable for
> general use? Is there a way to convert them to 92176-byte files?

There's no need for an ATR file to be exactly 92176 bytes in length. The ATR encodes itself in its headers how many sectors it contains, and if the image itself never refers to a sector beyond the ones indicated in this header, everything is fine with it.

So long,
Thomas

# 5197. Re: Developers?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-15 08:57:27 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bk3utn$g98$2@mamenchi.zrz.TU-Berlin.DE>
Source record: 19210

> had much fun with atari 400 + 800 and wrote several small basic programs
> DO YOU KNOW AN EMULATOR FOR PC TO GIVE THE SAME FEELING?

http://www.math.tu-berlin.de/~thor/atari++/

Greetings,
Thomas

# 5198. ADV: Classic Atari Games: NEW in BOX!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-15 12:43:34 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0309150536560.15995-100000@shell1.aracnet.com>
Source record: 19211
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I've just bought more Classic Atari 8 Bit Games/Software from a Retired Atari Dealer. These games are +NEW in the BOX, including Avalon Hill as well as many Atari Games. These Games are first come, first serve. I also sell used/2nd hand Atari Goods. So act NOW while I got it! Got Questions? Call Ben 24Hrs: (503)256-9974 or E-Mail Atari@aracnet.com Today!

http://www.aracnet.com/~atari/newinbox.htm Games NEW in the BOX!
http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/maillist.htm SignUp for Ben's Mail List!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

## 5199. Re: the color spectrum (was: Any ATARI shows?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-15 13:10:20 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vmbegp9c9p9la0@corp.supernews.com>
Source record: 19212

(Now RGB is Dr. Fossil. It's Dave. How was swap
meet in Columbus.)
Me and my friend got there about 1:30 PM and I guess
several vendors had already left. It was smaller this
year, with less stuff than people had in the past when
I went. I paid my admission and stayed only 20 minutes
or so. I guess I could have socialized more. I saw
Wayne Arens, who is an officer of CACE, and I didn't
get the name of the guy who took my money. I met
Nick DiMasi, the president of SCAT, the Suburban
Chicago ATarians.

Even after you explained red, orange, yellow, I still
didn't get it until you spelled it out for me.

There are some pictures of previous CACE swap
meet at:
http://www.angelfire.com/oh4/acec/acec.html

If I'm not in error. The link at:
www.atariguide.com

Regards,
Russ

## 5200. Re: Developers?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-15 13:13:41 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vmben24mg90nea@corp.supernews.com>
Source record: 19213

```
Others mention atari800dos/win and atari++.
I still use XLIT by Marcus Gietzen, it is the fastest
and quite usable for things like BASIC programming.
The interface isn't Windows GUI, but still quite convenient.
```

## 5201. Re: Dungeon Master project

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-15 13:25:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030915142524.55237B@ilaskey.cix.co.uk>
Source record: 19214

In article <ff0dc5b2ef3db7aabc3aab89c9e1276b@news.teranews.com>,
j70141@hotmail.com (Steve S) wrote:

> I am not familiar with "Dungeon Master". Can you describe it? Did it
<cough, splutter> Not familiar?!?!?!?!?

## 5202. Atari on SNL!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-15 14:10:10 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0309150654490.15995-100000@shell1.aracnet.com>
Source record: 19215

Saturday, September 13th on Weekend Update on Saturday Night Live. SNL reported that Atari was out of business. When reached for comment Atari made the Pac-Man sound effect when you lose Pac-Man's life. Hilarious!

===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

## 5203. Atari shows (was: the color spectrum)

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-15 14:39:08 UTC
From: Dr Fossil <newtonian@39-square.lotus.chessboard>
Message-ID: <Pine.GSO.4.56.0309151031130.14017@shell1>
Source record: 19216

On Mon, 15 Sep 2003 at 09:10:20 -0400, Russ Gilbert scribbled:
->It was smaller this year, with less stuff ...

I hope that I can organize my stuff by the time of next year's
event. I have a huge amount that I need to prune down, including
a lot of exotic stuff. The problem is finding time to get it
organized.
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* ATARI -- Love it or leave it! *

(Headers munged to foil spammers; real info in taglines)

# 5204. FA:Many factory-sealed ATARI XL/XE carts

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-15 21:47:35 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <f16cbc23.0309151347.35ba3844@posting.google.com>
Source record: 19217

Look at :

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&include=0&userid=klassische-videospiele&sort=3&rows=25&since=-1&rd=1

I have more than 20 boxed+new ATARI XEGS carts !

MG

# 5205. 1050 Write Protect

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-15 22:00:57 UTC
From: Thomas Rahbar <rahbart@cox.net>
Message-ID: <tEq9b.7491$3Y2.5257@news2.central.cox.net>
Source record: 19218

Was wondering what the general consensus was. I am doing a 1050 Write
Protect mod and was wondering if I should use solid or stranded copper wire?
Any ideas?

Thomas

# 5206. Re: 1050 Write Protect

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-16 00:57:40 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <8et9b.594$Gh7.686797@news2.news.adelphia.net>
Source record: 19219

Thomas Rahbar wrote:
> Was wondering what the general consensus was. I am doing a 1050 Write
> Protect mod and was wondering if I should use solid or stranded copper wire?
> Any ideas?

Shouldnt matter. If you tend to take your drive apart a lot then
stranded will last longer, being more flexible.

Steve

# 5207. Re: 1050 Write Protect

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-16 01:47:05 UTC
From: Thomas Rahbar <rahbart@cox.net>
Message-ID: <tYt9b.7956$3Y2.1631@news2.central.cox.net>
Source record: 19220

It already has the Doubler upgrade. I just did solid and it works great.
Thanks!

"Steven J Tucker" <classics@atarimax.com> wrote in message
news:8et9b.594$Gh7.686797@news2.news.adelphia.net...
> Thomas Rahbar wrote:
> > Was wondering what the general consensus was. I am doing a 1050
Write
> > Protect mod and was wondering if I should use solid or stranded copper
wire?
> > Any ideas?
>
> Shouldnt matter. If you tend to take your drive apart a lot then
> stranded will last longer, being more flexible.
>
> Steve
>

# 5208. Re: Atari++ Windows is GREAT!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-16 02:24:36 UTC
From: kvan@madbbs.com
Message-ID: <4508e45e.0309151824.572aed72@posting.google.com>
Source record: 19221

mstepansky@aol.com (MStepansky) wrote in message
news:<20030911190145.14261.00000704@mb-m18.aol.com>...
> Atari++ for Windows? Never heard of it - where can I try this emulator for PC
> (winxP)?

Check out this website:
<http://www.math.tu-berlin.de/~thor/atari++/>

> Most importantly, you mentioned:
>
> "I used a real joystick". Do you mean "CX-40 Atari" classic joystick?
>
> If so, how is that possible?

Here is a copy of my Goggle posting on Dec 27, on the same subject:

The way I did it can be found at this web site:
<http://random64.emuhq.com/doc1/Joy2600-PC_eng.shtml>. It uses a game
controller to interface your joystick to and requires no parts other
than a switch if you want to use it for both a real Atari computer and
a PC. I did not include the switch in the circuit because I do not
plan to use the joystick for a real Atari computer, just for the pc.
There is also information here for interfacing paddle controllers to
the game port, but I haven't tried that yet. Another method can be
found at the following web site:
<http://www.epanorama.net/documents/joystick/pc_circuits.html#atari_pc_converter>
it requires more parts and building a circuit board.

Regards,
kvan

# 5209. Re: Atari on SNL!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-16 04:57:28 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <cv5dmvc7qettvtsoapur0cfp2e1cgu1kus@4ax.com>
Source record: 19222

On Mon, 15 Sep 2003 07:10:10 -0700, Bravo Sierra Computers <atari@aracnet.com>
wrote:

>Saturday, September 13th on Weekend Update on Saturday Night Live. SNL
>reported that Atari was out of business. When reached for comment Atari
>made the Pac-Man sound effect when you lose Pac-Man's life. Hilarious!
>
Strangely enough, I've seen that one in the commercials on local cable for
SNL, even though what they show are at least 1-year-old shows...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

## 5210. Re: Most recent demos ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-16 06:35:24 UTC
From: Sven Gleich <sven.gleich@mb.tu-chemnitz.de>
Message-ID: <bk6avc$p9v$1@anderson.hrz.tu-chemnitz.de>
Source record: 19223

```
>>www.atariarea.histeria.pl or from me, if you write me an e-mail.
> Where, exactly? :) I don't speak Polish ;) (Even after all these years
> of watching demos)
Main page -> Section "Files" -> link to "bazie plikï¿½w" -> link "Scena"
or straight with
http://www.atariarea.histeria.pl/pliki.php?sec=browse&cat=scene

HTH, Sven.
```

# 5211. Re: Pre-ordering available now: 8MBit Flash Multi-Cart for Atari 8-bit Computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-16 07:38:17 UTC
From: Aaron <holmesatari@hotmail.com>
Message-ID: <y5z9b.1654$tv1.189434@news02.tsnz.net>
Source record: 19224

"Steven J Tucker" <classics@atarimax.com> wrote in message
news:Nh59b.337$Gh7.392286@news2.news.adelphia.net...
> Pre-ordering starts today for my 8Mbit Flash
Multi-Cart/Disk-Cart/Homebrewing
> Cartridge, with shipment of all orders by 09/22.
> Limited edition pricing is $39.99 per cartridge, with a shipping discount
for
> buying five. After 9/22 the price will increase to $44.99.

Been waiting for the bigger sized cart, so count me in! Order made! :-)

Holmes

# 5212. Re: Snake/Nibbles game creator?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-16 09:10:00 UTC
From: Ross Simpson <Hi_Mr_Spammer@nowhere.com.au>
Message-ID: <3f66d389$0$22463$afc38c87@news.optusnet.com.au>
Source record: 19225
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit,rec.games.video.arcade

"Mark (UK)" wrote in message...

> > Does anyone know who wrote the very first Snake/Nibbles game?
> > There have been so many clones, trying to find the original
> > version is almost impossible!

> Well the first Snake game Sega produced was Blockade in 1976, but I'm
> sure someone predated that...

I don't know, but I suspect that Snake originated from a non-microcomputer. Unfortunately, I cannot find anything to support this. An example of such a machine might be a PDP based system (PDP-1 for example dates back to 1961), an even larger system (when compared to the PDP-1) was the TX-0, some of the programs written for that have been written many times for PC based computers like the Bouncy Ball & Tic-Tac-Toe.

Cheers,
Ross.

## 5213. -=[ WANTED: Old/Used Computer and Electronics Magazines ]=-

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-16 18:27:55 UTC
From: Sellam Ismail <sellam@vintage.org>
Message-ID: <LCI9b.85759$mp.38975@rwcrnsc51.ops.asp.att.net>
Source record: 19226

WANTED:

Old and used computer and electronics magazines, periodicals, journals, conference proceedings, etc. for a historic computing archive. Age is of no relevance.

Atari related magazines and newsletters are desired.

Specifically looking for the following titles currently, though this is by no means a definitive list. We are interested in ANY and ALL old or used computer or electronics magazines.

Business Computer Systems
Business Computing
Classroom Computer Learning
Communication News
Computer Decisions
Computer Design
Computer Graphics World
Computer Merchandising
Computer Reseller News
Computer Retailing
Computer Shopper
Computer Systems News
Computer Update
Computer Weekly
Computer-Aided Engineering
Computerworld
Data Communications
Datamation
DEC Professional
DEC User
Digital Technical Journal
EE Times
Electronic Engineering Times
Electronic Design
Electronic News
Electronic System Design Magazine
Federal Computer Week
Hardcopy
Hewlett-Packard Journal
Infosystems
InfoWorld
LIST
Micro Marketworld

Micro Report
Mini-Micro Systems
MIS Week
Network World
Office Administration and Automation
Office Computing Report
PC Magazine
PC Products
PC User
PC Week
Personal Workstation
Software News
Software Report
Software Retailing
Systems Integration
Systems & Software
S. Klein Computer Graphics Review
Seybold Report on Professional Computing
Unix Review
Unix World

Also seeking conference proceedings. Please call 925/294-5900 or e-mail sellam@vintage.org if you would like to clear your shelves and make way for something new :)

Thanks!

--
Sellam Ismail
925/294-5900

## 5214. Re: Snake/Nibbles game creator?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-17 00:20:49 UTC
From: David Buttery <gplscrapyardANTISPAM@yahoo.co.uk>
Message-ID: <Xns93F9DB4C4415gplscrapyardyahoo@130.133.1.4>
Source record: 19227
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit,rec.games.video.arcade

"Ross Simpson" <Hi_Mr_Spammer@nowhere.com.au> wrote here on 16 Sep
2003:

> I don't know, but I suspect that Snake originated from a
> non-microcomputer. Unfortunately, I cannot find anything to
> support this. An example of such a machine might be a PDP based
> system (PDP-1 for example dates back to 1961), an even larger
> system (when compared to the PDP-1) was the TX-0, some of the
> programs written for that have been written many times for PC
> based computers like the Bouncy Ball & Tic-Tac-Toe.
>
> Cheers,
> Ross.

There's a Noughts and Crosses (ie Tic Tac Toe) program sitting here on
my EDSAC simulator, and the date on that is "c. 1952". I'm not sure
that machine would have lent itself terribly well to arcade games,
however... ;-)

--
Above address *is* valid - but snip spamtrap to get me to *read*!

Support the world's oldest motorsport venue!
http://www.shelsley-walsh.co.uk/future.html

# 5215. Re: Snake/Nibbles game creator?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-17 03:32:46 UTC
From: Ross Simpson <Hi_Mr_Spammer@nowhere.com.au>
Message-ID: <3f67d5f6$0$6523$afc38c87@news.optusnet.com.au>
Source record: 19228
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit,rec.games.video.arcade

"David Buttery" wrote in message...

> > I don't know, but I suspect that Snake originated from a
> > non-microcomputer. Unfortunately, I cannot find anything to
> > support this. An example of such a machine might be a PDP based
> > system (PDP-1 for example dates back to 1961), an even larger
> > system (when compared to the PDP-1) was the TX-0, some of the
> > programs written for that have been written many times for PC
> > based computers like the Bouncy Ball & Tic-Tac-Toe.

> There's a Noughts and Crosses (ie Tic Tac Toe) program sitting here on
> my EDSAC simulator, and the date on that is "c. 1952". I'm not sure
> that machine would have lent itself terribly well to arcade games,
> however... ;-)

Really? I've got an EDSAC emulator (probably the same one as you do) & even that has shown to be capable of doing a bouncy ball (which they call a Pong Demo!). I haven't played the Noughts & Crosses on it.

I've also asked others (elsewhere I think) about the possibilities of using the phone dial as some sort of controller (which it would), but it wouldn't be practical on the actural machine! ;-)

Cheers,
Ross.

# 5216. Atari 820 Printer, 1020 Printer Ploter, CX85 Numeric Keypad

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-17 03:37:57 UTC
From: thx1138@gtemail.net
Message-ID: <pGQ9b.2984$uF3.1067@nwrddc01.gnilink.net>
Source record: 19229

Atari 820 Printer, 1020 Printer Ploter, CX85 Numeric Keypad

Shiping Cost + $5

Or u pick up in North Central Indiana

thx1138@gtemail.net

# 5217. Re: Dungeon Master project

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-17 05:35:15 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <fa988b5e3f75a6b01c0666c855e4f89e@news.teranews.com>
Source record: 19230

Anyone have the .atr file for this?

"Iain Laskey" <ilaskeyNOT@cix.co.uk> wrote in message
news:memo.20030915142524.55237B@ilaskey.cix.co.uk...
> In article <ff0dc5b2ef3db7aabc3aab89c9e1276b@news.teranews.com>,
> j70141@hotmail.com (Steve S) wrote:
>
> > I am not familiar with "Dungeon Master". Can you describe it? Did it
> <cough, splutter> Not familiar?!?!?!?!?
>

# 5218. Re: Snake/Nibbles game creator?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-17 06:26:56 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2g7k48exqn.fsf@legolas.mdh.se>
Source record: 19231
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit,rec.games.video.arcade

David Buttery <gplscrapyardANTISPAM@yahoo.co.uk> writes:

> There's a Noughts and Crosses (ie Tic Tac Toe) program sitting
> here on my EDSAC simulator, and the date on that is "c. 1952".

Excuse my ignorance (I'm too young), but when did the first CRTs
or similar displays/terminals appear with computer equipment? I
have a vague memory about learning it once, but it has slipped
my mind. I guess a terminal which you can constantly update is
preferred when you play a Snake game. OTOH, Ross mentioned a
Pong demo, which I assume also includes some display updating?

(try to imagine 50 years from now, whether people will refer to
XBOX in a similar nostalgic tone as you just mentioned EDSAC :-)

--
Anders Carlsson

"Please not to close to the hair, finger, clothes to run about the
inside's vehicle, in order to prevent quilt involvement." -- Bit Racer

# 5219. Re: Snake/Nibbles game creator?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-17 07:07:30 UTC
From: Ross Simpson <Hi_Mr_Spammer@nowhere.com.au>
Message-ID: <3f680852$0$15898$afc38c87@news.optusnet.com.au>
Source record: 19232
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit,rec.games.video.arcade,alt.folklore.computers

"Anders Carlsson" wrote in message...

> > There's a Noughts and Crosses (ie Tic Tac Toe) program sitting
> > here on my EDSAC simulator, and the date on that is "c. 1952".

> Excuse my ignorance (I'm too young), but when did the first CRTs
> or similar displays/terminals appear with computer equipment? I
> have a vague memory about learning it once, but it has slipped
> my mind. I guess a terminal which you can constantly update is
> preferred when you play a Snake game. OTOH, Ross mentioned a
> Pong demo, which I assume also includes some display updating?

Yes EDSAC has a display (so did ENIAC which came out before that I believe),
but it's quite unusal. It's round, was supposed to be small & the resolution
of the screen was built up of dots (which means there was no character set).
A daisy wheel printer was also used. In case I'm wrong about any of this,
alt.folklore.computers will know! ;-)

> (try to imagine 50 years from now, whether people will refer to
> XBOX in a similar nostalgic tone as you just mentioned EDSAC :-)

Well maybe, but the thing to remember is that 50 years ago there were fewer
machines than what there is today, which means the machines that did exist
stood out more. If you check out http://www.old-computers.com/museum &
machines which were made 30-40 years ago, you'll see it becomes trickier to
remember those! ;-)

Cheers,
Ross.

## 5220. Re: Snake/Nibbles game creator?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-17 07:17:28 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2g3cevubnb.fsf@legolas.mdh.se>
Source record: 19233
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit,rec.games.video.arcade

"Ross Simpson" <Hi_Mr_Spammer@nowhere.com.au> writes:

> It's round, was supposed to be small & the resolution of the screen
> was built up of dots (which means there was no character set).

Ah, high-resolution graphics from the very beginning! The issue with
"no character set" is of course present on much more recent systems
too; not even NES has a default font in ROM...

--
Anders Carlsson

"Please not to close to the hair, finger, clothes to run about the
inside's vehicle, in order to prevent quilt involvement." -- Bit Racer

# 5221. Re: Snake/Nibbles game creator?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-17 07:32:30 UTC
From: Ross Simpson <Hi_Mr_Spammer@nowhere.com.au>
Message-ID: <3f680e2b$0$4188$afc38c87@news.optusnet.com.au>
Source record: 19234
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit,rec.games.video.arcade

"Anders Carlsson" wrote in message...

> > It's round, was supposed to be small & the resolution of the screen
> > was built up of dots (which means there was no character set).

> Ah, high-resolution graphics from the very beginning!

'Um no, not exactly. The screen goes like this 34 dots across & 16 dots down! ;-)

When the PDP-1 can out in 1961 high resolution graphics were out (even though it was in mono). However it still different from when high resolution mono graphics came out for the Microcomputers.

> The issue with "no character set" is of course present
> on much more recent systems too; not even NES has a
> default font in ROM...

Yes, well NES aims itself purely on graphics. EDSAC is pretty simple in comparasion to anything. You might as well say that it's 34x16 pixels! But still it doesn't stop having the usual bouncy ball routine running on it! ;-)

Cheers,
Ross.

# 5222. Re: Snake/Nibbles game creator?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-17 08:18:01 UTC
From: Brian Inglis <Brian.Inglis@SystematicSw.ab.ca>
Message-ID: <vl3gmv09npdou3ksr43bqbvhqd8l56r0ib@4ax.com>
Source record: 19235
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit,rec.games.video.arcade,alt.folklore.computers

On Wed, 17 Sep 2003 17:07:30 +1000 in alt.folklore.computers,
"Ross Simpson" <Hi_Mr_Spammer@nowhere.com.au> wrote:

>"Anders Carlsson" wrote in message...
>
>> > There's a Noughts and Crosses (ie Tic Tac Toe) program sitting
>> > here on my EDSAC simulator, and the date on that is "c. 1952".
>
>> Excuse my ignorance (I'm too young), but when did the first CRTs
>> or similar displays/terminals appear with computer equipment? I
>> have a vague memory about learning it once, but it has slipped
>> my mind. I guess a terminal which you can constantly update is
>> preferred when you play a Snake game. OTOH, Ross mentioned a
>> Pong demo, which I assume also includes some display updating?
>
>Yes EDSAC has a display (so did ENIAC which came out before that I believe),
>but it's quite unusal. It's round, was supposed to be small & the resolution
>of the screen was built up of dots (which means there was no character set).
>A daisy wheel printer was also used. In case I'm wrong about any of this,

Would have been a teleprinter or a line printer.

>alt.folklore.computers will know! ;-)

Thanks. Take care, Brian Inglis Calgary, Alberta, Canada
--
Brian.Inglis@CSi.com (Brian dot Inglis at SystematicSw dot ab dot ca)
fake address use address above to reply

## 5223. Re: Snake/Nibbles game creator?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-17 09:15:42 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gr82fepxd.fsf@legolas.mdh.se>
Source record: 19236
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit,rec.games.video.arcade

"Ross Simpson" <Hi_Mr_Spammer@nowhere.com.au> writes:

>> Ah, high-resolution graphics from the very beginning!
> 'Um no, not exactly. The screen goes like this 34 dots across & 16 dots
> down! ;-)

Somehow, high resolution is probably
********************************** a definition of its time. In 1982,
################################## we liked to call 320x200 hires, but
********************************** four years later, 640x400 was what
********************************** you would look for. What is a high
********************************** resolution display of today by the
********************************** way? Should 1024x768 be worthy to
********************************** call hires, or does one expect more?
**################################
################################## 34x16 is not too bad considering we
********************************** are speaking early 50'ties. However,
################################## it makes me wonder in comparison how
#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#* a TV picture with its rather good
#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#* resolution (even back then?) is
#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#* composed.. no, I would prefer not to
#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#* wander further off*topic into that
********************************** area.

--
Anders Carlsson

"Please not to close to the hair, finger, clothes to run about the
inside's vehicle, in order to prevent quilt involvement." -- Bit Racer

# 5224. Re: Snake/Nibbles game creator?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-17 09:58:07 UTC
From: Ross Simpson <Hi_Mr_Spammer@nowhere.com.au>
Message-ID: <3f68304f$0$14558$afc38c87@news.optusnet.com.au>
Source record: 19237
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit,rec.games.video.arcade

"Anders Carlsson" wrote in message...

> >> Ah, high-resolution graphics from the very beginning!
> > 'Um no, not exactly. The screen goes like this 34 dots across & 16 dots
> > down! ;-)

> Somehow, high resolution is probably
> ********************************** a definition of its time. In 1982,
> ##########**########**########**########## we liked to call 320x200 hires, but
> **########**########**########**######## four years later, 640x400 was what
> **########**########**########**######## you would look for. What is a high
> **########**########**########**######## resolution display of today by the
> **########**########**########**########## way? Should 1024x768 be worthy to
> ********************************** call hires, or does one expect more?
> **##########**########**########
> ##########**########**########**########## 34x16 is not too bad considering we
> ********************************** are speaking early 50'ties. However,
> ##########**########**########**########## it makes me wonder in comparison how
> ##########**########**########**######## a TV picture with its rather good
> ##########**########**########**######## resolution (even back then?) is
> ##########**########**########**######## composed.. no, I would prefer not to
> ##########**########**########**######## wander further off*topic into that
> ********************************** area.

Oh well if you put it that way, then yes people would have been impressed with it's resolution in it's heyday. It's a bit tricky putting a perspective on resolution when it can so easily compared to others (even in a 10-15 years period when EDSAC was overpowered by something smaller & had an higher resolution!).

You cannot compare Microcomputers with these earlier machines (as their's nothing to compare because they developed at different stages). Graphics was a luxury for a Microcomputer in the '70s (& Colour too!). A Vic-20 came with graphics once extra hardware was added! My first computer was an Amstrad which came out in 1984 it had 3 video modes (640x200x2, 320x200x4 or 160x200x16). When compared to a PDP-1 which came out 20 years earlier that's nothing, the PDP-1 had a very high resolution for it's time, but then there are a number of other factors which mean't writing something on a PDP-1 to take the maximum resolution was a bit more tricker!

In a sense, back then I don't really believe computers didn't have High Resolutions or Low Resolutions, because they only had one Video Resolution. High Resolution is more of a term used for a machine which provides a multiple number of video modes (which only really applies for newer machines).

It doesn't matter what period you're taking about in terms of video resolutions because we'll just be comparning the highest detailed thing against everything else. But for a computer which provides multiple video modes, then the highest resolution would be the one which provides the most detail, the lowest would be the one with the least resolution! ;-)

Cheers,
Ross.

# 5225. Re: Snake/Nibbles game creator?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-17 10:00:31 UTC
From: Ross Simpson <Hi_Mr_Spammer@nowhere.com.au>
Message-ID: <3f6830d9$0$14559$afc38c87@news.optusnet.com.au>
Source record: 19238
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit,rec.games.video.arcade,alt.folklore.computers

"Brian Inglis" wrote in message...

> >> > There's a Noughts and Crosses (ie Tic Tac Toe) program sitting
> >> > here on my EDSAC simulator, and the date on that is "c. 1952".

> >> Excuse my ignorance (I'm too young), but when did the first CRTs
> >> or similar displays/terminals appear with computer equipment? I
> >> have a vague memory about learning it once, but it has slipped
> >> my mind. I guess a terminal which you can constantly update is
> >> preferred when you play a Snake game. OTOH, Ross mentioned a
> >> Pong demo, which I assume also includes some display updating?

> >Yes EDSAC has a display (so did ENIAC which came out before that I
believe),
> >but it's quite unusal. It's round, was supposed to be small & the
resolution
> >of the screen was built up of dots (which means there was no character
set).
> >A daisy wheel printer was also used. In case I'm wrong about any of this,

> Would have been a teleprinter or a line printer.

Yes, I usually get those muddled!

> >alt.folklore.computers will know! ;-)

> Thanks. Take care, Brian Inglis Calgary, Alberta, Canada

Thanks Brian.

Ross.

# 5226. Re: Atari++ Windows is GREAT!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-17 10:44:18 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <6WW9b.1381$U74.80036@news.optus.net.au>
Source record: 19239

I have a game called capture the flag from synapse. it doesn't play on atari++ or atari800win. it starts then stops, tho the sound still goes. does anyone have this gane? maybe I have a bad atr of my disk.

James

# 5227. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-17 10:48:23 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1063795616@rtfm.mit.edu>
Source record: 19240
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 28, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

# 5228. Re: Snake/Nibbles game creator?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-17 11:02:45 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gd6dzwucq.fsf@legolas.mdh.se>
Source record: 19241
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit,rec.games.video.arcade

"Ross Simpson" <Hi_Mr_Spammer@nowhere.com.au> writes:

> A Vic-20 came with graphics once extra hardware was added!

Err.. are you trying to say it took until the development of the VIC-I chip before one of the first computers with both graphics, colours and sound was possible to produce for the mass market?

Oh well, as a disclaimer for getting off-topic, I might mention Tron, the first movie to be based upon a computer game (Snake clone, isn't it?)

--
Anders Carlsson

"Please not to close to the hair, finger, clothes to run about the inside's vehicle, in order to prevent quilt involvement." -- Bit Racer

# 5229. Re: Snake/Nibbles game creator?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-17 12:26:26 UTC
From: Paul Robson <autismuk@autismuk.freeserve.co.uk>
Message-ID: <bk9jti$a3r$1@news7.svr.pol.co.uk>
Source record: 19242
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit,rec.games.video.arcade

Anders Carlsson wrote:

> Excuse my ignorance (I'm too young), but when did the first CRTs
> or similar displays/terminals appear with computer equipment? I
> have a vague memory about learning it once, but it has slipped
> my mind. I guess a terminal which you can constantly update is
> preferred when you play a Snake game. OTOH, Ross mentioned a
> Pong demo, which I assume also includes some display updating?
>
> (try to imagine 50 years from now, whether people will refer to
> XBOX in a similar nostalgic tone as you just mentioned EDSAC :-)

I think the earliest displays were on oscilloscopes driven by D-A
convertors.

Your last comment is unreasonable as EDSAC is probably more modern
technology than the XBox.

## 5230. "New" Atari Infocom Adventures?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-17 14:14:05 UTC
From: llppwhite@aol.comnsp
Message-ID: <20030917101405.14331.00001665@mb-m18.aol.com>
Source record: 19243

A recent post mentioned (apparently) corrupt Infocom ATR's. Based on using the Z-machine interpreter(s), would it possible/practical to "create" an Atari version of an Infocom adventure from another platform? It's mostly academic curiousity on my part, but since many Infocom adventures were not released for the Atari, it raises the possibility of "new" adventures for A8's. (?)
Larry

# 5231. SysInfo by Draco as atr

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-17 16:00:02 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20030917180002.a7459@du3.maus.de>
Source record: 19246

Hi,

I recently installed a ct60 in my computer. Then I downloaded the latest version of ATARI800 (an atari emulator) for my falcon.

Now I am looking for a benchmark program because I feel that without sound emulation speed might be 100%.

I found draco's sysinfo 1.9 on the net but I am sure there are later versions.

Does one of you know where I can download the latest version of Draco's program, I would prefer it in .atr format?

Regards,

Frank

# 5232. Re: "New" Atari Infocom Adventures?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-17 16:54:46 UTC
From: Jindroush <jindroush@nospam.seznam.nospam.cz>
Message-ID: <3F6891D6.1A606DE9@nospam.seznam.nospam.cz>
Source record: 19244

LarryWhite wrote:
> A recent post mentioned (apparently) corrupt Infocom ATR's. Based on using
> the Z-machine interpreter(s), would it possible/practical to "create" an Atari
> version of an Infocom adventure from another platform? It's mostly academic
> curiousity on my part, but since many Infocom adventures were not released for
> the Atari, it raises the possibility of "new" adventures for A8's. (?)

Hi,

Infocom had different 'levels' of Z-Machine interpreters.

v1 & v2 were always obsolete from our point of view.

v3: Ballyhoo, Cutthroats, Deadline, Enchanter, Hitchhiker's, Hollywood
Hijinx, Infidel, Leather Goddesses, Lurking Horror, Moonmist,
Planetfall, Plundered Hearts, Seastalker, Sorcerer, Spellbreaker,
Starcross, Stationfall, Suspect, Suspended, Wishbringer, Witness, Zork
I, Zork II, Zork III

v4: A Mind Forever Voyaging, Bureaucracy, Nord and Bert, Trinity

v5: Beyond Zork, Borderzone, Sherlock

v6: Arthur, Journey, Shogun, Zork Zero

For 8bit Atari we have all v3 games.

C64/C128 had also interepreters for v4 & v5, so:
A Mind Forever Voyaging (C128 only)
Beyond Zork (C128 only)
Borderzone (C64)
Bureaucracy (C128 only)
Nord and Bert (C64)
Sherlock (C64)
Trinity (C128 only)

So, if somebody has a looooooooooooooots of free time, he can port v4 &
v5 interpreters from C64 and then release these 7 games.

--
Jindroush <jindroush@nospam.seznam.nospam.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project
Remove both 'nospam's from the address to reply.

# 5233. Re: Snake/Nibbles game creator?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-17 17:27:12 UTC
From: stanb45@dial.pipex.com
Message-ID: <slrnbmg82r.76t.stanb45@citadel.metropolis.local>
Source record: 19245
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit,rec.games.video.arcade,alt.folklore.computers

On Wed, 17 Sep 2003 17:07:30 +1000, Ross Simpson
<Hi_Mr_Spammer@nowhere.com.au> wrote:
>
>Yes EDSAC has a display (so did ENIAC which came out before that I believe),
>but it's quite unusal. It's round, was supposed to be small & the resolution
>of the screen was built up of dots (which means there was no character set).

Edsacs crts displayed the data circulating around the mercury delay tanks
that served as registers and memory. The main one could be switched to
show the contents any of the 32 "Long Tanks" that constitued the main memory.
Each Long Tank stored 32 18-bit words. By writing data to a tank characters
or graphics could be displayed.

>A daisy wheel printer was also used. In case I'm wrong about any of this,
>alt.folklore.computers will know! ;-)
>

The printer was a Creed 5-unit teleprinter operating at 6 2/3 cps and there
was a 5-unit tape reader that ran at 50cps.

>> (try to imagine 50 years from now, whether people will refer to
>> XBOX in a similar nostalgic tone as you just mentioned EDSAC :-)
>
>Well maybe, but the thing to remember is that 50 years ago there were fewer
>machines than what there is today, which means the machines that did exist
>stood out more. If you check out http://www.old-computers.com/museum &
>machines which were made 30-40 years ago, you'll see it becomes trickier to
>remember those! ;-)

Run your own EDSAC - there are several simulators available.
All my info came from the manual for the simulator from Dept of Computer
Science, University of Warwick. Programming it is fun...I think... :-)

http://www.dcs.warwick.ac.uk/~edsac/
--

Cheers,
Stan Barr stanb .at. dial .dot. pipex .dot. com
(Remove any digits from the addresses when mailing me.)

The future was never like this!

# 5234. Re: Snake/Nibbles game creator?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-17 20:55:38 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3F68E579.DBA9C412@ev1.net>
Source record: 19147
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit,rec.games.video.arcade,alt.folklore.computers

```
Stan Barr wrote:
>
> [snip...] [snip...] [snip...]
>
> Run your own EDSAC - there are several simulators available.
> All my info came from the manual for the simulator from Dept of Computer
> Science, University of Warwick. Programming it is fun...I think... :-)
>
> http://www.dcs.warwick.ac.uk/~edsac/
>
The man who produced this EDSAC emulator...is a part of computer
history himself. He is Dr. Martin Campbell-Kelly at the University
of Warwick. His web page is at:

<http://www.dcs.warwick.ac.uk/people/academic/Martin.Campbell-Kelly/>

--
+---------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+---------------------------------------------------------------+
```

# 5235. Re: Atari 820 Printer, 1020 Printer Ploter, CX85 Numeric Keypad

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-18 01:33:07 UTC
From: Mo <momo@atariland.com>
Message-ID: <nX7ab.38060$z32.9442@twister.austin.rr.com>
Source record: 19148

First dibs! First dibs!
Mo

<thx1138@gtemail.net> wrote in message
news:pGQ9b.2984$uF3.1067@nwrddc01.gnilink.net...
> Atari 820 Printer, 1020 Printer Ploter, CX85 Numeric Keypad
>
> Shiping Cost + $5
>
> Or u pick up in North Central Indiana
>
> thx1138@gtemail.net
>
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>

# 5236. OT:Re: Snake/Nibbles game creator?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-18 07:43:20 UTC
From: Ross Simpson <Hi_Mr_Spammer@nowhere.com.au>
Message-ID: <3f696237$0$10355$afc38c87@news.optusnet.com.au>
Source record: 19149
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit,rec.games.video.arcade

"Anders Carlsson" wrote in message...

> > A Vic-20 came with graphics once extra hardware was
> > added!

> Err.. are you trying to say it took until the
> development of the VIC-I chip before one of the
> first computers with both graphics, colours and
> sound was possible to produce for the mass market?

Oh no.

I guess I was stating the obvious when I was stating that Microcomputers, Mainframe & Mini based computers all developed at different stages. The PDP-1 (a Mini based computer) offered detailed graphics (for it's time). The PET computers is an interesting one to compare with a VIC-20. Both are Microcomputers, however one offered 512x512 screen resolution! :-) (in that instance it's what it's designed to do - the disadvace would have been at what cost?).

The VIC-20 is just a nice little home computer, so graphics wouldn't have been a high priority for someone back then. I guess if people insisted then the 176x158 would have come into play!

Well there's really a number of factors (as I pointed out) as to why computers were like that.

> Oh well, as a disclaimer for getting off-topic,
> I might mention Tron, the first movie to be based
> upon a computer game (Snake clone, isn't it?)

Yes! :-)

Cheers,
Ross.

# 5237. ADV: Atari Clearance Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-18 07:53:52 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0309180050370.11457-100000@shell1.aracnet.com>
Source record: 19150
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm buried in Mountains of Atari stuff and I need Your HELP! I have Atari
stuff coming out of my Ears and I need to make room for NEW Atari stock.
I'm buying out an Atari Dealer & I need to make room for NEW Atari stock!
So I'm Offering a 20% off the Top Discount for any customer on Atari ST
and Classic Atari 8 Bit Books and SoftWare/Games! But Wait! There is more!
For Regular Customers add another 10% off! A Whopping 30% off the Top
Discount. Take advantage of this, because this is as Good as it Gets! A
lot of the items on sale I only have One, Two or a Few of! So act NOW
While I got it! Get the Catalogs while inventory Lasts! Got Questions?
Call Ben 24Hrs: (503)256-9974 or E-Mail Atari@aracnet.com Today!

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http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

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Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 5238. ADV: Classic Atari Games: NEW in BOX!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-18 07:57:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0309180054020.11457-100000@shell1.aracnet.com>
Source record: 19151
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I've just bought more Classic Atari 8 Bit Games/Software from a Retired Atari Dealer. These games are +NEW in the BOX, including Avalon Hill as well as many Atari Games. These Games are first come, first serve. I also sell used/2nd hand Atari Goods. So act NOW while I got it! Got Questions? Call Ben 24Hrs: (503)256-9974 or E-Mail Atari@aracnet.com Today!

http://www.aracnet.com/~atari/newinbox.htm Games NEW in the BOX!
http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/maillist.htm SignUp for Ben's Mail List!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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# 5239. Re: Snake/Nibbles game creator?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-18 08:46:12 UTC
From: Ross Simpson <Hi_Mr_Spammer@nowhere.com.au>
Message-ID: <3f69714c$0$10357$afc38c87@news.optusnet.com.au>
Source record: 19152
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit,rec.games.video.arcade,alt.folklore.computers

"Stan Barr" wrote in message...

> Edsacs crts displayed the data circulating
> around the mercury delay tanks that served
> as registers and memory. The main one
> could be switched to show the contents any
> of the 32 "Long Tanks" that constitued the
> main memory.

Oh yes, thanks about mentioning that. It's quite different from any other computer I've seen.

> Each Long Tank stored 32 18-bit words. By
> writing data to a tank characters or
> graphics could be displayed.

How do you mean graphics? Is it more than just those little dots the machine uses?

> The printer was a Creed 5-unit teleprinter
> operating at 6 2/3 cps and there was a
> 5-unit tape reader that ran at 50cps.

Oh okay.

> Run your own EDSAC - there are several
> simulators available.

Well actually, I am! ;-) I'm using EDSACPC emulator

> All my info came from the manual for the
> simulator from Dept of Computer Science,
> University of Warwick. Programming it is
> fun...I think... :-)

Heh! EDSAC programs are somewhat mindboggling!

Cheers,
Ross.

# 5240. Re: Atari++ Windows is GREAT!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-18 14:52:38 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <3F69C6B6.5000901@math.tu-berlin.de>
Source record: 19153

Hi James,

> I have a game called capture the flag from synapse. it doesn't play on
> atari++ or atari800win. it starts then stops, tho the sound still goes. does
> anyone have this gane? maybe I have a bad atr of my disk.

Not too unlikely. One thing you can try is to use a different machine/os
type (i.e. revert to an 800 emulation with an original Os A revision).

In case nothing helps, please sent the files over, possibly with an
explanation of how to reproduce the problem, I'll then see whether the
archive is broken or the emulator.

Anyhow, I'm working on a new release that attempts to fix some known bad
image files (mostly bad .EXE or .COMs).

So long,
Thomas

# 5241. Re: Snake/Nibbles game creator?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-18 17:10:12 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3F6A0222.3E5BE5D5@ev1.net>
Source record: 19154
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit,rec.games.video.arcade

Anders Carlsson wrote:
>
> David Buttery <gplscrapyardANTISPAM@yahoo.co.uk> writes:
>
> > There's a Noughts and Crosses (ie Tic Tac Toe) program sitting
> > here on my EDSAC simulator, and the date on that is "c. 1952".
>
> Excuse my ignorance (I'm too young), but when did the first CRTs
> or similar displays/terminals appear with computer equipment? I
> have a vague memory about learning it once, but it has slipped
> my mind. I guess a terminal which you can constantly update is
> preferred when you play a Snake game. OTOH, Ross mentioned a
> Pong demo, which I assume also includes some display updating?
>
The *first* video game...Spacewar!...was written for a DEC PDP-1
a little after the 1960 time frame. It used a CRT to display the
game field and space ships.
>
> (try to imagine 50 years from now, whether people will refer to
> XBOX in a similar nostalgic tone as you just mentioned EDSAC :-)
>
I hardly think that XBOX will get "similar nostalgic tones" like
the EDSAC. There was only *one* copy of the EDSAC made. It took up
a room, had lots of vacuum tubes and mercury delay lines, and
was *not* convenient to access.

--
+---------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+---------------------------------------------------------------+

## 5242. Re: Snake/Nibbles game creator?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-18 17:14:01 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3F6A0308.63A3DFA3@ev1.net>
Source record: 19155
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit,rec.games.video.arcade

```
Anders Carlsson wrote:
>
> "Ross Simpson" <Hi_Mr_Spammer@nowhere.com.au> writes:
>
> > A Vic-20 came with graphics once extra hardware was added!
>
> Err.. are you trying to say it took until the development of the VIC-I
> chip before one of the first computers with both graphics, colours and
> sound was possible to produce for the mass market?
>
The Apple II circa 1977 could produce "high resolution" graphics.
I am *not* sure that the Apple II was the *first* to do so...

--
+-----------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+-----------------------------------------------------------------+
```

# 5243. ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-18 19:50:31 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0309181244320.15825-100000@shell1.aracnet.com>
Source record: 19156
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

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http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 5244. Re: Snake/Nibbles game creator?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-18 20:06:09 UTC
From: stanb45@dial.pipex.com
Message-ID: <slrnbmjsns.2oq.stanb45@citadel.metropolis.local>
Source record: 19157
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit,rec.games.video.arcade,alt.folklore.computers

On Thu, 18 Sep 2003 18:46:12 +1000, Ross Simpson
<Hi_Mr_Spammer@nowhere.com.au> wrote:
>"Stan Barr" wrote in message...
>
>
>> Each Long Tank stored 32 18-bit words. By
>> writing data to a tank characters or
>> graphics could be displayed.
>
>How do you mean graphics? Is it more than just those little dots the machine
>uses?
>

Just the dots.
You could, by careful choice of bit patterns, display anything that would fit
into a 36 column x 16 row array of dots. The Tic-tac-toe program (Oxo) shows
the moves that way, and someone wrote a space invaders simulation recently,
with sound effects courtesy of the Creed c/r sound :-)

>
>> Run your own EDSAC - there are several
>> simulators available.
>
>Well actually, I am! ;-) I'm using EDSACPC emulator
>

I've got that, but I usually use the old Mac one 'cos the Mac's down here
and the Winbox is upstairs...

--
Cheers,
Stan Barr stanb .at. dial .dot. pipex .dot. com
(Remove any digits from the addresses when mailing me.)

The future was never like this!

# 5245. Re: "New" Atari Infocom Adventures?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-19 03:34:42 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <igtdkb-9k5.ln@speaker.rodsbooks.com>
Source record: 19158

In article <3F6891D6.1A606DE9@nospam.seznam.nospam.cz>,
Jindroush <jindroush@nospam.seznam.nospam.cz> writes:
>
> Infocom had different 'levels' of Z-Machine interpreters.
...
> For 8bit Atari we have all v3 games.
>
> C64/C128 had also interepreters for v4 & v5, so:
...
> So, if somebody has a looooooooooooooots of free time, he can port v4 &
> v5 interpreters from C64 and then release these 7 games.

There are open source Z-Machine interpreters available, such as:

http://www.geocities.com/SiliconValley/Heights/3222/frotz.html
http://www.plover.net/~thumper/nitfol/
http://jzip.sourceforge.net/

Try a Web search, and more will turn up. I don't know offhand if any have already been ported to the 8-bit Atari, or how much work it would take to do so. That would almost certainly be a simpler approach than trying to reverse engineer and convert a binary C64 interpreter, though. I think the big question would be whether the result of compiling C source code that was probably written for much more powerful computers would produce fast enough results, with enough free space for the games, to actually work with the games, especially the v4 and v5 games.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

# 5246. Re: Most recent demos ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-19 05:34:48 UTC
From: bill@newbreedsoftware.com
Message-ID: <Yzwab.22723$dk4.708972@typhoon.sonic.net>
Source record: 19159

Sven Gleich <sven.gleich@mb.tu-chemnitz.de> wrote:
>>>www.atariarea.histeria.pl or from me, if you write me an e-mail.
>> Where, exactly? :) I don't speak Polish ;) (Even after all these years
>> of watching demos)
> Main page -> Section "Files" -> link to "bazie plikï¿½w" -> link "Scena"
> or straight with
> http://www.atariarea.histeria.pl/pliki.php?sec=browse&cat=scene

Thanks! :)

Hrm. I'm confused, though... is there a way to /download/ them from this
site? :)

Thx!

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

## 5247. BBS Days

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-19 06:26:25 UTC
From: jdplace@prodigy.net
Message-ID: <lkxab.3990$QO.3855@newssvr33.news.prodigy.com>
Source record: 19160

I received 50 e-mail messages containing viruses today! Most of them contained something about Microsoft. I don't think the computer world has improved. I miss the days when I could just dial-up the local Atari BBS. I guess I will have to change my e-mail address and SPAM protect it from now on. I can't take it anymore!

--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

# 5248. Re: Atari++ Windows is GREAT!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-19 08:26:43 UTC
From: anon@ymous.com
Message-ID: <n9flmvc1po61jfqv6vm169a77jp4ois8qv@4ax.com>
Source record: 19161

James I played that game a lot years ago on my 800xl and 130xe. It
required the XL Translator which made the 800xl and 130xe seem like an
Atari 800. Do as Thomas suggests and select the OS A Revision in your
emulator or use the XL Translator on your Atari 8-bit.

Bone Displ..

>I have a game called capture the flag from synapse. it doesn't play on
>atari++ or atari800win. it starts then stops, tho the sound still goes. does
>anyone have this gane? maybe I have a bad atr of my disk.
>
>James
>

# 5249. Re: Resurrected old game: Atari Avalanche

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-19 10:04:39 UTC
From: phozz bare <phozz@nowhere.com>
Message-ID: <newscache$8ieglh$0h2$1@lnews.actcom.co.il>
Source record: 19162

I've posted a binary copy on alt.binaries.comp.atari8bit.

-itay

"phozz bare" <phozz@nowhere.com> wrote in message
news:newscache$k558lh$i77$1@lnews.actcom.co.il...
>
> I've found a game lying around on one of my disks in a non-standard
format,
> with a BASIC program that was being used to load it. The game is called
> Avalanche (*NOT* the Qbert clone from ANALOG computing!).
>
> [..]

# 5250. Re: SysInfo by Draco as atr

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-19 11:04:17 UTC
From: Sven Gleich <sven.gleich@mb.tu-chemnitz.de>
Message-ID: <bkenri$k0u$1@anderson.hrz.tu-chemnitz.de>
Source record: 19163

>>I found draco's sysinfo 1.9 on the net but I am sure there are later versions.
>>
> He has this page, but I can't read it.
>
> http://www.obta.uw.edu.pl/~draco/atari/
There I couldn't find it either. But the formax ftp has Sysinfo 2.03,
here you will find it:
ftp://atari.fornax.sk/pub/atari/8bit/UTILS/si203.arc

Unfortunately it isn't atr, anyways it shouldn't be a big problem.
Sven.

# 5251. Re: BBS Days

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-19 11:44:29 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <l0rlmvs6gn6p4spg6ikhhaitelqc0t288l@4ax.com>
Source record: 19164
Cross-posted to: comp.sys.atari.8bit,comp.sys.amiga.morphos

On Fri, 19 Sep 2003 06:26:25 GMT, jdplace@prodigy.net (Joseph D. Place) wrote:

>I received 50 e-mail messages containing viruses today! Most of them >contained something about Microsoft. I don't think the computer >world has improved. I miss the days when I could just dial-up the >local Atari BBS. I guess I will have to change my e-mail address and >SPAM protect it from now on. I can't take it anymore!

You are not alone in your difficulties with the massive amounts of email generated by viruses such as Blaster and Sobig.f. For the past month I have been getting total of about 100 emails a day from people who have been infected. Because of vulnerabilities in Microsoft products like Windows and Outlook millions of people suffer the same thing. Maybe this is even the average experience now. It is a real DoS attack (denial of service) for me as some days it will take 30 minutes to download emails and then I must delete 99% of them. So far I have not decided to abandon the email address, hoping that the situation improves.

In my opinion this is what happens when one company monopolizes the operating systems market and abusively wields that power to drive out competitors in apps (such as email apps) as well. We get substandard products because Microsoft does not have to compete. Few get Windows or Outlook because they have found them to be the best solution, they get these programs because that is what comes with the computer. Or because that is what everyone else has. Or because they have never seen any other such programs or operating systems owing to Microsoft's bundling agreements with computer manufacturers. There are many people out there who have never purchased a computer that did not have Windows on it already.

There is an alternative computer system that I am interested in that would be an improvement over this horrible situation. It is called Pegasos. It is based on the PPC microprocessor and runs a surprising responsive yet powerful OS called MorphOS. Pegasos is the hardware and MorphOS is the operating system. Pegasos will also run other operating systems. I encourage everybody to check out and be aware of this new system.

http://www.pegasos.com

So far there are approximately 600 of these out there around the world and the manufacturer Genesi says they are producing another 600 to be distributed as motherboard/processor/operating system bundles to

build-your-own computer hobbyists, and at that point they intend to mass market the machine in consumer-friendly pre-built form.

If you are anywhere near New York City and want to see the Pegasos in action you can go to the NYC Pegasos Users Group meeting in Brooklyn tomorrow (20 SEP 03) check out the following link for more:

http://www.nyc-pug.org/

# 5252. 8bit TelBBS for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-19 13:12:43 UTC
From: jledger@cyberstreet.com
Message-ID: <706f6242.0309190512.5c55680a@posting.google.com>
Source record: 19165

Guys,

Several members of the (comp.sys.cbm) group have gotten
together to connect their 8bit machines to their broadband
connection using homebrew interfaces. The end result of
having original BBS programs connected to the Internet.
Being able to dial from an 8bit machine and connect to
an 8bit machine has been acomplished.

I've been keeping a website record of these activities,
(http://www.petscii.com)
but since I actually owned/loved several 8bit computers
over the years, I thought I'd expand the website to
include other machines doing the same thing.

I'm not sure if this has been done on the Atari
series, but the software and interfaces we've been
using should be compatible.

Can someone fill me in on what the Atari diehards
are doing along these lines?

Jeff

# 5253. Re: BBS Days

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-19 18:24:24 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vmmidfokgvn0e4@corp.supernews.com>
Source record: 19166

This is off topic, but I put a similar message in
alt.comp.virus.

Lots of people are getting mail floods/bombs, 100s
of virus attachments e-mails. For me it is gibe.c/gibe.f/swen.a, 106k for
each e-mail.

What I did was turn off 'automatically download messages when OE starts' in
Tools-Options-General.

Then my ISP has a www place to go in and remove
messages BEFORE they are downloaded. Call your
tech support and see if your ISP has a place to go and
remove messages before.

Regards,
Russg

# 5254. Re: Developers?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-19 23:24:34 UTC
From: williaj@sympatico.ca
Message-ID: <7773a4d3.0309191524.692e9205@posting.google.com>
Source record: 19167

"Thomas Rahbar" <rahbart@cox.net> wrote in message
news:<V9w7b.2273$8o3.20@news2.central.cox.net>...
> After all the talk of mods and whatnot, I was wondering if there are
> any original programmers from the 8bit era around here. Even more, does
> anyone know who Kilroy was? That name sure takes me back...
>
> Thomas

I'm afraid I've forgotten Kilroy's actual name, but I met him once
many years ago. I don't recall now if he lived in Rochester or
Buffalo, but I drove down to have him upgrade my 800 to 288K. I think
I paid him $200 for the work.

# 5255. Atari Jaguar control pad on Atari 5200?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-20 00:53:14 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <SwNab.2484$jO.2192@bignews3.bellsouth.net>
Source record: 19168

I know Best electronics makes a cable that enables the use of the Jaguar control pad on the Atari 8-bit computers but it doesn't look like they make one for the 5200. Why in the world not? The Jaguar control pad layout is pretty much identical to the 5200 with the "phone keypad".

The problem with playing games on the older Atari 8-bits is that the Option, Select and Start buttons are on the consoles...not much help when using an extension cable to play with on the couch. So the 5200 controller corrects that problem, however it's not made for the human hand (not that I can tell). Are there any well designed 5200 controllers that don't hurt your hands? Like the Jaguar control pad which would make my enjoyment of the 5200 games increase a thousandfold.

Any help or suggestions?

# 5256. Re: BBS Days

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-20 05:04:46 UTC
From: jdplace@prodigy.net
Message-ID: <OdRab.3597$Up4.83@newssvr32.news.prodigy.com>
Source record: 19169

On 19 Sep 2003 14:24:24 , "Russ Gilbert" wrote:
>This is off topic, but I put a similar message in
>alt.comp.virus.
>
>Lots of people are getting mail floods/bombs, 100s
>of virus attachments e-mails. For me it is gibe.c/gibe.f/swen.a, 106k for
>each e-mail.
>
>What I did was turn off 'automatically download messages when OE starts' in
>Tools-Options-General.
>
>Then my ISP has a www place to go in and remove
>messages BEFORE they are downloaded. Call your
>tech support and see if your ISP has a place to go and
>remove messages before.
>
>Regards,
>Russg
>
>
>.
I'm using MyMail on my Falcon, which has the capability to delete the
messages before downloading (usually), but when there are a large
number of messages, for some reason it downloads them. I have most
of them SPAM blocked, but if I hit one it takes forever to download,
I usually hit 10 out of the hundred or so that I getting.

--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

# 5257. Re: Resurrected old game: Atari Avalanche

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-20 06:58:44 UTC
From: Atari-Chart <SPAMMENOTatari-chart@shaw.ca>
Message-ID: <fiunmvgsecc4ung8sltbkaaorksmtfd07b@4ax.com>
Source record: 19170

Your efforts are appreciated, but I've had this game for awhile.
Can you give me some insight on the controls used?

If you could track down a game that no-one seems to remember but me
called "Ithix" (I think that was the name), now that would be
amazing!

Rob

On Fri, 19 Sep 2003 12:04:39 +0200, "phozz bare" <phozz@nowhere.com>
wrote:

>I've posted a binary copy on alt.binaries.comp.atari8bit.
>
>-itay
>
>"phozz bare" <phozz@nowhere.com> wrote in message
>news:newscache$k558lh$i77$1@lnews.actcom.co.il...
>>
>> I've found a game lying around on one of my disks in a non-standard
>format,
>> with a BASIC program that was being used to load it. The game is called
>> Avalanche (*NOT* the Qbert clone from ANALOG computing!).
>>
>> [..]
>

# 5258. Re: SysInfo by Draco as atr

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-20 11:22:22 UTC
From: Frank_Szymanski@du3.ohse.de
Message-ID: <20030920132222.a8825@du3.maus.de>
Source record: 19178

>He has this page, but I can't read it.
>http://www.obta.uw.edu.pl/~draco/atari/

Well. I can. :-)

Unfortunately there is no sysinfo on his site. Only ST stuff.

Regards,

Frank

# 5259. Re: BBS Days

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-20 17:36:18 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <me0bb.280$vS.55@newsread3.news.pas.earthlink.net>
Source record: 19171

"Russ Gilbert" <russg@en.com> wrote in message
news:vmmidfokgvn0e4@corp.supernews.com...
> This is off topic, but I put a similar message in
> alt.comp.virus.
>
> Lots of people are getting mail floods/bombs, 100s
> of virus attachments e-mails. For me it is gibe.c/gibe.f/swen.a, 106k for
> each e-mail.
>
> What I did was turn off 'automatically download messages when OE starts'
in
> Tools-Options-General.
>
> Then my ISP has a www place to go in and remove
> messages BEFORE they are downloaded. Call your
> tech support and see if your ISP has a place to go and
> remove messages before.

Same boat. My email is limited by earthlink to 10 megs of storage. Even with the option of using a web based email program, the 125+ emails with 156k attachments<20 megs so you don't have to get a calculator> has shut down my ability to recieve email.

Of course 90% of my email today is just some spam about refinancing my house so I can buy some viagra to make my penis 2" longer.

My disappointment with how the internet has developed over the last decade is showing. I'm thinking about just switching to a $10/month account and dropping some of my online activities. As BB King said "The thrill is gone, gone away for good!"

# 5260. Re: BBS Days

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-21 02:41:38 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vmq3tnncumqoa2@corp.supernews.com>
Source record: 19172

(responds to self.)
Uhhmmm. Not work, deleting before downloading.
My 25 megs are used up in a few hours.
So, I subscribed to my ISP virus remover. $2/month.
I may discontinue it after this blows over/subsides.
Seems like ISPs would catch that something is wrong
and block it. But I guess it is widely distributed, comes
from 1000s of infected computers, rather than a few
spam ISPs.
This swen virus/worm e-mail comes from usenet addresses in OE and maybe
plain Outlook, it doesn't
come from spamming e-mail lists.
Rambling again
And off topic to boot.
Regards

# 5261. C=64 Ethernet

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-21 03:51:40 UTC
From: bill@newbreedsoftware.com
Message-ID: <gf9bb.23018$dk4.725494@typhoon.sonic.net>
Source record: 19173

Did you folks see that Ethernet adapter for the C=64?
Finally out, it seems. Made Slashdot :)

http://slashdot.org/article.pl?sid=03/09/18/1857204&mode=nocomment

... which points to:

http://www.jschoenfeld.de/news/news88_e.htm

... with some nice photos.

It apparently works with Contiki OS:

http://dunkels.com/adam/contiki/

When's our turn!? :)

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5262. Re: Atari Jaguar control pad on Atari 5200?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-21 04:02:54 UTC
From: Glenn <glenn@nospam.net>
Message-ID: <Op9bb.10362$zA2.5287@nwrddc02.gnilink.net>
Source record: 19174

"LionOfJudah" <bcozier@bellsouth.net> wrote in message
news:SwNab.2484$jO.2192@bignews3.bellsouth.net...
> I know Best electronics makes a cable that enables the use of the Jaguar
> control pad on the Atari 8-bit computers but it doesn't look like they
make
> one for the 5200. Why in the world not? The Jaguar control pad layout is
> pretty much identical to the 5200 with the "phone keypad".
>
> The problem with playing games on the older Atari 8-bits is that the
Option,
> Select and Start buttons are on the consoles...not much help when using an
> extension cable to play with on the couch. So the 5200 controller
corrects
> that problem, however it's not made for the human hand (not that I can
> tell). Are there any well designed 5200 controllers that don't hurt your
> hands? Like the Jaguar control pad which would make my enjoyment of the
5200
> games increase a thousandfold.
>
> Any help or suggestions?
>

The reason they don't make one is because the 5200 can't use that kind of
controller. The stick part of a 5200 controller is analog (uses two
variable
resistors, or potentiometers, to vary a voltage signal). The D-pad on the
Jaguar controller operates on a digital principle - either the switch is
open
or closed.

When Atari made the 5200 controllers, marketing wanted an edge when it
came to advertising. They forced the engineers to design an analog
controller
so they can brag about how the 5200 controller has full 360 degrees of
control!

Another thing is the 5200 games are written to get the joystick inputs from
the POKEY chip. This is the chip that is used on the 8bit computers to read
the paddle inputs. Normally PIA chip is used to read the joysticks on the
8bit
machines. I don't recall exactly, but I think the 5200 lacks the PIA chip.
And
for games to even use a digital joystick input they would require to be
re-programmed
to support them instead of the analog controls.

Now there is always the possible idea of an external device that is
connected
between the 5200 and the Jaguar pad that could possibly translate the
digital D-pad signals and create an appropriate analog voltage signal to
represent
that particular directional movement. Use of a small microcontroller and
some digital to analog converter (DAC) chips would be a good start!

Hope this clears things up for you about the delimna that you face with
�*%�ng to interface a Jaguar controller to a 5200.

Regards,
Glenn

# 5263. Re: Atari Jaguar control pad on Atari 5200?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-21 04:43:59 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <v%9bb.10432$an.10275@bignews6.bellsouth.net>
Source record: 19175

"Glenn" <glenn@nospam.net> wrote in message
news:Op9bb.10362$zA2.5287@nwrddc02.gnilink.net...
>
> "LionOfJudah" <bcozier@bellsouth.net> wrote in message
> news:SwNab.2484$jO.2192@bignews3.bellsouth.net...
> > I know Best electronics makes a cable that enables the use of the Jaguar
> > control pad on the Atari 8-bit computers but it doesn't look like they
> make
> > one for the 5200. Why in the world not? The Jaguar control pad layout
is
> > pretty much identical to the 5200 with the "phone keypad".
> >
> > The problem with playing games on the older Atari 8-bits is that the
> Option,
> > Select and Start buttons are on the consoles...not much help when using
an
> > extension cable to play with on the couch. So the 5200 controller
> corrects
> > that problem, however it's not made for the human hand (not that I can
> > tell). Are there any well designed 5200 controllers that don't hurt your
> > hands? Like the Jaguar control pad which would make my enjoyment of the
> 5200
> > games increase a thousandfold.
> >
> > Any help or suggestions?
> >
>
>
> The reason they don't make one is because the 5200 can't use that kind of
> controller. The stick part of a 5200 controller is analog (uses two
> variable
> resistors, or potentiometers, to vary a voltage signal). The D-pad on the
> Jaguar controller operates on a digital principle - either the switch is
> open
> or closed.
>
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> came to advertising. They forced the engineers to design an analog
> controller
> so they can brag about how the 5200 controller has full 360 degrees of
> control!
>
> Another thing is the 5200 games are written to get the joystick inputs

from
> the POKEY chip. This is the chip that is used on the 8bit computers to
read
> the paddle inputs. Normally PIA chip is used to read the joysticks on the
> 8bit
> machines. I don't recall exactly, but I think the 5200 lacks the PIA
chip.
> And
> for games to even use a digital joystick input they would require to be
> re-programmed
> to support them instead of the analog controls.
>
> Now there is always the possible idea of an external device that is
> connected
> between the 5200 and the Jaguar pad that could possibly translate the
> digital D-pad signals and create an appropriate analog voltage signal to
> represent
> that particular directional movement. Use of a small microcontroller and
> some digital to analog converter (DAC) chips would be a good start!
>
> Hope this clears things up for you about the delimna that you face with
> ?*%?ng to interface a Jaguar controller to a 5200.
>
> Regards,
> Glenn

Have you ever heard of the competition PRO 5000 joystick? It uses a Y cable, on one end of the Y is the 5000 pro (digital) stick with 2 buttons and on the other end of the Y is a port to plug in the regular 5200 controller with analog sticks. You have to make sure the analog sticks are centered for the 5000 pro stick to work correctly....I was thinking that using this design it might be possible to convert the Jag controller and also enable the phone keypad on it...by still having it Y connected to the regular 5200 controllers.

# 5264. Realm of Impossibility cheat

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-21 04:46:45 UTC
From: Randy Riegsecker <rriegsec@neptune.netdigest.org>
Message-ID: <slrnbmqaul.6ob.rriegsec@neptune.netdigest.org>
Source record: 19176

Hi,

I've pulled out the old Atari 800XL and hooked up an SIO2PC cable!
It's great fun for the whole family.

I'm looking for an .ATR version of Realm of Impossibility that has been
hacked for infinite Hit Points? The game was always hard!

Please post a followup or email me at randy_riegsecker@yahoo.com.

Thanks,
Randy

## 5265. Realm of Impossibility cheat

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-21 05:02:38 UTC
From: Randy Riegsecker <rriegsec@neptune.netdigest.org>
Message-ID: <slrnbmqbsd.6pp.rriegsec@neptune.netdigest.org>
Source record: 19177

All,

I'm looking for a hacked version of Realm of Impossibility
with unlimited Hit Points. Anyone know of where I can can
find a .ATR of this game for the Atari 800XL?

Thanks,
Randy

# 5266. Re: BBS Days

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-21 13:09:21 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <sn8rmv8bvubivpcndkib9ku6emsn9badgk@4ax.com>
Source record: 19179

On Sat, 20 Sep 2003 17:36:18 GMT, "richard cortese" <ricortes@earthlink.net>
wrote:

>Same boat. My email is limited by earthlink to 10 megs of storage. Even with
>the option of using a web based email program, the 125+ emails with 156k
>attachments<20 megs so you don't have to get a calculator> has shut down my
>ability to recieve email.

(another EarthLink subscriber) I don't know if it's going to be worth it yet
or not, but I've been adding the addresses that this worm uses regularly for
from addresses to my "blocked sender list." They're not random, at least not
all of them, there are obvious patterns once you start collecting them. I
think I'm making headway-- On Friday my quota would be reached in about 45
minutes; last night I lasted over 4 hours. We only get to have 500 addresses
in the blocked sender list, and I'm around 350 now, so this strategy may yet
prove to be unsuccessful.

I'm assuming EarthLink's automatic spam detection will be adjusted to pick
these up within another couple days or so. Until this latest outbreak hit
they were catching maybe 80-85% of the spam, pretty effective.

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

# 5267. Re: Scrolling better on the ATARI or C64 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-21 13:43:00 UTC
From: Marc Walters <ddmw@hunterlink.net.au>
Message-ID: <_Hhbb.3937$d6.158439@nasal.pacific.net.au>
Source record: 19180

"Anders Carlsson" <anders.carlsson@mds.mdh.se> wrote in message
news:k2gfzj3eoel.fsf@legolas.mdh.se...
> bill@newbreedsoftware.com (William Kendrick) writes:

> If you're working in hires mode (which takes 8K memory), it is probably
> impossible to smoothly scroll this screen as moving 8K of memory back
> and forth (plus making changes to the graphics!) would take a little
> too much time, unless your scroll is _really_ slow.

It's do-able with a 1-pixel per screen refresh. Each frame buffer 1KB to another (buffered) bitmap and flip to the newly created screen (in another 16K video bank) when the finescroll register crosses its limit and is reset.

But add in full colour shifting (2K) and the new data (320 bytes vertical or 200 horizontally) and there's not much processor time left for the rest of the game.

Smooth scrolling was difficult for early (1982-1984) C64 programmers. Even worse time was had when splitting regions of the screen and you can see the horrible glitching in games like The Edge's "Wizardry" (not the Sierra game). Some game programmers got rather famous for the quality of their smooth scrolling (even if it hid non-existant gameplay), such as Tony Crowther.

You Atarians had it easy.

Marc Walters

# 5268. New Atari800WinPlus 4.0 Released!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-21 15:02:37 UTC
From: "Mike Action"
Message-ID: <38frmvok05kk2sqfj5s656est3sv6tpjqi@4ax.com>
Source record: 19181

Wow after nearly a year Atari800WinPlus has been updated!
Check out http://atariarea.histeria.pl/PLus/index_us.htm for more
details and of course the download.

Regards,

Michael

# 5269. Re: New Atari800WinPlus 4.0 Released!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-21 16:33:31 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <Onkbb.9560$iO.9263@bignews5.bellsouth.net>
Source record: 19182

<Mike Action> wrote in message
news:38frmvok05kk2sqfj5s656est3sv6tpjqi@4ax.com...
> Wow after nearly a year Atari800WinPlus has been updated!
> Check out http://atariarea.histeria.pl/PLus/index_us.htm for more
> details and of course the download.

Where do I submit bug reports? In Star Raiders I cannot hit the meteorites nor the enemy space ships...the collision detection seems a bit screwed up....in Donkey Kong the barrel can hit me but I can't pick up the bonus items on the second level, even though I can remove the rivets from the ground...

I'm using NTSC...and OS B

>
> Regards,
>
> Michael

# 5270. Re: Scrolling better on the ATARI or C64 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-21 19:10:49 UTC
From: anoneds@netscape.net
Message-ID: <8c160850.0309211110.6bcefd89@posting.google.com>
Source record: 19183

Anders Carlsson <anders.carlsson@mds.mdh.se> wrote in message
news:<k2gsmn33ebs.fsf@legolas.mdh.se>...
>
> I've been thinking a little about which 8-bit computer is most powerful
> for writing small games (like the 1K, 2K, 4K minigames). The 6502 is a
> little cumbersome with its few registers and lots of swapping into
> memory and stack, but I have too little experience of other processors
> like the Z80, 6809, 1802, 8080, 9900 (ok, 16-bit) etc to make a good
> comparison.

The 9900 isn't a good choice for a 1k game. All opcode lengths are
multiples of two. Even NOP is a two-byte instruction.

>
> When it comes to graphics chip, ANTIC seems to be the most flexible
> one? VIC-II and the TMS chip found in e.g. MSX machines might be good
> runners-up when it comes to good performance with low overhead. Sound
> is not too important in a 1K game, so I judge all chips equally. Other
> issues like memory layout, DOS/run-time overhead might be interesting.

The TMS9918A isn't a great chip when it comes to the high-res bitmap
(256x192 each character position allowing 8 rows of
foreground/background color) mode. Why? It has no scrolling registers,
all work is on the programmer, and it only has 16k and no banking
abilities. With the color table and pattern table consuming 6,144
bytes each, you don't have any RAM left for page-flipping like you can
do in regular Graphics-I mode (256 redefinable characters, 32
character sets each having a foreground and background color).
And that 1x8 color strip in bitmap makes scrolling horizontally a
nightmare. Unless you scroll 8-pixels (a full character), you will
need to limit to two colors or expect colors bleeding into images
until you have scrolled 8 pixels.

Now, the V9938 is a better choice, as it can have 192k VDP memory,
banking in 16k pages. I don't know the memory usage, but I'd expect
you could do some paging. I _really_ need to get into some V9938
programming...

> So, maybe a 6809-based machine with ANTIC, SID, a well considered
> memory map and a rich ROM to call would be a dream machine for 1K.

Yes, that would be a nice choice I'd expect...

BTW: Where is this year's minigame compo? Anyone got a URL? I couldn't
participate, but I'd like to see it.

Ben

# 5271. Re: BBS Days

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-21 22:44:34 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <a30ad32a8adcc3caf439acfa442e8991@news.teranews.com>
Source record: 19184

Doesn't help. Two out of Three of my emails have it too. Just sit back, eventually some of the mail server administrators will figure out how much bandwidth is being wasted and how much that costs and should be able to install software to block it.

"Joseph D. Place" <jdplace@prodigy.net> wrote in message news:lkxab.3990$QO.3855@newssvr33.news.prodigy.com...
> I received 50 e-mail messages containing viruses today! Most of them
> contained something about Microsoft. I don't think the computer
> world has improved. I miss the days when I could just dial-up the
> local Atari BBS. I guess I will have to change my e-mail address and
> SPAM protect it from now on. I can't take it anymore!
>
> --
> Joseph D. Place
> ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400
>
>
> --
> Joseph D. Place
> ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400
>

# 5272. combatting the spam deluge (was: BBS Days)

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-22 05:22:26 UTC
From: Edward Bonaventure <bard@tempests.and.teapots>
Message-ID: <Pine.GSO.4.56.0309220052470.20378@shell1>
Source record: 19185

On Sun, 21 Sep 2003 at 13:09:21 GMT, Michael Current scribbled:
->We only get to have 500 addresses in the blocked sender list, and
->I'm around 350 now,

I've noticed that in recent days this same topic has been brought up on several different newsgroups that I follow. Obviously the same thing's happening to everybody!

I'm using a completely different tactic with my e-mail program. (Which happens to be Pine, a Unix program which I'm controlling in shell mode, but which is actually running on my ISP's computer.) Instead of specifying specific addresses to block, I've specified about a dozen words for the Pine program's filtering to look for in subject headers of incoming e-mail.

I've also specified a couple of other fishy (and almost always phoney) items for the filtering to look for in half a dozen other lines of the message headers. (Meaning "long headers." While I have the program set for displaying only the short header version for regular use, there are some spammy items I've noticed in connection with certain other, more obscure header lines. Pine lets me filter for those too.)

Filling out Pine's form for 6 or 7 "rules" filtering for about 20 items in various header lines is a lot easier than compiling a list of 350 specific addresses! And it apparently works about as well as your list. Right now my rules are holding fairly steady at catching about 90% of the spam. None of that is based on checking for specific "from" addresses (but I could do that too if I wanted). It seems to me that my method is easier. ('Nuff said!)

(I'd better add that the above refers to my private e-mail address -- which is now getting 150 spam messages per day. For my public e-mailbox (listed below), Yahoo separates out most of the spam into a "bulk mail" folder which is easy to empty. I don't really know why they bother to preserve all that "bulk" mail at all, making us go to the trouble of emptying it. It's all worthless garbage, anyway!)
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* ATARI -- Love it or leave it! *

(Headers munged to foil spammers; real info in taglines)

# 5273. Re: Scrolling better on the ATARI or C64 ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-22 06:25:42 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gvfrl49w9.fsf@legolas.mdh.se>
Source record: 19186

anoneds@netscape.net (Ben Yates) writes:

> BTW: Where is this year's minigame compo? Anyone got a URL?

The same place as last year: http://www.ffd2.com/minigame/

--
Anders Carlsson

"Please not to close to the hair, finger, clothes to run about the
inside's vehicle, in order to prevent quilt involvement." -- Bit Racer

# 5274. Re: BBS Days

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-22 11:41:04 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <juntmv0f3doma4c6rj33h58a8kufr49njp@4ax.com>
Source record: 19187

My strategy fails. It would take far more than 500 blocked individual addresses to make a dent against this worm.

If EarthLink's blocked address function took wildcards, then we'd have a chance.

For now, just have to wait for the "known spam" feature to be updated to catch this stuff. We'll all have trouble receiving any legitimate email until that happens.

-Michael

On Sun, 21 Sep 2003 13:09:21 GMT, Michael Current <hunmanik@earthlink.net> wrote:

>(another EarthLink subscriber) I don't know if it's going to be worth it yet
>or not, but I've been adding the addresses that this worm uses regularly for
>from addresses to my "blocked sender list." They're not random, at least not
>all of them, there are obvious patterns once you start collecting them. I
>think I'm making headway-- On Friday my quota would be reached in about 45
>minutes; last night I lasted over 4 hours. We only get to have 500 addresses
>in the blocked sender list, and I'm around 350 now, so this strategy may yet
>prove to be unsuccessful.
>
>I'm assuming EarthLink's automatic spam detection will be adjusted to pick
>these up within another couple days or so. Until this latest outbreak hit
>they were catching maybe 80-85% of the spam, pretty effective.
>
>-Michael
>
>Michael Current, mailto:hunmanik@earthlink.net
>8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
>St. Paul Atari Computer Enthusiasts, http://space.atari.org/

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

## 5275. BASIC Tokenizer for PC?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-22 19:22:21 UTC
From: cmartin@ti.com
Message-ID: <482f186a.0309221122.7b9e802c@posting.google.com>
Source record: 19188

Does anyone know if there is a program that will run under linux or windows
to take a BASIC text file and tokenize it (turn it into a binary)?

I want to be able to scan in some BASIC text, then tokenize it and
turn it into something I can load under BASIC with
'LOAD"D:SOMETHIN.BAS"'.

Thanks,
Chris

# 5276. Re: BASIC Tokenizer for PC?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-22 19:44:19 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <BIIbb.16267$8j.76@bignews4.bellsouth.net>
Source record: 19189

"Chris Martin" <cmartin@ti.com> wrote in message
news:482f186a.0309221122.7b9e802c@posting.google.com...
> Does anyone know if there is a program that will run under linux or
> windows
> to take a BASIC text file and tokenize it (turn it into a binary)?
>
> I want to be able to scan in some BASIC text, then tokenize it and
> turn it into something I can load under BASIC with
> 'LOAD"D:SOMETHIN.BAS"'.

You can use the ENTER "D:SOMETHIN.LST" command to load a file that is
pretty close to TEXT format...try using the basic command LIST
"D:SOMETHIN.LST" to create a file on your atari disk and examine it...it is
pretty close to TEXT format.

You might want to consider a utility that converts a text file (containing a
basic program ) into that same atari .LST format and then you can then ENTER
it into atari basic. That would be easier...unless the utility you want
already exists.

>
> Thanks,
> Chris

# 5277. Re: download

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-22 20:41:21 UTC
From: Michael <mpick0658@rogers.com>
Message-ID: <R7Jbb.65177$Ch2.36444@news02.bloor.is.net.cable.rogers.com>
Source record: 19190

whats to dload???
suks
!!!

redraven <redravenat@libertysurfdot.fr> wrote in message
news:bjcjbe$6uj$1@news.tiscali.fr...
> Hello Atari 8 bits fans!!!
>
> I've put all (allmost) the disk I have on this web page :
> http://the-redraven-site.chez.tiscali.fr/
> I don't know if my provider appouve that but as we know, it's more like
> abandonnware
> (but really good things!!!).
> Most of my disks can be find elsewhere but I'm pretty sure some NOT...
>
> If you download some of them, please mail for thanks or ...
>
> The 3 first pages are the list and the last one, the download.
>
> Have fun!
>
> REDRAVEN
>

# 5278. Re: New Atari800WinPlus 4.0 Released!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-22 20:58:38 UTC
From: balois@poczta.onet.pl
Message-ID: <dc90d5e5.0309221258.473dcaf9@posting.google.com>
Source record: 19191

> Where do I submit bug reports? In Star Raiders I cannot hit the meteorites
> nor the enemy space ships...the collision detection seems a bit screwed
> up....in Donkey Kong the barrel can hit me but I can't pick up the bonus
> items on the second level, even though I can remove the rivets from the
> ground...
This bug is related to atari800 sources.
It is fixed now so expect a new release.

Balois

# 5279. Re: New Atari800WinPlus 4.0 Released!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-22 22:26:33 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <QJKbb.17209$8j.12039@bignews4.bellsouth.net>
Source record: 19192

"balois" <balois@poczta.onet.pl> wrote in message
news:dc90d5e5.0309221258.473dcaf9@posting.google.com...
> > Where do I submit bug reports? In Star Raiders I cannot hit the
meteorites
> > nor the enemy space ships...the collision detection seems a bit screwed
> > up....in Donkey Kong the barrel can hit me but I can't pick up the bonus
> > items on the second level, even though I can remove the rivets from the
> > ground...
> This bug is related to atari800 sources.
> It is fixed now so expect a new release.
>
> Balois

AWESOME! By the way...the sound is perfect.

# 5280. FS:Factory-sealed ATARI XL/XE carts

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-22 22:32:34 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <f16cbc23.0309221432.4643f10c@posting.google.com>
Source record: 19193

Hi,

I offer the following ATARI XL/XE cartridge games by ATARI.

All the games are boxed and new , still factory-sealed in original shrinkwrap.

The games are US/English versions , they work on NTSC and PAL systems - there are no PAL-NTSC differences as known on the ATARI 2600.

I can ship worldwide :

$14 for a package of up to 15 games as surface mail (slow , 3-8 weeks)
$32 for a package of up to 40-45 games as surface mail (slow , 3-6 weeks)
$23 for a package of up to 8 games as Air Mail (fast , a few days)
$33 for a package of up to 15 games as Air Mail (fast , a few days)
$48 for a package of up to 40-45 games as Air Mail (fast , a few days)

Europe :

8.20 Euro for a package of up to 15 games
16.50 Euro for a package of up to 40-45 games

Please note : Paddles/Joysticks/Keyboard Controllers weigh about 3 times as much as 1 game.

I can accept PAYPAL.Cash for very small orders or money orders/checks for bigger orders (because of bank fees).

Please note : The XL games in silver boxes - Millipede/Robotron etc. work on all ATARI computers - ATARI 400,800,XL machines,XE machines.

The XEGS carts - such as Rescue on Fractalus , Archon etc. require at least 48K of memory , some - like Airball - only work with 64K , so these games may not be compatible with the ATARI 400/800 , but will work on ATARI 800 XL/800 XE , 65 XE/130 XE , 1200 XL and XE Gamesystem and 600XL with 64K memory.

Mathias

ulrich_sternaxe@gmx.de

XEGS carts are the cartridge games in the blue XEGS boxes.They work on ATARI 800 XL , 800 XE , 65 XE , 130 XE and 1200 XL and the XE Gamesystem.

Some require 64K, so they woni¿½t run on the ATARI 800.

List :

Ace of Aces $7 XEGS cart
Airball $8 XEGS cart
Archon $6 XEGS cart
Ballblazer $5 XEGS cart
Crimebuster $7 XEGS cart
Crossbow $3 XEGS cart
Davidï¿½s Midnight Magic $5 XEGS cart
Desert Falcon $5 XEGS cart
Eastern Front 1941 $7
Final Legacy $5
Gato $5 XEGS cart
Hardball $5 XEGS cart
Joust $5
Loderunner $7 XEGS cart
Millipede (large box) $4
Millipede (small box) $4
Moon Patrol $6
One on One Basketball $5 XEGS cart
Pole Position $5
Rescue on Fractalus $8 XEGS cart
Robotron 2084 $6
RS Football $7
Star Raiders 2 $6 XEGS cart
Thunderfox $5 XEGS cart
Tennis $5

Disk :

Mickey in the Great Outdoors $3
Microsoft BASIC $10 (heavy box ,weighs as much as 9
cart games)

Cassette

Scram $4
Touch Typing $5

# 5281. Re: download

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-22 22:57:32 UTC
From: Atari-Chart <SPAMMENOTatari-chart@shaw.ca>
Message-ID: <7hvumv4b7e6qqf37tr7v0htifvendmjem8@4ax.com>
Source record: 19194

I've just pulled down a few to take a look, and almost the first thing
I ran into was that 021a, 021b, 022a, 022b are corrupt and can't be
unzipped.

Thanks,
Rob

On Sat, 6 Sep 2003 12:19:00 +0000 (UTC), redravenat@libertysurfdot.fr
(redraven) wrote:

>Hello Atari 8 bits fans!!!
>
>I've put all (allmost) the disk I have on this web page :
>http://the-redraven-site.chez.tiscali.fr/
>I don't know if my provider appouve that but as we know, it's more like
>abandonnware
>(but really good things!!!).
>Most of my disks can be find elsewhere but I'm pretty sure some NOT...
>
>If you download some of them, please mail for thanks or ...
>
>The 3 first pages are the list and the last one, the download.
>
>Have fun!
>
>REDRAVEN

# 5282. Games for Sale

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-23 03:19:50 UTC
From: swmoretp@aol.com
Message-ID: <20030922231950.07884.00000023@mb-m05.aol.com>
Source record: 19195

Games for Sale on eBay. Many are Buy It Now.
Superman by Capstone & DC Comics, C-64
3042975093 n/a $12.99
Shootout at the OK Galaxy by Avalon Hill
3042989120 n/a $19.99 n/a 1 n/a Aug-24 Sep-23 04:22:28
Their Finest Hour by Lucasfilm for IBM
3047721422 $14.99 $14.99 n/a 1 n/a Sep-16 Sep-23 19:49:46
The Colonel's Bequest by Sierra for IBM
3047721994 $14.99 $14.99 n/a 1 n/a Sep-16 Sep-23 19:53:00
Pipe Dream by Lucasfilm for Amiga
3047722483 $14.99 $14.99 n/a 1 n/a Sep-16 Sep-23 19:56:00
The Summoning by SSI for IBM
3047722991 $14.99 $14.99 n/a 1 n/a Sep-16 Sep-23 19:58:43
Flashback, The Quest for Identity by SSI, IBM
3047723834 $14.99 $14.99 n/a 1 1 Sep-16 Sep-23 20:01:49
Gateway with Clue Book by Legend
3047724827 $16.99 $16.99 n/a 1 n/a Sep-16 Sep-23 20:05:36
Ultima Underworld DEMO DISK by Origin
3047725387 $6.99 $6.99 n/a 1 n/a Sep-16 Sep-23 20:09:21
1st Adventurer Newspaper, Lucasfilm Games
3047726031 $9.99 $9.99 n/a 1 n/a Sep-16 Sep-23 20:13:19
Journeyman Project 2 for Windows - NEW
3048124980 $9.99 $9.99 n/a 1 n/a Sep-18 Sep-23 20:15:38
Ravenloft II, Stone Profit by SSI, IBM, NEW
3047726614 $14.99 $14.99 n/a 1 n/a Sep-16 Sep-23 20:16:45
Flight Simulator Toolkit: WW II - NEW
3048125703 $9.99 $9.99 n/a 1 n/a Sep-18 Sep-23 20:19:46
Thunderscape by SSI for IBM - NEW
3047727031 $14.99 $14.99 n/a 1 n/a Sep-16 Sep-23 20:19:48
Dark Sun by SSI for IBM in the Box
3047727500 $9.99 $9.99 n/a 1 n/a Sep-16 Sep-23 20:23:02
Command & Conquer, Covert Operations, NEW
3047728323 $9.99 $9.99 n/a 1 n/a Sep-16 Sep-23 20:28:33
Official AD&D Players Handbook, 1980
3146243839 $9.99 $9.99 n/a 1 n/a Sep-16 Sep-23 20:33:56
L.A. Crackdown by Epyx for Commodore 64
3043345913 n/a $9.99
Tracker by Rainbird for Commodore 64 - NEW
3043346640 n/a $11.99
Altered Beast for Amiga.- NEW
3043347384 n/a $14.99
Hacker II for the Commodore 64 - NEW
3043347993 n/a $11.99
WWF Superstars Vol. 1 for C-64 - NEW

3043348722 n/a $8.99
Fire Hawk by Sierra On-line for IBM
3048477951 $12.99 $12.99 n/a 1 n/a Sep-20 Sep-25 20:06:18
Task Force 1942 by MicroProse for IBM
3048478227 $12.99 $12.99 n/a 1 n/a Sep-20 Sep-25 20:07:51 r
Prima's Official Strategy Guide: Onimusha
3048126523 $9.99 $9.99 n/a 1 1 Sep-18 Sep-25 20:24:13
Prima's Official Strategy Guide: Summoner
3048126957 $9.99 $9.99 n/a 1 n/a Sep-18 Sep-25 20:27:06
Budokan for Amiga - NEW
3048127946 $14.99 $14.99 n/a 1 n/a Sep-18 Sep-25 20:31:26
Elvira by Accolade for IBM
3048128833 $12.99 $12.99 n/a 1 n/a Sep-18 Sep-25 20:35:14
Pacific Strike by Origin for IBM
3048129382 $14.99 $14.99 n/a 1 n/a Sep-18 Sep-25 20:38:09
Federation for the Commodore Amiga - NEW
2750454277 n/a $12.99
Galactic Invasion for Amiga - NEW
2750454897 n/a $11.99
Questron II by SSI for Commodore 64 - NEW
3044054745 n/a $19.99
Commodore 64 Buyer's Guide by Compute!
3044057804 n/a $11.99
The Duel, Test Drive II for C-64, NEW
3038729929 n/a $8.99
Atari 800, C-64 Guderian by Avalon Hill - NEW
3038855036 n/a $24.99
Hillsfar by SSI for Commodore 64
3038855403 n/a $11.99
Leisure Suit Larry 1, 2 & 3 Hint, Tips Book
3048887113 $14.99 $14.99 n/a 1 n/a Sep-22 Oct-02 19:41:11
Adventure Collection by Infocom - NEW
3048888246 $19.99 $19.99 n/a 1 n/a Sep-22 Oct-02 19:45:53
Magnetic Scrolls Collection for IBM - NEW
3048890684 $14.99 $14.99 n/a 1 n/a Sep-22 Oct-02 19:56:36
Guild of Thieves, Magnetic Scrolls, C-64, NEW
3048891187 $16.99 $16.99 n/a 1 n/a Sep-22 Oct-02 19:58:39
T. La Russa's Ult. Baseball by SSI, IBM, NEW
3048891615 $12.99 $12.99 n/a 1 n/a Sep-22 Oct-02 20:00:28
eBay Store Items - But It Now
Empire by Intersel for Apple II in the Box
3045137665 n/a $19.99
President's Plane is Missing for C-64 - NEW
3045138112 n/a $11.99
Knight Orc by Level 9, Rainbird - Atari ST
3045600443 n/a $14.99
Golden Path by Firebird for Atari ST
3045600556 n/a $12.99
Tracker by Rainbird for Macintosh - NEW
3045600715 n/a $16.99

Tracker by Rainbird for the IBM - NEW
3045601182 n/a $12.99
Sentry by Firebird for Commodore 64 - NEW
3045601511 n/a $14.99
Enlightenment by Rainbird for Amiga - NEW
3046502681 n/a $19.99
Silicon Dreams by Firebird for C-64 - NEW
3046504508 n/a $24.99
Omnicron Conspiracy for IBM by Epyx - NEW
3046506860 n/a $19.99
Gateway to the Savage Frontier by SSI for IBM
3046507963 n/a $16.99
Crusade in Europe by Sid Meier, Apple II, NEW
3046511175 n/a $19.99
SSI AD&D Collectors Edition for IBM - NEW
3046602696 n/a $19.99
Demon's Winter by SSI for Atari ST - NEW
3047789020 n/a $24.99
Questron II by SSI for Atari ST - NEW
3047789506 n/a $21.99
MECH BRIGADE by SSI for Atari 800 - NEW
3047790315 n/a $25.99
Roadwar Europa by SSI for Atari ST - NEW
3047790963 n/a $24.99
ROADWAR 2000 by SSI for Atari ST - NEW
3047791689 n/a $24.99
OGRE by Origin for the Atari ST - NEW
3047792307 n/a $24.99
Fish! by Rainbird for Amiga - NEW
3047793546 n/a $39.99
Gold Rush by Sierra On-Line for Atari ST, NEW
3047794083 n/a $21.99
Crossfire by Sierra On-line, Atari 800 - NEW
3047794895 n/a $24.99
Steel Panthers II, Modern Battles by SSI, IBM
3047795817 n/a $9.99
IBM Shadowcaster by Origin Complete in Box
3042399399 n/a $14.99
Blue Max by Synapse for the Commodore 64
3042400535 n/a $14.99

# 5283. Looking for disk utility

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-23 14:08:01 UTC
From: dunxuk@aol.commercial
Message-ID: <20030923100801.23549.00000063@mb-m03.aol.com>
Source record: 19196

Are there any suggestions for utilities that can 'refresh' a disk? In other words I need a package that will take a disk and copy it back onto itself without formatting, leaving bad sectors alone. I've noticed some of my earliest disks are getting a bit iffy and I could do with recopying them but I don't want to dupicate them onto fresh disks as they are originals.

Tia, Dunx

## 5284. Looking for disk utility

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-23 17:51:22 UTC
From: Roy G Biv <8-bitter@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.56.0309231313250.15063@shell1>
Source record: 19097

On 23 Sep 2003 at 14:08:01 GMT, Duncan Ross scribbled:
->Are there any suggestions for utilities that can 'refresh' a disk?
->In other words I need a package that will take a disk and copy it
->back onto itself without formatting, leaving bad sectors alone.
->I've noticed some of my earliest disks are getting a bit iffy and
->I could do with recopying them but I don't want to dupicate them
->onto fresh disks as they are originals.

Wow! Sorry, but I'm afraid I have to be rather blunt here. In my view you're going about this in entirely the wrong way. First, the one thing you should NOT do is to "write" onto your original disks. You should definitely be trying to recopy them onto "fresh" (i.e., different) disks.

Indeed, in a floppy disk-based system, all disks considered to be extremely and vitally important should be write-protected, with contents copied onto another disk; and then the copy (not the master) should be used for everyday usage, especially if any writing or revising is done directly onto that disk during program usage.

Back in the days when 8-bits were still a live platform I never heard of the concept of "refreshing" in Atari circles. That may be because it's so antithetical to the practical realities of floppy-based computing.

As for copying the disk, in its entirety, or sector-by-sector, or for copying specified individual sectors, various disk-operating-system ("DOS") programs do some or all of those things. If additional tools or more powerful programs are needed, I've used programs like Sector Editor (SecEd3) or Black Patch or Disk Wizard. Between them, they take care of all situations involving good sectors. For creating or dealing with "bad" sectors, there are programs like Disk Doctor.

If you have only one disk drive it's a pain to have to swap disks all the time in order to do the needed sector copying. But it's still a necessary thing, and these programs are written to understand the situation.

As I've said many times, floppies (and their accompanying hardware) should be kept away from dank basements and (most importantly!) cigaret smoke. And don't try writing on the back side of disks rated as single-sided. If you follow those rules, your disks should last forever.

If you absolutely must write on your master disks (that is to say,
ruin them), then before you do that I would suggest using a mild head
cleaner disk (non-abrasive type) on the drive. That might solve what
you think is the problem. I've found that my disks (maintained in a
dry, smoke-free environment) are still like new, but if I try to use
just one disk inherited from some other, former 8-bitter who smoked,
then my disk heads get dirty immediately!
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* "All Indus -- All The Time!" *

(Headers munged to foil spammers; real info in taglines)

# 5285. Re: BBS Days

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-23 19:24:56 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bkq6m1$rma$1@sparta.btinternet.com>
Source record: 19098

Hi Joseph

> I received 50 e-mail messages containing viruses today! Most of them
> contained something about Microsoft. I don't think the computer
> world has improved. I miss the days when I could just dial-up the
> local Atari BBS. I guess I will have to change my e-mail address and
> SPAM protect it from now on. I can't take it anymore!

Where have you been this weekend, i finally stopped counting the number of viri i had in my inbox when i hit the 10,000 mark, and no they're not stopped either yet!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

# 5286. The NES is better than all your stinkin´ computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-23 20:27:05 UTC
From: masheg_solea@yahoo.com.hk
Message-ID: <26e9ab06.0309231227.74e99a91@posting.google.com>
Source record: 19099
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,rec.games.video.classic

Forget the C64 with itï¿½s ugly brown colors and beeping SID music,
forget the Spectrum - this is only a joke - and not a funny one.

Forget the ATARI 800 with itï¿½s ugly blocky graphics and 1-color
sprites.

The NES is far better than all these trashcans of computers !

Burn them and buy a NES !

# 5287. The Amstrad is the worst 8 Bit system

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-23 21:24:46 UTC
From: masheg_solea@yahoo.com.hk
Message-ID: <26e9ab06.0309231324.59dae465@posting.google.com>
Source record: 19100
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

Most of the games look bad - 50% are 1:1 Speccy ports and all the
games that look nice at first doni¿½t look nice when scrolling or
sprite-movement starts.

And for serious users - hey , in 1985 the ATARI ST was released and
the ST kicks the CPC to the moon.

So nobody needs this piece of shit.

# 5288. Re: The NES is better than all your stinkin' computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-23 21:29:16 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <MW2cb.25$FH3.13@nwrddc02.gnilink.net>
Source record: 19101
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,rec.games.video.classic

Carl Philtmoon wrote ...

>Forget the C64 with it's ugly brown colors and beeping SID music,
>forget the Spectrum - this is only a joke - and not a funny one.
>
>Forget the ATARI 800 with it's ugly blocky graphics and 1-color
>sprites.
>
>The NES is far better than all these trashcans of computers !
>
>Burn them and buy a NES !

Mr. Philtmoon is now in the lead for the troll of the week award. However,
the week isn't over yet...

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088

# 5289. Re: BASIC Tokenizer for PC?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-23 21:57:20 UTC
From: cmartin@ti.com
Message-ID: <482f186a.0309231357.4c0f9073@posting.google.com>
Source record: 19102

Hmmm, I know of the ENTER and LIST commands, but I was really looking
for something that would cut the Atari out of the whole picture (at
least until I load the program, anyway). I have built a detokenizer
in PERL, I think I will just reverse the process.

Thanks.
Chris

"LionOfJudah" <bcozier@bellsouth.net> wrote in message
news:<BlIbb.16267$8j.76@bignews4.bellsouth.net>...
> You can use the ENTER "D:SOMETHIN.LST" command to load a file that is
> pretty close to TEXT format...try using the basic command LIST
> "D:SOMETHIN.LST" to create a file on your atari disk and examine it...it is
> pretty close to TEXT format.
>

# 5290. Re: The NES is better than all your stinkin’ computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-23 21:58:33 UTC
From: Luis Vasquez <jose.vasquez1@comcast.net>
Message-ID: <9m3cb.418099$Oz4.207951@rwcrnsc54>
Source record: 19103
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,rec.games.video.classic

"Sam Gillett" <samgillett@msn.com> wrote in message
news:MW2cb.25$FH3.13@nwrddc02.gnilink.net...
>
> Carl Philtmoon wrote ...
>
> >Forget the C64 with it’s ugly brown colors and beeping SID music,
> >forget the Spectrum - this is only a joke - and not a funny one.
> >
> >Forget the ATARI 800 with it’s ugly blocky graphics and 1-color
> >sprites.
> >
> >The NES is far better than all these trashcans of computers !
> >
> >Burn them and buy a NES !
>
> Mr. Philtmoon is now in the lead for the troll of the week award.
However,
> the week isn't over yet...
>

Even though he's trolling, he does have a point, sort of.

# 5291. Re: The NES is better than all your stinkin’ computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-23 22:08:27 UTC
From: Phil-on-a-hill <philhill@home.co.uk>
Message-ID: <Ew3cb.2956$%G1.1773@newsfep4-winn.server.ntli.net>
Source record: 19104
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,rec.games.video.classic

> Even though he's trolling, he does have a point, sort of.

It'll be the same bored kid whose changs his name and email tons of times,
just so he can post dreary rubbish to NGs ... only to get kill filed each
and every time.

# 5292. Re: The NES is better than all your stinkin’ computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-23 22:12:37 UTC
From: Jeff Ledger <jeff@nospam.com>
Message-ID: <3f70c5c9$1_6@corp.newsgroups.com>
Source record: 19105
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,rec.games.video.classic

Yes, but wasn't the NES also a 6502 device?

> 
> Mr. Philtmoon is now in the lead for the troll of the week award.
However,
> the week isn't over yet...
> 
> Best regards,
> 
> Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
> 
> 
> 
> 
> 

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 100,000 Newsgroups - 19 Different Servers! =-----

# 5293. Re: BASIC Tokenizer for PC?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-23 22:44:35 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <r04cb.24011$8j.1281@bignews4.bellsouth.net>
Source record: 19106

"Chris Martin" <cmartin@ti.com> wrote in message
news:482f186a.0309231357.4c0f9073@posting.google.com...
> Hmmm, I know of the ENTER and LIST commands, but I was really looking
> for something that would cut the Atari out of the whole picture (at
> least until I load the program, anyway).

Any reason you don't want to load the program with the ENTER command?

The only advantage of .BAS over .LST is the tokenized file takes up less
space on the disk.

You can still ENTER and RUN the propgram in a single line by appending : RUN
before pressing enter...

> I have built a detokenizer
> in PERL, I think I will just reverse the process.
>
> Thanks.
> Chris
>
> "LionOfJudah" <bcozier@bellsouth.net> wrote in message
news:<BlIbb.16267$8j.76@bignews4.bellsouth.net>...
> > You can use the ENTER "D:SOMETHIN.LST" command to load a file that is
> > pretty close to TEXT format...try using the basic command LIST
> > "D:SOMETHIN.LST" to create a file on your atari disk and examine
it...it is
> > pretty close to TEXT format.

# 5294. Re: The NES is better than all your stinkin' computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-23 22:45:45 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <x14cb.24018$8j.10309@bignews4.bellsouth.net>
Source record: 19107
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,rec.games.video.classic

Hey your mom ain't exactly the nicest looking woman on the planet either but somebody fucked her, right?

Get a clue.

"Carl Philtmoon" <masheg_solea@yahoo.com.hk> wrote in message news:26e9ab06.0309231227.74e99a91@posting.google.com...
> Forget the C64 with it's ugly brown colors and beeping SID music,
> forget the Spectrum - this is only a joke - and not a funny one.
>
> Forget the ATARI 800 with it's ugly blocky graphics and 1-color
> sprites.
>
> The NES is far better than all these trashcans of computers !
>
> Burn them and buy a NES !

# 5295. Re: BASIC Tokenizer for PC?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-23 22:49:05 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <F44cb.24036$8j.16957@bignews4.bellsouth.net>
Source record: 19108

```
"LionOfJudah" <bcozier@bellsouth.net> wrote in message
news:r04cb.24011$8j.1281@bignews4.bellsouth.net...
> "Chris Martin" <cmartin@ti.com> wrote in message
> news:482f186a.0309231357.4c0f9073@posting.google.com...
> > Hmmm, I know of the ENTER and LIST commands, but I was really looking
> > for something that would cut the Atari out of the whole picture (at
> > least until I load the program, anyway).
>
> Any reason you don't want to load the program with the ENTER command?
>
> The only advantage of .BAS over .LST is the tokenized file takes up less
> space on the disk.

Oh...I'm wrong...with large programs ENTER can take a longer time than
LOAD..

> You can still ENTER and RUN the propgram in a single line by appending :
RUN
> before pressing enter...
>
> > I have built a detokenizer
> > in PERL, I think I will just reverse the process.

Well it sounds like a handy utility to create anyway.

> > Thanks.
> > Chris
> >
> > "LionOfJudah" <bcozier@bellsouth.net> wrote in message
> news:<BlIbb.16267$8j.76@bignews4.bellsouth.net>...
> > > You can use the ENTER "D:SOMETHIN.LST" command to load a file that is
> > > pretty close to TEXT format...try using the basic command LIST
> > > "D:SOMETHIN.LST" to create a file on your atari disk and examine
> it...it is
> > > pretty close to TEXT format.
>
>
```

# 5296. Re: The NES is better than all your stinkin&#65533; computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-23 22:55:59 UTC
From: Lister <fache@blueyonder.co.uk>
Message-ID: <cpj1nvo0n23bq71uv95h43af97st0ut0bb@4ax.com>
Source record: 19109
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,rec.games.video.classic

On Tue, 23 Sep 2003 23:08:27 +0100, "Phil-on-a-hill"
<philhill@home.co.uk> wrote:

>> Even though he's trolling, he does have a point, sort of.
>
>It'll be the same bored kid whose changs his name and email tons of times,
>just so he can post dreary rubbish to NGs ... only to get kill filed each
>and every time.
>

Well, I'd have to defend the NES, and say it's at least as good as the
speccy

--
"Much as it pains me to admit it, my brother and I
spent a good twenty minutes weeing on each
other in the loos in the basement..."
Tim Miller, ugvm ----- www.ugvm.org.uk

# 5297. Re: The NES is better than all your stinkin’ computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-23 23:33:16 UTC
From: Dave Dahle <ddahle@iw.dtg.net>
Message-ID: <3f6f8693_1@newsfeed.slurp.net>
Source record: 19123
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,rec.games.video.classic

"Carl Philtmoon" <masheg_solea@yahoo.com.hk> wrote in message
news:26e9ab06.0309231227.74e99a91@posting.google.com...
> Forget the C64 with it’s ugly brown colors and beeping SID music,
> forget the Spectrum - this is only a joke - and not a funny one.
>
> Forget the ATARI 800 with it’s ugly blocky graphics and 1-color
> sprites.
>
> The NES is far better than all these trashcans of computers !
>
> Burn them and buy a NES !

```
yet another css-sponsored troll...
```

# 5298. Re: The Amstrad is the worst 8 Bit system

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-23 23:39:18 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <6Q4cb.20526$an.2085@bignews6.bellsouth.net>
Source record: 19110
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

"Carl Philtmoon" <masheg_solea@yahoo.com.hk> wrote in message
news:26e9ab06.0309231324.59dae465@posting.google.com...
> Most of the games look bad - 50% are 1:1 Speccy ports and all the
> games that look nice at first don't look nice when scrolling or
> sprite-movement starts.
>
> And for serious users - hey , in 1985 the ATARI ST was released and
> the ST kicks the CPC to the moon.

I never had an ST back in the day, but I bought one a year ago and I prefer the Atari 8-bit to the ST. Except for the lucasfilm games on the ST, I still play the heck out of the 8-bit more than I do the ST which I rarely if ever use.

## 5299. The Atari ST would have been cool if...

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-23 23:43:28 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <AT4cb.20534$an.16021@bignews6.bellsouth.net>
Source record: 19111

They kept the same basic architecture of the 8-bits but expanded the capabilities...like player missile graphics just give more players/missiles and make them multicolored...and graphics modes...just give higher resolutions with more colors but keep the same principles of screen memory management and display lists etc...that way it would have made for a more enthusiastic reception by the Atari-8 bit programmers....why oh why didn't they do it that way...cause personally I think to learn to program the ST just sucks.

# 5300. Re: The NES is better than all your stinkin’ computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-24 00:54:57 UTC
From: wildstar <wildstar128@hotmail.com>
Message-ID: <Xns93FFB63F48F9wildstar128hotmailco@216.168.3.44>
Source record: 19112
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,rec.games.video.classic

"Jeff Ledger" <jeff@nospam.com> wrote in news:3f70c5c9$1_6
@corp.newsgroups.com:

> Yes, but wasn't the NES also a 6502 device?
>

The NES is a 65c02 (yes the WDC based 8bit CMOS 6502). It has good color capabilities but the NES had far less RAM and an Expansion port originally designed for an early CD-ROM but I think will serve fine for a RS-232 or Ethernet communication but that is about it. Through you would need a ROM cartridge with a WebBrowser which doesn't exist from what I know of.

Though you need everything ROM based unless you have some sort of RAM board and MMU mechanism. Which is something we can look at doing via an FPGA but who uses the NES like a computer ????

# 5301. Re: The NES is better than all your stinkin’ computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-24 00:55:10 UTC
From: philicorda <philicorda@NOOOSSSSPPAAAMMntlworld.com>
Message-ID: <_X5cb.1095$lT6.1141996@newsfep1-win.server.ntli.net>
Source record: 19113
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,rec.games.video.classic

"Lister" <fache@blueyonder.co.uk> wrote in message
news:cpj1nvo0n23bq71uv95h43af97st0ut0bb@4ax.com...
> On Tue, 23 Sep 2003 23:08:27 +0100, "Phil-on-a-hill"
> <philhill@home.co.uk> wrote:
>
> >> Even though he's trolling, he does have a point, sort of.
> > >
> > >It'll be the same bored kid whose changs his name and email tons of
times,
> > >just so he can post dreary rubbish to NGs ... only to get kill filed each
> > >and every time.
> > >
> >
> >
> > Well, I'd have to defend the NES, and say it's at least as good as the
> > speccy

And it has the *best* version of Elite.
If anyone has an Elite cart for the Nes going spare, please let me know.

# 5302. Re: The NES is better than all your stinkin’ computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-24 01:03:01 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <926cb.20750$an.15774@bignews6.bellsouth.net>
Source record: 19114
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,rec.games.video.classic

"philicorda" <philicorda@NOOOSSSSPPAAAMMntlworld.com> wrote in message
news:_X5cb.1095$lT6.1141996@newsfep1-win.server.ntli.net...
>
> "Lister" <fache@blueyonder.co.uk> wrote in message
> news:cpj1nvo0n23bq71uv95h43af97st0ut0bb@4ax.com...
> > On Tue, 23 Sep 2003 23:08:27 +0100, "Phil-on-a-hill"
> > <philhill@home.co.uk> wrote:
> >
> > >> Even though he's trolling, he does have a point, sort of.
> > >
> > >It'll be the same bored kid whose changs his name and email tons of
> times,
> > >just so he can post dreary rubbish to NGs ... only to get kill filed
each
> > >and every time.
> > >
> >
> >
> > Well, I'd have to defend the NES, and say it's at least as good as the
> > speccy
>
> And it has the *best* version of Elite.

Elite the space simulation/trading game?

> If anyone has an Elite cart for the Nes going spare, please let me know.
>
>

# 5303. Re: The Amstrad is the worst 8 Bit system

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-24 01:07:37 UTC
From: Ulrich Schreitmueller <ulrich.schreitmueller@student.uni-tuebingen.de>
Message-ID: <bkqqr5$8ut$3@newsserv.zdv.uni-tuebingen.de>
Source record: 19115
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

LionOfJudah wrote:

>I never had an ST back in the day, but I bought one a year ago and I prefer
>the Atari 8-bit to the ST. Except for the lucasfilm games on the ST, I still
>play the heck out of the 8-bit more than I do the ST which I rarely if ever
>use.
>

Don't feed the troll. We really don't need another pointless crossposted
"your system was crap, and mine ruled" pissing contest.

# 5304. Re: The Amstrad is the worst 8 Bit system

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-24 01:34:55 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <4w6cb.20936$an.1928@bignews6.bellsouth.net>
Source record: 19116
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

"Ulrich Schreitmueller" <ulrich.schreitmueller@student.uni-tuebingen.de>
wrote in message news:bkqqr5$8ut$3@newsserv.zdv.uni-tuebingen.de...
> LionOfJudah wrote:
>
> >I never had an ST back in the day, but I bought one a year ago and I
prefer
> >the Atari 8-bit to the ST. Except for the lucasfilm games on the ST, I
still
> >play the heck out of the 8-bit more than I do the ST which I rarely if
ever
> >use.
> >
>
> Don't feed the troll. We really don't need another pointless crossposted
> "your system was crap, and mine ruled" pissing contest.

It's less of a feeding the troll post than it is my voicing my
dissapointment over the ST...I was expecting similar sort of territory as
the 8-bit but more capabilities....but it was vastly different.

# 5305. Re: The Atari ST would have been cool if...

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-24 01:59:40 UTC
From: The6502Man <needonebad9@yahoo.com>
Message-ID: <gU6cb.327213$2x.95959@rwcrnsc52.ops.asp.att.net>
Source record: 19117

Check out the history of the 8-bits. The folks who had a hand in the
design of the 8-bits had a hand in the design of the Amiga (I believe).

As for why didn't they do it? The Atari STs are mostly stock circuitry. To
design all new custom ASICs would have drawn out the development, and they
were trying to beat the Amiga to market.

Tony

"LionOfJudah" <bcozier@bellsouth.net> wrote in message
news:AT4cb.20534$an.16021@bignews6.bellsouth.net...
> They kept the same basic architecture of the 8-bits but expanded the
> capabilities...like player missile graphics just give more
players/missiles
> and make them multicolored...and graphics modes...just give higher
> resolutions with more colors but keep the same principles of screen memory
> management and display lists etc...that way it would have made for a more
> enthusiastic reception by the Atari-8 bit programmers....why oh why didn't
> they do it that way...cause personally I think to learn to program the ST
> just sucks.
>
>

# 5306. Re: The Amstrad is the worst 8 Bit system

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-24 02:55:27 UTC
From: Ulrich Schreitmueller <ulrich.schreitmueller@student.uni-tuebingen.de>
Message-ID: <bkr15b$i28$1@newsserv.zdv.uni-tuebingen.de>
Source record: 19118
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

LionOfJudah wrote:

>"Ulrich Schreitmueller" <ulrich.schreitmueller@student.uni-tuebingen.de>
>wrote in message news:bkqqr5$8ut$3@newsserv.zdv.uni-tuebingen.de...
>
>
>>LionOfJudah wrote:
>>
>>
>>
>>>I never had an ST back in the day, but I bought one a year ago and I
>>>
>>>
>prefer
>
>
>>>the Atari 8-bit to the ST. Except for the lucasfilm games on the ST, I
>>>
>>>
>still
>
>
>>>play the heck out of the 8-bit more than I do the ST which I rarely if
>>>
>>>
>ever
>
>
>>>use.
>>>
>>>
>>>
>>Don't feed the troll. We really don't need another pointless crossposted
>>"your system was crap, and mine ruled" pissing contest.
>>
>>
>
>It's less of a feeding the troll post than it is my voicing my
>dissapointment over the ST...I was expecting similar sort of territory as
>the 8-bit but more capabilities....but it was vastly different.
>

In that case, no offense, but could you keep it in the Atari newsgroup?
These crossposted system discussions degenerate into flamewars so easily...

# 5307. Re: The Atari ST would have been cool if...

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-24 03:08:24 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <JT7cb.21137$an.15110@bignews6.bellsouth.net>
Source record: 19119

"The6502Man" <needonebad9@yahoo.com> wrote in message
news:gU6cb.327213$2x.95959@rwcrnsc52.ops.asp.att.net...
> Check out the history of the 8-bits. The folks who had a hand in the
> design of the 8-bits had a hand in the design of the Amiga (I believe).
>
> As for why didn't they do it? The Atari STs are mostly stock circuitry.
To
> design all new custom ASICs would have drawn out the development, and they
> were trying to beat the Amiga to market.

I'm so glad I never got into much heavy programming on any other computer
than the Atari 8-bit (except on IBM PC's for school when I was learning
pascal and stuff)

Can you imagine putting so much time and effort into learning a system
inside and out like the ST or Amiga, only for it to be outdated?

But even today I am just drawn to the 8-bit world of 6502 assembly and
display lists and all that great stuff. You know what would really be
cool -- if the makers of Atari 800 win Plus 3.0 could actually create a new
suped up Atari-8 bit computer using the current designs except expand on the
capabilities of the player missile graphics....give us more of them, and
make them multicolored and as much as 32 pixels wide....and a new graphics
mode like graphics 8, but supporting 16 or 256 colors, 16 would actually be
good enough.

I realize this would involve new design...but so what....we got all the
memory we want now and could even make the new graphics mode not use any of
the Atari 8-bit's native memory. In short....it would be creating a virtual
machine that is easier to program 2D scrollers and shooters or adventure
games in than using Direct X, at least for us programmers already familiar
with Atari 8-bit design....and we can still use 6502 assembler to write some
nifty and speedy routines to make use of the new graphics capabilities...

Such an emulator with those added features could then really be called
Atari++

(hint, hint :)
>
>
>
> Tony
>
> "LionOfJudah" <bcozier@bellsouth.net> wrote in message
> news:AT4cb.20534$an.16021@bignews6.bellsouth.net...
> > They kept the same basic architecture of the 8-bits but expanded the

> > capabilities...like player missile graphics just give more
> players/missiles
> > and make them multicolored...and graphics modes...just give higher
> > resolutions with more colors but keep the same principles of screen
memory
> > management and display lists etc...that way it would have made for a
more
> > enthusiastic reception by the Atari-8 bit programmers....why oh why
didn't
> > they do it that way...cause personally I think to learn to program the
ST
> > just sucks.
> >
> >
>
>

# 5308. Re: The Amstrad is the worst 8 Bit system

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-24 03:09:44 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <ZU7cb.21138$an.20965@bignews6.bellsouth.net>
Source record: 19120
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

```
"Ulrich Schreitmueller" <ulrich.schreitmueller@student.uni-tuebingen.de>
wrote in message news:bkr15b$i28$1@newsserv.zdv.uni-tuebingen.de...
> LionOfJudah wrote:
>
> >"Ulrich Schreitmueller" <ulrich.schreitmueller@student.uni-tuebingen.de>
> >wrote in message news:bkqqr5$8ut$3@newsserv.zdv.uni-tuebingen.de...
> >
> >
> >>LionOfJudah wrote:
> >>
> >>
> >>
> >>>I never had an ST back in the day, but I bought one a year ago and I
> >>>
> >>>
> >>>prefer
> >>>
> >>>
> >>>the Atari 8-bit to the ST. Except for the lucasfilm games on the ST, I
> >>>
> >>>
> >>>still
> >>>
> >>>
> >>>play the heck out of the 8-bit more than I do the ST which I rarely if
> >>>
> >>>
> >>>ever
> >>>
> >>>
> >>>use.
> >>>
> >>>
> >>>
> >>>Don't feed the troll. We really don't need another pointless crossposted
> >>>"your system was crap, and mine ruled" pissing contest.
> >>
> >>
> >>
> >>It's less of a feeding the troll post than it is my voicing my
> >>dissapointment over the ST...I was expecting similar sort of territory as
> >>the 8-bit but more capabilities....but it was vastly different.
> >>
```

>
> In that case, no offense, but could you keep it in the Atari newsgroup?

Whoa! Sorry I didn't even realize it was a crossposted message....I just hit the reply button...I see your point now...

> These crossposted system discussions degenerate into flamewars so easily...

# 5309. Re: The NES is better than all your stinkin’ computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-24 03:37:30 UTC
From: Luis Vasquez <jose.vasquez1@comcast.net>
Message-ID: <_j8cb.327956$2x.96157@rwcrnsc52.ops.asp.att.net>
Source record: 19121
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,rec.games.video.classic

"philicorda" <philicorda@NOOOSSSSPPAAAMMntlworld.com> wrote in message
news:_X5cb.1095$lT6.1141996@newsfep1-win.server.ntli.net...
>
> "Lister" <fache@blueyonder.co.uk> wrote in message
> news:cpj1nvo0n23bq71uv95h43af97st0ut0bb@4ax.com...
> > On Tue, 23 Sep 2003 23:08:27 +0100, "Phil-on-a-hill"
> > <philhill@home.co.uk> wrote:
> >
> > >> Even though he's trolling, he does have a point, sort of.
> > >
> > >It'll be the same bored kid whose changs his name and email tons of
> times,
> > >just so he can post dreary rubbish to NGs ... only to get kill filed
each
> > >and every time.
> > >
> >
> >
> > Well, I'd have to defend the NES, and say it's at least as good as the
> > speccy
>
> And it has the *best* version of Elite.
> If anyone has an Elite cart for the Nes going spare, please let me know.
>
>
It sure does, I put many hours into NES Elite on my GBA with PocketNES. But
be aware that you'll have to modify your NES to run PAL games if you live in
the states, and even then, Elite has so many graphical glitches on a NTSC
NES that it's pretty much unplayable.

Too bad it wasn't released here, it's a kickass game.

# 5310. Re: The NES is better than all your stinkin’ computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-24 04:04:11 UTC
From: Cameron Kaiser <ckaiser@floodgap.com>
Message-ID: <3f711708$0$75511$45beb828@newscene.com>
Source record: 19122
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,rec.games.video.classic

"Jeff Ledger" <jeff@nospam.com> writes:

>Yes, but wasn't the NES also a 6502 device?

It's an N2A03, which if memory serves is a modified 65C02 without the
decimal mode logic. I think there is also some I/O in the N2A03 as well.

--
Cameron Kaiser * ckaiser@floodgap.com * posting with a Commodore 128
personal page: http://www.armory.com/%7Espectre/
** Computer Workshops: games, productivity software and more for C64/128! **
** http://www.armory.com/%7Espectre/cwi/ **

# 5311. Re: Atari 800 emulator for the Sony Playstation?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-24 04:44:03 UTC
From: "Ronald A.Laski", "Jr." <nospam@spam.com>
Message-ID: <MPG.19dadd0e25227aa9989684@news.joink.com>
Source record: 19124

In article <qrt931-2v4.ln1@don.localnet>, bmarcum@iglou.com says...
> On 11 Sep 2003 23:53:31 GMT, MStepansky
> <mstepansky@aol.com> wrote:
> > How about importing Atari games (XL/XE or ST; 5200, 7800, maybe Jaguar) to Sony
> > Playstation?
> >
> > How is that possible? Their CD disc is black - so I am not sure what format
> > does PS uses and how to I xfer and burn those games to PS disc.
> >
> > Will standard CDR disc work? Can I use existing .ATR files to be burn on the
> > PS-format CDR disc?
> >
> If they can port Linux to the Playstation, you can probably burn the CDs
> on a PC running Linux.
>
>
>
What you have to do is one of 2 things: 1: mod the ps2 to read cdr(w)s or
2: use a usb cdrom/burner.

The builtin dvd rom drive only reads the following formats:
DVDs, audio cds, PS1, and PS2 game disks.

Ron

## 5312. To lazy to code it myself... :)

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-24 06:14:07 UTC
From: bill@newbreedsoftware.com
Message-ID: <PCacb.23916$dk4.762286@typhoon.sonic.net>
Source record: 19125

Once again, I'm too lazy/tired/out-of-practice to code something myself.

I was fooling around with designing some Super-IRG color palettes,
thinking "Hey, maybe it's time to write that asteroid game,"
and then got distracted. :^)

I created two palettes, one with:

Black
White
Red
Blue

and the other (for characters showing the '5th' color; e.g., chars with the
high-bit on, aka 'inverse'):

Black
White
Red
Green

In other words, think at first:

```
10 GRAPHICS 12
20 SETCOLOR 4,0,0:REM black (background)
30 SETCOLOR 0,0,15:REM white
40 SETCOLOR 1,4,12:REM red
50 SETCOLOR 2,8,12:REM blue
60 SETCOLOR 3,12,12:REM green (5th color)
```

In "Super IRG" mode, these will blend to provide:

Black
Grey
White
Dark Red
Medium Red
Light Red

and on characters (4x8 pixel cels) with high-bit off:

Dark Blue
Medium Blue
Light Blue
Purple

and with high-bit on:

Dark Green
Medium Green
Light Green
Brownish Yellow

So then I took the same photograph (of a 'hoverfly'; looks kinda like a bee),
and in The Gimp (a graphics program for Linux) did this:

Reduce size to 320x192 / crop as needed
Reduce size to 160x192 (dis-proportionate, but same _pixel_ size as
Atari GRAPHICS 12 / GRAPHICS 15 mode)
Apply one of the palettes
Resize image back to 320x192 (to get double-wide pixels, like on Atari)

Cool... Now a rather pixelated, dithery, kinda ugly 10-color representation
of the original 24-bit color photograph. ;^)

Now, I did it AGAIN, with the other palette. (The one with green instead of
blue.)

This gives me a similar, but slightly different representation of the
original photograph.

What I can do now is decide which parts of these two converted pictures look
best, and combine them. How? Well, just decide which palette to use in
which cells? The one with Black/White/Red/BLUE, or Black/White/Red/GREEN?
(e.g., is the character inverse, aka with-the-high-bit-on?)

I'm not sure if I did a good job, but here's what I did next:

* Reduce the original photo down to 320x192 pixels (crop as needed)

* Make a new layer; paste one of the Super-IRG paletted ones into it

* Change that layer's mode from "Normal" (replace what's below it)
to "Difference" (show the difference in color between the pixels and
what's on the layer(s) below)

I did this using both Super-IRG palettes, and then difference THEM to
get a horrible looking image which should tell me what parts of the image
will be best represented by one, or the other, Super-IRG representation.

Reduce to 40x24 (GRAPHICS 12 resolution, in characters), reduce to 2 colors
(black/white), scale back up to 320x192, and then VOILA! Use it as
a layer mask, and I end up with what SHOULD be the final picture on
the Atari!

So, I've got:

* Two palettes for Super IRG mode (see above)

* Two 10-color images which should be mappable to those two palettes,
and turned into a pair of Atari character sets

* A 40x24 grid of what characters will want to use the '5th color'
palette in GRAPHICS 12 mode

Anyone feel like writing some little tools (e.g., for Linux?)
to convert a 10-color PNG or PPM into a Super IRG font?

:)

No? Didn't think so. ;^P

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5313. Atari at Vintage Comp Show

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-24 06:16:58 UTC
From: bill@newbreedsoftware.com
Message-ID: <uFacb.23918$dk4.762381@typhoon.sonic.net>
Source record: 19126

So far, I've not had much luck getting 'AtariSIO' (an SIO2PC/APE clone
for Linux) to run on my wife's laptop.

So, I think I'm going to just let the Atari800 emulator show off all of the
cool new stuff ("Space Harrier" clone, demos, etc.), and leave my REAL
Atari 800XL to do the mundane tasks of showing off innards and playing
games. (I think for simplicity, I'll stick to my small collection of
cartridge games, rather than bring a floppy disk drive with me. I really
don't have many working floppies left these days!)

Anyone else from around here going to attend the show?
It'll be Sat/Sun October 11/12th in Mountain View, Calif.

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5314. Re: Atari at Vintage Comp Show

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-24 06:26:13 UTC
From: bill@newbreedsoftware.com
Message-ID: <9Oacb.23921$dk4.762435@typhoon.sonic.net>
Source record: 19127

William Kendrick <bill@newbreedsoftware.com> wrote:
<snip>
> So, I think I'm going to just let the Atari800 emulator show off all of the
> cool new stuff ("Space Harrier" clone, demos, etc.)
<snip>

Speaking of that, what kinds of things do people suggest I show off? :)

Off the top of my head:

Numen
Joy Ride
Drunk Chessboard

Hrm... I need to rifle around my 'demos' directory, obviously.
Been a while. ;)

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5315. Re: The Amstrad is the worst 8 Bit system

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-24 09:52:18 UTC
From: Dave Dahle <ddahle@iw.dtg.net>
Message-ID: <3f7017a5_3@newsfeed.slurp.net>
Source record: 19135
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

"Ulrich Schreitmueller" <ulrich.schreitmueller@student.uni-tuebingen.de>
wrote in message news:bkqqr5$8ut$3@newsserv.zdv.uni-tuebingen.de...
>
> Don't feed the troll. We really don't need another pointless crossposted
> "your system was crap, and mine ruled" pissing contest.

Can you hammer that into the thick skulls of those idiots in css? They
started all this crap.

# 5316. Re: Atari at Vintage Comp Show

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-24 09:54:56 UTC
From: bill@newbreedsoftware.com
Message-ID: <QRdcb.23940$dk4.764890@typhoon.sonic.net>
Source record: 19128

William Kendrick <bill@newbreedsoftware.com> wrote:
> Speaking of that, what kinds of things do people suggest I show off? :)

Okay, here's the line-up so far. I spent far too many hours watching demos
just now ;^)

Back to Life
Bill [ Bill Gates hit by pie video ]
Bitter Reality
Drunk Tank
Drunken Chessboard
Halle 93 [ disk 1 ]
Incredible
Joyride
Numen
Out of Time
Sweet Illusions
Video [ flying discs under "Atari 130XE" ]
Volume
Your Body

For games, I've got:

Ball Blazer
Draconus [ I admittedly still don't own this! where can I buy it!? ]
Line-Up
Space Harrier
Star Raiders 2 [ to compare emulator to real; I'll be bringing my cart ]
Zybex [ see Draconus ]

Any other "Must See" stuff I should show off next month!?

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5317. Numen - How do they do it? (NOT Vector!)

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-24 10:08:30 UTC
From: bill@newbreedsoftware.com
Message-ID: <y2ecb.23943$dk4.764824@typhoon.sonic.net>
Source record: 19129

Watching the Numen demo again, I still can't wrap my head around how they
did a lot of the effects.

Sure, the 3D bits from the upcoming 'Vector' game are pretty straight-forward.
REALLY good, fast 3D rendering in GRAPHICS 10 mode (with lower vert. rez.)

What _I_ don't get are a lot of the OTHER effects in the demo.
For example, the alpha-blending between an animated 'tunnel'-like effect,
and a static background image. Hell... alpha blending between two STATIC
images at ALL! It doesn't seem to be a flicker effect. (Or if it is,
Atari800 and my wife's laptop are blending it WAY too well :^) )

I realize (well, rather, guess) that a lot of even these screens are
still GRAPHICS 10 mode (80x192 with 9 palette colors), but palette tricks
can't explain ALL of this. :^)

Eru and Fox of Taquart... If you're out there, HOW DID YOU DO THIS!? :^)

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5318. Re: The NES is better than all your stinkin&#65533; computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-24 10:13:48 UTC
From: Lister <fache@blueyonder.co.uk>
Message-ID: <rfr2nvgntr8m0roei3n96cinrrj8cfvi7p@4ax.com>
Source record: 19130
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,rec.games.video.classic

```
On Wed, 24 Sep 2003 01:55:10 +0100, "philicorda"
<philicorda@NOOOSSSSPPAAAMMntlworld.com> wrote:

>
>"Lister" <fache@blueyonder.co.uk> wrote in message
>news:cpj1nvo0n23bq71uv95h43af97st0ut0bb@4ax.com...
>> On Tue, 23 Sep 2003 23:08:27 +0100, "Phil-on-a-hill"
>> <philhill@home.co.uk> wrote:
>>
>> >> Even though he's trolling, he does have a point, sort of.
>> >
>> >It'll be the same bored kid whose changs his name and email tons of
>times,
>> >just so he can post dreary rubbish to NGs ... only to get kill filed each
>> >and every time.
>> >
>>
>>
>> Well, I'd have to defend the NES, and say it's at least as good as the
>> speccy
>
>And it has the *best* version of Elite.
>If anyone has an Elite cart for the Nes going spare, please let me know.
>

I've never played Elite on the NES, but I remember seeing it reviewed
in Total

--
"Much as it pains me to admit it, my brother and I
spent a good twenty minutes weeing on each
other in the loos in the basement..."
Tim Miller, ugvm ----- www.ugvm.org.uk
```

# 5319. Re: The Atari ST would have been cool if...

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-24 12:59:18 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <3F719526.50800@math.tu-berlin.de>
Source record: 19131

Hi,

> I'm so glad I never got into much heavy programming on any other computer
> than the Atari 8-bit (except on IBM PC's for school when I was learning
> pascal and stuff)
>
> Can you imagine putting so much time and effort into learning a system
> inside and out like the ST or Amiga, only for it to be outdated?

Outdated, not outdated... Who cares? Look, what counts for me personally
is whether you had fun playing with the system or not. The Amiga was a
fun system as much as the Atari was. A really nice chip design - not as
boring as the PCs today - and quite capable for its time. So were the
Atari 8-bits.

> But even today I am just drawn to the 8-bit world of 6502 assembly and
> display lists and all that great stuff. You know what would really be
> cool -- if the makers of Atari 800 win Plus 3.0 could actually create a new
> suped up Atari-8 bit computer using the current designs except expand on the
> capabilities of the player missile graphics....give us more of them, and
> make them multicolored and as much as 32 pixels wide....and a new graphics
> mode like graphics 8, but supporting 16 or 256 colors, 16 would actually be
> good enough.

The question is: What for? All that can be done in software nowadays
easily, it doesn't require special hardware. An off-the-shelf PC can do
it for you with the right tool.

> I realize this would involve new design...but so what....we got all the
> memory we want now and could even make the new graphics mode not use any of
> the Atari 8-bit's native memory. In short....it would be creating a virtual
> machine that is easier to program 2D scrollers and shooters or adventure
> games in than using Direct X, at least for us programmers already familiar
> with Atari 8-bit design....and we can still use 6502 assembler to write some
> nifty and speedy routines to make use of the new graphics capabilities...

If it's easy programming of graphics you're after, you might want to
have a look into the "SDL" library. That's a fairly portable graphics
engine that supports 2D and 3D (by means of OpenGL) graphics, working
both on in the win32 and Linux world. It's really easy to program...

> Such an emulator with those added features could then really be called
> Atari++

(-:

I'm currently more for perfect emulation... If you'd like "up to date" graphics, then the PC is what you need, why fit that into some kind of pseudo-Atari framework and introduce additional limitations the emulating system doesn't have in first place?

The Atari was great because it really represented a mile-stone in the graphics possibilities in the home computer marked, so did the Amiga. The next milestone was possibly the introduction of the 3D-world by means of cheap PC graphics cards, but that's already not bound to some specific piece of hardware. If you want to introduce something really original, the next milestone, then you have to come up with something really new, not an extension of old ideas - no matter how great or cool they have been back then.

So long,
Thomas

# 5320. Re: Numen - How do they do it? (NOT Vector!)

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-24 13:34:19 UTC
From: trub <trub@wp.pl>
Message-ID: <bks6kf$r1c$1@flis.man.torun.pl>
Source record: 19132

You can examine the source code, if it helps. It is on their website here:
http://numen.scene.pl/
(the code compiles on a PC)

# 5321. Re: The Atari ST would have been cool if...

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-24 15:02:53 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <Vpicb.28246$8j.16642@bignews4.bellsouth.net>
Source record: 19133

```
"Thomas Richter" <thor@math.tu-berlin.de> wrote in message
news:3F719526.50800@math.tu-berlin.de...
> Hi,
>
>
> > I'm so glad I never got into much heavy programming on any other
computer
> > than the Atari 8-bit (except on IBM PC's for school when I was learning
> > pascal and stuff)
> >
> > Can you imagine putting so much time and effort into learning a system
> > inside and out like the ST or Amiga, only for it to be outdated?
>
> Outdated, not outdated... Who cares? Look, what counts for me personally
> is whether you had fun playing with the system or not. The Amiga was a
> fun system as much as the Atari was. A really nice chip design - not as
> boring as the PCs today - and quite capable for its time. So were the
> Atari 8-bits.
>
> > But even today I am just drawn to the 8-bit world of 6502 assembly and
> > display lists and all that great stuff. You know what would really be
> > cool -- if the makers of Atari 800 win Plus 3.0 could actually create a
new
> > suped up Atari-8 bit computer using the current designs except expand on
the
> > capabilities of the player missile graphics....give us more of them, and
> > make them multicolored and as much as 32 pixels wide....and a new
graphics
> > mode like graphics 8, but supporting 16 or 256 colors, 16 would
actually be
> > good enough.
>
> The question is: What for? All that can be done in software nowadays
> easily, it doesn't require special hardware. An off-the-shelf PC can do
> it for you with the right tool.
>
> > I realize this would involve new design...but so what....we got all the
> > memory we want now and could even make the new graphics mode not use any
of
> > the Atari 8-bit's native memory. In short....it would be creating a
virtual
> > machine that is easier to program 2D scrollers and shooters or adventure
> > games in than using Direct X, at least for us programmers already
familiar
```

> > with Atari 8-bit design....and we can still use 6502 assembler to write
some
> > nifty and speedy routines to make use of the new graphics
capabilities...
>
> If it's easy programming of graphics you're after, you might want to
> have a look into the "SDL" library. That's a fairly portable graphics
> engine that supports 2D and 3D (by means of OpenGL) graphics, working
> both on in the win32 and Linux world. It's really easy to program...
>
> > Such an emulator with those added features could then really be called
> > Atari++
>
> (-:
>
> I'm currently more for perfect emulation... If you'd like "up to date"
> graphics, then the PC is what you need, why fit that into some kind of
> pseudo-Atari framework and introduce additional limitations the
> emulating system doesn't have in first place?
>
> The Atari was great because it really represented a mile-stone in the
> graphics possibilities in the home computer marked, so did the Amiga.

Too bad I missed out the Amiga then...I know it was a popluar machine back
in the day.

> The next milestone was possibly the introduction of the 3D-world by
> means of cheap PC graphics cards, but that's already not bound to some
> specific piece of hardware. If you want to introduce something really
> original, the next milestone, then you have to come up with something
> really new, not an extension of old ideas - no matter how great or cool
> they have been back then.
>
> So long,
> Thomas

# 5322. Re: The NES is better than all your stinkin´ computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-24 15:40:47 UTC
From: rob_ocelot@hotmail.com
Message-ID: <36249131.0309240740.52caef0c@posting.google.com>
Source record: 19134
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,rec.games.video.classic

"Luis Vasquez" <jose.vasquez1@comcast.net> wrote in message
news:<_j8cb.327956$2x.96157@rwcrnsc52.ops.asp.att.net>...

> > >
> > > Well, I'd have to defend the NES, and say it's at least as good as the
> > > speccy
> >
> > And it has the *best* version of Elite.
> > If anyone has an Elite cart for the Nes going spare, please let me know.
> >
> >
> It sure does, I put many hours into NES Elite on my GBA with PocketNES. But
> be aware that you'll have to modify your NES to run PAL games if you live in
> the states, and even then, Elite has so many graphical glitches on a NTSC
> NES that it's pretty much unplayable.

How is PocketNES running Elite these days? Last I saw it was still a
bit glitchy, though not unplayable by any means. This was using Ian
Bell's NTSC-hacked emulator version that he publically released, with
one of the tweaks you can use in PocketNES. Maybe I should try the
PAL version if PocketNES is able to handle PAL games better now.

Of course there's also Elite:TNK for the GBA

> Too bad it wasn't released here, it's a kickass game.

I agree. My "before playing" impression of the NES version was that
it would be clunky using a gamepad and select/start buttons in
combinations to replicate all the various things you can do with a
keyboard on the computer versions (looking behind or beside you, for
example). After I played the game, it almost seems natural to play it
in this fashion... very well designed (and kudos to Ian Bell for
supervising the NES port).

IMO though the *best* version of Elite is still the Acorn Archimedies
port. The NES version is a great port of the standard BBC/Speccy/C64
style Elite, but the Acorn version adds so much more and does it with
style -- without becoming too complex, boring, or as buggy as Frontier
(Elite II) turned out to be.

Regards,
Rob S.

# 5323. Re: The Amstrad is the worst 8 Bit system

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-24 17:44:41 UTC
From: Exegete <millers@noneofyourbusiness.com>
Message-ID: <3f71d807$1_5@corp.newsgroups.com>
Source record: 19136
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

It would really be nice if y`all wouldn't cross post. This certainly has
nothing to do with the Apple II newsgroup.

Roy

Dave Dahle wrote:
> "Ulrich Schreitmueller" <ulrich.schreitmueller@student.uni-tuebingen.de>
> wrote in message news:bkqqr5$8ut$3@newsserv.zdv.uni-tuebingen.de...
>
>>Don't feed the troll. We really don't need another pointless crossposted
>>"your system was crap, and mine ruled" pissing contest.
>
>
> Can you hammer that into the thick skulls of those idiots in css? They
> started all this crap.
>
>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 100,000 Newsgroups - 19 Different Servers! =-----

# 5324. Re: The Amstrad is the worst 8 Bit system

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-24 17:49:26 UTC
From: steve@dosius.zzn.com
Message-ID: <9307085f.0309240949.4cf59353@posting.google.com>
Source record: 19137
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

masheg_solea@yahoo.com.hk (Carl Philtmoon) wrote in message
news:<26e9ab06.0309231324.59dae465@posting.google.com>...
> Most of the games look bad - 50% are 1:1 Speccy ports and all the
> games that look nice at first doni¿½t look nice when scrolling or
> sprite-movement starts.
>
> And for serious users - hey , in 1985 the ATARI ST was released and
> the ST kicks the CPC to the moon.
>
> So nobody needs this piece of shit.

GoAT.

Besides the Apple IIgs pounds them all into the dust (similar to how
the SNES pounds the Genesis into the dust even though the Genesis has
a 68000 and the SNES has, like the IIgs, a 65816).

-uso.

# 5325. Re: The Amstrad is the worst 8 Bit system

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-24 18:17:09 UTC
From: "Sinclair QL a.k.a. P.D" <do.not.bother.me@spammer.net>
Message-ID: <oprv0nq7y0wur7eh@news.verizon.net>
Source record: 19138
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

Την/On 24 Sep 2003 10:49:26 -0700,ο(η) Dosius <steve@dosius.zzn.com>
έγραψε/wrote:

```
> masheg_solea@yahoo.com.hk (Carl Philtmoon) wrote in message
> news:<26e9ab06.0309231324.59dae465@posting.google.com>...
>> Most of the games look bad - 50% are 1:1 Speccy ports and all the
>> games that look nice at first don´t look nice when scrolling or
>> sprite-movement starts.
>>
>> And for serious users - hey , in 1985 the ATARI ST was released and
>> the ST kicks the CPC to the moon.
>>
>> So nobody needs this piece of shit.
>
> GoAT.
>
> Besides the Apple IIgs pounds them all into the dust (similar to how
> the SNES pounds the Genesis into the dust even though the Genesis has
> a 68000 and the SNES has, like the IIgs, a 65816).
>
> -uso.
```

```
Yes I agree, especially since Apple IIgs' sales surpassed the Commodore
64, SPectrum, Amiga and Atari ST sales combined...
WAKE up, it's time for bed dude!
```

# 5326. Re: The NES is better than all your stinkin’ computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-24 18:31:51 UTC
From: Luis Vasquez <jose.vasquez1@comcast.net>
Message-ID: <qqlcb.424533$Oz4.218454@rwcrnsc54>
Source record: 19139
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,rec.games.video.classic

"Ocelot" <rob_ocelot@hotmail.com> wrote in message
news:36249131.0309240740.52caef0c@posting.google.com...
> "Luis Vasquez" <jose.vasquez1@comcast.net> wrote in message
news:<_j8cb.327956$2x.96157@rwcrnsc52.ops.asp.att.net>...
>
> > > >
> > > > Well, I'd have to defend the NES, and say it's at least as good as
the
> > > > speccy
> > >
> > > And it has the *best* version of Elite.
> > > If anyone has an Elite cart for the Nes going spare, please let me
know.
> > >
> > >
> > It sure does, I put many hours into NES Elite on my GBA with PocketNES.
But
> > be aware that you'll have to modify your NES to run PAL games if you
live in
> > the states, and even then, Elite has so many graphical glitches on a
NTSC
> > NES that it's pretty much unplayable.
>
> How is PocketNES running Elite these days? Last I saw it was still a
> bit glitchy, though not unplayable by any means. This was using Ian
> Bell's NTSC-hacked emulator version that he publically released, with
> one of the tweaks you can use in PocketNES. Maybe I should try the
> PAL version if PocketNES is able to handle PAL games better now.
>
I forgot whether I used the PAL or NTSC-hacked version of Elite on
PocketNES, but it runs PAL games now. Elite is playable, but the PocketNES
seems to have trouble with mapping Elite's graphics to the screen.
Get a slightly older version of PocketNES if you can. The newest versions
supposedly fixed some bugs, but they actually introduced a lot of small
annoying bugs and glitches. Also, Sky Shark is unplayable on the newest
versions of PocketNES no matter what options you mess with, and many games
have flickery graphics somewhere in them now, like in status bars/title
screens/ etc.
I don't know what the revision number of the last good PocketNES version is,
but it's about 4 numbers behind the newest one.

> Of course there's also Elite:TNK for the GBA
>

Tried it, didn't like it because I'm used to the NES version :)

> > Too bad it wasn't released here, it's a kickass game.
>
> I agree. My "before playing" impression of the NES version was that
> it would be clunky using a gamepad and select/start buttons in
> combinations to replicate all the various things you can do with a
> keyboard on the computer versions (looking behind or beside you, for
> example). After I played the game, it almost seems natural to play it
> in this fashion... very well designed (and kudos to Ian Bell for
> supervising the NES port).
>
> IMO though the *best* version of Elite is still the Acorn Archimedies
> port. The NES version is a great port of the standard BBC/Speccy/C64
> style Elite, but the Acorn version adds so much more and does it with
> style -- without becoming too complex, boring, or as buggy as Frontier
> (Elite II) turned out to be.
>
> Regards,
> Rob S.

# 5327. Re: Atari at Vintage Comp Show

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-24 18:54:35 UTC
From: Erik Klein <ekklein@pacbell.net>
Message-ID: <LLlcb.2833$MB4.172@newssvr29.news.prodigy.com>
Source record: 19140

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:uFacb.23918$dk4.762381@typhoon.sonic.net...
>
> Anyone else from around here going to attend the show?
> It'll be Sat/Sun October 11/12th in Mountain View, Calif.

I'll have a display (I'm almost done setting everything up) at the VCF
featuring a few non-Atari items.

Erik Klein
www.vintage-computer.com/vcforum
The Vintage Computer Forum

# 5328. rtdos: *PROGRESS REPORT*

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-24 20:20:18 UTC
From: rtdos@juno.com
Message-ID: <f927c019.0309241220.6bc56b3b@posting.google.com>
Source record: 19141

http://www.rtdos.com/forum/viewforum.php?f=25

# 5329. Re: The Amstrad is the worst 8 Bit system

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-24 20:47:01 UTC
From: Ulrich Schreitmueller <ulrich.schreitmueller@student.uni-tuebingen.de>
Message-ID: <bksvv1$88b$1@newsserv.zdv.uni-tuebingen.de>
Source record: 19142
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

Sinclair QL a.k.a. P.D wrote:

> Τηv/On 24 Sep 2003 10:49:26 -0700,o(η) Dosius <steve@dosius.zzn.com>
> έγραψε/wrote:
>
>> masheg_solea@yahoo.com.hk (Carl Philtmoon) wrote in message
>> news:<26e9ab06.0309231324.59dae465@posting.google.com>...
>>
>>> Most of the games look bad - 50% are 1:1 Speccy ports and all the
>>> games that look nice at first don´t look nice when scrolling or
>>> sprite-movement starts.
>>>
>>> And for serious users - hey , in 1985 the ATARI ST was released and
>>> the ST kicks the CPC to the moon.
>>>
>>> So nobody needs this piece of shit.
>>
>>
>> GoAT.
>>
>> Besides the Apple IIgs pounds them all into the dust (similar to how
>> the SNES pounds the Genesis into the dust even though the Genesis has
>> a 68000 and the SNES has, like the IIgs, a 65816).
>>
>> -uso.
>
>
> Yes I agree, especially since Apple IIgs' sales surpassed the
> Commodore 64, SPectrum, Amiga and Atari ST sales combined...
> WAKE up, it's time for bed dude!

THIS IS EXACTLY WHAT I WAS TALKING ABOUT!
Please keep these fucking childish "my obsolete computer can beat up
your obsolete computer" shit-flinging tournaments to your respective
groups, or at least out of comp.sys.amstrad.8bit.
Thank you.

# 5330. Re: The NES is better than all your stinkin’ computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-24 22:25:53 UTC
From: Halo- <muhhh@nospam.freeplayuk.co.uk>
Message-ID: <se64nv0ol1ai389ga864btt0kdbo3o5qcv@4ax.com>
Source record: 19143
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,rec.games.video.classic

On Wed, 24 Sep 2003 03:37:30 GMT, "Luis Vasquez"
<jose.vasquez1@comcast.net> wrote:

>
>It sure does, I put many hours into NES Elite on my GBA with PocketNES

Is the NES version emulated better than the GBA port?

# 5331. FA: Mr. Do!'s Castle for the Atari 8-bit computer line

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-24 22:53:47 UTC
From: john_bonham_80@yahoo.com
Message-ID: <e41705e3.0309241453.c081dee@posting.google.com>
Source record: 19144
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace

Regretably I am in the situation where I had to sell some of my rarer stuff, please follow the link below for a piece of Atari history. Please look out for more of my auctions in the next few days. I will be selling my Atari 800xl with tape cassete and disk drive if anyone is interested in this LMK. Thanks for looking.

http://cgi.ebay.ca/ws/eBayISAPI.dll?ViewItem&item=3049261737

## 5332. So when's the new Atari 800 Win 4.0 release?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-25 01:04:50 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <q9rcb.19568$jO.7346@bignews3.bellsouth.net>
Source record: 19145

I can't wait to get the collision fixes in...

# 5333. Re: BBS Days

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-25 05:06:50 UTC
From: jdplace@adelphia.net
Message-ID: <KJucb.3028$YO5.2653396@news3.news.adelphia.net>
Source record: 19146

On 23 Sep 2003 19:24:56 , "Steve Sweet" wrote:
>Hi Joseph
>
>> I received 50 e-mail messages containing viruses today! Most of them
>> contained something about Microsoft. I don't think the computer
>> world has improved. I miss the days when I could just dial-up the
>> local Atari BBS. I guess I will have to change my e-mail address and
>> SPAM protect it from now on. I can't take it anymore!
>
>Where have you been this weekend, i finally stopped counting the number of
>viri i had in my inbox when i hit the 10,000 mark, and no they're not
>stopped either yet!.
>
>
>--
>
>Regards, Steve. S.
>
>Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>
>.
I had to stop using my e-mail account! It took forever to download
it all. I'm discontinuing the account and starting a new one. It's
ridiculous.

--
Joseph D. Place
ATARI Falcon030, 1040STe, STacy4, Portfolio, 130XE, 400

# 5334. Re: Atari at Vintage Comp Show

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-25 06:09:06 UTC
From: bill@newbreedsoftware.com
Message-ID: <6Evcb.24275$dk4.772035@typhoon.sonic.net>
Source record: 19047

William Kendrick <bill@newbreedsoftware.com> wrote:
>
> So far, I've not had much luck getting 'AtariSIO' (an SIO2PC/APE clone
> for Linux) to run on my wife's laptop.

Strike that! I got it to work! :) Now to go find my PAL ANTIC chip to
pop in there. >:^)

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5335. Re: Any ATARI shows? THIS SATURDAY! September 13!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-25 06:29:29 UTC
From: Courtney Goodin <cgoodin@primenet.com>
Message-ID: <cXvcb.574033$o%2.259947@sccrnsc02>
Source record: 19048

"Russ Gilbert" <russg@en.com> wrote in message
news:vm1h6h7kok6v28@corp.supernews.com...
> Uhm.. Roy G Biv..... I'm sure I've seen billboards
> with that on it. What, who is Roy G. Biv, besides
> David's handle.
>

Roy G.Biv is is the acronym for the color spectrum.
Red Orange Yellow Green Blue Indigo Violet.
>

# 5336. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-25 08:09:54 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1064477321@rtfm.mit.edu>
Source record: 19049
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 28, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

# 5337. Re: The Atari ST would have been cool if...

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-25 08:41:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0309250128030.14144-100000@shell1.aracnet.com>
Source record: 19050

I like how my 800xl has a standard built-in Atari BASIC. It would of been easier to program on the ST that way. I also like how the ST is best for Games in Low-Res Color at 320x200 and can do Low-Res while hooked upto the Audio/Video of Standard TV, giving me a bigger screen.

===Ben===

On Tue, 23 Sep 2003, LionOfJudah wrote:

> They kept the same basic architecture of the 8-bits but expanded the
> capabilities...like player missile graphics just give more players/missiles
> and make them multicolored...and graphics modes...just give higher
> resolutions with more colors but keep the same principles of screen memory
> management and display lists etc...that way it would have made for a more
> enthusiastic reception by the Atari-8 bit programmers....why oh why didn't
> they do it that way...cause personally I think to learn to program the ST
> just sucks.

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 5338. ADV: Atari Clearance Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-25 10:00:05 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0309250249380.14622-100000@shell1.aracnet.com>
Source record: 19053
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm buried in Mountains of Atari stuff and I need Your HELP! I have Atari
stuff coming out of my Ears and I need to make room for NEW Atari stock.
I'm buying out an Atari Dealer & I need to make room for NEW Atari stock!
So I'm Offering a 20% off the Top Discount for any customer on Atari ST
and Classic Atari 8 Bit Books and SoftWare/Games! But Wait! There is more!
For Regular Customers add another 10% off! A Whopping 30% off the Top
Discount. Take advantage of this, because this is as Good as it Gets! A
lot of the items on sale I only have One, Two or a Few of! So act NOW
While I got it! Get the Catalogs while inventory Lasts! Got Questions?
Call Ben 24Hrs: (503)256-9974 or E-Mail Atari@aracnet.com Today!

http://www.aracnet.com/~atari/specials.htm Atari Specials!
http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/maillist.htm SignUp for Ben's Mail List!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 5339. ADV: Classic Atari Games: NEW in BOX!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-25 10:06:17 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0309250300200.14622-100000@shell1.aracnet.com>
Source record: 19052
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I've just bought more Classic Atari 8 Bit Games/Software from a Retired Atari Dealer. These games are +NEW in the BOX, including Avalon Hill as well as many Atari Games. These Games are first come, first serve. I also sell used/2nd hand Atari Goods. So act NOW while I got it! Got Questions? Call Ben 24Hrs: (503)256-9974 or E-Mail Atari@aracnet.com Today!

http://www.aracnet.com/~atari/newinbox.htm Games NEW in the BOX!
http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/maillist.htm SignUp for Ben's Mail List!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

## 5340. The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-25 10:15:58 UTC
From: masheg_solea@yahoo.com.hk
Message-ID: <26e9ab06.0309250215.c1b8bd3@posting.google.com>
Source record: 19051
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

ATARI ST was a crappy system, worse than any IB M PC.Even the ATARI
800 from 1979 is far better !

# 5341. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-25 10:32:32 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bkugf5$end$1@reader11.wxs.nl>
Source record: 19054
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Carl Philtmoon wrote:

> ATARI ST was a crappy system, worse than any IB M PC.Even the ATARI
> 800 from 1979 is far better !

Sure, but of course the Commodore C16 was the best computer ever built,
no Vax, Cray or PentiumIV can compete with it.

(Note: I am being ironic). :)

# 5342. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-25 11:37:34 UTC
From: Tom McEwan <captaininsanity@ONAYAMSPAYuk2.co.uk>
Message-ID: <bkuk2s$3fj$1@newsg1.svr.pol.co.uk>
Source record: 19055
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Shouldn't most of the trolls be back at school by now?

# 5343. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-25 11:45:48 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bkukoi$kfe$1@reader11.wxs.nl>
Source record: 19056
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Tom McEwan wrote:

> Shouldn't most of the trolls be back at school by now?

If they did, they wouldn't turn out to be trolls. :)

Maurits.

## 5344. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-25 14:28:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20030925152843.28193E@ilaskey.cix.co.uk>
Source record: 19057

```
In article <bkugf5$end$1@reader11.wxs.nl>,
james.t.kirk@enterprise.nasa.gov (Maurits van de Kamp) wrote:
> (Note: I am being ironic). :)
Sarcastic, surely..?
```

# 5345. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-25 15:02:56 UTC
From: Haystack <willie@grabyourshaft.de>
Message-ID: <bkv0hn$bo2$1@newsg1.svr.pol.co.uk>
Source record: 19058
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Carl Philtmoon" <masheg_solea@yahoo.com.hk> wrote in message
news:26e9ab06.0309250215.c1b8bd3@posting.google.com...
> ATARI ST was a crappy system, worse than any IB M PC.Even the ATARI
> 800 from 1979 is far better !

OK then

# 5346. Re: Atari at Vintage Comp Show

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-25 15:14:23 UTC
From: Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com>
Message-ID: <usenet-DELETEthisPART-8AA34E.08142325092003@news.west.cox.net>
Source record: 19059

In article <uFacb.23918$dk4.762381@typhoon.sonic.net>,
bill@newbreedsoftware.com (William Kendrick) wrote:

> Anyone else from around here going to attend the show?
> It'll be Sat/Sun October 11/12th in Mountain View, Calif.

I'll be there.

Last year I had an enormous booth where I sold off a lot of my non-Atari stuff
(see http://www.vintage-computer.com/vcf5.shtml for evidence. Find "savetz"
- there are 5 pix).

This year I'm bringing less stuff to sell, but will be doing so at the
consignment booth. I volunteered to man the consignment booth, to stop
by to say hi.

--Kevin
--
Kevin Savetz - http://www.savetz.com/contact/
Curator of Classic Computer Magazine Archive - www.atarimagazines.com
& Atariarchives.org - www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

# 5347. Re: Atari at Vintage Comp Show

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-25 15:31:10 UTC
From: Erik Klein <ekklein@pacbell.net>
Message-ID: <2TDcb.2995$J7.1502@newssvr29.news.prodigy.com>
Source record: 19060

"Kevin Savetz" <usenet-DELETEthisPART@savetz-DELETEthisPART.com> wrote in
message
news:usenet-DELETEthisPART-8AA34E.08142325092003@news.west.cox.net...
> I'll be there.
>
> Last year I had an enormous booth where I sold off a lot of my non-Atari
stuff
> (see http://www.vintage-computer.com/vcf5.shtml for evidence. Find
"savetz"
> - there are 5 pix).

I'll attest to that! I was one of the bigger customers until the auction at
the end of the show!

> This year I'm bringing less stuff to sell, but will be doing so at the
> consignment booth. I volunteered to man the consignment booth, to stop
> by to say hi.

I'm pretty sure I'll have a few machines to put up for sale. It all depends
on what I can stuff into the car along with my display. Since I have a
display, anything I sell will be consigned.

See you there!

Erik Klein
www.vintage-computer.com/vcforum
The Vintage Computer Forum

# 5348. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-25 16:12:49 UTC
From: Charles Richmond <richchas@comcast.net>
Message-ID: <3F732F2C.FB5976EA@comcast.net>
Source record: 19061

```
Iain Laskey wrote:
>
> In article <bkugf5$end$1@reader11.wxs.nl>,
> james.t.kirk@enterprise.nasa.gov (Maurits van de Kamp) wrote:
> > (Note: I am being ironic). :)
> Sarcastic, surely..?
>
How about "facetious"??? It beats "flatulent"...

--
+-----------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+-----------------------------------------------------------------+
```

# 5349. Re: SysInfo by Draco as atr

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-25 17:26:45 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F732555.4BB847BC@students.uni-mainz.de>
Source record: 19062

Well,
I have versions 2.1 and 2.2 (maybe also 2.3). just write me an E-Mail...
greetings, Andreas Magenheimer.

Frank Szymanski schrieb:
>
> Hi,
>
> I recently installed a ct60 in my computer. Then I downloaded the latest version of ATARI800 (an atari emulator) for my falcon.
>
> Now I am looking for a benchmark program because I feel that without sound emulation speed might be 100%.
>
> I found draco's sysinfo 1.9 on the net but I am sure there are later versions.
>
> Does one of you know where I can download the latest version of Draco's program, I would prefer it in .atr format?
>
> Regards,
>
> Frank

# 5350. Re: Most recent demos ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-25 17:29:10 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F7325E6.338E39E7@students.uni-mainz.de>
Source record: 19063

Hmmm,
I thought there is some kind of "download button", but maybe you have to
click on the pictures... greetings, Andreas.

William Kendrick schrieb:
>
> Sven Gleich <sven.gleich@mb.tu-chemnitz.de> wrote:
> >>>www.atariarea.histeria.pl or from me, if you write me an e-mail.
> >> Where, exactly? :) I don't speak Polish ;) (Even after all these years
> >> of watching demos)
> > > Main page -> Section "Files" -> link to "bazie plików" -> link "Scena"
> > > or straight with
> > > http://www.atariarea.histeria.pl/pliki.php?sec=browse&cat=scene
>
> Thanks! :)
>
> Hrm. I'm confused, though... is there a way to /download/ them from this
> site? :)
>
> Thx!
>
> -bill!
>
> --
> bill@newbreedsoftware.com Got kids? Get Tux Paint!
> http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5351. Re: SysInfo by Draco as atr

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-25 17:30:26 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F732632.70282E64@students.uni-mainz.de>
Source record: 19064

Oh yes,
little error from me: I have versions 2.01, 2.02 and 2.03 (not 2.1, 2.2
and 2.3 as mentioned earlier)... greetings, Andreas.

Sven Gleich schrieb:
>
> >>I found draco's sysinfo 1.9 on the net but I am sure there are later versions.
> >>
> > He has this page, but I can't read it.
> >
> > http://www.obta.uw.edu.pl/~draco/atari/
> There I couldn't find it either. But the formax ftp has Sysinfo 2.03,
> here you will find it:
> ftp://atari.fornax.sk/pub/atari/8bit/UTILS/si203.arc
>
> Unfortunately it isn't atr, anyways it shouldn't be a big problem.
> Sven.

# 5352. Re: Numen - How do they do it? (NOT Vector!)

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-25 17:44:24 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F732978.5C0B1585@students.uni-mainz.de>
Source record: 19065

Well,
the source-code for NUMEN is now available - so go and check it out...
greetings, andreas.

William Kendrick schrieb:
>
> Watching the Numen demo again, I still can't wrap my head around how they
> did a lot of the effects.
>
> Sure, the 3D bits from the upcoming 'Vector' game are pretty straight-forward.
> REALLY good, fast 3D rendering in GRAPHICS 10 mode (with lower vert. rez.)
>
> What _I_ don't get are a lot of the OTHER effects in the demo.
> For example, the alpha-blending between an animated 'tunnel'-like effect,
> and a static background image. Hell... alpha blending between two STATIC
> images at ALL! It doesn't seem to be a flicker effect. (Or if it is,
> Atari800 and my wife's laptop are blending it WAY too well :^) )
>
> I realize (well, rather, guess) that a lot of even these screens are
> still GRAPHICS 10 mode (80x192 with 9 palette colors), but palette tricks
> can't explain ALL of this. :^)
>
> Eru and Fox of Taquart... If you're out there, HOW DID YOU DO THIS!? :^)
>
> -bill!
>
> --
> bill@newbreedsoftware.com Got kids? Get Tux Paint!
> http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

## 5353. Re: Most recent demos ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-25 18:28:28 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3f73336b.13390481@news>
Source record: 19066

Andreas Magenheimer <magea000@students.uni-mainz.de>:
>Hmmm,
>I thought there is some kind of "download button", but maybe you have to
>click on the pictures... greetings, Andreas.

There was a thread on Atariage about this. You need to register to get the download button. Dracon posted it as an attachment in the thread at AtariAge.

---
Shawn Jefferson
(fix reply to for email)

# 5354. Re: The Atari ST would have been cool if...

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-25 18:42:35 UTC
From: chris <chris@hotmail.com>
Message-ID: <uGGcb.4231$%G1.1237@newsfep4-winn.server.ntli.net>
Source record: 19067

"LionOfJudah" <bcozier@bellsouth.net> wrote in message
news:AT4cb.20534$an.16021@bignews6.bellsouth.net...
> They kept the same basic architecture of the 8-bits but expanded the
> capabilities...like player missile graphics just give more
players/missiles
> and make them multicolored...and graphics modes...just give higher
> resolutions with more colors but keep the same principles of screen memory
> management and display lists etc...that way it would have made for a more
> enthusiastic reception by the Atari-8 bit programmers....why oh why didn't
> they do it that way...cause personally I think to learn to program the ST

Yes it's called the Amiga; it's key designer was Jay Miner, who designed the
800 chipset..

If Atari got there way, you could have been using an ST with this chipset...

# 5355. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-25 20:30:52 UTC
From: Pokey <schoolmuziek@hotmail.com>
Message-ID: <bkvjfn$3ou$1@reader11.wxs.nl>
Source record: 19068
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Carl Philtmoon" <masheg_solea@yahoo.com.hk> schreef in bericht
news:26e9ab06.0309250215.c1b8bd3@posting.google.com...
> ATARI ST was a crappy system, worse than any IB M PC.Even the ATARI
> 800 from 1979 is far better !

Hi!

Any Atari system is great in my opinion. You are an atari lover or you are not (I guess). But I have to admit I love my atari 8bit more than my atari 16/32 bit system. And I have to admit too: the atari 8bit is more stable than the ST, but that's more thanks to the software quality on atari 8bit, and has not really something to do with the machine. Unfortunately there are many TOS versions, and many different types of atari ST mainboard types.

Marius

## 5356. The C64 is just an ATARI 800 rip-off!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-25 20:50:41 UTC
From: pellus_torr@yahoo.com
Message-ID: <6434f4fa.0309251250.324f5e87@posting.google.com>
Source record: 19069
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

Commodore stole the ideas behind this 1979 computer and made a crappy system in 1982 called the C64!

Incredible that they were not able to make everything better although the C64 is 3 years newer which means an eternity in computer business!

Commodore engineers were losers!

# 5357. Re: The NES is better than all your stinkin’ computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-25 20:59:53 UTC
From: Luis Vasquez <jose.vasquez1@comcast.net>
Message-ID: <dHIcb.581054$o%2.262067@sccrnsc02>
Source record: 19070
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,rec.games.video.classic

"Halo-" <muhhh@nospam.freeplayuk.co.uk> wrote in message
news:se64nv0ol1ai389ga864btt0kdbo3o5qcv@4ax.com...
> On Wed, 24 Sep 2003 03:37:30 GMT, "Luis Vasquez"
> <jose.vasquez1@comcast.net> wrote:
>
> >
> >It sure does, I put many hours into NES Elite on my GBA with PocketNES
>
> Is the NES version emulated better than the GBA port?
The GBA port is a freeware port of a PC version. GBA Elite has much better
graphics and music/sound than most ports. It feels like it was made just for
the GBA. But I didn't like it's menu system because I'm used to the NES
version.

# 5358. Re: The C64 is just an ATARI 800 rip-off!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-25 21:27:52 UTC
From: Mark <fred@bloggs.com>
Message-ID: <1064525282.984765@radsrv1.tranzpeer.net>
Source record: 19071
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

Wow! What a dull little life you must lead if this is your idea of a fun time ... maybe you should get out more, get some fresh air, meet some girls, get an activity hobby like climbing .. it'll do you the world of good after a while you may even become socially acceptable and not the leper that you are now ;-)

Regards

Mark

"Peter Mollror" <pellus_torr@yahoo.com> wrote in message news:6434f4fa.0309251250.324f5e87@posting.google.com...
> Commodore stole the ideas behind this 1979 computer and made a crappy
> system in 1982 called the C64!
>
> Incredible that they were not able to make everything better although
> the C64 is 3 years newer which means an eternity in computer business!
>
> Commodore engineers were losers!

# 5359. Re: The C64 is just an ATARI 800 rip-off!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-25 21:55:59 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <luJcb.20517$jO.9044@bignews3.bellsouth.net>
Source record: 19072
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

"Peter Mollror" <pellus_torr@yahoo.com> wrote in message
news:6434f4fa.0309251250.324f5e87@posting.google.com...
> Commodore stole the ideas behind this 1979 computer and made a crappy
> system in 1982 called the C64!
>
> Incredible that they were not able to make everything better although
> the C64 is 3 years newer which means an eternity in computer business!
>
> Commodore engineers were losers!

Alien syndrome on the C64 is awesome! Especially with the laser weapons. I still play it with a friend and we set up a crossfire and stuff -- legendary translation of the game I still prefer it over the arcade version -- wierd I know, but it's just that they did the lasers so well.

The two player Barbarian fighting game is one of the toughest fighters I ever played to date. Timing and knowing what moves to pull off at the right time is crucial. I wish someone would make the exact same game today, keep all the moves exactly the same -- but upgrade the graphics and sounds of the sword clinging on sword and make the animation smoother and just a bit faster as well, I would be in fighter heaven.

# 5360. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-25 21:58:26 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <FwJcb.20519$jO.14794@bignews3.bellsouth.net>
Source record: 19073
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Pokey" <schoolmuziek@hotmail.com> wrote in message
news:bkvjfn$3ou$1@reader11.wxs.nl...
>
> "Carl Philtmoon" <masheg_solea@yahoo.com.hk> schreef in bericht
> news:26e9ab06.0309250215.c1b8bd3@posting.google.com...
> > ATARI ST was a crappy system, worse than any IB M PC.Even the ATARI
> > 800 from 1979 is far better !
>
> Hi!
>
> Any Atari system is great in my opinion. You are an atari lover or you are
> not (I guess). But I have to admit I love my atari 8bit more than my atari
> 16/32 bit system. And I have to admit too: the atari 8bit is more stable
> than the ST, but that's more thanks to the software quality on atari 8bit,
> and has not really something to do with the machine. Unfortunately there
are
> many TOS versions, and many different types of atari ST mainboard types.

I recently had a look at StarFleet 1 from Insterstel Corp on the Atari
ST...I was expecting it to be better than the 8-bit -- boy was I ever
wrong...the 8-bit interface and navigation controls and targeting is much
more user firendly than the ST. Just tends to justify all that you just
said.

>
> Marius
>
>
>

# 5361. Re: The C64 is just an ATARI 800 rip-off!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-25 22:36:54 UTC
From: Emmersom Bigguns <ebigguns@boobs.com>
Message-ID: <a6Kcb.72538$xx4.7488735@twister.neo.rr.com>
Source record: 19074
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

"Peter Mollror" <pellus_torr@yahoo.com> wrote in message
news:6434f4fa.0309251250.324f5e87@posting.google.com...
> Commodore stole the ideas behind this 1979 computer and made a crappy
> system in 1982 called the C64!
>
> Incredible that they were not able to make everything better although
> the C64 is 3 years newer which means an eternity in computer business!
>
> Commodore engineers were losers!

Dude, do you know just how big a loser you come across as by posting
out-dated crap like this?

Go to REC.AUTOS.SPORT.NASCAR and say something bad about Dale Earnhardt.
That will get you some action.

Good luck.

---
Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.516 / Virus Database: 313 - Release Date: 9/1/2003

# 5362. Re: The C64 is just an ATARI 800 rip-off!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-25 23:12:56 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <uCKcb.20570$jO.17622@bignews3.bellsouth.net>
Source record: 19075
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

```
"Emmersom Bigguns" <ebigguns@boobs.com> wrote in message
news:a6Kcb.72538$xx4.7488735@twister.neo.rr.com...
>
> "Peter Mollror" <pellus_torr@yahoo.com> wrote in message
> news:6434f4fa.0309251250.324f5e87@posting.google.com...
> > Commodore stole the ideas behind this 1979 computer and made a crappy
> > system in 1982 called the C64!
> >
> > Incredible that they were not able to make everything better although
> > the C64 is 3 years newer which means an eternity in computer business!
> >
> > Commodore engineers were losers!
>
> Dude, do you know just how big a loser you come across as by posting
> out-dated crap like this?

Touchy touchy...so what's the big deal? At least I learned something I
didn't know originally that the C64 came out 3 years after the Atari 8-bits?
That is like an eternity in the computer business, well nowadays at least.
But I'm still happy there was a C64 back then so I could play games like
Pirates! and Zak McKracken etc....they weren't available on the Atari
8-bits...

>
> Go to REC.AUTOS.SPORT.NASCAR and say something bad about Dale Earnhardt.
> That will get you some action.
>
> Good luck.
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.516 / Virus Database: 313 - Release Date: 9/1/2003
>
>
```

## 5363. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-26 03:09:13 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <adc3cd6c269b7b5316bb725ba50c6783@news.teranews.com>
Source record: 19076
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

yeah, so? Took you over 10 years to figure that out?

"Carl Philtmoon" <masheg_solea@yahoo.com.hk> wrote in message
news:26e9ab06.0309250215.c1b8bd3@posting.google.com...
> ATARI ST was a crappy system, worse than any IB M PC.Even the ATARI
> 800 from 1979 is far better !

# 5364. Re: The C64 is just an ATARI 800 rip-off!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-26 03:35:03 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <HtOcb.10548$Wd7.7981@nwrddc03.gnilink.net>
Source record: 19077
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

Peter Mollror wrote ...

>Commodore stole the ideas behind this 1979 computer and made a crappy
>system in 1982 called the C64!
>
>Incredible that they were not able to make everything better although
>the C64 is 3 years newer which means an eternity in computer business!
>
>Commodore engineers were losers!

If Commodore engineers were such losers, why did Jack Tramiel, after he went to Atari, lure a team of engineers away from Commodore to design the Atari ST?

BTW, you will have to do better than that if you hope to win the coveted "Troll of the Week" award.

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
Usenet email address is dead until current wave of
viruses is over. Email is being deleted from server
without reading.

## 5365. tesst

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-26 04:13:13 UTC
From: The6502Man <needonebad9@yahoo.com>
Message-ID: <t1Pcb.580523$Ho3.109787@sccrnsc03>
Source record: 19078

```
hello
```

## 5366. Re: The C64 is just an ATARI 800 rip-off!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-26 08:24:08 UTC
From: Phil-on-a-hill <philhill@home.co.uk>
Message-ID: <RJScb.95$QH3.57@newsfep4-winn.server.ntli.net>
Source record: 19079
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

> Go to REC.AUTOS.SPORT.NASCAR and say something bad about Dale Earnhardt.

Who?

# 5367. Re: The C64 is just an ATARI 800 rip-off!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-26 09:22:31 UTC
From: Dave Dahle <ddahle@iw.dtg.net>
Message-ID: <3f72b3b4_4@newsfeed.slurp.net>
Source record: 19086
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

"Peter Mollror" <pellus_torr@yahoo.com> wrote in message
news:6434f4fa.0309251250.324f5e87@posting.google.com...
> Commodore stole the ideas behind this 1979 computer and made a crappy
> system in 1982 called the C64!
>
> Incredible that they were not able to make everything better although
> the C64 is 3 years newer which means an eternity in computer business!
>
> Commodore engineers were losers!

Sheesh - I have to wonder how bored these people in CSS are to have this
insatiable need to troll....

Sheesh!

Dave

# 5368. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-26 11:18:02 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f742063$0$20163$626a54ce@news.free.fr>
Source record: 19080
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

If you don't speak about the power of a 68000 versus a 6502 or 6510, ok ...

The fact is that the GREAT chips of the 800 and (more 800 XL) are better for sound and video than the ST !
I'm ok with that !

I think everybody knows here the story of the 800 and later the AMIGA that was vcreated by people that have something to do with 800 !
In Amiga they put the same technology bases ...and sure they attempted to let atari produce this new computer, but atari refused (an other stupid decision of atari !) and the guys went to Commodore and .....

I had a 800 XL and remember the powerfull of the CTIA / GTIA chip for mixing graphic & text modes with few lines of ASM code ! And how easy it was to add more colour by using the DISPLAY LIST doing an Interrupt of the Display list...
These technics are on Amiga.... not on ST that is very poor for video and audio...

"Carl Philtmoon" <masheg_solea@yahoo.com.hk> a crit dans le message de news: 26e9ab06.0309250215.c1b8bd3@posting.google.com...
> ATARI ST was a crappy system, worse than any IB M PC.Even the ATARI
> 800 from 1979 is far better !

# 5369. Re: The Amstrad is the worst 8 Bit system

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-26 12:16:42 UTC
From: Clockmeister <no-one@nowhere.com>
Message-ID: <3f742e1c$0$95051$c30e37c6@lon-reader.news.telstra.net>
Source record: 19081
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.apple2

"Ulrich Schreitmueller" <ulrich.schreitmueller@student.uni-tuebingen.de>
wrote in message news:bksvv1$88b$1@newsserv.zdv.uni-tuebingen.de...
Sinclair QL a.k.a. P.D wrote:

> ???/On 24 Sep 2003 10:49:26 -0700,?(?) Dosius <steve@dosius.zzn.com>
> ??????/wrote:
>
>> masheg_solea@yahoo.com.hk (Carl Philtmoon) wrote in message
>> news:<26e9ab06.0309231324.59dae465@posting.google.com>...
>>
>>> Most of the games look bad - 50% are 1:1 Speccy ports and all the
>>> games that look nice at first don't look nice when scrolling or
>>> sprite-movement starts.
>>>
>>> And for serious users - hey , in 1985 the ATARI ST was released and
>>> the ST kicks the CPC to the moon.
>>>
>>> So nobody needs this piece of shit.
>>
>>
>> GoAT.
>>
>> Besides the Apple IIgs pounds them all into the dust (similar to how
>> the SNES pounds the Genesis into the dust even though the Genesis has
>> a 68000 and the SNES has, like the IIgs, a 65816).
>>
>> -uso.
>
>
> Yes I agree, especially since Apple IIgs' sales surpassed the
> Commodore 64, SPectrum, Amiga and Atari ST sales combined...
> WAKE up, it's time for bed dude!

THIS IS EXACTLY WHAT I WAS TALKING ABOUT!
Please keep these fucking childish "my obsolete computer can beat up
your obsolete computer" shit-flinging tournaments to your respective
groups, or at least out of comp.sys.amstrad.8bit.
Thank you.

It's on topic and if you don't like it you can filter it, ignore it or
otherwise quit your whining.

## 5370. Re: tesst

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-26 12:22:21 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <ebWcb.25848$os2.357757@news2.e.nsc.no>
Source record: 19082

"The6502Man" <needonebad9@yahoo.com> skrev i melding
news:t1Pcb.580523$Ho3.109787@sccrnsc03...
> hello

Hello, the test failed. S key got stuck

# 5371. Re: C=64 Ethernet

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-26 13:01:52 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f73e43e13acff1@comcast.net>
Source record: 19083

>
>Did you folks see that Ethernet adapter for the C=64?
>Finally out, it seems. Made Slashdot :)
>
> http://slashdot.org/article.pl?sid=03/09/18/1857204&mode=nocomment
>
>... which points to:
>
> http://www.jschoenfeld.de/news/news88_e.htm
>
>... with some nice photos.
>
>
>
>It apparently works with Contiki OS:
>
> http://dunkels.com/adam/contiki/
>
>
>When's our turn!? :)
>
>-bill!

There is someone working on this right now for the Atari 8-bit. It
will work with a newer version of Contiki also. Hope he keeps us
informed...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

## 5372. Abbuc "Mega CD" Project

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-26 13:30:21 UTC
From: Helge Sj&#65533;str&#65533;m <helgesjoestroem@ki.tng.de>
Message-ID: <bl1eve$blj$1@ulric.tng.de>
Source record: 19084

I read about the Abbuc "Mega CD Project".

Does anybody know about it ? The CD contains only freaky noises (Data ?),
when I put it in the audio cd-player.

Helge

# 5373. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-26 14:06:16 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bl1h4d$m5r$1@news1.nivel5.cl>
Source record: 19085
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

```
Dont Forget the ANTIC.
( I have dozens of Xe/Xl Series )

But... comparing ST and XL , is like compare Apples with potatoes...
```

"Rodolphe Czuba" <rczuba@free.fr> escribi&#65533; en el mensaje
news:3f742063$0$20163$626a54ce@news.free.fr...
>
> If you don't speak about the power of a 68000 versus a 6502 or 6510, ok
...
>
> The fact is that the GREAT chips of the 800 and (more 800 XL) are better
for
> sound and video than the ST !
> I'm ok with that !
>
> I think everybody knows here the story of the 800 and later the AMIGA that
> was vcreated by people that have something to do with 800 !
> In Amiga they put the same technology bases ...and sure they attempted to
> let atari produce this new computer, but atari refused (an other stupid
> decision of atari !) and the guys went to Commodore and .....
>
> I had a 800 XL and remember the powerfull of the CTIA / GTIA chip for
mixing
> graphic & text modes with few lines of ASM code ! And how easy it was to
add
> more colour by using the DISPLAY LIST doing an Interrupt of the Display
> list...
> These technics are on Amiga.... not on ST that is very poor for video and
> audio...
>
>
>
>
>
> "Carl Philtmoon" <masheg_solea@yahoo.com.hk> a &#65533;crit dans le message de
> news: 26e9ab06.0309250215.c1b8bd3@posting.google.com...
> > ATARI ST was a crappy system, worse than any IB M PC.Even the ATARI
> > 800 from 1979 is far better !
>
>

# 5374. Re: The C64 is just an ATARI 800 rip-off!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-26 14:55:59 UTC
From: frink@homer.cmp.liv.ac.uk
Message-ID: <slrnbn8krv.tln.frink@homer.cmp.liv.ac.uk>
Source record: 19087
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

On Fri, 26 Sep 2003 04:22:31 -0500, Dave Dahle <ddahle@iw.dtg.net> wrote:
>"Peter Mollror" <pellus_torr@yahoo.com> wrote in message
>>
>> Commodore engineers were losers!
>
>Sheesh - I have to wonder how bored these people in CSS are to have this
>insatiable need to troll....
>
>Sheesh!

Sheesh! I wish people would get their facts right. Mollror is not a
regular of CSS. He's a wide-ranging troll with a number of aliases.

Sheesh!

Frink

--
Doctor J. Frink : 'Rampant Ribald Ringtail'
See his mind here : http://www.cmp.liv.ac.uk/frink/
Annoy his mind here : pjf at cmp dot liv dot ack dot ook
"No sir, I didn't like it!" - Mr Horse

# 5375. Re: The C64 is just an ATARI 800 rip-off!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-26 15:05:07 UTC
From: Woody <mark.woodmass@ntlworld.com>
Message-ID: <jbl8nvc4if07nb6rs0j7gks47klesgvftg@4ax.com>
Source record: 19088
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

On 26 Sep 2003 14:55:59 GMT, frink@homer.cmp.liv.ac.uk (Doctor J.
Frink) wrote:

>On Fri, 26 Sep 2003 04:22:31 -0500, Dave Dahle <ddahle@iw.dtg.net> wrote:
>>"Peter Mollror" <pellus_torr@yahoo.com> wrote in message
>>>
>>> Commodore engineers were losers!
>>
>>Sheesh - I have to wonder how bored these people in CSS are to have this
>>insatiable need to troll....
>>
>>Sheesh!
>
>Sheesh! I wish people would get their facts right. Mollror is not a
>regular of CSS. He's a wide-ranging troll with a number of aliases.
>
>Sheesh!

Indeed, this is *twice* he's done this and in both cases it wasn't a
CSS regular...

# 5376. WTB: Atari 800 in Australia.

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-26 15:29:51 UTC
From: Paul <paulspam@e1designspam.comspam>
Message-ID: <PXYcb.124422$bo1.22719@news-server.bigpond.net.au>
Source record: 19089

Hello,

I am an Atarian that has been without an Atari for over 15 years! I was the proud owner of an Atari 800 with a 410 Cassette Recorder and an 810 Disk Drive. I had many, many games and utilities and was the envy of all my friends. As time passed, my Atari collection has long been lost.

I have used a few Atari emulators over the past few years, but they don't do justice to the real thing. So I am hoping to find someone out there who can help me with obtaining some Atari equipment. I have emailed Bravo Sierra, Video 61 and MyAtari - all of which have not been able to help me so far.

I am wanting to purchase the following items:

Atari 800 (48k) with BASIC cartridge
Atari 810 Disk Drive + DOS
SIO cable
Joystick

This list is a bare minimum, and if there are other items for sale I would be interested in these also.

I have a few questions though, which are:
a.. what are the shipping costs to Western Australia (postcode 6149); and
b.. who would the products be shiped by, how long will a shipment take to arrive using the different methods (air, sea), and what are the insurance costs against loss and damage
c.. Australia uses a 240V electrical system, so I assume that any equipment sent over from a non-240V country would require alternative power adapters - would there be any problem buying a generic brand from Tandy (Radio Shack in the USA)?
If you can point me in the right deirection as to who may be able to help I would be really appreciative.

Thank you for your time,

Paul...
paulspam@e1designspam.comspam
remove all instances of "spam" from my email address

# 5377. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-26 16:24:48 UTC
From: Rodolphe Czuba <rczuba@free.fr>
Message-ID: <3f746845$0$27027$626a54ce@news.free.fr>
Source record: 19090
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Yes your're right : ANTIC !

And is everybody knowing that Player missiles was the first name of the
Sprites !??
In fact commodore never invented the sprites !
Atari did it before commodore ! The player was a sprite and a missile (a
small ball) was associated to each player !
4 player-missiles if I well remember, in the 800 XL.

+

"Bruce" <No-Spam@lvn.cl> a écrit dans le message de news:
bl1h4d$m5r$1@news1.nivel5.cl...
> Dont Forget the ANTIC.
> ( I have dozens of Xe/Xl Series )
>
> But... comparing ST and XL , is like compare Apples with potatoes...
>
>
>
>
> "Rodolphe Czuba" <rczuba@free.fr> escribi en el mensaje
> news:3f742063$0$20163$626a54ce@news.free.fr...
> >
> > If you don't speak about the power of a 68000 versus a 6502 or 6510, ok
> ...
> >
> > The fact is that the GREAT chips of the 800 and (more 800 XL) are better
> for
> > sound and video than the ST !
> > I'm ok with that !
> >
> > I think everybody knows here the story of the 800 and later the AMIGA
that
> > was vcreated by people that have something to do with 800 !
> > In Amiga they put the same technology bases ...and sure they attempted
to
> > let atari produce this new computer, but atari refused (an other stupid
> > decision of atari !) and the guys went to Commodore and .....
> >
> > I had a 800 XL and remember the powerfull of the CTIA / GTIA chip for
> mixing
> > graphic & text modes with few lines of ASM code ! And how easy it was to

> add
> > more colour by using the DISPLAY LIST doing an Interrupt of the Display
> > list...
> > These technics are on Amiga.... not on ST that is very poor for video
and
> > audio...
> >
> >
> >
> >
> >
> > "Carl Philtmoon" <masheg_solea@yahoo.com.hk> a crit dans le message de
> > news: 26e9ab06.0309250215.c1b8bd3@posting.google.com...
> > > ATARI ST was a crappy system, worse than any IB M PC.Even the ATARI
> > > 800 from 1979 is far better !
> >
> >
>
>

# 5378. Re: The C64 is just an ATARI 800 rip-off!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-26 16:37:40 UTC
From: Brian Gaff <Briang1@blueyonder.co.uk>
Message-ID: <bl1se4$76lq0$3@ID-105134.news.uni-berlin.de>
Source record: 19091
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

Don't be daft, it was a development of the Vic 20.

I have an Atari800XL and that is not that much different to an 800 even
though its newer as well.

Brian

--
Brian Gaff....
graphics are great, but the blind can't hear them
Email: briang1@blueyonder.co.uk
---
---

"Peter Mollror" <pellus_torr@yahoo.com> wrote in message
news:6434f4fa.0309251250.324f5e87@posting.google.com...
| Commodore stole the ideas behind this 1979 computer and made a crappy
| system in 1982 called the C64!
|
| Incredible that they were not able to make everything better although
| the C64 is 3 years newer which means an eternity in computer business!
|
| Commodore engineers were losers!

---
Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.521 / Virus Database: 319 - Release Date: 23/09/03

# 5379. Re: Abbuc "Mega CD" Project

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-26 17:31:21 UTC
From: Jindroush <jindroush@nospam.seznam.nospam.cz>
Message-ID: <3F7477E9.96D67E3D@nospam.seznam.nospam.cz>
Source record: 19092

"Helge Sjöström" wrote:
>
> I read about the Abbuc "Mega CD Project".
>
> Does anybody know about it ? The CD contains only freaky noises (Data ?),
> when I put it in the audio cd-player.

See my homepage, Atari in Czech Republic. It's described there together
with the schematics as it was invented here.

--
Jindroush <jindroush@nospam.seznam.nospam.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project
Remove both 'nospam's from the address to reply.

# 5380. Re: So when's the new Atari 800 Win 4.0 release?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-26 19:15:29 UTC
From: balois@poczta.onet.pl
Message-ID: <dc90d5e5.0309261115.3c33d496@posting.google.com>
Source record: 19093

"LionOfJudah" <bcozier@bellsouth.net> wrote in message
news:<q9rcb.19568$j0.7346@bignews3.bellsouth.net>...
> I can't wait to get the collision fixes in...
Be patient. The new beta 2 were to be released yesterday, but there
was still some bug related to atari800 sources and collision
detection. So we must wait for the atari800 team to correct the bug.

Balois

# 5381. Re: So when's the new Atari 800 Win 4.0 release?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-26 20:03:23 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <uX0db.27034$an.17946@bignews6.bellsouth.net>
Source record: 19094

```
"balois" <balois@poczta.onet.pl> wrote in message
news:dc90d5e5.0309261115.3c33d496@posting.google.com...
> "LionOfJudah" <bcozier@bellsouth.net> wrote in message
news:<q9rcb.19568$j0.7346@bignews3.bellsouth.net>...
> > I can't wait to get the collision fixes in...
> Be patient. The new beta 2 were to be released yesterday, but there
> was still some bug related to atari800 sources and collision
> detection. So we must wait for the atari800 team to correct the bug.
>
> Balois

Awwww man...

(whining...)
```

# 5382. Re: C=64 Ethernet

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-26 20:31:52 UTC
From: cmartin@ti.com
Message-ID: <482f186a.0309261231.4bf874ff@posting.google.com>
Source record: 19095

> >When's our turn!? :)
> >
> >-bill!
>
> There is someone working on this right now for the Atari 8-bit. It
> will work with a newer version of Contiki also. Hope he keeps us
> informed...
>

Well, I guess I should mention somthing about it. Yes, I have
been working on the hardware. I found out yesterday that the
way I have the CS8900A chip connected it is violating the timing,
but this is a simple fix (I need to swap one line with an
address line on the board layout).

Fortunately, I have my Atari 130XE and the ethernet prototype
in our Broadband Network Lab here at work, so I will be
debugging the hardware this weekend with UIP. Both
Adam Dunkels and Christian Groessler have been extremely
helpful in getting this working. UIP runs on the Atari, it
is just not recognizing the CS8900A because of the timing
issue.

Of course, several people have sent me emails saying that they
want one. If you want one, just send me an email. I am keeping
a perliminary list. There will be a run of boards made, but the
more the better, since the price will be cheaper.

I am not giving any dates yet on the production, since I am in
debug mode (and we all know debug can take some time). However,
that doesn't stop you from egging me on. :-)

The prototype:
http://jybolac.virtualave.net/atari/images/atari_a8_ether.jpg

Also checkout the 850 Manual that I am scanning in:
http://jybolac.virtualave.net/atari/850man/

Atari (Online) without the Price!
Chris

# 5383. Re: The NES is better than all your stinkin´ computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-26 21:52:00 UTC
From: korax1214@mailandnews.co.uk
Message-ID: <fe420e86.0309261352.441d9a0d@posting.google.com>
Source record: 19096
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,rec.games.video.classic

masheg_solea@yahoo.com.hk (Carl Philtmoon) wrote in message
news:<26e9ab06.0309231227.74e99a91@posting.google.com>...
> this is only a joke - and not a funny one.

The truest part of the troll's post...

# 5384. Re: Atari at Vintage Comp Show

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-26 23:16:45 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <xN3db.2496$qK1.2692382@news2.news.adelphia.net>
Source record: 18997

Kevin Savetz wrote:

> In article <uFacb.23918$dk4.762381@typhoon.sonic.net>,
> bill@newbreedsoftware.com (William Kendrick) wrote:
>
>
>>Anyone else from around here going to attend the show?
>>It'll be Sat/Sun October 11/12th in Mountain View, Calif.
>
>
> I'll be there.
>
> Last year I had an enormous booth where I sold off a lot of my non-Atari stuff
> (see http://www.vintage-computer.com/vcf5.shtml for evidence. Find "savetz"
> - there are 5 pix).
>
> This year I'm bringing less stuff to sell, but will be doing so at the
> consignment booth. I volunteered to man the consignment booth, to stop
> by to say hi.

Wow this show looks great... too bad I'm thousands of mile away. :(

# 5385. Re: The NES is better than all your stinkin’ computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-26 23:41:00 UTC
From: philicorda <philicorda@NOOOSSSSPPAAAMMntlworld.com>
Message-ID: <u84db.497$ly4.426@newsfep1-gui.server.ntli.net>
Source record: 18998
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,rec.games.video.classic

"Ocelot" <rob_ocelot@hotmail.com> wrote in message
news:36249131.0309240740.52caef0c@posting.google.com...
<snip>
> IMO though the *best* version of Elite is still the Acorn Archimedies
> port. The NES version is a great port of the standard BBC/Speccy/C64
> style Elite, but the Acorn version adds so much more and does it with
> style -- without becoming too complex, boring, or as buggy as Frontier
> (Elite II) turned out to be.

I'll have to seek out the archi version, I'd imagine there are emulators out
there that will run it.
The Nes version just felt right to me, and the graphics were pretty fluid
too.

Do you know if there was any custom chippery in the nes cart, or was it just
great programming?
I get weird graphics glitches with the emulators I've tried, so they must
have been doing something unusual to get that kind of speed out of it.

## 5386. RIP George Plimpton

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-27 13:42:35 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <qm4bnvs01o1nbog73sjmoprdguf0h6bl6g@4ax.com>
Source record: 18999

The spokesman of our archrival Intellivision ;) passed away at 76.
Rest in peace, GP.

Have to admit he had a point about Atari Football.

# 5387. New Atari800Win Plus 4.0 Beta 2 Released!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-27 13:55:35 UTC
From: "Mike Action"
Message-ID: <2k5bnvcs500rpuedftgujdcgmr96b9f5ts@4ax.com>
Source record: 19000

Hi,

This fixes Donkey Kong (collisions), tested it myself.

http://atariarea.histeria.pl/PLus/index_us.htm

Regards,

Michael

# 5388. Re: Any ATARI shows? THIS SATURDAY! September 13!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-27 14:59:41 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vnb9d6kb72u614@corp.supernews.com>
Source record: 19001

Thanks for that info (color spectrum).
I learned:

R
M Y
B G
C
A Star of David with RGB and MYC triangles.
Blue is minus Yellow, Red is minus Cyan, Green is
minus Magenta(purple)

# 5389. Re: New Atari800Win Plus 4.0 Beta 2 Released!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-27 15:25:14 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <mYhdb.27908$an.2977@bignews6.bellsouth.net>
Source record: 19002

EXCELLENT! Star Raiders works perfectly now fromwhat I can tell also...

Also, with the sync blits to screen refresh option....the scolling on Zaxxon
has never been smoother.

Requires video card refresh rate to be 60Hz and in the atari in NTSC mode.

<Mike Action> wrote in message
news:2k5bnvcs500rpuedftgujdcgmr96b9f5ts@4ax.com...
> Hi,
>
> This fixes Donkey Kong (collisions), tested it myself.
>
> http://atariarea.histeria.pl/PLus/index_us.htm
>
> Regards,
>
> Michael

# 5390. Re: The C64 is just an ATARI 800 rip-off!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-27 19:02:57 UTC
From: spike1@freenet.co.uk
Message-ID: <1g3h41-u0n.ln1@ridcully.fsnet.co.uk>
Source record: 19006
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

Sam Gillett <samgillett@msn.com> did eloquently scribble:
>>Commodore engineers were losers!
>
> If Commodore engineers were such losers, why did Jack Tramiel, after he went
> to Atari, lure a team of engineers away from Commodore to design the Atari
> ST?

Because commodore stole the Amiga out from under Atari and they had to
cobble together something quick and cheap in order to get into the market on
time.

--


_____________________________________________________________________________
| spike1@freenet.co.uk | |
|Andrew Halliwell BSc(hons)| "ARSE! GERLS!! DRINK! DRINK! DRINK!!!" |
| in | "THAT WOULD BE AN ECUMENICAL MATTER!...FECK!!!! |
| Computer Science | - Father Jack in "Father Ted" |
-----------------------------------------------------------------------------

# 5391. Re: The C64 is just an ATARI 800 rip-off!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-27 19:03:31 UTC
From: spike1@freenet.co.uk
Message-ID: <3h3h41-u0n.ln1@ridcully.fsnet.co.uk>
Source record: 19007
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

```
Dave Dahle <ddahle@iw.dtg.net> did eloquently scribble:
> "Peter Mollror" <pellus_torr@yahoo.com> wrote in message
> news:6434f4fa.0309251250.324f5e87@posting.google.com...
>> Commodore stole the ideas behind this 1979 computer and made a crappy
>> system in 1982 called the C64!
>>
>> Incredible that they were not able to make everything better although
>> the C64 is 3 years newer which means an eternity in computer business!
>>
>> Commodore engineers were losers!
>
> Sheesh - I have to wonder how bored these people in CSS are to have this
> insatiable need to troll....

OI! Don't look at us. This one's not one of ours.
--
-------------------------------------------------------------------------
| spike1@freenet.co.uk | Windows95 (noun): 32 bit extensions and a |
| | graphical shell for a 16 bit patch to an 8 bit |
|Andrew Halliwell BSc(hons)| operating system originally coded for a 4 bit |
| in |microprocessor, written by a 2 bit company, that|
| Computer Science | can't stand 1 bit of competition. |
-------------------------------------------------------------------------
```

## 5392. Re: So when's the new Atari 800 Win 4.0 release?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-27 21:21:15 UTC
From: balois@poczta.onet.pl
Message-ID: <dc90d5e5.0309271321.27c8d44@posting.google.com>
Source record: 19003

> Awwww man...
>
> (whining...)

Check the official web site. The beta 2 version that I mentioned
previously is there.

Balois

# 5393. Re: New Atari800Win Plus 4.0 Beta 2 Released!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-27 21:41:51 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <eu0cnvcp2hobjr9plc0hb6ur6tc0o9d51b@4ax.com>
Source record: 19004

On Sat, 27 Sep 2003 11:25:14 -0400, "LionOfJudah" <bcozier@bellsouth.net> wrote:

>EXCELLENT! Star Raiders works perfectly now fromwhat I can tell also...
>
>Also, with the sync blits to screen refresh option....the scolling on Zaxxon
>has never been smoother.
>
>Requires video card refresh rate to be 60Hz and in the atari in NTSC mode.
>
Great... it works with my modified Strip Poker disk too (all 8 opponents fit
together in a single 360K disk in DOS XE format). I suppose now I can upload the
disk image somewhere... Any suggestions?

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

# 5394. Re: Atari at Vintage Comp Show

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-27 22:14:00 UTC
From: rewoolley <rewoolley@alamedanet.net>
Message-ID: <3f7610cc$0$16180$2c56edd9@news.cablerocket.com>
Source record: 19005

I think my wife will let me go for at least one day.... I could bring a
1200XL or two. What else should I bring?

Bob

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:uFacb.23918$dk4.762381@typhoon.sonic.net...
>
> So far, I've not had much luck getting 'AtariSIO' (an SIO2PC/APE clone
> for Linux) to run on my wife's laptop.
>
> So, I think I'm going to just let the Atari800 emulator show off all of
the
> cool new stuff ("Space Harrier" clone, demos, etc.), and leave my REAL
> Atari 800XL to do the mundane tasks of showing off innards and playing
> games. (I think for simplicity, I'll stick to my small collection of
> cartridge games, rather than bring a floppy disk drive with me. I really
> don't have many working floppies left these days!)
>
> Anyone else from around here going to attend the show?
> It'll be Sat/Sun October 11/12th in Mountain View, Calif.
>
> -bill!
>
> --
> bill@newbreedsoftware.com Got kids? Get Tux
Paint!
> http://newbreedsoftware.com/bill/
http://newbreedsoftware.com/tuxpaint/
>

# 5395. Re: The NES is better than all your stinkin’ computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-27 23:36:47 UTC
From: Luis Vasquez <jose.vasquez1@comcast.net>
Message-ID: <japdb.168069$mp.91776@rwcrnsc51.ops.asp.att.net>
Source record: 19008
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,rec.games.video.classic

"philicorda" <philicorda@NOOOSSSSPPAAAMMntlworld.com> wrote in message
news:u84db.497$ly4.426@newsfep1-gui.server.ntli.net...
>
> "Ocelot" <rob_ocelot@hotmail.com> wrote in message
> news:36249131.0309240740.52caef0c@posting.google.com...
> <snip>
> > IMO though the *best* version of Elite is still the Acorn Archimedies
> > port. The NES version is a great port of the standard BBC/Speccy/C64
> > style Elite, but the Acorn version adds so much more and does it with
> > style -- without becoming too complex, boring, or as buggy as Frontier
> > (Elite II) turned out to be.
>
> I'll have to seek out the archi version, I'd imagine there are emulators
out
> there that will run it.
> The Nes version just felt right to me, and the graphics were pretty fluid
> too.
>
> Do you know if there was any custom chippery in the nes cart, or was it
just
> great programming?
> I get weird graphics glitches with the emulators I've tried, so they must
> have been doing something unusual to get that kind of speed out of it.
>
>
>
>
No custom chips, just 128 kilobytes of fast, tight code.
Have you set your emulators to PAL mode when you tried Elite?

# 5396. Re: The NES is better than all your stinkin&#65533; computers

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-28 00:18:01 UTC
From: Darren Salt <news@youmustbejoking.demon.cu.invalid>
Message-ID: <4C38C15294%news@youmustbejoking.demon.cu.invalid>
Source record: 19009
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,rec.games.video.classic

I demand that philicorda may or may not have written...

> "Ocelot" <rob_ocelot@hotmail.com> wrote in message
> news:36249131.0309240740.52caef0c@posting.google.com... <snip>
>> IMO though the *best* version of Elite is still the Acorn Archimedies
>> port. [...]

> I'll have to seek out the archi version, I'd imagine there are emulators
> out there that will run it. [...]

<URL:http://elite.acornarcade.com/>
<URL:http://www.virtualacorn.co.uk/>

--
| Darren Salt | nr. Ashington, | d youmustbejoking,demon,co,uk
| RISC OS, | Northumberland | s zap,tartarus,org
| Linux | Toon Army | @
| The RISC OS version of Mindtrap.

Someone close to you is taking advantage of your trust.

# 5397. Re: New Atari800Win Plus 4.0 Beta 2 Released!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-28 02:24:14 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <kBrdb.878$yB5.332@bignews5.bellsouth.net>
Source record: 19010

"machf" <no_me_j.machf@terra.com.pe> wrote in message
news:eu0cnvcp2hobjr9plc0hb6ur6tc0o9d51b@4ax.com...
> On Sat, 27 Sep 2003 11:25:14 -0400, "LionOfJudah" <bcozier@bellsouth.net>
wrote:
>
> >EXCELLENT! Star Raiders works perfectly now fromwhat I can tell also...
> >
> >Also, with the sync blits to screen refresh option....the scolling on
Zaxxon
> >has never been smoother.
> >
> >Requires video card refresh rate to be 60Hz and in the atari in NTSC
mode.
> >
> Great... it works with my modified Strip Poker disk too (all 8 opponents
fit
> together in a single 360K disk in DOS XE format). I suppose now I can
upload the
> disk image somewhere... Any suggestions?

I'm not sure when you could upload the image...but one thing's for
sure...I'm in heaven!

>
> --
> _____ ____---____ Marco Antonio Checa Funcke
> _____D /-/---_----' Santiago de Surco, Lima, Peru
> _H__/_/ http://machf.tripod.com
> '-_____|(
>
> remove the "no_me_j." and "sons.of." parts before replying

# 5398. Re: New Atari800Win Plus 4.0 Beta 2 Released!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-28 02:26:02 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <0Drdb.879$yB5.110@bignews5.bellsouth.net>
Source record: 19011

"LionOfJudah" <bcozier@bellsouth.net> wrote in message
news:kBrdb.878$yB5.332@bignews5.bellsouth.net...
> "machf" <no_me_j.machf@terra.com.pe> wrote in message
> news:eu0cnvcp2hobjr9plc0hb6ur6tc0o9d51b@4ax.com...
> > On Sat, 27 Sep 2003 11:25:14 -0400, "LionOfJudah"
<bcozier@bellsouth.net>
> wrote:
> >
> > >EXCELLENT! Star Raiders works perfectly now fromwhat I can tell also...
> > >
> > >Also, with the sync blits to screen refresh option....the scolling on
> Zaxxon
> > >has never been smoother.
> > >
> > >Requires video card refresh rate to be 60Hz and in the atari in NTSC
> mode.
> > >
> > Great... it works with my modified Strip Poker disk too (all 8 opponents
> fit
> > together in a single 360K disk in DOS XE format). I suppose now I can
> upload the
> > disk image somewhere... Any suggestions?
>
> I'm not sure when

should be wherre...I'm too busy right now in heaven to think straight :)

> you could upload the image...but one thing's for
> sure...I'm in heaven!
>
> >
> > --
> > __________ ____---____ Marco Antonio Checa Funcke
> > _________D /-/---_----' Santiago de Surco, Lima, Peru
> > _H__/_/ http://machf.tripod.com
> > '-_____|(
> >
> > remove the "no_me_j." and "sons.of." parts before replying
>
>

# 5399. Re: Atari at Vintage Comp Show

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-28 03:42:33 UTC
From: "Erik S. Klein" <ekklein@pacbell.net>
Message-ID: <JMsdb.201$T87.35493212@newssvr13.news.prodigy.com>
Source record: 19012

"rewoolley" <rewoolley@alamedanet.net> wrote in message
news:3f7610cc$0$16180$2c56edd9@news.cablerocket.com...
> I think my wife will let me go for at least one day.... I could bring a
> 1200XL or two. What else should I bring?
>
> Bob

Bring anything you like and that you think others might be interested in.
That's my rule of thumb, anyway.

I think Sellam would prefer displays to be up for both days, but I'll let
you work that out with him.

Hope to see you there!

Erik Klein
www.vintage-computer.com/vcforum
The Vintage Computer Forum

# 5400. Re: New Atari800Win Plus 4.0 Beta 2 Released!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-28 06:01:27 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <vncu9mi3nt7add@corp.supernews.com>
Source record: 19013

"machf" <no_me_j.machf@terra.com.pe> wrote in message
news:eu0cnvcp2hobjr9plc0hb6ur6tc0o9d51b@4ax.com...
> On Sat, 27 Sep 2003 11:25:14 -0400, "LionOfJudah" <bcozier@bellsouth.net>
wrote:
>
> >EXCELLENT! Star Raiders works perfectly now fromwhat I can tell also...
> >
> >Also, with the sync blits to screen refresh option....the scolling on
Zaxxon
> >has never been smoother.
> >
> >Requires video card refresh rate to be 60Hz and in the atari in NTSC
mode.
> >
> Great... it works with my modified Strip Poker disk too (all 8 opponents
fit
> together in a single 360K disk in DOS XE format). I suppose now I can
upload the
> disk image somewhere... Any suggestions?
>
> --
> _____ ____---____ Marco Antonio Checa Funcke
> _____D /-/---_----' Santiago de Surco, Lima, Peru
> _H__/_/ http://machf.tripod.com
> '-_____|(
>
> remove the "no_me_j." and "sons.of." parts before replying

So upload to this ftp: site in the upload directory..
Host: atari.xs4all.nl

Port: 21

User: atari8

Pass: atari4ever

I would love to try to get this on an Atarimax Flash cartridge. So you
could upload it also to www.atarimax.com and let us try to get it on a
cartridge.

RoyE

# 5401. Re: Atari at Vintage Comp Show

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-28 07:21:48 UTC
From: bill@newbreedsoftware.com
Message-ID: <g_vdb.25142$dk4.793263@typhoon.sonic.net>
Source record: 19014

rewoolley <rewoolley@alamedanet.net> wrote:
> I think my wife will let me go for at least one day.... I could bring a
> 1200XL or two. What else should I bring?

Hey! Bring _my_ 1200XL! :^) (Assuming you're done hacking it ;) )

-bill!

# 5402. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-28 07:39:29 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <b1d4058e6583ef4ea03a459fb62d9eca@news.teranews.com>
Source record: 19015
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:3f742063$0$20163$626a54ce@news.free.fr...
>
> but atari refused (an other stupid
> decision of atari !) and the guys went to Commodore and .....

I grew up on the Atari. Quite possibly the single most item that I grew up on in my youth. I hear so many things about Atari and the complete screw-ups that they made and I am so ashamed by it when I hear it. My Atari computer was a part of me, and in that respect, so was the company.

When I had heard that Atari once laid off its entire factory to move overseas, I couldn't find a hole deep enough to crawl into. Turns out that it was one of the biggest and most breaking mistakes that they made. Atari was truly run by firstly, a management that made some mistakes, and secondly by a management that did not care. I only wish I could do something to correct those mistakes.

I remember back in about 1983 when suddenly the games that ran on the Atari were quickly becoming few and far between. You literally had to search for places that stocked them. Then, later, I heard they stopped supporting the Atari 800 all together to bring about the ST. My heart nearly stopped as I had felt that I had been abandoned by a part of my own self. How about that mistake they made by rushing the construction of the "E.T." game and making way too many of the poorly constructed game that they ended up having to bury thousands of cartridges, the same game that they said would make the movie famous.

There is so much that Atari COULD have done that would have saved its ass. I ALMOST (not quite) wish that I grew up with an Apple or a Commodore. (ouch, that hurt)

I am curious, does anyone have some old copies of the Stock Reports that Atari was required to make when they were selling stock on the NYSE?

## 5403. Looking for old Atari NYSE reports

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-28 07:40:37 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <131c815da2bd8f50eace92b49bd8eaf4@news.teranews.com>
Source record: 19016

Stocks that sell on the NYSE are required to make regular reports on their companies and their finances. Does anyone have copies of these old reports?

## 5404. Where is Ray Kassar today?

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-28 09:01:52 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <5e1e20b14003a9023a7bd92b68685774@news.teranews.com>
Source record: 19017

I am curious. Whatever happened to that carpet salesman, Ray Kassar, who screwed Atari up backwards and forwards?

## 5405. Taquart's "TIP" format

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-28 11:22:33 UTC
From: bill@newbreedsoftware.com
Message-ID: <Zvzdb.25154$dk4.794243@typhoon.sonic.net>
Source record: 19018

Where can I learn about it? I'm checking out the Animkomials demo
for the first time, and was never aware of this mode.

I'm assuming, based on the name, that it's related to HIP and RIP.
How is it different?

-bill!
(who's big GE TV set is showing things a little different than he's used
to on his little 13" Trinitron and C=1902)

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5406. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-28 11:34:38 UTC
From: Haystack <willie@grabyourshaft.de>
Message-ID: <bl6her$l0o$1@newsg4.svr.pol.co.uk>
Source record: 19019
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Steve S" <j70141@hotmail.com> wrote in message
news:b1d4058e6583ef4ea03a459fb62d9eca@news.teranews.com...
> "Rodolphe Czuba" <rczuba@free.fr> wrote in message
> news:3f742063$0$20163$626a54ce@news.free.fr...
> >
> > but atari refused (an other stupid
> > decision of atari !) and the guys went to Commodore and .....
>
> I grew up on the Atari. Quite possibly the single most item that I grew
up
> on in my youth. I hear so many things about Atari and the complete
> screw-ups that they made and I am so ashamed by it when I hear it. My
Atari
> computer was a part of me, and in that respect, so was the company.
>
> When I had heard that Atari once laid off its entire factory to move
> overseas, I couldn't find a hole deep enough to crawl into.

What a shame!! if you had found one we wouldn't have had to put up with your
bad manners on this NG, I fully expect an abusive bad language reply but I
don't care

# 5407. Re: Taquart's "TIP" format

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-28 11:51:58 UTC
From: bill@newbreedsoftware.com
Message-ID: <yXzdb.25156$dk4.794399@typhoon.sonic.net>
Source record: 19020

William Kendrick <bill@newbreedsoftware.com> wrote:
>
> Where can I learn about it? I'm checking out the Animkomials demo
> for the first time, and was never aware of this mode.

Heh.. Yet I've seen it. ;) It's the format used in some images in Numen.

I really need to keep up-to-date with the demoscene community! I'm out of touch!

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5408. The ATARI 800XL is better than the Spectrum

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-28 14:20:44 UTC
From: eneg_doowtrop@yahoo.com
Message-ID: <b2b1bcd9.0309280620.1d9debfa@posting.google.com>
Source record: 19021
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair

Because the Spectrum ist just cheap English rubbish!

# 5409. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-28 14:31:23 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bl6rbp$gjv$1@sparta.btinternet.com>
Source record: 19022
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hm! i really remember typing this!!..

"Steve S" <j70141@hotmail.com> wrote in message
news:b1d4058e6583ef4ea03a459fb62d9eca@news.teranews.com...
> "Rodolphe Czuba" <rczuba@free.fr> wrote in message
news:3f742063$0$20163$626a54ce@news.free.fr...
> >
> > but atari refused (an other stupid
> > decision of atari !) and the guys went to Commodore and .....
>
> I grew up on the Atari. Quite possibly the single most item that I grew
up
> on in my youth. I hear so many things about Atari and the complete
> screw-ups that they made and I am so ashamed by it when I hear it. My
Atari
> computer was a part of me, and in that respect, so was the company.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

# 5410. Re: The ATARI 800XL is better than the Spectrum

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-28 14:33:24 UTC
From: The Starglider <the_starglider2002@wibble.co.uk>
Message-ID: <l8sdnv0gid0g9rvcpues3t8i7gkjrj9m51@4ax.com>
Source record: 19023
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair

On 28 Sep 2003 07:20:44 -0700, eneg_doowtrop@yahoo.com (Tom R. Rastell) wrote:

>Because the Spectrum ist just cheap English rubbish!

Doth thou non-kindred spirit show no honour in thy claim?
--
**********The Starglider********** Public E-Mail.
* Web site: Under Construction * Ask for private
* * address.
* E-Mail:the_starglider2002@wibble.co.uk * _WW_
* CHANGE WIBBLE TO YAHOO TO REPLY * /_ _\
****************************************** | O O |
_____________________________________________oOO_\/_OOo_____

# 5411. Orc Attack (Atr EMI Version)

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-28 14:40:15 UTC
From: "Mike Action"
Message-ID: <4jsdnvcf5il5s5nkb5ev5kujvjt2rn2or2@4ax.com>
Source record: 19024

Hi,

Does anyone have an ATR of this great game. I have a T.E.V. version
already. I'm looking for the EMI version. Thanks.

Regards,

Michael

# 5412. Re: Atari 800 in Australia.

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-28 14:47:25 UTC
From: "Mark H. Kusz" <mkusz@comcast.net>
Message-ID: <VeGdnZjjfZgcaeuiU-KYuA@comcast.com>
Source record: 19025

The items listed should be available at www.eBay.com.

"Paul" <paulspam@e1designspam.comspam> wrote in message
news:PXYcb.124422$bo1.22719@news-server.bigpond.net.au...
> Hello,
>
> I am an Atarian that has been without an Atari for over 15 years! I was
the
> proud owner of an Atari 800 with a 410 Cassette Recorder and an 810 Disk
> Drive. I had many, many games and utilities and was the envy of all my
> friends. As time passed, my Atari collection has long been lost.
>
> I have used a few Atari emulators over the past few years, but they don't
do
> justice to the real thing. So I am hoping to find someone out there who
can
> help me with obtaining some Atari equipment. I have emailed Bravo Sierra,
> Video 61 and MyAtari - all of which have not been able to help me so far.
>
> I am wanting to purchase the following items:
>
> Atari 800 (48k) with BASIC cartridge
> Atari 810 Disk Drive + DOS
> SIO cable
> Joystick
>
> This list is a bare minimum, and if there are other items for sale I would
> be interested in these also.
>
> I have a few questions though, which are:
> a.. what are the shipping costs to Western Australia (postcode 6149);
and
> b.. who would the products be shiped by, how long will a shipment take
to
> arrive using the different methods (air, sea), and what are the insurance
> costs against loss and damage
> c.. Australia uses a 240V electrical system, so I assume that any
> equipment sent over from a non-240V country would require alternative
power
> adapters - would there be any problem buying a generic brand from Tandy
> (Radio Shack in the USA)?
> If you can point me in the right deirection as to who may be able to help
I
> would be really appreciative.

>
> Thank you for your time,
>
> Paul...
> paulspam@e1designspam.comspam
> remove all instances of "spam" from my email address
>
>

## 5413. Re: The C64 is just an ATARI 800 rip-off!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-28 15:18:07 UTC
From: Dave Dahle <ddahle@iw.dtg.net>
Message-ID: <3f75aa00_2@newsfeed.slurp.net>
Source record: 19027
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

<spike1@freenet.co.uk> wrote in message
news:3h3h41-u0n.ln1@ridcully.fsnet.co.uk...
> Dave Dahle <ddahle@iw.dtg.net> did eloquently scribble:
> >
> > Sheesh - I have to wonder how bored these people in CSS are to have this
> > insatiable need to troll....
>
> OI! Don't look at us. This one's not one of ours.

Sorry then. But you guys gotta admit, you were churning out all sorts of
feeble-brained attempts to troll us into some dumb flamewar...

Makes it hard to trust you guys' integrity when a copycat pops out of
nowhere.

Enough said.

Dave

# 5414. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-28 16:19:45 UTC
From: J&#65533;r&#65533;me Ginestet <ginesj@free.fr>
Message-ID: <Xns9404BB7484A3Fginesjfreefr@213.228.0.75>
Source record: 19026
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Rodolphe Czuba" <rczuba@free.fr> wrote in
news:3f742063$0$20163$626a54ce@news.free.fr:

> I think everybody knows here the story of the 800 and later the AMIGA
> that was vcreated by people that have something to do with 800 !
> In Amiga they put the same technology bases ...and sure they attempted
> to let atari produce this new computer, but atari refused (an other
> stupid decision of atari !) and the guys went to Commodore and .....

This is one version of the story.

There is another version:
http://groups.google.com/groups?hl=en&lr=&ie=UTF-8&threadm=
3dbd90ee.1906364807%40news.jersey.net&rnum=1&prev=/groups%3Fq%3Damiga%
252Batari%252Btramiel%252Bloan%252Bhaynie%2Bgroup:comp.sys.amiga.misc%26hl%
3Den%26lr%3D%26ie%3DUTF-8%26selm%3D3dbd90ee.1906364807%

which is much more likely to have happened

Atari thought they could have it cheap, and CBM took advantage of that.

--

J&#65533;r&#65533;me

# 5415. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-28 18:43:44 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <3ca04f562909ea508c358e6c14b449e6@news.teranews.com>
Source record: 19028
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

What in the world are you talking about? I don't even know you.

"Haystack" <willie@grabyourshaft.de> wrote in message
news:bl6her$l0o$1@newsg4.svr.pol.co.uk...
>
> "Steve S" <j70141@hotmail.com> wrote in message
> news:b1d4058e6583ef4ea03a459fb62d9eca@news.teranews.com...
> > "Rodolphe Czuba" <rczuba@free.fr> wrote in message
> > news:3f742063$0$20163$626a54ce@news.free.fr...
> > >
> > > but atari refused (an other stupid
> > > decision of atari !) and the guys went to Commodore and .....
> >
> > I grew up on the Atari. Quite possibly the single most item that I grew
> up
> > on in my youth. I hear so many things about Atari and the complete
> > screw-ups that they made and I am so ashamed by it when I hear it. My
> Atari
> > computer was a part of me, and in that respect, so was the company.
> >
> > When I had heard that Atari once laid off its entire factory to move
> > overseas, I couldn't find a hole deep enough to crawl into.
>
> What a shame!! if you had found one we wouldn't have had to put up with
your
> bad manners on this NG, I fully expect an abusive bad language reply but I
> don't care
>
>

# 5416. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-28 18:44:35 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <d2f23c0ba0bd00e7960a4364c2b05e45@news.teranews.com>
Source record: 19029
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

You remember typing what?

"Steve Sweet" <steve.sweet@btopen-2-viri-world.com> wrote in message
news:bl6rbp$gjv$1@sparta.btinternet.com...
> Hm! i really remember typing this!!..
>
> "Steve S" <j70141@hotmail.com> wrote in message
> news:b1d4058e6583ef4ea03a459fb62d9eca@news.teranews.com...
> > "Rodolphe Czuba" <rczuba@free.fr> wrote in message
> news:3f742063$0$20163$626a54ce@news.free.fr...
> > >
> > > but atari refused (an other stupid
> > > decision of atari !) and the guys went to Commodore and .....
> >
> > I grew up on the Atari. Quite possibly the single most item that I grew
> up
> > on in my youth. I hear so many things about Atari and the complete
> > screw-ups that they made and I am so ashamed by it when I hear it. My
> Atari
> > computer was a part of me, and in that respect, so was the company.
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
>

# 5417. Re: The C64 is just an ATARI 800 rip-off!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-28 19:14:55 UTC
From: spike1@freenet.co.uk
Message-ID: <fioj41-tot.ln1@ridcully.fsnet.co.uk>
Source record: 19031
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

```
Dave Dahle <ddahle@iw.dtg.net> did eloquently scribble:
> <spike1@freenet.co.uk> wrote in message
> news:3h3h41-u0n.ln1@ridcully.fsnet.co.uk...
>> Dave Dahle <ddahle@iw.dtg.net> did eloquently scribble:
>> >
>> > Sheesh - I have to wonder how bored these people in CSS are to have this
>> > insatiable need to troll....
>>
>> OI! Don't look at us. This one's not one of ours.
>
> Sorry then. But you guys gotta admit, you were churning out all sorts of
> feeble-brained attempts to troll us into some dumb flamewar...

I think the only ones posted by some of us are "commode is crap".
Any "Atari/abacus/stonehenge is crap" type stuff tends to come from other
places

--

-------------------------------------------------------------------------------
| spike1@freenet.co.uk | "I'm alive!!! I can touch! I can taste! |
|Andrew Halliwell BSc(hons)| I can SMELL!!! KRYTEN!!! Unpack Rachel and |
| in | get out the puncture repair kit!" |
| Computer Science | Arnold Judas Rimmer- Red Dwarf |
-------------------------------------------------------------------------------
```

# 5418. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-28 19:28:24 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3f7744443e15030@tripnet.se>
Source record: 19030
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In comp.sys.atari.st <3ca04f562909ea508c358e6c14b449e6@news.teranews.com>
Steve S wrote on Sun 28-09-2003 18:43 (GMT):

>What in the world are you talking about? I don't even know you.

There is another person who post here under a name similair to "Steve S".
He does use another ISP and email address so there should be no reason to
know who is who...

>"Haystack" <willie@grabyourshaft.de> wrote in message
>news:bl6her$l0o$1@newsg4.svr.pol.co.uk...

>> What a shame!! if you had found one we wouldn't have had to put up with
>your
>> bad manners on this NG, I fully expect an abusive bad language reply but I
>> don't care

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

# 5419. Re: Orc Attack (Atr EMI Version)

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-28 21:37:54 UTC
From: Jindroush <jindroush@nospam.seznam.nospam.cz>
Message-ID: <3F7754B2.AA6AE456@nospam.seznam.nospam.cz>
Source record: 19032

Mike, Action wrote:

> Does anyone have an ATR of this great game. I have a T.E.V. version
> already. I'm looking for the EMI version. Thanks.

Doesn't T.E.V. mean something like Thorn EMI Videogames?

--
Jindroush <jindroush@nospam.seznam.nospam.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project
Remove both 'nospam's from the address to reply.

# 5420. Re: The ATARI 800XL is better than the Spectrum

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-28 22:13:52 UTC
From: Gareth Davies <hotmail.com@dgareth.spm>
Message-ID: <H2Jdb.261$kA.95147@wards.force9.net>
Source record: 19033
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair

"Tom R. Rastell" <eneg_doowtrop@yahoo.com> wrote in message
news:b2b1bcd9.0309280620.1d9debfa@posting.google.com...
> Because the Spectrum ist just cheap English rubbish!

That's a completely ignorant statement. It's cheap British rubbish actually.

Gareth.

# 5421. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-29 00:25:28 UTC
From: Ozman bin liner <oyway@yabugga.com>
Message-ID: <bl7uk5$r5k$1@newsg4.svr.pol.co.uk>
Source record: 19034
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Steve S" <j70141@hotmail.com> wrote in message
news:3ca04f562909ea508c358e6c14b449e6@news.teranews.com...
> What in the world are you talking about? I don't even know you.

DON'T give us that old gammon!!

# 5422. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-29 03:39:48 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <c29f36e1c212dea9fab0d49b51a18013@news.teranews.com>
Source record: 19035
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Are you talking about Steve Sweet? If not, then who?

A check on google's history would show that I was posting here on and off
for a few years now, before I even heard of Steve Sweet.

In any case, that is no excuse to walk up to a complete stranger and tell
him that he is asinine, even if he is vaguely familiar.
"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:3f7744443e15030@tripnet.se...
> In comp.sys.atari.st <3ca04f562909ea508c358e6c14b449e6@news.teranews.com>
> Steve S wrote on Sun 28-09-2003 18:43 (GMT):
>
> >What in the world are you talking about? I don't even know you.
>
> There is another person who post here under a name similair to "Steve S".
> He does use another ISP and email address so there should be no reason to
> know who is who...
>
> >"Haystack" <willie@grabyourshaft.de> wrote in message
> >news:bl6her$l0o$1@newsg4.svr.pol.co.uk...
>
> >> What a shame!! if you had found one we wouldn't have had to put up with
> >your
> >> bad manners on this NG, I fully expect an abusive bad language reply
but I
> >> don't care
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>
>

# 5423. Re: New Atari800Win Plus 4.0 Beta 2 Released!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-29 06:07:27 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <8oifnvkegutviom2qe4nvvg8ivs13sblsl@4ax.com>
Source record: 19036

On Sat, 27 Sep 2003 23:01:27 -0700, "RoyE" <r-dean@ charter.net> wrote:

>
>"machf" <no_me_j.machf@terra.com.pe> wrote in message
>news:eu0cnvcp2hobjr9plc0hb6ur6tc0o9d51b@4ax.com...
>> On Sat, 27 Sep 2003 11:25:14 -0400, "LionOfJudah" <bcozier@bellsouth.net>
>wrote:
>>
>> >EXCELLENT! Star Raiders works perfectly now fromwhat I can tell also...
>> >
>> >Also, with the sync blits to screen refresh option....the scolling on
>Zaxxon
>> >has never been smoother.
>> >
>> >Requires video card refresh rate to be 60Hz and in the atari in NTSC
>mode.
>> >
>> Great... it works with my modified Strip Poker disk too (all 8 opponents
>fit
>> together in a single 360K disk in DOS XE format). I suppose now I can
>upload the
>> disk image somewhere... Any suggestions?
>>
>> --
>> _____ ____---____ Marco Antonio Checa Funcke
>> _____D /-/---_----' Santiago de Surco, Lima, Peru
>> _H__/_/ http://machf.tripod.com
>> '-_____|(
>>
>> remove the "no_me_j." and "sons.of." parts before replying
>
>
>So upload to this ftp: site in the upload directory..
>Host: atari.xs4all.nl
>
>Port: 21
>
>User: atari8
>
>Pass: atari4ever
>
>I would love to try to get this on an Atarimax Flash cartridge. So you
>could upload it also to www.atarimax.com and let us try to get it on a
>cartridge.

>
>RoyE
>
Well, I've uploaded it (together with another disk image containing various
graphics viewers and a few small GIF images, but you can get rid of that).
Look for a file named XF-ATRs2.zip.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

## 5424. QuaST party 2003 photos

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-29 07:36:25 UTC
From: bill@newbreedsoftware.com
Message-ID: <ZhRdb.25483$dk4.798072@typhoon.sonic.net>
Source record: 19037

I was just pointed to some photos from this year's QuaST Copy Party
in Poland.

WARNING: There are some wet-t-shirt photos amongst them.
(Man, European Atarians know how to party!!)

http://www.zulawy.com/

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5425. ������ؾ~~~~

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-29 08:20:33 UTC
From: ������ <r11910000@yahoo.co.kr>
Message-ID: <bl8nl5$i0t$1@news1.kornet.net>
Source record: 19038

�� ��  ��□Ǵ°ž~~~~Φ

# 5426. My site will cease to exist

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-29 09:19:55 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <bl8tfs$fbc$1@nets3.rz.RWTH-Aachen.DE>
Source record: 19039

Howdy folks

I quit university, which means my e-mail address and my site will cease to exist. They might throw out my site as soon as tomorrow, so if you want anything from my site please be quick. I have copied everything I have/had on my site to 3.5" floppy (I hope) so that if I find a new location for my site (this might take a long long time) I don't have to start from scratch again. If somebody wants to duplicate part or all of what's on my site please go ahead. As long as you don't make money with that information and as long as you inform people where you got the information from.

CU Mathy van Nisselroy

# 5427. Re: My site will cease to exist

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-29 09:36:49 UTC
From: bill@newbreedsoftware.com
Message-ID: <R2Tdb.25530$dk4.798495@typhoon.sonic.net>
Source record: 19040

Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de> wrote:
> Howdy folks
>
> I quit university, which means my e-mail address and my site will cease to
> exist. They might throw out my site as soon as tomorrow, so if you want
> anything from my site please be quick.

I presume you mean http://www-users.rwth-aachen.de/mathy.van_nisselroy/ ?

I'm mirroring it now, with 'wget', for anyone who wants anything from it.
(I'm admittedly not too familiar with the site :^) Sorry ;^) )

Good luck!

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5428. Demos & games at Vintage Computer Show

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-29 09:40:16 UTC
From: bill@newbreedsoftware.com
Message-ID: <46Tdb.25531$dk4.798553@typhoon.sonic.net>
Source record: 19041

Okay, I'm obviously WAY too excited about the Vintage Computer Show
next week, what with my constant posting about it. ;^)

Anyway, here's what I've got lined up. I'm successfully able to boot
my Atari 800XL (256K upgrade) off of my wife's laptop, and have a very
recent version of the 'Atari800' emulator running on it, too...

Animkomials meets Boris Valleyo
Ass Kicker
Cool Emotions
Back to Life
Bill [Gates pie video]
Bitter Reality
Delirium Tremens
Drunk Chessboard
Drunk Tank
Fuji Boink
GTracker demo (side 2; the 'Prodigy' samples)
Halle 1993
Hobby Tronic 1992
Incredible
Joy Ride
More
Numen [only on emulator! I don't have 320K!]
Out of Time
Perform
Sweet Illusions
Tit
Ultra
Video [130XE video demo]
Your Body

As for games (on disk):

Ball Blazer
Berzerk
Draconus
Line-Up
Space Harrier [demo]
Star Raiders 2
Zybex

Any other suggestions of stuff to impress with?

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5429. Re: The C64 is just an ATARI 800 rip-off!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-29 11:53:18 UTC
From: Peter de Vroomen <peterv@ditweghaluh.jaytown.com>
Message-ID: <3f781d2f$0$58701$e4fe514c@news.xs4all.nl>
Source record: 19043
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

> Commodore stole the ideas behind this 1979 computer and made a crappy
> system in 1982 called the C64!

And Atari stole the idea from Apple, and Apple stole the idea from ...
probably Conrad Zuse himself :).

> Incredible that they were not able to make everything better although
> the C64 is 3 years newer which means an eternity in computer business!

Yes, today it is an eternity. But this claim only shows your age. You
weren't around back then, so your claims simply show you are in your puberty
still. When do you hope you'll get laid for the first time? Every day, I
guess?

PeterV

## 5430. Re: The C64 is just an ATARI 800 rip-off!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-29 11:53:57 UTC
From: Peter de Vroomen <peterv@ditweghaluh.jaytown.com>
Message-ID: <3f781d55$0$58711$e4fe514c@news.xs4all.nl>
Source record: 19042
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

> Don't be daft, it was a development of the Vic 20.

The VIC20 was crap :).

PeterV

# 5431. Re: My site will cease to exist

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-29 12:51:24 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <bl99so$t72$1@nets3.rz.RWTH-Aachen.DE>
Source record: 19044

Howdy Bill, folks

> I presume you mean http://www-users.rwth-aachen.de/mathy.van_nisselroy/
?

Yes, that's the one.

> I'm mirroring it now, with 'wget', for anyone who wants anything from it.

Thanks!

> (I'm admittedly not too familiar with the site :^) Sorry ;^) )

Well, since you're mirroring it, I'll forgive you. :-))
Have a look at what you are mirroring.

> Good luck!

Thanks, same to you!

CU Mathy van Nisselroy

# 5432. Re: The C64 is just an ATARI 800 rip-off!

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-29 13:20:11 UTC
From: The6502Man <needonebad9@yahoo.com>
Message-ID: <fkWdb.628586$YN5.452920@sccrnsc01>
Source record: 19045
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

> And Atari stole the idea from Apple, and Apple stole the idea from ...
> probably Conrad Zuse himself :).

Thats a bit far fetched. The Apple II uses standard TTL/CMOS devices (a TON of them) to handle all of its video and computing ability while the Atari was designed from the ground up to use LSI devices.

I mean, yeah, the arguement COULD be made, but thats like saying a PC today with its integrated EVERYTHING is stolen from those early 8-bit computers.

Tony

# 5433. Re: Demos & games at Vintage Computer Show

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-29 15:21:52 UTC
From: Daniel Ko&#65533;mi&#65533;ski <dely@GIN.SPAMERZE.scene.pl>
Message-ID: <bl9imc$d5l$1@inews.gazeta.pl>
Source record: 19046

poszukiwany William Kendrick zeznal:

> Any other suggestions of stuff to impress with?

Demos:

Ergo Bibamus by Quasimodos
Too Hard 4 - Animkomials (needs 320k!)
Timekeeper - NG (needs 320k!)
Sheol - BitBusters (needs 320k!)
Base 33 - AiDS
Cogito - AiDS (stereo enabled!)
Drunk Chessboard - Inifinity
Igor - Madteam
X - Madteam

All of them - http://atariarea.histeria.pl/pliki.php?sec=browse&cat=scene

Greetz

dely/taquart

# 5434. Re: Demos & games at Vintage Computer Show

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-29 15:54:36 UTC
From: Erik Klein <ekklein@pacbell.net>
Message-ID: <0BYdb.5022$it2.4604@newssvr29.news.prodigy.com>
Source record: 18947

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:46Tdb.25531$dk4.798553@typhoon.sonic.net...
>
> Okay, I'm obviously WAY too excited about the Vintage Computer Show
> next week, what with my constant posting about it. ;^)

I don't blame you! :)

> Anyway, here's what I've got lined up. I'm successfully able to boot
> my Atari 800XL (256K upgrade) off of my wife's laptop, and have a very
> recent version of the 'Atari800' emulator running on it, too...
[snip]
> Any other suggestions of stuff to impress with?

Take a look at my pics from last year's VCF at
www.vintage-computer.com/vcf5.shtml. It'll give you some idea about what
folks do to make their displays a bit more snazzy.

I'd suggest some banners, brochures or other materials to add information
and history to your display.

Good luck!

Erik Klein
www.vintage-computer.com/vcforum
The Vintage Computer Forum

# 5435. Re: Taquart's "TIP" format

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-29 19:09:47 UTC
From: rjespino@hotmail.com
Message-ID: <9ee50737.0309291109.275673c@posting.google.com>
Source record: 18948

bill@newbreedsoftware.com (William Kendrick) wrote in message
news:<Zvzdb.25154$dk4.794243@typhoon.sonic.net>...
> Where can I learn about it? I'm checking out the Animkomials demo
> for the first time, and was never aware of this mode.
>
> I'm assuming, based on the name, that it's related to HIP and RIP.
> How is it different?

There's more info at:
http://www.s-direktnet.de/homepages/k_nadj/tip.html

Start with HIP mode:
Each line is made up of one line of Gr.9 on screen 1, one line of
Gr.10 on screen 2 swap between each screen on every VBI and the Gr.9
and Gr.10 lines blend together.

Now replace every other Gr.9/Gr.10 line with a Gr.11 line on both
screens. So you've got alternating greyscale (Gr.9/Gr.10) and colour
(Gr.11) lines running down the screen. Or at least that's my
understanding of what TIP mode is.

--
-- Raphael Espino - rjespino@yahoo.com - Ramdrive and JPEG viewers --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
------------- Join The Atari 8-bit Computer WebRing at: -------------
---------- http://www.geocities.com/rjespino/a8ring.html -----------
---------------------------------------------------------------------

# 5436. Re: Demos & games at Vintage Computer Show

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-29 19:49:05 UTC
From: bill@newbreedsoftware.com
Message-ID: <R00eb.25670$dk4.800870@typhoon.sonic.net>
Source record: 18949

Erik Klein <ekklein@pacbell.net> wrote:
>
> Take a look at my pics from last year's VCF at
> www.vintage-computer.com/vcf5.shtml. It'll give you some idea about what
> folks do to make their displays a bit more snazzy.

Cool, thanks! :^)

I'm not sure I'll have much more there with me than my Atari 800XL,
C=1902 monitor, my wife's laptop, and some little 8.5"x11" 'displays'
that talk about the Atari.

I might put together a handout for people to grab that includes refs to
FAQs, Emulators, newsgroups, IRC channels, etc. etc., though.

Am I right in guessing that there's not been much of an Atari 8-bit
precense at these events in the past?

Thx again!

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5437. Re: Taquart's "TIP" format

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-29 19:55:38 UTC
From: bill@newbreedsoftware.com
Message-ID: <_60eb.25672$dk4.800965@typhoon.sonic.net>
Source record: 18950

Raphael Espino <rjespino@hotmail.com> wrote:
>
> Start with HIP mode:
> Each line is made up of one line of Gr.9 on screen 1, one line of
> Gr.10 on screen 2 swap between each screen on every VBI and the Gr.9
> and Gr.10 lines blend together.

Interesting. I didn't know it used GR10. I thought it was two GR9,
and used HSCROL to get the '160'-ish horiz. resolution.

Why GR10, exactly???

> Now replace every other Gr.9/Gr.10 line with a Gr.11 line on both
> screens. So you've got alternating greyscale (Gr.9/Gr.10) and colour
> (Gr.11) lines running down the screen. Or at least that's my
> understanding of what TIP mode is.

Hrm. Again, I'm not sure why GR10.

It sounds like Interlaced APAC, using HSCROL, would do more-or-less the
same thing.

I mean, obviously HIP, RIP and TIP all look quite good.
(Even compared to APAC, which when I looked at it again for the first
time the other day, seemed a bit more flickery and washed out.)

I just still don't understand the exact reasons for the use of GR10 mode.

:^/

Thanks for the link, though! I'm thinking of writing up some simple
'tech specs' on how some of these modes are created (APAC, ColrView,
HIP, RIP, TIP, Super-IRG), and placing it on my table at the Vint Comp Show

:)

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5438. Re: Demos & games at Vintage Computer Show

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-29 20:53:33 UTC
From: Erik Klein <ekklein@pacbell.net>
Message-ID: <hZ0eb.5091$2e6.4574@newssvr29.news.prodigy.com>
Source record: 18951

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:R00eb.25670$dk4.800870@typhoon.sonic.net...

> I'm not sure I'll have much more there with me than my Atari 800XL,
> C=1902 monitor, my wife's laptop, and some little 8.5"x11" 'displays'
> that talk about the Atari.

I did basically that but printed them larger across multiple sheets and then glued those sheets to a piece of foamcore.

> I might put together a handout for people to grab that includes refs to
> FAQs, Emulators, newsgroups, IRC channels, etc. etc., though.

That sounds cool! Don't forget to mention the Vintage Computer Forum!! :)

> Am I right in guessing that there's not been much of an Atari 8-bit
> precense at these events in the past?

There has been next to none, which is surprising. There have been lots of Commodore, IBM, Apple, 8080/Z80 and similar 8-bitters but no Atari machines.

Next year I may do a "home computers of the 1980's" and bring an Atari 800, an Apple ][+, a Commodore 64, A TI 99/4a and one or two others. . . maybe I'll have them all running variations of the same game!

BTW, have you signed up at the Vintage Computer Festival site (www.vintage.org) yet? If not then you'll want to ASAP so that Sellam can assign you space.

Erik Klein
www.vintage-computer.com/vcforum
The Vintage Computer Forum

# 5439. Re: C=64 Ethernet

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-29 23:14:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f78685c5576f0@comcast.net>
Source record: 18952

>> >When's our turn!? :)
>> >
>> >-bill!
>>
>> There is someone working on this right now for the Atari 8-bit. It
>> will work with a newer version of Contiki also. Hope he keeps us
>> informed...
>>
>
>Well, I guess I should mention somthing about it. Yes, I have
>been working on the hardware. I found out yesterday that the
>way I have the CS8900A chip connected it is violating the timing,
>but this is a simple fix (I need to swap one line with an
>address line on the board layout).
>
>Fortunately, I have my Atari 130XE and the ethernet prototype
>in our Broadband Network Lab here at work, so I will be
>debugging the hardware this weekend with UIP. Both
>Adam Dunkels and Christian Groessler have been extremely
>helpful in getting this working. UIP runs on the Atari, it
>is just not recognizing the CS8900A because of the timing
>issue.
>
>Of course, several people have sent me emails saying that they
>want one. If you want one, just send me an email. I am keeping
>a perliminary list. There will be a run of boards made, but the
>more the better, since the price will be cheaper.

Hello Chris,

I should be on that list. If not, put me there. A number of people
in my area have expressed interest also. I hope they email you as
well. Please keep us informed as to your progress. Thanks for all
the effort.....
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 5440. Re: My site will cease to exist

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-29 23:14:43 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f78685c5576f1@comcast.net>
Source record: 18953

>Howdy folks
>
>I quit university, which means my e-mail address and my site will cease to
>exist. They might throw out my site as soon as tomorrow, so if you want
>anything from my site please be quick. I have copied everything I have/had
>on my site to 3.5" floppy (I hope) so that if I find a new location for my
>site (this might take a long long time) I don't have to start from scratch
>again. If somebody wants to duplicate part or all of what's on my site
>please go ahead. As long as you don't make money with that information and
>as long as you inform people where you got the information from.
>
>CU Mathy van Nisselroy

Hello Mathy,

Please let us know where you go...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 5441. Re: Demos & games at Vintage Computer Show

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-30 01:10:52 UTC
From: bill@newbreedsoftware.com
Message-ID: <wK4eb.25940$dk4.803217@typhoon.sonic.net>
Source record: 18954

Erik Klein <ekklein@pacbell.net> wrote:
<snip>
>
>> Am I right in guessing that there's not been much of an Atari 8-bit
>> precense at these events in the past?
>
> There has been next to none, which is surprising. There have been lots of
> Commodore, IBM, Apple, 8080/Z80 and similar 8-bitters but no Atari machines.

Well, I guess it's cuz the Atari's are so cool that noone thinks of their's
as 'vintage.' "Whaddaya mean, 'vintage!?' I still use it!" ;^)

> Next year I may do a "home computers of the 1980's" and bring an Atari 800,
> an Apple ][+, a Commodore 64, A TI 99/4a and one or two others. . . maybe
> I'll have them all running variations of the same game!

That'd be cool. :)

> BTW, have you signed up at the Vintage Computer Festival site
> (www.vintage.org) yet? If not then you'll want to ASAP so that Sellam can
> assign you space.

I'm already down as an exhibitor, if that's what you mean...
I've spoke with Sellam via e-mail a number of times.
(I said I might be a bit noisy, what with all the music... he said,
to paraphrase "right now! louder the better!" ;^) )

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5442. Searching for Windows XP emulator for Atari for 130XE software

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-30 04:45:13 UTC
From: techman41973@yahoo.com
Message-ID: <e8fde247.0309292045.7295e8ea@posting.google.com>
Source record: 18955
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit

I would like to find an emulator (free if possible) that reliably runs on windows XP to emulate Atari 130XE. I miss alot of my favorite games like Castle Wolfenstein and Spelunker. Also if there are any preferred websites to download games, especially sites that have the largest collection, please post these sites. Thanks

# 5443. WTB : PAL Atari 8-bit with enough RAM to run demos

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-30 18:19:35 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <cPjeb.33939$Hb.516165@news4.e.nsc.no>
Source record: 18956

I am desperately wanting an Atari, which can run the demos needing 320Kb and 512Kb (are there even bigger demos ? Seem to remember one needing 1024Kb) and it should be a PAL machine. Anyone has one for sale ? Also would like to buy a Black Box with drives (isn't there a floppy interface for it too ?)

Recommendations on where to look or offers are greatly welcome!

Have an Atarian day and take Atarian care

# 5444. Re: WTB : PAL Atari 8-bit with enough RAM to run demos

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-30 18:53:09 UTC
From: bill@newbreedsoftware.com
Message-ID: <pikeb.26216$dk4.807098@typhoon.sonic.net>
Source record: 18957

Vidar Olavesen <hawk@nmi.no> wrote:
> I am desperately wanting an Atari, which can run the demos needing 320Kb and
> 512Kb (are there even bigger demos ? Seem to remember one needing 1024Kb)
> and it should be a PAL machine. Anyone has one for sale ? Also would like to
> buy a Black Box with drives (isn't there a floppy interface for it too ?)

Hey Vidar.

Note that it's typically not too hard to get an NTSC Atari to run in PAL
by just swapping out the ANTIC chip.

Unfortunately, some demos actually check the OS ROM for a particular
value to see if it's a PAL machine or not, and then refuse to run if
they are. *grumble* I'd rather have a warning than a refusal. :^P

If you can find an NTSC 320K or 512K Atari XL, you can probably just
stick a PAL ANTIC in there, adjust the VHOLD on your monitor, and be set.
It won't be EXACTLY the same (colors may be off?), but things won't crash
and timings will be right.

I've stuck a PAL ANTIC in my Atari 800XL for my demo at the Vintage Comp Show,
since I'll be mostly showing some of the new demos (e.g., up to 10-15yrs old ;)

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5445. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-30 19:04:44 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0309301104.d304b44@posting.google.com>
Source record: 18958
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Haystack" <willie@grabyourshaft.de> wrote in message
news:<bl6her$l0o$1@newsg4.svr.pol.co.uk>...
> "Steve S" <j70141@hotmail.com> wrote in message
> news:b1d4058e6583ef4ea03a459fb62d9eca@news.teranews.com...
> > "Rodolphe Czuba" <rczuba@free.fr> wrote in message
> > news:3f742063$0$20163$626a54ce@news.free.fr...
> > >
> > > but atari refused (an other stupid
> > > decision of atari !) and the guys went to Commodore and .....
> >
> > I grew up on the Atari. Quite possibly the single most item that I grew
> up
> > on in my youth. I hear so many things about Atari and the complete
> > screw-ups that they made and I am so ashamed by it when I hear it. My
> Atari
> > computer was a part of me, and in that respect, so was the company.
> >
> > When I had heard that Atari once laid off its entire factory to move
> > overseas, I couldn't find a hole deep enough to crawl into.
>
> What a shame!! if you had found one we wouldn't have had to put up with your
> bad manners on this NG, I fully expect an abusive bad language reply but I
> don't care

That was uncalled for! It might be good if you showed some better
manners as well, especially since the person you replied to is very
likely *not* the person you think he is. If nothing else an apology
might be in order. Might be good to check e-mail addresses before
posting, too. Or, do like I do, and take each post as a separate
entity. If the person you are replying to uses bad manners and bad or
abusive language in their post, deal with it then if you want, and
then let it go. If they later post sensibly, then treat them with the
same respect that you would treat anyone else. And since there are no
doubt a number of similar, or even the same names floating around here
from time to time, it might be safer to just assume the best instead
of the worst.

Mike Freeman

## 5446. 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-30 19:39:15 UTC
From: Thomas Rahbar <rahbart@cox.net>
Message-ID: <DZkeb.514$Gb.507@news2.central.cox.net>
Source record: 18959

Rather than tear my house apart looking for my mio adapter for my 130xe,
i've decided to install a Ram upgrade in my 800xl. Which ones do you guys
recommend? I am waiting on the OS Warp upgrade from Steve Tucker to install
so it would need to be compatible.

Thank you! (I would also like to use my MIO on occasion)

# 5447. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-30 21:18:40 UTC
From: Haystack <willie@grabyourshaft.de>
Message-ID: <blcssc$gbk$1@newsg4.svr.pol.co.uk>
Source record: 18961
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Look Alan Freeman
you were in the sixties and that is a long time ago, hello pop pickers ,
just piss off and do something constructive with the few years you have left

# 5448. Re: Taquart's "TIP" format

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-30 21:26:15 UTC
From: rjespino@hotmail.com
Message-ID: <9ee50737.0309301326.68cc28ce@posting.google.com>
Source record: 18960

bill@newbreedsoftware.com (William Kendrick) wrote in message
news:<_60eb.25672$dk4.800965@typhoon.sonic.net>...
> Raphael Espino <rjespino@hotmail.com> wrote:
> >
> > Start with HIP mode:
> > Each line is made up of one line of Gr.9 on screen 1, one line of
> > Gr.10 on screen 2 swap between each screen on every VBI and the Gr.9
> > and Gr.10 lines blend together.
>
> Interesting. I didn't know it used GR10. I thought it was two GR9,
> and used HSCROL to get the '160'-ish horiz. resolution.
>
> Why GR10, exactly???

To take advantage of a GTIA bug/feature where GR.10 screens are
shifted by half a pixel when compared to GR.9 and GR.11 screens.

> > Now replace every other Gr.9/Gr.10 line with a Gr.11 line on both
> > screens. So you've got alternating greyscale (Gr.9/Gr.10) and colour
> > (Gr.11) lines running down the screen. Or at least that's my
> > understanding of what TIP mode is.
>
> Hrm. Again, I'm not sure why GR10.
>
> It sounds like Interlaced APAC, using HSCROL, would do more-or-less the
> same thing.

I'm not 100% sure on this, but I thought HSCROL would only scroll in
pixel increments, so it can't scroll 1/2 a pixel even if it is a 4x1
GR.9/10/11 pixel.

It'd be nice if you could scroll 1/2 a pixel though, especially if it
worked in GR.15. Then you could do something similar to HIP with
GR.15, having 9 greys with an apparent 320 horizontal resolution.

> Thanks for the link, though! I'm thinking of writing up some simple
> 'tech specs' on how some of these modes are created (APAC, ColrView,
> HIP, RIP, TIP, Super-IRG), and placing it on my table at the Vint Comp Show

I was thinking of compiling something similar a while back, but there
just aren't enough hours in the day =) It'd be nice to see a webpage
that explained all the different modes, with advantages and
disadvantages.

--
-- Raphael Espino - rjespino@yahoo.com - Ramdrive and JPEG viewers --

```
-- http://rjespino.atari.org or http://rjespino.webhop.org --
------------- Join The Atari 8-bit Computer WebRing at: -------------
---------- http://www.geocities.com/rjespino/a8ring.html -----------
-------------------------------------------------------------------
```

# 5449. FA: UR MR. DO!'s CASTLE Atari 400/800/1200 xe/xl Last Day

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-30 21:34:16 UTC
From: john_bonham_80@yahoo.com
Message-ID: <e41705e3.0309301334.6718ab3a@posting.google.com>
Source record: 18962
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.st

Original Parker Bros. Cartridge, please follow the link below:
Please email any questions, there is a reserve but only what I was
offered for the game at one time. Thanks for looking.

http://cgi.ebay.ca/ws/eBayISAPI.dll?ViewItem&item=3049261737

# 5450. Re: Taquart's "TIP" format

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-30 21:46:33 UTC
From: bill@newbreedsoftware.com
Message-ID: <ZQmeb.26259$dk4.807156@typhoon.sonic.net>
Source record: 18963

Raphael Espino <rjespino@hotmail.com> wrote:
<snip>
>
> To take advantage of a GTIA bug/feature where GR.10 screens are
> shifted by half a pixel when compared to GR.9 and GR.11 screens.

OooOOOh.. Interesting.

<snip>
> I'm not 100% sure on this, but I thought HSCROL would only scroll in
> pixel increments, so it can't scroll 1/2 a pixel even if it is a 4x1
> GR.9/10/11 pixel.

Okay, that makes sense. (I'll have to play with this on my own 800XL
and on Atari800 emu to see :) )

> It'd be nice if you could scroll 1/2 a pixel though, especially if it
> worked in GR.15. Then you could do something similar to HIP with
> GR.15, having 9 greys with an apparent 320 horizontal resolution.

I don't think you can scroll even a 320 screen (e.g., GRAPHICS 8) by
a single pixel. That's a half a color clock, isn't it?

I didn't realize that you couldn't shift a GTIA mode (9/10/11) a
single color clock (1/2 a GTIA pixel), though. Kinda hard to believe,
but I'll trust the coders in Hard, Taquart, etc. ;) ;)

<snip>
> I was thinking of compiling something similar a while back, but there
> just aren't enough hours in the day =) It'd be nice to see a webpage
> that explained all the different modes, with advantages and
> disadvantages.

Hrm... Maybe I'll put something up after the VCS (vint comp show)

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5451. Utilities for cassette image files (.cas) updated and added XEX2CAS

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-30 22:45:32 UTC
From: "Ernest R. Schreurs" <ernest@wxs.nl>
Message-ID: <tu0knvspfta33hthc4e5o88k3l9itai8cr@4ax.com>
Source record: 18964

Hi All. It has been a while since I posted something here. Today I updated my homepage a bit. My page contains several programs for the die-hard Atari cassette users. There are still lots of those around. The wav2cas program that I wrote in may of 1997 has been updated slightly. Some users had problems with the .wav files that some sampling programs produced. I have modified the program such that it will now skip the parameters that used to confuse it. Also, since I happened to be using a program that could only sample 16 bit values, I added support for 16 bit samples too. That is not more reliable, it just takes up more space, but that particular program could just not be forced to use 8 bit samples. Sounds familiar, forcing people to use 16 bits. I have not tested it a lot, so if you download it and discover a problem, let me know.
For those of you that were not able to process .wav files before, this new version might work with your setup now. If not, let me know.

Also, I have added a program that another Atari user sent me.
It will let you take a DOS file, i.e. a .com or a .xex file, and then create a .cas file out of it,optionally adding a boot loader. After writing it to a real cassette with the cas2wav program and a .wav player, the tape can then be used on a real Atari. This allows users to download stuff from the internet and write it to real tapes. I suppose this would also work for .bas files. Give the program a try, and send the author your comments!
Also, I have added a link to the ATART program webpage, which allows editing of .cas files.
My webpage is still at
http://home.planet.nl/~ernest

Keep those XL's/XE's buzzing!
Ernest.

# 5452. Re: WTB : PAL Atari 8-bit with enough RAM to run demos

Newsgroup: comp.sys.atari.8bit
Date: 2003-09-30 23:50:07 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <WDoeb.26988$os2.373385@news2.e.nsc.no>
Source record: 18965

> Hey Vidar.

Hey, there Mr. Nice Guy! Still sure you don't want to get paid for your generous Computer Eyes offer ? I can't believe you gave it to me and I'd be happy to pay you some.

> Note that it's typically not too hard to get an NTSC Atari to run in PAL
> by just swapping out the ANTIC chip.

No soldering ?

> Unfortunately, some demos actually check the OS ROM for a particular
> value to see if it's a PAL machine or not, and then refuse to run if
> they are. *grumble* I'd rather have a warning than a refusal. :^P

Bastards ;-)

> If you can find an NTSC 320K or 512K Atari XL, you can probably just
> stick a PAL ANTIC in there, adjust the VHOLD on your monitor, and be set.
> It won't be EXACTLY the same (colors may be off?), but things won't crash
> and timings will be right.

You think that's easier than finding a PAL one ? Might consider that. How hard is it to get RAM into the machines ? I have a couple of unmodified 800XL's. Would it be soldering involved there ?

> I've stuck a PAL ANTIC in my Atari 800XL for my demo at the Vintage Comp
Show,
> since I'll be mostly showing some of the new demos (e.g., up to 10-15yrs
old ;)
>
> -bill!

Thanks for the info! Appreciate that!

Take Atarian care, Bill!

# 5453. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-01 03:24:48 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <a3e395c723fdc97b84da6b0454aef6a4@news.teranews.com>
Source record: 18966
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

> 
> That was uncalled for! It might be good if you showed some better
> manners as well, especially since the person you replied to is very
> likely *not* the person you think he is. If nothing else an apology
> might be in order. Might be good to check e-mail addresses before
> posting, too. Or, do like I do, and take each post as a separate
> entity. If the person you are replying to uses bad manners and bad or
> abusive language in their post, deal with it then if you want, and
> then let it go. If they later post sensibly, then treat them with the
> same respect that you would treat anyone else. And since there are no
> doubt a number of similar, or even the same names floating around here
> from time to time, it might be safer to just assume the best instead
> of the worst.
> 
> Mike Freeman

Hello Mike,
Thanks for the backup, but I had no expectations that someone that would
write something like this...

> > What a shame!! if you had found one we wouldn't have had to put up with
your
> > bad manners on this NG, I fully expect an abusive bad language reply but
I
> > don't care

...to ever apologize. Seems to me that he is the one with bad manners and
abusive bad language and I wouldn't expect him to apologize any more than I
would expect some ghetto trash to do something as simple as giving up his
seat to a blind man on the bus. Such things are common sense to us, but not
to people of his sort.

# 5454. Re: Taquart's "TIP" format

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-01 05:13:43 UTC
From: nir@minicom.com
Message-ID: <83cd76b4.0309302113.229b5d12@posting.google.com>
Source record: 18967

Hi Bill..

you can read more information to TIP & gr9++ at the following thread

http://www.atariage.com/forums/viewtopic.php?t=12864&highlight=tip

also check info on MCS

http://www.atariage.com/forums/viewtopic.php?t=32924&postdays=0&postorder=asc&start=0

i hope this will be helpfull

Nir
bill@newbreedsoftware.com (William Kendrick) wrote in message
news:<ZQmeb.26259$dk4.807156@typhoon.sonic.net>...
> Raphael Espino <rjespino@hotmail.com> wrote:
> <snip>
> >
> > To take advantage of a GTIA bug/feature where GR.10 screens are
> > shifted by half a pixel when compared to GR.9 and GR.11 screens.
>
> OooOOOh.. Interesting.
>
>
> <snip>
> > I'm not 100% sure on this, but I thought HSCROL would only scroll in
> > pixel increments, so it can't scroll 1/2 a pixel even if it is a 4x1
> > GR.9/10/11 pixel.
>
> Okay, that makes sense. (I'll have to play with this on my own 800XL
> and on Atari800 emu to see :) )
>
>
> > It'd be nice if you could scroll 1/2 a pixel though, especially if it
> > worked in GR.15. Then you could do something similar to HIP with
> > GR.15, having 9 greys with an apparent 320 horizontal resolution.
>
> I don't think you can scroll even a 320 screen (e.g., GRAPHICS 8) by
> a single pixel. That's a half a color clock, isn't it?
>
> I didn't realize that you couldn't shift a GTIA mode (9/10/11) a
> single color clock (1/2 a GTIA pixel), though. Kinda hard to believe,
> but I'll trust the coders in Hard, Taquart, etc. ;) ;)
>
>
> <snip>

> > I was thinking of compiling something similar a while back, but there
> > just aren't enough hours in the day =) It'd be nice to see a webpage
> > that explained all the different modes, with advantages and
> > disadvantages.
>
> Hrm... Maybe I'll put something up after the VCS (vint comp show)
>
> -bill!

# 5455. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-01 05:42:04 UTC
From: mail@freeman-studio.com
Message-ID: <5c1cf651.0309302142.8b93603@posting.google.com>
Source record: 18968
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Haystack" <willie@grabyourshaft.de> wrote in message
news:<blcssc$gbk$1@newsg4.svr.pol.co.uk>...
> Look Alan Freeman
> you were in the sixties and that is a long time ago, hello pop pickers ,
> just piss off and do something constructive with the few years you have left

Please re-read my last reply. It applies to this post as well. BTW,
does "Alan" look *anything* like "Mike"? My guess is, just another
troll, with a response like that. Until I hear some half-way
reasonable discussion, I will not reply again.

Mike Freeman

# 5456. Re: The ATARI 8 Bit is better than the ST

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-01 06:02:54 UTC
From: flea_bite@hotmail.com
Message-ID: <76455f8c.0309302202.f43a457@posting.google.com>
Source record: 18969
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

masheg_solea@yahoo.com.hk (Carl Philtmoon) wrote in message
news:<26e9ab06.0309250215.c1b8bd3@posting.google.com>...
> ATARI ST was a crappy system, worse than any IB M PC.Even the ATARI
> 800 from 1979 is far better !

Oh no! Another homo from the Netherlands or Sweden :P

# 5457. Re: Abbuc "Mega CD" Project

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-01 18:45:39 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F7B20D3.F261942E@students.uni-mainz.de>
Source record: 18970

Hmmm,
I do not know of any ABBUC Mega-CD (allthough I am an ABBUC member!).
But I do know the following ABBUC CD`s:

- Pooldisk Two by Bo & Ernest Schreurs, two CD`s filled with lots of
Atari stuff
(ATR-Images, JPEG-Pics, HTML-texts, etc. etc.); usable on the PC not
on an Audio-CD-Player...

- Atari on Radio, one CD filled with a recording of a radio-session at
"Basic FM, Bremen" that had to do with Atari; the german radio-station
and their moderator dealed about one hour with the subject atari;
someone recorded this, so you can now listen to the CD with any
Audio-Cd-Player...

- ABBUC-Super-Video-CD, an S-VCD filled with 3-4 videos from various
Atari events; afaik it contains some videos from abbuc meetings
(schreiersgruen for example) and a video from a tv show called "Neues"
(news) of a german tv station, named 3sat, that dealed with the subject
ABBUC in one of their tv shows. This CD is only playable on CD/DVD
players, that are able to playback Super-video-Cd`s. afaik, the CD is
also available as a PC-CD, containing MPG or AVI videos...

Well, these are all ABBUC-CD`s I know at the moment... greetings,
Andreas.

"Helge Sjöström" schrieb:
>
> I read about the Abbuc "Mega CD Project".
>
> Does anybody know about it ? The CD contains only freaky noises (Data ?),
> when I put it in the audio cd-player.
>
> Helge

# 5458. Re: Abbuc "Mega CD" Project

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-01 18:51:14 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F7B2222.AADF31EC@students.uni-mainz.de>
Source record: 18971

Ah,
now I know - he is talking about the hardware project, to playback "turbo-tape" programs from CD (with the use of a small interface)... It is a nice project, but with many dis-advantages: a) you can playback/load only files (no boot-disks!), b) it uses the turbo-tape format, which is faster than normal tape, but still slower than disk drive; c) the drivers for this hardware must be loaded from turbo-tape or from cartridge (and since no-one sells those turbo-tapes or those cartridges, you have to do them yourself!)... greetings,
Andreas.

Jindroush schrieb:
> 
> "Helge Sjöström" wrote:
> >
> > I read about the Abbuc "Mega CD Project".
> >
> > Does anybody know about it ? The CD contains only freaky noises (Data ?),
> > when I put it in the audio cd-player.
> 
> See my homepage, Atari in Czech Republic. It's described there together
> with the schematics as it was invented here.
> 
> --
> Jindroush <jindroush@nospam.seznam.nospam.cz>
> http://jindroush.atari.org - Home of Atari Cartridge Dumping Project
> Remove both 'nospam's from the address to reply.

# 5459. Re: Taquart's "TIP" format

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-01 18:53:49 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F7B22BD.DAD2DF70@students.uni-mainz.de>
Source record: 18972

Well,
you can e-mail me and I will send you some TIP related stuff (a BMP2TIP converter for the PC, a TIP-viewer for the A8, 5 disksides with TIP pictures and maybe some more stuff). alas, I do not have any docs... -andreas.

William Kendrick schrieb:
> 
> Where can I learn about it? I'm checking out the Animkomials demo
> for the first time, and was never aware of this mode.
> 
> I'm assuming, based on the name, that it's related to HIP and RIP.
> How is it different?
> 
> -bill!
> (who's big GE TV set is showing things a little different than he's used
> to on his little 13" Trinitron and C=1902)
> 
> --
> bill@newbreedsoftware.com Got kids? Get Tux Paint!
> http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5460. Re: Taquart's "TIP" format

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-01 19:02:40 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F7B24D0.BAA1984D@students.uni-mainz.de>
Source record: 18973

Well,
it is Gr. 10, because the GTIA has a bug in Gr. 10 mode - this bug, when used with good knowledge will produce a resolution of 160x... instead of 80x192 (which is standard for gr. 9/10/11). To me it seems sad, that the bug appears in Gr. 10 instead of Gr. 9 or 11. Would it appear in Gr. 9 or 11, one could combine these modes and get a Gr. 9+11 picture with 256 colors and a maximum resolution of 160x238 pixels. Alas, it appears in Gr. 10, which means we do not have so many colors in RIP mode (Gr. 9+10) and we do not have such a high resolution in TIP mode (gr. 9+11 or 10+11). Anyway, it is a nice "bug", which gives us many new graphic modes and resolutions... -Andreas.

William Kendrick schrieb:
>
> Raphael Espino <rjespino@hotmail.com> wrote:
> >
> > Start with HIP mode:
> > Each line is made up of one line of Gr.9 on screen 1, one line of
> > Gr.10 on screen 2 swap between each screen on every VBI and the Gr.9
> > and Gr.10 lines blend together.
>
> Interesting. I didn't know it used GR10. I thought it was two GR9,
> and used HSCROL to get the '160'-ish horiz. resolution.
>
> Why GR10, exactly???
>
> > Now replace every other Gr.9/Gr.10 line with a Gr.11 line on both
> > screens. So you've got alternating greyscale (Gr.9/Gr.10) and colour
> > (Gr.11) lines running down the screen. Or at least that's my
> > understanding of what TIP mode is.
>
> Hrm. Again, I'm not sure why GR10.
>
> It sounds like Interlaced APAC, using HSCROL, would do more-or-less the
> same thing.
>
> I mean, obviously HIP, RIP and TIP all look quite good.
> (Even compared to APAC, which when I looked at it again for the first
> time the other day, seemed a bit more flickery and washed out.)
>
> I just still don't understand the exact reasons for the use of GR10 mode.
>
> :^/
>

> Thanks for the link, though! I'm thinking of writing up some simple
> 'tech specs' on how some of these modes are created (APAC, ColrView,
> HIP, RIP, TIP, Super-IRG), and placing it on my table at the Vint Comp Show
>
> :)
>
> -bill!
>
> --
> bill@newbreedsoftware.com Got kids? Get Tux Paint!
> http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5461. Re: WTB : PAL Atari 8-bit with enough RAM to run demos

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-01 19:17:49 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F7B285D.2E56766E@students.uni-mainz.de>
Source record: 18974

Hello Vidar,
afaik there is no demo, that requires 512k extra RAM and just one demo, that requires 1024k extra RAM. The one demo for 1088k computers is a german demo, called "1MB Raytracing demo", and it requires a klaus Peters 1 Megabyte Ramdisk (it will not work on any other Ramdisk, because of the strange and non-standard bank-switching method, the KP Ramdisk uses). Besides, this demo runs off of 8 bootdiskettes, with or without (?) speeder and takes 17 minutes of loading time...

The reason to have 512k extra RAM (or 576k machines) might be to run both demo variants, that a) require 26AE (Compyshop and Megaram RDs) or b) 8ACE (Newell, Rambo, Toms, S.Peterson, etc.) Ramdisk blocks. In my collection of demos, I have approx. 60% that run only on 26AE ramdisks, 20% that run on both Ramdisks and approx. 20% that run only on 8ACE ramdisks (speaking of 320k demos here; the 128k demos will of course run fine on both ramdisk types; also most 192k demos run fine on both ramdisk types). in other words, if you have 320k of RAM you might be restricted to one side, if you have 576k or more you can run almost all demos. Only the mentioned 1MB-demo will not run and the Video-Blitz demo also will not run, since it requires separate antic access (maybe one can fix this)...
greetings, Andreas.

P.S.: I first had a 320k atari with 26AE ramdisk, then I installed a switch, to switch the rambanks between 26AE and 8ACE mode, until I finally upgraded to 576k RAM. If you already have 320k RAM, why not install a simple switch ?!? I found out, that some few games and apps that did run fine with 320k, do not run with 576k RAM anymore (so I installed a switch again, to switch down to 320k RAM)...

Vidar Olavesen schrieb:
>
> I am desperately wanting an Atari, which can run the demos needing 320Kb and
> 512Kb (are there even bigger demos ? Seem to remember one needing 1024Kb)
> and it should be a PAL machine. Anyone has one for sale ? Also would like to
> buy a Black Box with drives (isn't there a floppy interface for it too ?)
>
> Recommendations on where to look or offers are greatly welcome!
>
> Have an Atarian day and take Atarian care

# 5462. FS: Atari mouse, paddle, & hacked Nintendo controller

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-01 19:34:46 UTC
From: Josh Renaud <josh_No_SPaM_poR_FAvOr@joshrenaud.com>
Message-ID: <BBA09686.8062%josh_No_SPaM_poR_FAvOr@joshrenaud.com>
Source record: 18975

Hey all,

I am preparing to move to a new apartment and I found a few old input
devices I thought someone might like.

* Atari ST mouse (missing its ball)
* 2 Atari 8-bit paddles (its a dual paddle (one connector) with tennis logo)
* Original Nintendo controller, hacked to work with Atari 8-bit/ST
(The A-B buttons both serve as a "fire" button. Select & Start don't do
anything)

If you're interested, please contact me by email:
j o s h *A*T* j o s h r e n a u d *D*0*T* c o m

## 5463. WTB:

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-01 20:44:41 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <Z0Heb.3701$Gb.712@news2.central.cox.net>
Source record: 18976

Looking for a DATA I/O 29B w/ UniPak 2B. Thank you!

# 5464. Rainbow is now freeware

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-01 22:02:18 UTC
From: Announcement <none@none.nowhere>
Message-ID: <blfit9$hdj$4@hercules.btinternet.com>
Source record: 18977

Rainbow is now freeware

Rainbow: Atari 8bit emulator for Windows and MacOS

More at www.chrislam.co.uk

# 5465. Re: Rainbow is now freeware

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-02 05:44:53 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <9e330743da7aee0080c00bf4961657f6@news.teranews.com>
Source record: 18978

Gee, I had almost forgotten about that program. I suppose he did not have much choice in the matter with the other freeware emulators out there. It is a shame too, looks like he did a good job on it and deserved any compensation that he could get on his work.

"Announcement" <none@none.nowhere> wrote in message news:blfit9$hdj$4@hercules.btinternet.com...
> Rainbow is now freeware
>
> Rainbow: Atari 8bit emulator for Windows and MacOS
>
> More at www.chrislam.co.uk
>
>

# 5466. ADV: Atari Clearance Sale! 30% off!

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-02 08:07:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0310020100520.21184-100000@onyx.spiritone.com>
Source record: 18980
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm buried in Mountains of Atari stuff and I need Your HELP! I have Atari stuff coming out of my Ears and I need to make room for NEW Atari stock. I'm buying out an Atari Dealer & I need to make room for NEW Atari stock! So I'm Offering a 20% off the Top Discount for any customer on Atari ST and Classic Atari 8 Bit Books and SoftWare/Games! But Wait! There is more! For Regular Customers add another 10% off! A Whopping 30% off the Top Discount. Take advantage of this, because this is as Good as it Gets! A lot of the items on sale I only have One, Two or a Few of! So act NOW While I got it! Get the Catalogs while inventory Lasts! Got Questions? Call Ben 24Hrs: (503)256-9974 or E-Mail Atari@aracnet.com Today!

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# 5467. ADV: Classic Atari Games: NEW in BOX!

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-02 08:15:25 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0310020108020.21184-100000@onyx.spiritone.com>
Source record: 18979
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I've just bought more Classic Atari 8 Bit Games/Software from a Retired Atari Dealer. These games are +NEW in the BOX, including Avalon Hill as well as many Atari Games. These Games are first come, first serve. I also sell used/2nd hand Atari Goods. So act NOW while I got it! Got Questions? Call Ben 24Hrs: (503)256-9974 or E-Mail Atari@aracnet.com Today!

http://www.aracnet.com/~atari/newinbox.htm Games NEW in the BOX!
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# 5468. Re: Taquart's "TIP" format

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-03 00:57:15 UTC
From: bill@newbreedsoftware.com
Message-ID: <LP3fb.26966$dk4.817799@typhoon.sonic.net>
Source record: 18981

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote:
> Well,
> it is Gr. 10, because the GTIA has a bug in Gr. 10 mode - this bug, when
> used with good knowledge will produce a resolution of 160x...

Oh, the GR10 bug actually produces 160xX resolution?
I misunderstood, then, and thought it merely shifted the frame 1/2 pixel
(1 color clock) left or right.

Wow! So at 160xX, how many colors do you get? I can't imagine how you'd
get more than a GR15 mode, since you can only pack so many variations
into 40 bytes! :^)

-bill!

# 5469. Re: WTB : PAL Atari 8-bit with enough RAM to run demos

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-03 01:00:16 UTC
From: bill@newbreedsoftware.com
Message-ID: <AS3fb.26968$dk4.817853@typhoon.sonic.net>
Source record: 18982

Vidar Olavesen <hawk@nmi.no> wrote:
>> Note that it's typically not too hard to get an NTSC Atari to run in PAL
>> by just swapping out the ANTIC chip.
>
> No soldering ?

Not if they're socketed! :^) My 1200XL and 800XL were both.
It's sometimes a little hard to pull them out. I use a screwdriver for
leverage. Most of you would probably faint watching me. ;^)

<snip>
> Bastards ;-)

It could be as easy as finding and changing one byte in the demo's
binary. >:^)

Good luck finding it, tho! :^( So many demos use compression & stuff.
It might be easier to just hack a PAL ROM, either in software (probably
wouldn't work with most of these newfangled demos) or by burning a ROM
replacement. (Don't ask me how!)

<snip>
> You think that's easier than finding a PAL one ? Might consider that. How
> hard is it to get RAM into the machines ? I have a couple of unmodified
> 800XL's. Would it be soldering involved there ?

Soldering here, yes. I've never done it. My 800XL and 1200XL have 256K
inside. (Bob Woolley still has my 1200XL!) I didn't do the upgrades, tho...

Gotta run,

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5470. Re: Rainbow is now freeware

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-03 01:02:30 UTC
From: bill@newbreedsoftware.com
Message-ID: <GU3fb.26969$dk4.817815@typhoon.sonic.net>
Source record: 18983

Announcement <none@none.nowhere> wrote:
> Rainbow is now freeware
>
> Rainbow: Atari 8bit emulator for Windows and MacOS
>
> More at www.chrislam.co.uk
>

Thanks for the gift, Chris!

I'm curious, does this mean you're no longer working on it any more?

-bill!
(who really enjoyed Rainbow about 5 years ago when he was using MacOS 7.5
systems at school)

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5471. Re: Rainbow is now freeware

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-03 02:55:46 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <Dx5fb.4300$wC1.2940@bignews3.bellsouth.net>
Source record: 18984

Well, when you've got Atari enthusiasts who are writing great emulators for the sheer fun of the experience and to share it with other Atarians, that seems the good way to go.

"Announcement" <none@none.nowhere> wrote in message news:blfit9$hdj$4@hercules.btinternet.com...
> Rainbow is now freeware
>
> Rainbow: Atari 8bit emulator for Windows and MacOS
>
> More at www.chrislam.co.uk
>
>

# 5472. Re: Looking for old Atari NYSE reports

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-03 03:45:14 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <q7spnv86gr7k11t0taul3jfs6v7mpc36tj@4ax.com>
Source record: 18985

On Sun, 28 Sep 2003 07:40:37 GMT, "Steve S" <j70141@hotmail.com> wrote:

>Stocks that sell on the NYSE are required to make regular reports on their
>companies and their finances. Does anyone have copies of these old reports?
>

Atari Corp. traded on the American Stock Exchange (AMEX) from 1984 to 1996.
Rather than the NYSE. Ticker symbol ATC.

Atari Inc. (ATAR) has been trading on the NASDAQ since Infogrames' name change
on May 7, 2003.

To try and actually address your question, you'd have to do a lot of digging,
but we did have some of their financial statements posted on the Cleveland
Free-Net Atari SIG. http://www.atariarchives.org/cfn/ Try the Time Capsule
section under Atari Library. I'm sure what we had was very incomplete though.

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

## 5473. Re: Rainbow is now freeware

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-03 03:49:47 UTC
From: Dean <deanster@iphost.net>
Message-ID: <vnpserkad75131@corp.supernews.com>
Source record: 18986

In article <9e330743da7aee0080c00bf4961657f6@news.teranews.com>,
"Steve S" <j70141@hotmail.com> wrote:

> Gee, I had almost forgotten about that program. I suppose he did not have
> much choice in the matter with the other freeware emulators out there. It
> is a shame too, looks like he did a good job on it and deserved any
> compensation that he could get on his work.
>

It always had the best 5200 emulation, even way back in 1997.

# 5474. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-03 08:04:07 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1065168172@rtfm.mit.edu>
Source record: 18987
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 28, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

# 5475. Re: Taquart's "TIP" format

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-03 10:08:52 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <gfiqnvgrrhaa3h405c3842u8k7rmmdnsnf@4ax.com>
Source record: 18988

I read these threads and follow the links, but it is a bit much for an amateur like me to assimilate. I am interested in getting paint programs for my Atari 800, capable of the following modes:

HIP
TIP
APAC

Anyone know of any such paint programs? A separate wish is that I had a paint program which used my Atari ST mouse which I use on the 800.

PS: AtariAge is such a great site! I did not know about it until a couple months ago, but am glad I found it!

# 5476. 800xl Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-03 12:36:42 UTC
From: Michael Demetriou <michaeldem@tiscali.co.uk>
Message-ID: <3f7dbfee_1@mk-nntp-2.news.uk.tiscali.com>
Source record: 18993

Is the 5V 800xl power supply regulated ?

Thanks

# 5477. Re: Looking for old Atari NYSE reports

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-03 15:28:10 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <7ddd0859f186b9dcad94001f8f7d1d0e@news.teranews.com>
Source record: 18989

Hmmm.... they didn't trade stock before 1984 then?

"Michael Current" <hunmanik@earthlink.net> wrote in message
news:q7spnv86gr7k11t0taul3jfs6v7mpc36tj@4ax.com...
> On Sun, 28 Sep 2003 07:40:37 GMT, "Steve S" <j70141@hotmail.com> wrote:
>
> >Stocks that sell on the NYSE are required to make regular reports on
their
> >companies and their finances. Does anyone have copies of these old
reports?
> >
>
> Atari Corp. traded on the American Stock Exchange (AMEX) from 1984 to
1996.
> Rather than the NYSE. Ticker symbol ATC.
>
> Atari Inc. (ATAR) has been trading on the NASDAQ since Infogrames' name
change
> on May 7, 2003.
>
> To try and actually address your question, you'd have to do a lot of
digging,
> but we did have some of their financial statements posted on the Cleveland
> Free-Net Atari SIG. http://www.atariarchives.org/cfn/ Try the Time
Capsule
> section under Atari Library. I'm sure what we had was very incomplete
though.
>
> -Michael
>
> Michael Current, mailto:hunmanik@earthlink.net
> 8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
> St. Paul Atari Computer Enthusiasts, http://space.atari.org/
>

# 5478. Re: Searching for Windows XP emulator for Atari for 130XE software

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-03 15:50:22 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <3F7D9ABE.7010605@math.tu-berlin.de>
Source record: 18990
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit

Joe Blo wrote:
> I would like to find an emulator (free if possible) that reliably runs
> on windows XP to emulate Atari 130XE. I miss alot of my favorite games
> like Castle Wolfenstein and Spelunker. Also if there are any preferred
> websites to download games, especially sites that have the largest
> collection, please post these sites. Thanks

www.math.tu-berlin.de/~thor/atari++

will do that, for example.

Greetings,
Thomas

# 5479. Re: rtdos: *PROGRESS REPORT*

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-03 16:45:05 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-CjdviYH1dM5Z@localhost>
Source record: 18991

hmmm, doesn't exactly seem to be a wealth of information there.
nothing I see to even get to a rtdos web page that explains what it
is.

Ken

On Wed, 24 Sep 2003 20:20:18, rtdos@juno.com (status@rtdos.info)
wrote:

> http://www.rtdos.com/forum/viewforum.php?f=25

--

# 5480. Re: Taquart's "TIP" format

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-03 18:15:38 UTC
From: Sheddy <cghutt@hotmail.com>
Message-ID: <blkeca$kcp$1@hercules.btinternet.com>
Source record: 18992

You are right Bill - the "bug" only shifts the frame 1/2 pixel.
To get the perceived 160 resolution you use the same clever trick as
Super-IRG to fool the eye.

:-)
Chris

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:LP3fb.26966$dk4.817799@typhoon.sonic.net...
> Andreas Magenheimer <magea000@students.uni-mainz.de> wrote:
> > Well,
> > it is Gr. 10, because the GTIA has a bug in Gr. 10 mode - this bug, when
> > used with good knowledge will produce a resolution of 160x...
>
> Oh, the GR10 bug actually produces 160xX resolution?
> I misunderstood, then, and thought it merely shifted the frame 1/2 pixel
> (1 color clock) left or right.
>
> Wow! So at 160xX, how many colors do you get? I can't imagine how you'd
> get more than a GR15 mode, since you can only pack so many variations
> into 40 bytes! :^)
>
> -bill!

# 5481. UltraBASIC-64 manual

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-03 18:58:57 UTC
From: commodore_fun_addict@yahoo.com
Message-ID: <2514d4bf99992b85fe3113d59949fd71@news.teranews.com>
Source record: 18994

I'm looking for a copy of the UltraBASIC-64 (by Abacus Software) manual.
Anyone know if it's online somewhere? or if anyone has a copy?

Thanks

CA

# 5482. Re: Taquart's "TIP" format

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-03 19:06:24 UTC
From: rjespino@hotmail.com
Message-ID: <9ee50737.0310031106.4e386011@posting.google.com>
Source record: 18995

bill@newbreedsoftware.com (William Kendrick) wrote in message
news:<LP3fb.26966$dk4.817799@typhoon.sonic.net>...
> Andreas Magenheimer <magea000@students.uni-mainz.de> wrote:
> > Well,
> > it is Gr. 10, because the GTIA has a bug in Gr. 10 mode - this bug, when
> > used with good knowledge will produce a resolution of 160x...
>
> Oh, the GR10 bug actually produces 160xX resolution?

Unfortunately not =( It's just a standard GR.10 line that's being
used. It's the "used with good knowledge" bit that gives you an
apparent 160 horizontal resolution.

--
-- Raphael Espino - rjespino@yahoo.com - Ramdrive and JPEG viewers --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
------------- Join The Atari 8-bit Computer WebRing at: -------------
---------- http://www.geocities.com/rjespino/a8ring.html -----------
---

# 5483. Re: UltraBASIC-64 manual NEVER MIND!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-03 20:03:21 UTC
From: commodore_fun_addict@yahoo.com
Message-ID: <628d64f816f1b0c7b89a1eaddeaf8660@news.teranews.com>
Source record: 18996

Sorry seems I have posted to the wrong newsgroup. I meant to post
comp.sys.cbm

<commodore_fun_addict@yahoo.com> wrote in message
news:2514d4bf99992b85fe3113d59949fd71@news.teranews.com...
> I'm looking for a copy of the UltraBASIC-64 (by Abacus Software) manual.
> Anyone know if it's online somewhere? or if anyone has a copy?
>
> Thanks
>
> CA
>
>

# 5484. Re: 800xl Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-03 21:47:50 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <a8mfb.353$gA1.186@newsread3.news.pas.earthlink.net>
Source record: 18897

"Michael Demetriou" <michaeldem@tiscali.co.uk> wrote in message
news:3f7dbfee_1@mk-nntp-2.news.uk.tiscali.com...
> Is the 5V 800xl power supply regulated ?

Yes. Something like a 14 pin dip<LM7sumtin?> and power transistor. There are at least a couple of types of 800XL supplies out, so I have no doubt there is more then one type.

# 5485. Re: Taquart's "TIP" format

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-03 23:07:45 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <3F7E0141.9040402@math.tu-berlin.de>
Source record: 18898

Hi Andreas,

> it is Gr. 10, because the GTIA has a bug in Gr. 10 mode - this bug, when
> used with good knowledge will produce a resolution of 160x... instead of
> 80x192 (which is standard for gr. 9/10/11). To me it seems sad, that the
> bug appears in Gr. 10 instead of Gr. 9 or 11. Would it appear in Gr. 9
> or 11, one could combine these modes and get a Gr. 9+11 picture with 256
> colors and a maximum resolution of 160x238 pixels. Alas, it appears in
> Gr. 10, which means we do not have so many colors in RIP mode (Gr. 9+10)
> and we do not have such a high resolution in TIP mode (gr. 9+11 or
> 10+11). Anyway, it is a nice "bug", which gives us many new graphic
> modes and resolutions...

Actually, I doubt that this is a "bug". This delay of one color clock in
Gr.10 is IMHO required for the additional look-up step in the palette
registers of GTIA that does not take place in Gr.9 or Gr.11 where the
color comes directly from the input data.

So long,
Thomas

# 5486. Re: Atari 800 in Australia.

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-04 02:40:08 UTC
From: james.moulder@clear.net.nz
Message-ID: <6d77fe70.0310031840.86a7028@posting.google.com>
Source record: 18899

I have purchased a fair bit of Atari kit over the past few years in
both New Zealand and Australia. The 400/800 stuff is quite hard to
find, I have picked up Atari 400,410,800,810,820,830,835,850's on
ebay.com.au over the past three years. Prices range from a few $'s to
over $100 esp for good MIB (Mint in Box) 400's.

If you go to ebay.com.au and search for Atari then scroll through the
pages of 2600/5600/7800 stuff and look out for the occasional
8bit/ST/TT item. Currently a 800XL is for auction, at around $15.
Bottom line is you need to be patient and be ready to compete with a
few guys that also are keen on the ole Atari's.

"Mark H. Kusz" <mkusz@comcast.net> message
news:<VeGdnZjjfZgcaeuiU-KYuA@comcast.com>...
> The items listed should be available at www.eBay.com.
>
>
> "Paul" <paulspam@e1designspam.comspam> wrote in message
> news:PXYcb.124422$bo1.22719@news-server.bigpond.net.au...
> > Hello,
> >
> > I am an Atarian that has been without an Atari for over 15 years! I was
> the
> > proud owner of an Atari 800 with a 410 Cassette Recorder and an 810 Disk
> > Drive. I had many, many games and utilities and was the envy of all my
> > friends. As time passed, my Atari collection has long been lost.
> >
> > I have used a few Atari emulators over the past few years, but they don't
> do
> > justice to the real thing. So I am hoping to find someone out there who
> can
> > help me with obtaining some Atari equipment. I have emailed Bravo Sierra,
> > Video 61 and MyAtari - all of which have not been able to help me so far.
> >
> > I am wanting to purchase the following items:
> >
> > Atari 800 (48k) with BASIC cartridge
> > Atari 810 Disk Drive + DOS
> > SIO cable
> > Joystick
> >
> > This list is a bare minimum, and if there are other items for sale I would
> > be interested in these also.
> >
> > I have a few questions though, which are:

> > a.. what are the shipping costs to Western Australia (postcode 6149);
> and
> > b.. who would the products be shiped by, how long will a shipment take
> to
> > arrive using the different methods (air, sea), and what are the insurance
> > costs against loss and damage
> > c.. Australia uses a 240V electrical system, so I assume that any
> > equipment sent over from a non-240V country would require alternative
> power
> > adapters - would there be any problem buying a generic brand from Tandy
> > (Radio Shack in the USA)?
> > If you can point me in the right deirection as to who may be able to help
> I
> > would be really appreciative.
> >
> > Thank you for your time,
> >
> > Paul...
> > paulspam@e1designspam.comspam
> > remove all instances of "spam" from my email address
> >
> >

# 5487. writeatr problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-04 19:54:32 UTC
From: Michael <mpick0658@rogers.com>
Message-ID: <YzFfb.99525$3r1.85258@news02.bloor.is.net.cable.rogers.com>
Source record: 18900

Hi
I have writeatr and when i write to floppy it seems to write ok (have tried all the -f for 360k) but i get a boot error on my atari,, other original atari disks i have boot up fine on the atari,,
Please help if you can
TIA

# 5488. Re: Taquart's "TIP" format

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-04 20:12:14 UTC
From: bill@newbreedsoftware.com
Message-ID: <yQFfb.27417$dk4.824819@typhoon.sonic.net>
Source record: 18901

Sheddy <cghutt@hotmail.com> wrote:
> You are right Bill - the "bug" only shifts the frame 1/2 pixel.
> To get the perceived 160 resolution you use the same clever trick as
> Super-IRG to fool the eye.

I guess it's also like a horizontal APAC or ColorView trick, at the same
time... in that it's blending pixels left and right.

Makes me think of FlickerTerm 80's PMG-based highlighting
(in that the accuracy can't be perfect)

Anyway, gotta run :)

-bill!

## 5489. atr to pc floppy help please,,,

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-04 22:00:52 UTC
From: Michael <mpick0658@rogers.com>
Message-ID: <oqHfb.18050$ko%.290@news04.bloor.is.net.cable.rogers.com>
Source record: 18902

i am using writeatr to put atr files onto 5-1/4 floppies,, but my atari will
not read them,, what am i doing worng?? my atari reads the original atari
floppies ok,, just not anything i create with writeatr,,
is there other software i could try?
tia

## 5490. Re: writeatr problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-05 00:06:32 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vnuo43i9kb1aeb@corp.supernews.com>
Source record: 18903

It would help if you described what writeatr does.
I think it must be a PC utility to write .atr files
to 5 1/4" floppy. Is that the case? Or is it a Atari
utility that writes .atrs?
Not familiar with that program.

# 5491. Re: writeatr problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-05 01:54:51 UTC
From: Mo <momo@atariland.com>
Message-ID: <LRKfb.47524$iH6.14557@twister.austin.rr.com>
Source record: 18904

If it does what I think it does, use a PC to write ATR's out to floppy- then you will need some very specific equipment to do that.
You need a floppy drive that can do single density, a 360K drive- NOT a 1.2mg (High density) drive.
You also need a disk controller card that can do single density. Alot of the older Adaptec SCSI cards can handle that no problem, the real problem is finding a real 360K drive. Some of the older IBM AT's have them, don't use any Tandy drives- too much trouble to reconfigure for IBM use.
The best solution and the one that I use, is to get a 1050toPC cable off of Ebay and plug a real Atari drive into your PC's serial port. You'll be very glad you did, it makes things alot less troublesome and time consuming.
Mo

"Russ Gilbert" <russg@en.com> wrote in message
news:vnuo43i9kb1aeb@corp.supernews.com...
> It would help if you described what writeatr does.
> I think it must be a PC utility to write .atr files
> to 5 1/4" floppy. Is that the case? Or is it a Atari
> utility that writes .atrs?
> Not familiar with that program.
>
>

## 5492. writeatr problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-05 09:30:30 UTC
From: Roy G Biv <8-bitter@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.56.0310050516220.9918@shell1>
Source record: 18905

On Sun, 05 Oct 2003 at 01:54:51 GMT, "Mo" scribbled:
->You need a floppy drive that can do single density, a 360K drive-
->NOT a 1.2mg (High density) drive.

Note that the 360K referred to here as "single density" is from
the perspective of what used to be called "IBM clones." On the
Atari side, Atari "single density" is something else.

I have a 1.2 megabyte (high density) 5.5-inch floppy drive in my
IBM clone. The program called "My-Util" reconfigures it to handle
"Atari true double-density" disks. The 1.2 mb drive is not limited
to working only at 1.2 megs.
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* "All Indus -- All The Time!" *

(Headers munged to foil spammers; real info in taglines)

# 5493. Re: Looking for old Atari NYSE reports

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-05 15:30:34 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <oac0ovgcuu477mca3slqfjsvn2jckus1fv@4ax.com>
Source record: 18906

On Fri, 03 Oct 2003 15:28:10 GMT, "Steve S" <j70141@hotmail.com> wrote:

>Hmmm.... they didn't trade stock before 1984 then?
>

Atari was privately held from its inception in 1972 to 1976, so there weren't shares of Atari stock over that period.

From 1976-1984 Atari was a division of Warner Communications. Warner was certainly a public company, so Warner financial statements over that time period would have had to cover the Atari division. (For a while Atari was making far more money than any other part of Warner Communications.)

-Michael

Michael Current, mailto:hunmanik@earthlink.net
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

# 5494. Re: LEGAL CABLE TV DE-SCRAMBLER dddddd

## 5495. Hi-Res Atari 1400XL and 1450XL Motherboard Photos

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-05 19:24:16 UTC
From: Nick <nickandlori@charter.net>
Message-ID: <vo0rv08mq8ed38@corp.supernews.com>
Source record: 18908

I've posted hi-res (4.1 MP) photos of my Atari 1400XL and 1450XL
motherboards on my site. Any questions or comments would be welcome.

http://www.computer-history.org/hi-res-atari-prototypes.htm

Nick
www.comptuer-history.org

# 5496. Re: writeatr problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-05 20:00:36 UTC
From: MIchael <None@none.net>
Message-ID: <EL_fb.116745$3r1.93073@news02.bloor.is.net.cable.rogers.com>
Source record: 18909

thank you very much
i am using a 720 drive,, imam going to hunt down for a 360.. and yes ,, the writeatr prog is exactly what you said,, just puts the atr onto floppy,,
Thanx again

"Michael" <mpick0658@rogers.com> wrote in message news:YzFfb.99525$3r1.85258@news02.bloor.is.net.cable.rogers.com...
> Hi
> I have writeatr and when i write to floppy it seems to write ok (have tried
> all the -f for 360k) but i get a boot error on my atari,, other original
> atari disks i have boot up fine on the atari,,
> Please help if you can
> TIA
>
>

# 5497. Re: writeatr problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-05 21:23:02 UTC
From: Mo <momo@atariland.com>
Message-ID: <WY%fb.55600$iH6.25303@twister.austin.rr.com>
Source record: 18910

You're absolutley correct. I piddle around with so many brands that I forget single density is not so universal. I also just remembered that a 360K drive is actually (in most computers) a 180K double sided drive. Same difference for what he's trying to do though I think.
Mo

"Roy G Biv" <8-bitter@6502.chip.old.folks.home> wrote in message news:Pine.GSO.4.56.0310050516220.9918@shell1...
> On Sun, 05 Oct 2003 at 01:54:51 GMT, "Mo" scribbled:
> ->You need a floppy drive that can do single density, a 360K drive-
> ->NOT a 1.2mg (High density) drive.
>
> Note that the 360K referred to here as "single density" is from
> the perspective of what used to be called "IBM clones." On the
> Atari side, Atari "single density" is something else.
>
> I have a 1.2 megabyte (high density) 5.5-inch floppy drive in my
> IBM clone. The program called "My-Util" reconfigures it to handle
> "Atari true double-density" disks. The 1.2 mb drive is not limited
> to working only at 1.2 megs.
> --
> >>>-----------------------------------------------<<<
> >>> david moeser -- erasmus39 on yahoo <<<
> >>> Censornati, Ohio - USA <<<
> >>>-----------------------------------------------<<<
> * "All Indus -- All The Time!" *
>
> (Headers munged to foil spammers; real info in taglines)

# 5498. Re: writeatr problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-05 22:28:30 UTC
From: Matthias Reichl <usenet-20031006@hias.horus.com>
Message-ID: <slrnbo16oe.1i9.usenet-20031006@camel.hias.horus.com>
Source record: 18911

Hi!

On Sat, 04 Oct 2003 19:54:32 GMT, Michael wrote:
> I have writeatr and when i write to floppy it seems to write ok (have tried
> all the -f for 360k) but i get a boot error on my atari,, other original
> atari disks i have boot up fine on the atari,,

Could you please send some more detailled information?

- What kind of floppy drive do you have in your PC (5.25" / 360k or
1.2MB)?
- Which floppy drive do you use with your Atari (XF551, stock 1050,
1050 with US-doubler/happy/speedy/..., Rana, ...)?
- Which kind of media did you use (360k DSDD or 1.2MB DSHD disks)?

so long,

Hias

# 5499. Re: Rainbow is now freeware

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-06 00:07:26 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00315a27@fmlynet.org>
Source record: 18916

FamilyNet Newsgate

I hadn't. I use 68030/68040 Macs all the time. Rainbow is awesome on
that. It made perhaps the best use of the system speed that it could, and was
a fairly complete emulator. I registered that program a LONG time ago. Loved
it ever since.

Clu

> From: "Steve S" <j70141@hotmail.com>

> Gee, I had almost forgotten about that program. I suppose he did not have
> much choice in the matter with the other freeware emulators out there. It
> is a shame too, looks like he did a good job on it and deserved any
> compensation that he could get on his work.

> "Announcement" <none@none.nowhere> wrote in message
> news:blfit9$hdj$4@hercules.btinternet.com...
>> Rainbow is now freeware
>>
>> Rainbow: Atari 8bit emulator for Windows and MacOS
>>
>> More at www.chrislam.co.uk
>>
>>

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

# 5500. Star Raiders fun

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-06 00:14:34 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00315ba3@fmlynet.org>
Source record: 18917

FamilyNet Newsgate

Plugged back up my Atari 800 the other day. Slapped in Star Raiders, thought I would tinker around. Was about to hit start on a Novice mission, and thought... nah... been doing this for 20 years... even tinkering by now should be a COMMANDER mission.

Flew through, strafed the bad guys from sector to sector to sector. And then I decided the energy was getting low. Thought for that extra challenge I would see what I could get done with what I had left. I warped across the galaxy. And when I arrived I had 326 (out of 9999 for those who have never played this) left. Thought "Whoa cr*p..." and realized I had no energy left to chase, to fight... but maybe.. just maybe.. I could get in one last jump.

Set a course for the nearest starbase, made the jump. Luckily it was in the next sector over. Arrived with 65 energy left. By the time I was done docking, I the energy counter was down to 19! (Yeh yeh... I should have waited till it said "0007" right? LOL)

Jumped out of there, and won the day. But I don't think I've ever cut it that close on the energy. :)

Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

# 5501. Re: Looking for old Atari NYSE reports

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-06 00:26:04 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <bb47a9fc16171a3f7e70fe7e4663de66@news.teranews.com>
Source record: 18912

I knew that, but for some reason it didn't register until you explained it. Since the golden years of Atari was primarily from 1980 - 1983, that would mean Atari didn't really start selling stock until after the software game crash of 1983.

That's too bad, because that is primarily what I wanted to read about in the stock reports. I wanted to see what they had to say about it as well as their future perspectives on the situation. If I recall correctly, that was also about the time that finally got rid of that idiot Ray Kassar "The Czar" who totally screwed up Atari to begin with.

"Michael Current" <hunmanik@earthlink.net> wrote in message news:oac0ovgcuu477mca3slqfjsvn2jckus1fv@4ax.com...
> On Fri, 03 Oct 2003 15:28:10 GMT, "Steve S" <j70141@hotmail.com> wrote:
>
> >Hmmm.... they didn't trade stock before 1984 then?
> >
>
> Atari was privately held from its inception in 1972 to 1976, so there weren't
> shares of Atari stock over that period.
>
> From 1976-1984 Atari was a division of Warner Communications. Warner was
> certainly a public company, so Warner financial statements over that time
> period would have had to cover the Atari division. (For a while Atari was
> making far more money than any other part of Warner Communications.)
>
> -Michael
>
> Michael Current, mailto:hunmanik@earthlink.net
> 8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
> St. Paul Atari Computer Enthusiasts, http://space.atari.org/

## 5502. writeatr problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-06 02:03:00 UTC
From: Roy G Biv <8-bitter@atari.forever>
Message-ID: <Pine.GSO.4.56.0310052150290.12019@shell1>
Source record: 18913

On Sun, 05 Oct 2003 at 21:23:02 GMT, "Mo" scribbled:
->I piddle around with so many brands ...

Glad to hear that somebody's still tinkering around with the old
computers!

->I also just remembered that a 360K drive is actually (in most com-
->puters) a 180K double sided drive.

The Atari 8-bit's "single density" is 90K on a one-sided disk, or
180K for both sides on a disk rated as two-sided.

It might also be noted that people on this newsgroup have said
that high density (1.2 megs) disks can't be used for 8-bit purposes.
(I.e., formatting at 360K or lower.) I never tried to test that,
but it sounds like good advice.
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* 2 bits, 4 bits, 8 bits... Burma Shave! *

(Headers munged to foil spammers; real info in taglines)

# 5503. For Sale:New+boxed ATARI XL/XE cartridge games

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-06 04:15:15 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <f16cbc23.0310052015.1e7e2a0f@posting.google.com>
Source record: 18914

Hi,

I offer the following ATARI XL/XE cartridge games by ATARI.

All the games are boxed and new , still factory-sealed in original shrinkwrap.

The games are US/English versions , they work on NTSC and PAL systems - there are no PAL-NTSC differences as known on the ATARI 2600.

I can ship worldwide :

$7 1 game surface mail (slow)
$9 1 game air mail (fast)
$14 for a package of up to 15 games as surface mail (slow , 3-8 weeks)
$32 for a package of up to 40-45 games as surface mail (slow , 3-6 weeks)
$23 for a package of up to 8 games as Air Mail (fast , a few days)
$33 for a package of up to 15 games as Air Mail (fast , a few days)
$48 for a package of up to 40-45 games as Air Mail (fast , a few days)

Europe : please ask

Please note : Paddles/Joysticks/Keyboard Controllers weigh about 3 times as much as 1 game.

I can accept PAYPAL.Cash for very small orders or money orders/checks for bigger orders (because of bank fees).

Please note : The XL games in silver boxes - Millipede/Robotron etc. work on all ATARI computers - ATARI 400,800,XL machines,XE machines.

The XEGS carts - such as Rescue on Fractalus , Archon etc. require at least 48K of memory , some - like Airball - only work with 64K , so these games may not be compatible with the ATARI 400/800 , but will work on ATARI 800 XL/800 XE , 65 XE/130 XE , 1200 XL and XE Gamesystem and 600XL with 64K memory.

Mathias

ulrich_sternaxe@gmx.de

XEGS carts are the cartridge games in the blue XEGS boxes.They work on ATARI 800 XL , 800 XE , 65 XE , 130 XE and 1200 XL and the XE Gamesystem.

Some require 64K, so they woni¿½t run on the ATARI 800.

If you need pictures, scans of boxes or photos of
carts+boxes+insturctions, please ask!

List :

Ace of Aces $7 XEGS cart
Airball $8 XEGS cart
Archon $6 XEGS cart
Ballblazer $5 XEGS cart
Crimebuster $7 XEGS cart
Crossbow $3 XEGS cart
Davidï¿½s Midnight Magic $5 XEGS cart
Desert Falcon $5 XEGS cart
Eastern Front 1941 $7
Final Legacy $5
Gato $5 XEGS cart
Hardball $5 XEGS cart
Joust $5
Loderunner $7 XEGS cart
Millipede (large box) $4
Millipede (small box) $4
Moon Patrol $6
One on One Basketball $5 XEGS cart
Pole Position $5
Rescue on Fractalus $8 XEGS cart
Robotron 2084 $6
RS Football $7
Star Raiders 2 $6 XEGS cart
Thunderfox $5 XEGS cart
Tennis $5

Disk :

Mickey in the Great Outdoors $3
Microsoft BASIC $10 (heavy box ,weighs as much as 9
cart games)

Cassette

Scram $4
Touch Typing $5

# 5504. Atari History Questions

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-06 05:31:04 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <85d4a3ced5c408c3c68b8a34561c35c8@news.teranews.com>
Source record: 18915

I am currently looking for information on old stock reports for Atari around the ages of 1979-1985. Since Atari was owned by Warner Communications from about 1979-1983, and was one of its biggest money makers at the time for that company, I assume that the information that I am looking for would be in that area.

I am having troubles locating the ticker symbol for Warner Communications in that era, would anyone here happen to know it?

I am interested in getting the stock reports because I would like to review the financial information before, during, and after the era of "The Golden Age" (1980-1983) of Atari and see exactly what the company thought of itself in that time frame, as well as what they were planning for in the future.

Can anyone help me here?

Thanks

# 5505. Re: Star Raiders fun

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-06 08:58:19 UTC
From: bill@newbreedsoftware.com
Message-ID: <L8agb.27807$dk4.833021@typhoon.sonic.net>
Source record: 18918

Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
> Jumped out of there, and won the day. But I don't think I've ever cut it
> that close on the energy. :)

Damn!

And what was your final rating?

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5506. Re: atr to pc floppy help please,,,

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-06 09:07:51 UTC
From: j131@op.dot.pl
Message-ID: <blrbd7$r38$1@korweta.task.gda.pl>
Source record: 18919

In article <oqHfb.18050$ko%.290@news04.bloor.is.net.cable.rogers.com>, "Michael"
<mpick0658@rogers.com> wrote:
>i am using writeatr to put atr files onto 5-1/4 floppies,, but my atari will
>not read them,, what am i doing worng?? my atari reads the original atari
>floppies ok,, just not anything i create with writeatr,,
>is there other software i could try?
>tia
>
>

Yes, you could try ARFD but you would need a 1050-2-PC hardware for that. Or
APE/ProSystem.
Making Atari floppies in PC floppy drive is _very_ tricky.

j131

## 5507. TIP clarification

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-06 09:23:17 UTC
From: bill@newbreedsoftware.com
Message-ID: <9wagb.27809$dk4.833063@typhoon.sonic.net>
Source record: 18920

Okay, based on Piotr Fusik (Fox/Taquart)'s description of RIP
( http://www.s-direktnet.de/homepages/k_nadj/tip.html ),
it sounds like the resolution ends up being 80 x 96.

Is that right?

Has anyone calculated the number of colors it can produce?
(e.g., HIP is 160x192 with possibly 30 shades)

Also, how many colors can RIP do? (Is it, like, 30*16 colors at 160x192?)

Thanks! :)

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5508. Re: Atari History Questions

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-06 11:35:29 UTC
From: 8-Bit <somebody@somewhere.com>
Message-ID: <aqk2ov8j42s4srbarr5rt6mk7r7glkp115@4ax.com>
Source record: 18921

Note sure when Time merged, but back them it was Time Warner also. So
you might want to look up that ticker also. They just dropped AOL
from their name and changed back to their old ticker name.

Good luck on your quest.

On Mon, 06 Oct 2003 05:31:04 GMT, "Steve S" <j70141@hotmail.com>
wrote:

>I am currently looking for information on old stock reports for Atari around
>the ages of 1979-1985. Since Atari was owned by Warner Communications from
>about 1979-1983, and was one of its biggest money makers at the time for
>that company, I assume that the information that I am looking for would be
>in that area.
>
>I am having troubles locating the ticker symbol for Warner Communications in
>that era, would anyone here happen to know it?
>
>I am interested in getting the stock reports because I would like to review
>the financial information before, during, and after the era of "The Golden
>Age" (1980-1983) of Atari and see exactly what the company thought of itself
>in that time frame, as well as what they were planning for in the future.
>
>Can anyone help me here?
>
>Thanks
>

# 5509. Re: Star Raiders fun

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-06 12:43:46 UTC
From: dunxuk@aol.commercial
Message-ID: <20031006084346.19439.00000324@mb-m29.aol.com>
Source record: 18922

>From: bill@newbreedsoftware.com (William Kendrick)
>Date: 06/10/2003 09:58 GMT Daylight Time
>Message-id: <L8agb.27807$dk4.833021@typhoon.sonic.net>
>
>Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
>> Jumped out of there, and won the day. But I don't think I've ever cut
>it
>> that close on the energy. :)
>
>Damn!
>
>And what was your final rating?
>
>-bill!
>
>--
>bill@newbreedsoftware.com Got kids? Get Tux Paint!
>
>http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/
>
>
>

Garbage Scow Captain...

## 5510. 6502 Software Design Questions

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-06 16:34:37 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <3a77e124539b94082b15ab7533a213ef@news.teranews.com>
Source record: 18923

For a while now, I have attempted to try programming in Assembly Language for my Atari but have had some troubles, primary with Syntax regarding the use of the MAC Assembler.

Anybody have some good suggestions, references, or ideas about how I can get the hang of this?

# 5511. Re: writeatr problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-06 17:02:46 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vo381cnq0dq4a3@corp.supernews.com>
Source record: 18924

OK, I think you're saying writeatr is a PC program
for use with PC 5 1/4" drives.
A good program would sense things about your
PC and report to you. Apparently writeatr doesn't
do much 'error' checking.
You can't make single density disks with 99%+ PC
5 1/4" drives. However 99%+ .atrs are 90k single density images.
Someone has said even writing double density 5 1/4" disks on a PC, for
reading with an Atari disk drive is very tricky.
One thing is for certain, you can't use high density 5 1/4" disks for any
Atari purpose. Double density disks almost always have the hub ring on
them, high density almost always don't have the ring.
If you're trying to make disks for use with an Atari disk drives from .atrs,
the best solution is to use APE or SIO2PC and a real Atari drive, or use the
10502PC interface, again using a real Atari drive to do the writing.

# 5512. Re: writeatr problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-06 18:27:50 UTC
From: Matthias Reichl <usenet-20031006@hias.horus.com>
Message-ID: <slrnbo3d16.37o.usenet-20031006@camel.hias.horus.com>
Source record: 18925

On Mon, 6 Oct 2003 13:02:46 -0400, Russ Gilbert wrote:
> OK, I think you're saying writeatr is a PC program
> for use with PC 5 1/4" drives.

That's correct. You can download it from my homepage
http://www.horus.com/~hias/atari/ . The zip-file also contains
the documentation with some background information about
Atari disk formats and PC floppy controllers.

> A good program would sense things about your
> PC and report to you. Apparently writeatr doesn't
> do much 'error' checking.

A good author would inform himself before posting wrong statements :-)

Actually, WriteAtr does a lot of error-checking and you can increase
the verbosity by adding the '-d' command line option one or two times.
Of course, it is always possible to improve the output or to add some
more information - if you have some suggestions, just drop me a line.

> You can't make single density disks with 99%+ PC
> 5 1/4" drives.

This is only partially true.

First of all, it has nothing to do with the PC floppy disk drive.
Even more, the drive type (1.2MB vs. 360k) doesn't matter. Both drive
types can read/write Atari disks equally well.

The main issue with PC floppy drives is when they are misaligned or
simply dirty/dusty/... the Atari floppy may have problems reading the
disks. BTW: A small misalignment of a HD (1.2MB) drive may be worse
than the same misalignment of a DD (360k) drive, because the R/W-head
of the HD drive is somewhat smaller.

The real reason you can't read/write SD or ED disks with most PCs is
the floppy controller used in the PC. Many controllers don't support
FM encoding (used by the SD Atari format), and also many controllers
have problems with 128 bytes per sector formats (SD and ED Atari
formats).

I made a few tests with some different floppy controllers, the two
oldest controllers (ISA "multi-IO" boards) could neither read nor
write ED, the onboard controller of a ALI-chipset mainboard used in
my Pentium-MMX computer could read _and_ write ED, and two of my
PCs with a Intel 440BX chipset (Asus P2B and P3B-F mainboards) could
write but not read ED.

> Someone has said even writing double density 5 1/4" disks on a PC, for
> reading with an Atari disk drive is very tricky.

This is not true. All PC floppy controllers have native support for the
double density format (256 bytes per sector in MFM). But, indeed, it is
tricky to read Atari-formatted DD disks in a PC drive.

The main cause for failures is still a broken/misaligned/dirty/...
PC floppy disk drive.

> One thing is for certain, you can't use high density 5 1/4" disks for any
> Atari purpose.

That's true - a HD drive can cope with both DD and HD disks, but using
a HD disk in a DD drive (such as the Atari disk drives) is a big no-no.

> If you're trying to make disks for use with an Atari disk drives from .atrs,
> the best solution is to use APE or SIO2PC and a real Atari drive, or use the
> 10502PC interface, again using a real Atari drive to do the writing.

ACK. And this is also the only working solution if you want to access
the second side of the disk by simply flipping it. Back in the 80s
special "double sided flip disks" with two index holes were sold,
but they were very rare and uncommon.

so long,

Hias

# 5513. Re: Star Raiders fun

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-06 20:29:46 UTC
From: bill@newbreedsoftware.com
Message-ID: <_gkgb.28041$dk4.833946@typhoon.sonic.net>
Source record: 18926

Duncan Ross <dunxuk@aol.commercial> wrote:
>
> Garbage Scow Captain...

Oh, like I didn't see _that_ joke coming. :^P

:^)

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5514. Re: Atari History Questions

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-06 21:01:42 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <d0e76e7e0153dfed1655c44760d04e21@news.teranews.com>
Source record: 18927

Woo Hoo! Found them. At least, the annual reports.

I figured some library had to have them on Microfilm somewhere so I started looking around. Got all the years that I was looking for. Now, I need to find the quarterly reports, and my collection will be complete.

"Steve S" <j70141@hotmail.com> wrote in message news:85d4a3ced5c408c3c68b8a34561c35c8@news.teranews.com...
> I am currently looking for information on old stock reports for Atari around
> the ages of 1979-1985. Since Atari was owned by Warner Communications from
> about 1979-1983, and was one of its biggest money makers at the time for
> that company, I assume that the information that I am looking for would be
> in that area.
>
> I am having troubles locating the ticker symbol for Warner Communications in
> that era, would anyone here happen to know it?
>
> I am interested in getting the stock reports because I would like to review
> the financial information before, during, and after the era of "The Golden
> Age" (1980-1983) of Atari and see exactly what the company thought of itself
> in that time frame, as well as what they were planning for in the future.
>
> Can anyone help me here?
>
> Thanks
>
>

# 5515. Re: Hi-Res Atari 1400XL and 1450XL Motherboard Photos

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-06 21:08:33 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <lRkgb.6532$qK1.5178369@news2.news.adelphia.net>
Source record: 18928

Nick wrote:
> I've posted hi-res (4.1 MP) photos of my Atari 1400XL and 1450XL
> motherboards on my site. Any questions or comments would be welcome.

Very nice work!

# 5516. Atari Mystery 1981

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-06 23:01:01 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <12177a6087e6abac689c30189bd017aa@news.teranews.com>
Source record: 18929

Greetings Everyone,
In my search of Atari History, I came across a bit of a mystery. Perhaps someone here knows something.

In 1981, Atari was going through one of their biggest and best years. Warner Communications, the parent company for Atari, either did not file a required yearly 10K SEC filing for the stock market, or the Library just simply doesn't have any record of it.

Does anyone know anything that might have caused Warner Communications to have not filed the 10K report for 1981?

# 5517. Re: Atari History Questions

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-07 00:41:02 UTC
From: Mo <momo@atariland.com>
Message-ID: <yYngb.66557$_N1.63261@twister.austin.rr.com>
Source record: 18930

I'm hoping you might scan your results and post them to a web page
somewhere. Kudos to you for your hard work!
Mo

"Steve S" <j70141@hotmail.com> wrote in message
news:d0e76e7e0153dfed1655c44760d04e21@news.teranews.com...
> Woo Hoo! Found them. At least, the annual reports.
>
> I figured some library had to have them on Microfilm somewhere so I
started
> looking around. Got all the years that I was looking for. Now, I need to
> find the quarterly reports, and my collection will be complete.
>
> "Steve S" <j70141@hotmail.com> wrote in message
> news:85d4a3ced5c408c3c68b8a34561c35c8@news.teranews.com...
> > I am currently looking for information on old stock reports for Atari
> around
> > > the ages of 1979-1985. Since Atari was owned by Warner Communications
> from
> > > about 1979-1983, and was one of its biggest money makers at the time for
> > > that company, I assume that the information that I am looking for would
be
> > > in that area.
> > >
> > > I am having troubles locating the ticker symbol for Warner
Communications
> in
> > > that era, would anyone here happen to know it?
> > >
> > > I am interested in getting the stock reports because I would like to
> review
> > > the financial information before, during, and after the era of "The
Golden
> > > Age" (1980-1983) of Atari and see exactly what the company thought of
> itself
> > > in that time frame, as well as what they were planning for in the
future.
> > >
> > > Can anyone help me here?
> > >
> > > Thanks
> > >
> > >
>

>

# 5518. Atari Mystery 1981

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-07 00:56:55 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <a1ddc3cef5cd131a67becb53af5de9f1@news.teranews.com>
Source record: 18931

Greetings Everyone,
In my search of Atari History, I came across a bit of a mystery. Perhaps someone here knows something about it.

In 1981, Atari was going through one of their biggest and best years. Warner Communications, the parent company for Atari, either did not file a required yearly 10K SEC filing for the stock market, or the Library just simply doesn't have any record of it.

Does anyone know anything that might have caused Warner Communications to have not filed the 10K report for 1981?

## 5519. APE web site

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-07 02:17:19 UTC
From: Bob Stone <oneoldbob@yahoo.com>
Message-ID: <Pmpgb.859$dn6.94@newsread4.news.pas.earthlink.net>
Source record: 18932

Where's Steven Tucker's APE web site? I tried www.atarimax.com and it didn't connect.

Bob Stone
Gilroy, CA
Garlic Capital of the World

# 5520. Re: APE web site

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-07 03:12:46 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <Oaqgb.20295$Cp5.18100@news2.central.cox.net>
Source record: 18933

That's the link... I hope all is well.

"Bob Stone" <oneoldbob@yahoo.com> wrote in message
news:Pmpgb.859$dn6.94@newsread4.news.pas.earthlink.net...
> Where's Steven Tucker's APE web site? I tried www.atarimax.com and it
didn't
> connect.
>
> Bob Stone
> Gilroy, CA
> Garlic Capital of the World
>
>

# 5521. Re: Atari History Questions

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-07 03:19:31 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <2346d297d3d9126a9fdd3f176bf9d09d@news.teranews.com>
Source record: 18934

I plan to do that, put it in pdf format. I am still trying to get the
quarterly reports now. I found a library that might have them, but they are
being a bit difficult.

"Mo" <momo@atariland.com> wrote in message
news:yYngb.66557$_N1.63261@twister.austin.rr.com...
> I'm hoping you might scan your results and post them to a web page
> somewhere. Kudos to you for your hard work!
> Mo
>
> "Steve S" <j70141@hotmail.com> wrote in message
> news:d0e76e7e0153dfed1655c44760d04e21@news.teranews.com...
> > Woo Hoo! Found them. At least, the annual reports.
> >
> > I figured some library had to have them on Microfilm somewhere so I
> started
> > looking around. Got all the years that I was looking for. Now, I need
to
> > find the quarterly reports, and my collection will be complete.
> >
> > "Steve S" <j70141@hotmail.com> wrote in message
> > news:85d4a3ced5c408c3c68b8a34561c35c8@news.teranews.com...
> > > I am currently looking for information on old stock reports for Atari
> > around
> > > the ages of 1979-1985. Since Atari was owned by Warner Communications
> > from
> > > about 1979-1983, and was one of its biggest money makers at the time
for
> > > that company, I assume that the information that I am looking for
would
> be
> > > in that area.
> > >
> > > I am having troubles locating the ticker symbol for Warner
> Communications
> > in
> > > that era, would anyone here happen to know it?
> > >
> > > I am interested in getting the stock reports because I would like to
> > review
> > > the financial information before, during, and after the era of "The
> Golden
> > > Age" (1980-1983) of Atari and see exactly what the company thought of
> > itself

> > > in that time frame, as well as what they were planning for in the
> future.
> > >
> > > Can anyone help me here?
> > >
> > > Thanks
> > >
> > >
> >
> >
>
>

## 5522. Test.

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-07 07:31:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0310070026450.7198-100000@onyx.spiritone.com>
Source record: 18935
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

## 5523. atr to pc floppy help please,,,

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-07 08:10:10 UTC
From: Roy G Biv <8-bitter@uh-tar-ee>
Message-ID: <Pine.GSO.4.56.0310070352010.11159@shell1>
Source record: 18936

In article (oqHfb.18050$ko%.290@news04.bloor.is.net.cable.rogers.
com), "Michael" scribbled:
->>i am using writeatr to put atr files onto 5-1/4 floppies,, but my
->>atari will not read them, ...is there other software i could try?

Other replies have given a lot of good information but I'm the
only one who mentioned the "My-Util" program. Apparently nobody else
uses it anymore. A decade ago "My-Util" (a.k.a. "Util") was all the
rage.

A question for the original poster (Michael): Are your Atari disk
drives single density capable (128 bytes per sector) or "true" double
density capable (256 bytes per sector)?

I gather you're looking for a program to run on a "PC" (a.k.a.
"IBM") clone or some computer emulating a clone. Almost all of the
programs I've seen mentioned here during the last decade have worked
at the 256 b/p/s level and thus required "double density" Atari disk
drives. As somebody else noted, the most common Atari 8-bit floppy
drives were only single density. If that's your situation, it would
explain your difficulties.
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* "All Indus -- All The Time!" *

(Headers munged to foil spammers; real info in taglines)

# 5524. Re: 6502 Software Design Questions

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-07 08:19:49 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bltsv5$gtu$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 18937

Hi,

> For a while now, I have attempted to try programming in Assembly Language
> for my Atari but have had some troubles, primary with Syntax regarding the
> use of the MAC Assembler.

The syntax of the Mac/65 is actually plain 6502 (Synertek) syntax,
there's nothing special about it. However, you need to put a

10 .OPT OBJ

in front of your program to make it assemble into memory.

> Anybody have some good suggestions, references, or ideas about how I can get
> the hang of this?

I would recommend this book for "generic" 6502 programming:

6502 Assembly Langauge Programming,
Lance A. Leventhal, Berkeley: Osborne/McGraw-Hill, 1979

and, of course, the Mac/65 manual.

So long,
Thomas

# 5525. Re: Star Raiders fun

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-07 11:54:52 UTC
From: rjespino@hotmail.com
Message-ID: <9ee50737.0310070354.2ac818ee@posting.google.com>
Source record: 18938

Close one! Did you remember to switch off all non-esentials when you
could? (shields, computers...)

You know, if you warp into a sector a long way from the starbase you
can also use your hyperdrive to save energy. Point yourself at the
starbase, start the hyperdrive, but then abort before you actually
jump.

I think I'm going to have to go play some now too!

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
news:<00315ba3@fmlynet.org>...
> FamilyNet Newsgate
>
> Plugged back up my Atari 800 the other day. Slapped in Star Raiders,
> thought I would tinker around. Was about to hit start on a Novice mission, and
> thought... nah... been doing this for 20 years... even tinkering by now should
> be a COMMANDER mission.
>
> Flew through, strafed the bad guys from sector to sector to sector. And
> then I decided the energy was getting low. Thought for that extra challenge I
> would see what I could get done with what I had left. I warped across the
> galaxy. And when I arrived I had 326 (out of 9999 for those who have never
> played this) left. Thought "Whoa cr*p..." and realized I had no energy left to
> chase, to fight... but maybe.. just maybe.. I could get in one last jump.
>
> Set a course for the nearest starbase, made the jump. Luckily it was in
> the next sector over. Arrived with 65 energy left. By the time I was done
> docking, I the energy counter was down to 19! (Yeh yeh... I should have waited
> till it said "0007" right? LOL)
>
> Jumped out of there, and won the day. But I don't think I've ever cut it
> that close on the energy. :)
>
> Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

# 5526. Agent USA

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-07 13:15:49 UTC
From: Mirror Spock <robins80fudge@msu.edu>
Message-ID: <ide5ovkcnst8qkv2m3he0gqcklofpn3f6s@4ax.com>
Source record: 18939

I've been trying to play Agent USA recently and I can't for the life
of me figure out how to get out of the ticket office. Can anyone help
me out?

Thanks,
* Robinson

# 5527. Re: Agent USA

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-07 13:37:02 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <blufhu$108$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 18940

Hi,

> I've been trying to play Agent USA recently and I can't for the life
> of me figure out how to get out of the ticket office. Can anyone help
> me out?

Just push the joystick down.

Greetings,
Thomas

# 5528. Re: APE web site

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-07 15:49:26 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <agBgb.6706$qK1.5359927@news2.news.adelphia.net>
Source record: 18941

Bob Stone wrote:
> Where's Steven Tucker's APE web site? I tried www.atarimax.com and it didn't
> connect.

Hi Bob,

My web host has been down for a day or so now. Due to the way they
have things set up this means e-mail and DNS for my domain are also down.

It should be back up within a day or so, if not I will go hunting
for a new web host.

Steve

# 5529. Re: 6502 Software Design Questions

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-07 17:08:25 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <dqCgb.1290$av5.11@newsread3.news.pas.earthlink.net>
Source record: 18942

"Steve S" <j70141@hotmail.com> wrote in message
news:3a77e124539b94082b15ab7533a213ef@news.teranews.com...
> For a while now, I have attempted to try programming in Assembly Language
> for my Atari but have had some troubles, primary with Syntax regarding the
> use of the MAC Assembler.
>
> Anybody have some good suggestions, references, or ideas about how I can
get
> the hang of this?

What Thomas said and it is position sensitive. That is, if you only have a
single space between the number and your code, it is a label. If you have
two spaces, it will be an assembly nemonic. Third is comments IIRC.

i.e.

```
10 LDA ;One space
Is a label LDA
10 LDA ;Two spaces
Is the asm instruction for LDA. You also have to give the assembler a place
to start assembling with a ~
1 .OPT OBJ
5 *=$680 ;Has to be $680 because MAC/DDT uses $600-$680
If you do something like
10 START
20 LDA #0 ;The # forces the 0 to be a number rather then an address
30 STA $6FF ;No #, so this will be interpreted as an address.
40 RTS
```

START will be equal to $680, so you can JMP or branch to it in your code. If
you are sticking with DDT, I think you want a to use a BRK vs. a RTS for
now.

You can also assign labels/variables in the code.

```
9 MYBYTE=$680
Then change line 30 to
30 STA MYBYTE
```

You also should use the .END directive at the end of your code. There's a
few other things, like learn how to assemble to disk, but that is the
getting started info you need.

# 5530. Atari collection for sale (NL)

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-07 18:40:06 UTC
From: Collection 4 sale <123collectionsale@456quicknet.nl>
Message-ID: <1065551702.903906@cache1>
Source record: 18943
Cross-posted to: alt.fr.micro.atari,comp.sys.atari.8bit,comp.sys.atari.st,de.comp.sys.atari,fr.comp.sys.atari,pl.comp.sys.atari

Somewhere in the next couple of months I will be moving to another country,
and am thefore parting with my entire vintage computer collection. The ATARI
items are listed below. I am sending this to inquire whether anyone would
be interested in buying all in one deal. In case you're interested, respond
to my email-address with an offer, for the whole lot only please, and keep
it serious. If I cannot sell all-in-one, I will offer items seperately
later on. (IMPORTANT: remove the 123 - 456 from the address when replying!).
Oh, I am located in the Netherlands.

---
Atari 400 boxed
Atari 800 boxed
Atari 65XE boxed
Atari 130XE boxed
Atari 800XE boxed
Atari 600XL boxed (Atari writer pack)
Atari 800XL boxed
Atari 1200XL boxed
Atari XE Gamesystem boxed
Atari 520 ST boxed
Atari 1040STf boxed
Atari SM124 monitor boxed
Atari SM125 monitor boxed
Atari 520 ST test kit boxed incomplete
Atari ST Book boxed

Atari VCS wood/6 boxed
Atari VCS wood/4 boxed
Atari 2600 black/4 boxed (2x)
Atari 2600 Jr. boxed
Atari 7800 boxed
Atari 5200 boxed
Atari Ultra pong doubles boxed

Atari Video Music system boxed

Atari 800 disk drive boxed
Atari 800 Bookkeeper kit boxed
Atari 1020 Color printer boxed
Atari 1030 Modem boxed
Atari Touchpad boxed
Atari CX-11 tapedrive boxed
Atari Kid's controller boxed
Atari Light pen boxed

Atari Lab starter set boxed
Atari Lab Light Module boxed
Atari Cart library boxed
Atari Trak-Ball boxed (2x + 1x but label "modified for Amiga" by dealer)
Atari Driving controllers boxed
Atari Paddle Controllers boxed (2x, old box+new box)
Atari Keyboard Controllers boxed (2x)

133 Boxed VCS/2600 game carts (10 double, same tile, different label)
35 loose VCS/2600 game carts
+ 15 boxed+34 loose VCS/2600 duplicate carts

22 boxed 7800 game carts
4 loose 7800 game carts

18 boxed XE GS game carts
2 loose XE GS game carts

28 boxed/mapped Atari 400/800 software titles
6 loose Atari 400/800 carts

19 boxed Atari home computer carts
2 loose Atari home computer carts

Loose machines:

Atari 520ST
Atari 130XE
Atari 130XE modified
Atari 800XL modified
Atari 1040STf (2x)
Atari ST Book
Atari Stacy 2
Atari Stacy 4 modified with HDD ctrlr.
Atari Mega STe
Atari Mega 1
Atari Mega ST2
Atari Mega ST4
Atari Megafile 20
Atari Megafile 30 (2x)
Atari TT030 (3x)
Atari ATW800 tower case (2x, loose, empty case only)
Atari 1050 diskdrive (1x + 2x modified)
Atari SF354 diskdrive
Atari SF314 diskdrive
Atari 2600 Jr.

+ Unique collector's item: First 2600 Jr. shipped into Germany in 1984,
signed by Klaus Ollmann (VP Atari Germany), with accompanying certificate of
authenticity (1984) signed by Anton Bruehl VP Atari Intl. Obtained from
Klaus Ollmann, former VP Atari Germany.

Various manuals, magazines, books

# 5531. Vintage Comp. Show this weekend; SF Bay Area

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-07 20:37:50 UTC
From: bill@newbreedsoftware.com
Message-ID: <yuFgb.28678$dk4.837791@typhoon.sonic.net>
Source record: 18944

Don't forget! I'll be there with my 800XL showing off demos!

http://www.vintage.org/2003/main/exhibit.php

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5532. Re: Atari collection for sale (NL)

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-07 23:13:04 UTC
From: Collection 4 sale <123collectionsale@456quicknet.nl>
Message-ID: <1065568086.458351@cache2>
Source record: 18945
Cross-posted to: alt.fr.micro.atari,comp.sys.atari.8bit,comp.sys.atari.st,de.comp.sys.atari,fr.comp.sys.atari,pl.comp.sys.atari

Here is an updated list, now with prices:

Remember to remove 123-456 from my email address when replying.

Atari 400 boxed (Euro 100)
Atari 800 boxed (Euro 125)
Atari 65XE boxed (Euro 50)
Atari 130XE boxed (Euro 50)
Atari 800XE boxed (Euro 50)
Atari 600XL boxed (Atari writer pack) (Euro 60)
Atari 800XL boxed (Euro 30)
Atari 1200XL boxed (Euro 125)
Atari XE Gamesystem boxed (Euro 70)
Atari 520 ST boxed (Euro 30)
Atari 1040STf boxed (Euro 40)
Atari SM124 monitor boxed (Euro 20)
Atari SM125 monitor boxed (Euro 30)
Atari 520 ST test kit boxed incomplete (Euro 5)
Atari ST Book boxed + loose cosmetically bad ST Book (Euro 550)

Atari VCS wood/6 boxed (Euro 75)
Atari VCS wood/4 boxed (Euro 60)
Atari 2600 black/4 boxed (2x) (Euro 50)
Atari 2600 Jr. boxed (Euro 20)
Atari 7800 boxed (Euro 35)
Atari 5200 boxed (Euro 125)
Atari Ultra pong doubles boxed (Euro 75)

Atari Video Music system boxed (Euro 300)

Atari 810 disk drive boxed (Euro 150)
Atari 800 Bookkeeper kit boxed (Euro 75)
Atari 1020 Color printer boxed (Euro 50)
Atari 1030 Modem boxed (Euro 40)
Atari Touchpad boxed (Euro 20)
Atari CX-11 tapedrive boxed (Euro 15)
Atari Kid's controller boxed (Euro 15)
Atari Track & Field controller loose (Euro 10)
Atari Light pen boxed (Euro 20)
Atari Lab starter set boxed (Euro 15)
Atari Lab Light Module boxed (Euro 15)
Atari Cart library boxed (Euro 10)
Atari Trak-Ball boxed (2x + 1x but label "modified for Amiga" by dealer)
(Euro 15 (x3))
Atari Driving controllers boxed (Euro 10)

Atari Paddle Controllers boxed (3x, 2x old box + 1x new box) (Euro 7.50
(x3))
Atari Keyboard Controllers boxed (3x) (Euro 7.50 (x3))
Atari XEP80 interface boxed (Euro 20)
Atari 1064 expansion module loose (Euro 7.50)
Atin P-12 Parallel Centronics Printer interface for XL/XE boxed (Euro 10)

VCS / 2600 carts (Euro 500)

133 Boxed VCS/2600 game carts (10 double, same tile, different label)
35 loose VCS/2600 game carts
+ 15 boxed+34 loose VCS/2600 duplicate carts

7800 carts (Euro 80)
22 boxed 7800 game carts
4 loose 7800 game carts

XE GS carts (Euro 80)
18 boxed XE GS game carts
2 loose XE GS game carts

Atari 400/800 (Euro 150)
28 boxed/mapped Atari 400/800 software titles
6 loose Atari 400/800 carts

Atari home computer carts (Euro 80)
19 boxed Atari home computer carts
2 loose Atari home computer carts

Loose machines:

Atari 520ST (Euro 10)
Atari 130XE (Euro 10)
Atari 130XE modified (Euro 15)
Atari 800XL modified (Euro 15)
Atari 1040STf (2x) (Euro 10x2)
Atari Stacy 2 (Euro 250)
Atari Stacy 4 modified with HDD ctrlr. (Euro 250)
Atari Mega STe (Euro 50)
Atari Mega 1 (Euro 50)
Atari Mega ST2 (Eurp 50)
Atari Mega ST4 (Euro 50)
Atari Megafile 20 (Euro 20)
Atari Megafile 30 (2x) (Euro 30)
Atari TT030 (3x) (Euro 100 x 3)
Atari ATW800 towers (2x, loose, case only) (Euro 150x2)
Atari 1050 diskdrive (1x + 2x modified) (Euro 20x3)
Atari SF354 diskdrive (Euro 10)
Atari SF314 diskdrive (Euro 10)
Atari 2600 Jr. (Euro 1)

+ Unique collector's item: First 2600 Jr. shipped into Germany in 1984,
signed by Klaus Ollmann (VP Atari Germany), with accompanying certificate of

authenticity (1984) signed by Anton Bruehl VP Atari Intnl. Obtained from
Klaus Ollmann, former VP Atari Germany. (Euro 500)

Manuals, magazines, books

---->>> or EURO 4500 for all at once

"Collection 4 sale" <123collectionsale@456quicknet.nl> wrote in message
news:...
> Somewhere in the next couple of months I will be moving to another
country,
> and am thefore parting with my entire vintage computer collection. The
ATARI
> items are listed below. I am sending this to inquire whether anyone would
> be interested in buying all in one deal. In case you're interested,
respond
> to my email-address with an offer, for the whole lot only please, and keep
> it serious. If I cannot sell all-in-one, I will offer items seperately
> later on. (IMPORTANT: remove the 123 - 456 from the address when
replying!).
> Oh, I am located in the Netherlands.

# 5533. Attn Steve Tucker

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-07 23:44:39 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <HdIgb.864$y_4.40@news2.central.cox.net>
Source record: 18946

Steve I purchased a Warp OS from you over a week ago and I noticed your having website/email trouble and i'm not sure you even know I purchased it as I didn't send you an email. I paid via PayPal. Sorry to post public but I don't know how else to notify you.

Thomas

# 5534. Re: Attn Steve Tucker

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-07 23:48:36 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <ohlgb.6837$qK1.5444006@news2.news.adelphia.net>
Source record: 18847

Docrotcod wrote:
> Steve I purchased a Warp OS from you over a week ago and I noticed your
> having website/email trouble and i'm not sure you even know I purchased it
> as I didn't send you an email. I paid via PayPal. Sorry to post public but
> I don't know how else to notify you.

Thomas,

I have your order here. Please e-mail me at atari@yahoo.com for more
details.

Thanks

Steve

# 5535. Re: Star Raiders fun

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-08 00:34:25 UTC
From: Bishop <dweb@mediaone.net>
Message-ID: <gsm6ov4f1be97io4gfi0kl2h10d0vf4rag@4ax.com>
Source record: 18848

On 7 Oct 2003 04:54:52 -0700, rjespino@hotmail.com (Raphael Espino)
wrote:

>You know, if you warp into a sector a long way from the starbase you
>can also use your hyperdrive to save energy. Point yourself at the
>starbase, start the hyperdrive, but then abort before you actually
>jump.

Keep in mind it costs 100 units of energy to abort a jump.

>
>I think I'm going to have to go play some now too!
>

This game has a hold on me that's lasted 22 years, incredible.

# 5536. Re: Star Raiders fun

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-08 01:15:36 UTC
From: LionOfJudah <bcozier@bellsouth.net>
Message-ID: <IxJgb.27040$wC1.23543@bignews3.bellsouth.net>
Source record: 18849

All you guys are novices.

This is what you need to do.

Get a voice recoginition program, and map some voice commands to keys, like "Shields" "Tracking" "Hyper Warp" for hyperspace engage, "Map", "Warp 1" thru "Warp 9", "Stop" for engine 0 speed.

Then you'll be in Capt. Kirk heaven!

I should know :)

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message news:00315ba3@fmlynet.org...
> FamilyNet Newsgate
>
> Plugged back up my Atari 800 the other day. Slapped in Star Raiders,
> thought I would tinker around. Was about to hit start on a Novice mission, and
> thought... nah... been doing this for 20 years... even tinkering by now should
> be a COMMANDER mission.
>
> Flew through, strafed the bad guys from sector to sector to sector. And
> then I decided the energy was getting low. Thought for that extra challenge I
> would see what I could get done with what I had left. I warped across the
> galaxy. And when I arrived I had 326 (out of 9999 for those who have never
> played this) left. Thought "Whoa cr*p..." and realized I had no energy left to
> chase, to fight... but maybe.. just maybe.. I could get in one last jump.
>
> Set a course for the nearest starbase, made the jump. Luckily it was in
> the next sector over. Arrived with 65 energy left. By the time I was done
> docking, I the energy counter was down to 19! (Yeh yeh... I should have waited
> till it said "0007" right? LOL)
>
> Jumped out of there, and won the day. But I don't think I've ever cut it
> that close on the energy. :)
>

> Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

# 5537. Re: 6502 Software Design Questions

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-08 01:21:18 UTC
From: The6502Man <needonebad9@yahoo.com>
Message-ID: <iEJgb.240458$mp.150257@rwcrnsc51.ops.asp.att.net>
Source record: 18850

Check out www.6502.org for info and code for the 6502

Tony

# 5538. Re: writeatr problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-08 01:23:30 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vo6po58eii7b2b@corp.supernews.com>
Source record: 18851

Sorry Hias, (writeatr doesn't have good error reporting.)
The original poster seems to have disappeared.
I was unclear about just about everything about what
he was trying to do. He/she hasn't been back to enlighten us/me about the
whole topic.

I guess you did put some error reporting in writeatr.

I have extensive experience with using a PC drive to read or write Atari
disks, wrote my own transfer program to transfer files PC<->Atari before APE
and SIO2PC.
As far as I know, my program is the only one that will write a boot disk,
using only the PC, that will work about 1/2 the time on a double density
Atari drive.

I learned that a good double density disk for both PC and Atari use should
be formatted on the PC, and be totally blank before formatting ie. don't use
a DD disk that was previously formatted on an Atari.

My experience with PC reading and writing of Atari disks was that it was
about 75% able to do either, other times, errors occurred.

This is when I wrote crc16 programs for the PC and the Atari that would
check the integrity of a file transfer.
If the transfer got past my error checking for the read or write, I would
always check the crc16 value to be confident the file was ok.

But I ramble.

# 5539. SC1435 monitor and 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-08 02:01:05 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <BdKgb.140709$bo1.6598@news-server.bigpond.net.au>
Source record: 18852

Well guys (cheesy grin), my little idea worked. I now have my 8bit Atari's working on an SC1435 monitor. The picture using chroma luma on the 130XE is fan bloody tastic. I have also tried my 64k, green power led, 600XL using chroma, luma as well, not as good as the 130XE but still great. Will put some piccys up soon.

Mark

# 5540. Wanted: 256-512k MIO

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-08 03:35:11 UTC
From: jamesk@nospamatxmission.com
Message-ID: <bm00lf$tsd$1@terabinaries.xmission.com>
Source record: 18853

Will trade or purchase. If for sale, must be reasonably priced. If for trade, I have the following items I'll consider parting with:

1) IDE, SCSI, MFM, RLL hard drives. The SCSI drives work natively with BB & MIO
2) RTime-8 Cart(s)
3) Mac-65 w/disk & docs
4) Action w/disk & docs
5) US Doubled 1050 disk drive(s)
6) 512k 130XE with CSS ROM, Audio & Video mods (needs help)

Thanks for looking.

## 5541. writeatr problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-08 06:39:59 UTC
From: Roy G Biv <8-bitter@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.56.0310080237210.26252@shell1>
Source record: 18854

```
On Tue, 7 Oct 2003 at 21:23:30 -0400, "Russ Gilbert" scribbled:
->But I ramble.

No problem!
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* ATARI -- Love it or leave it! *

(Headers munged to foil spammers; real info in taglines)
```

# 5542. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-08 08:34:13 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/vendev_1065601998@rtfm.mit.edu>
Source record: 18855
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: September 27, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:hunmanik@earthlink.net

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:hunmanik@earthlink.net

UPDATES SINCE PREVIOUS POSTING
2003.09.27 Sunmark - Colossus Chess 4.1, Commando
2003.09.27 Steven Tucker - MaxFlash 8Mbit Flash Cartridge
2003.09.14 Petr Stehlik, Atari800 1.3.1
2003.09.10 added Xport - AtariXLBox v3 port of Atari800 emulator for Xbox
2003.09.05 Thomas Richter, atari++ 1.28
2003.08.30 Mark Grebe update, Atari800MacX 1.5.0
2003.08.30 Komires update - EMUAPC DEMO 0.92 (Atari 8-bit emulator for PC)
2003.08.23 Ullrich von Bassewitz update - cc65 2.9.2
2003.08.17 Sunmark Products update - many new products
2003.08.15 Steven Tucker update (Ape/ProSys v2.0.6, MaxFlash 1Mb Flash Cart)
2003.08.15 Carsten Strotmann updated - Infoline for ACTION!
2003.08.15 Thomas Richter updated - atari++ 1.26

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Subject: Introduction
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Conventions
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All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

SAE/SASE/IRC info from http://www.genfair.com/greenpages/sae.htm
---------------------------------------------------------------
It is courteous when writing to any new correspondent to cover in advance their postage costs in replying to you. If they are in the same country it's a simple matter to enclose an SAE (stamped addressed envelope), which is known in American English as an SASE (self-addressed stamped envelope). It is not always obvious how to do this for correspondents in another country. One answer is to use International Reply Coupons.

An International Reply Coupon can be purchased at any Post Office in any country in the world. This is agreed through the Universal Postal Union. You can then send the IRC to someone in another country who can cash it in at a Post Office there for a postage stamp covering the minimum rate for an Airmail letter (unregistered).

One IRC enables a letter up to 10 grammes to be airmailed abroad. That's not much more than a couple of sheets of paper. So if you want a reply with more than this, better send two or more IRCs!

Verfications -> YOU!
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This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this

list, please do your part in keeping it useful for everyone!

---

Subject: A

4JAYS (Jay Colen) 9/02
519 W. Fourth Street
Antioch, CA 94509
USA
(925) 777-1160
Store Hours: 12-6pm Tuesday thru Friday - 11-5pm Saturday
http://www.4jays.com/
Vendor: used hardware and software

A-ONE Magazine - Atari Online News, Etc. 9/02
Dana P. Jacobson -- Editor
http://www.AtariNews.org/
Publisher: A-ONE online magazine. weekly

Alhart Enterprises Presents (AEP) 9/02
c/o Paul V. Alhart
524 North Zee St.
Lompoc CA 93436
USA
tel: (805) 736-4624
mailto:paulalhart@hotmail.com
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair Shop.

Alltronics - Electronic Component Supply 5/02
PO BOX 730
Morgan Hill, CA 95038-0730
USA
Phone: 408.847.0033 Hours 10am to 4pm Monday - Friday
Fax: 408.847.0133
http://www.alltronics.com/computer_miscellaneous.htm
Vendor: 1020 Color Printer, CX85 Numerical Keypad, CX80 Trak-Ball

Controller, ALPS/1020 printer/plotter pens

Guus Assmann 5/03
(with Marc Brings, Thomas Grasel, Harry Reminder, Carsten Strotmann)
http://www.strotmann.de/twiki/bin/view/APG/ProjUSBCart
Developer: Project USB Cartridge (USB Cartridge with two USB Slots)

Associated Enterprises (Victor Halling) (EMAIL BOUNCES 1/03)
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari Bit Byter User Club e.V. (ABBUC) 11/02
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
http://www.abbuc.de/
Vendor: PD/freeware/shareware, hardware, commercial software
Developer: wide variety including: SIO2PC(SIO2ST)-Interface,
PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply
(SPS), 8-Channel dig. Voltmeter (DVM), XL Switching Interface,
Speedy 1050 upgrade, RomDisk, QMEG+ 4.0, USB Cartridge with two USB Slots.
Extensive hardware schematics for sale.
Has obtained rights to many products including: KE-Soft, Klaus Peters
Elektronik, AMC-Verlag, Compyshop
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

ATARIX (paper magazine) 8/02
See: Satantronic

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

AVtoolbox 9/02
800-235-3280 or 859-647-1077
Fax 859-282-9995
http://www.avtoolbox.com/
Developer: a number of video<->VGA conversion devices, including the

Cheese Video Box. Connect your Atari to your PC monitor!

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Subject: B

B&C ComputerVisions/Atari Sales & Service (Bruce & Cathy Carso) 9/02
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
FAX: (530) 295-9271
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher 9/02
http://ourworld.compuserve.com/homepages/ebacher/
Developer: DIS6502 1.4 -- Atari 6502 Disassembler for Win 3.1/95

Ullrich von Bassewitz 8/03
Germany
http://www.cc65.org/
Developer: cc65 2.9.2 - C crosscompiler / crossassembler combo for 6502
systems, including the 8-bit Atari

Michael Beck 5/03
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 9/02
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: 408-278-1070 (M-F 1:30pm to 5:00pm PST)
FAX 408-278-1092
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software) 8/02
Na Hrebenkach 42
15000 Praha

Czech Republic
mailto:olda@jrc.cz (c/o Oldrich Rezler)
Developer: BW-DOS 1.00/1.10/1.30, BW-DOS Update #2, Multi Dash, Multi Race,
Multi Worms (multiplayer-games for multilink/gamelink 2 hardware), Golfer,
H2O, Tetris 3D, Superpacker 1.0, Virus Scanner 1.0, Text Converter,
plus many other game and demo programs...

Adam Bienias 8/02
Poland
http://www.try2emu.cavern.com.pl/sap/
Developer: SAP -- Slight's Atari Player, Codecruncher 2.x and 3.x

B.G. Micro 4/02
555 N. 5th St Suite 125
Garland, TX 75040
USA
orders: 1-800-276-2206 or 972-205-9447
tech: 972-205-9427
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: CX85 Keypad,
hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 9/02
http://www.bigfivesoftware.com/
Developer: Miner 2049er, Bounty Bob Strikes Back,
Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Steve Birmanns and Matthias Belitz 3/00
Germany
http://www.birmanns.de/atari/
Developers: MSC-IDE Harddisk-Controller

Bit Busters 9/02
Poland
Aleksander Martin (Alex), Piotr Kielczyk (Pet), Pawel Szewczyk (Replay),
Tomasz Zdulski (Zulus), Pawel Sikorski (Sikor), Michal Szpilowski (Miker)
http://www.bitbusters.topnet.pl/ or http://republika.pl/alex6502/
Developer: Bobsland (Intro), Extract (Graphic Collection), More! (Intro),
Sheol (Demo Disk), Timeless Announcement (Demo), Waves (Intro)

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bravo Sierra Computers (BSC) (Ben Smith) 2/03
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours

http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~Atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenik Burian 5/02
Marie Majerove 33
Prostijov 6
798 11
Czech Republic
http://flop.atari.org/
Publisher: FLOP disk magazine (Magazine FLOP is only in Czech.), annual?

Artur Burzynski (j131) 9/02
Gdynia
Poland
http://strony.wp.pl/wp/j131atari/
Developer: SIO2PC cables

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Subject: C

Sidney Cadot 10/02
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software 11/02
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Itay Chamiel 10/02
9-A Narkis St.
Jerusalem 92461
Israel
mail: itayc at cs.huji.ac.il
http://www.cs.huji.ac.il/~itayc/
Developer: Ice-T XE v2.72 (128K XL/XE) (full-featured communications

software), Ice-T 800 v1.1 (48K), Sirtoot -paint program (not complete),
The Wall -strategy arcade game (Tetris clone),
Joust cheat - a small "hack" for the game Joust

ChildsPlay Software Services
9127 Hwy 25 APT E
Monticello, MN 55362
USA
mailto:serflaten@usinternet.com
Developer: games, and other software, including Solitaire

Computer Games Plus 8/02
PO Box 6144
Orange, CA 92861
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/03
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyberpeeps (David Loughton) 8/02
United Kingdom

http://www.cyberpeeps.freeserve.co.uk/
Vendor: small selection of hardware and software

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Subject: D

D'Antiques, Ltd. (Dan Dotson and Marilyn Saul) 11/02
PO Box 40751
Tucson, AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

Jan Detlev 11/02
The Netherlands
http://www.detlev.myweb.nl/ or http://home.wanadoo.nl/jdetlev/
Vendor: new hardware and software

DGS 11/02
See: Dean Garraghty

Digital Force (Mario Trams) 11/02
Germany
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler 5/03
http://www.akk.org/~flo/
Developer: Sheeprace, Cardgrabber, Icehockey (each games that require the
Multijoy interface

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Adam Dunkels 3/03
See Also: Christian Groessler
Stockholm
Sweden
http://dunkels.com/adam/contiki/
Developer: Contiki Operating System and Desktop Environment. Includes:

Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Personal webserver (only in the C64/TFE version),
Simple telnet client (only in the RS232/SLIP version), Web browser

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Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 11/02
P.O Box 3365
Spring Hill Florida 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware/software

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
USA
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Emulators Inc. (Derek Mihocka) 9/02
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540 Monday to Friday, 10am to 2pm EDT
FAX: (206) 236-0257
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit, Atari ST, and Apple
Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 -
free 8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic
3.8 - free 8-bit Atari emulator for MS-DOS

Raphael Espino 9/02
United Kingdom
http://rjespino.atari.org or http://rjespino.webhop.org
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility), Atari 8-bit
JPEG Viewers: a8jdpeg - 0.8 (15Sep02), JpegView - 0.2 (07Aug01),
JpegShow - 0.1 (07Aug01)

Evangelo's Wares (Angelo Vahatouras)
Elizabeth NJ 07208
USA
tel: (908) 558-0383
mailto:VangelisV@AOL.com
Vendor: commercial software. "has over 1,000 titles for the Atari 8 & 16 bit
machines, IBM, Amiga, C-64-128 and Used Musical Instruments. Mailorder ONLY!
No Store front."

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Subject: F

Far North Atari Computers (Frank Stallings)
515 Craig Avenue
Fairbanks, Alaska 99701
USA
tel: 907-456-3700
mailto:farnorth@ptialaska.net or mailto:farnorth@polarnet.com
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/02
http://www.ctaz.com/~jlfenton/index.html
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for
68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator,
Atari 400/800/XL/XE emulation for the PowerMac),

Mike Fenton 1/02
http://www.geocities.com/SiliconValley/Node/4391/
Developer: WAHCE v1.0 beta (Weightless Atari Home Computer Emulator,
for Windows 95/98)

Foundation Two 11/02
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks)
Germany
http://rz-home.de/~foundationtwo/ or http://foundationtwo.atari.org/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut, Bremspunkt (Brems.)

Ron Fries 3/03
ftp://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98),
Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik
mailto:fox@scene.pl
Developer: X-Assembler--Two pass 6502 cross assembler for PC. The source
format is backward compatible with Quick Assembler.

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Subject: G

Dean Garraghty Software (DGS) 10/02
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-1302-855026 (Weekends only)
Fax: +44-(0)-870-133-9745
Mobile Phone: +44-(0)-7905-916138 (8am to 6pm BST/GMT weekdays only!)
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes
International English versions of Power Per Post (PPP) software from Germany;

DGS/PPP Atari 8-bit PC CD-ROM includes: Quick V2.2 and V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM) V1.25i, SAM Budget Designer and Utility Extensions, Rubberball, Bombi, Minesweeper, Glaggs It!, Quick Ed Character set editor, News-Disk issues 1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1; DGS Atari 8-bit PC CD-ROM, version without PPP titles; DGS Atari 8-bit PC CD-ROM #2 includes: Print-Filer from Rambit, Alien Blast from Richard Gore, Demo Maker/Edit 7 from Richard Gore, AMS 96 video in MPEG-1 format, various PD software
Developer: Digi-Studio
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

GFH Marketing (Gordon Hooper) 9/02
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
mailto:ghooper2@lycos.com
Publisher: 8-Bits Forever! (book)
$6.99 US or $7.99 CDN (money orders only)

GMG 11/02
(Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan Cmarko))
c/o Marek A. Chorvat
Polna 11
97405 Banska Bystrica
Slovakia
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro, HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers, Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor, Mega Color Editor, Wanted megademo, Bristly hedgehog music collection, Robot Assault intro, Risa Zla intro, Street fighter II demo

Steve Goss - "JetBoot Jack's Computer Game Relics" 1/03
http://www.jetbootjack.com/
Developer: Contagion, Zero War, Plastron

Thimo Graef 6/02
Im Osterfeld 13
56462 Hoehn
Germany
http://www.classic-videogames.com
Vendor: new software

Mark Grebe 8/03
http://members.cox.net/atarimac/
Developer: Atari800MacX 1.5.0 (version of Atari800 emulator for MacOS X)

Christian Groessler 3/03
See Also: Adam Dunkels

http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
Developer: Atari800 DC v0.72 (8-bit Atari emulator for Sega Dreamcast),
8-bit Atari port of: Contiki Operating System and Desktop Environment 1.0
-- Includes: Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Simple telnet client, Web browser

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Subject: H

Clay Halliwell 10/02
11720 Mastin, Apt 2508
Overland Park, KS 66210
USA
mailto:clay.h@att.net
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HARD Software 11/02
H-1076 Budapest
Thokoly ut 25.
Hungary
http://www.geocities.com/SiliconValley/Vista/6084/
Developer: Veronika, Blip!, Cool Emotion, ABBUC Magazine #36 Intro,
Joyride

Harmonic Research 8/02
40 Wiley Lane
Woodstock, NY 12498
USA
voice: 845-679-5856
fax: 845-679-5856
http://www.hrx.com/
Developer: various RGB/NTSC/PAL video signal encoders/decoders

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [this zip code is old; need new zip code]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Tom Hunt (Closer To Home Enterprises) 12/02
USA

http://cth.dtdns.net/ or http://cth.hn.org/
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
Developer: The Armorizer, ATOS ATari Operating System (GUI), Check CRC32, Disk Fragmentation Utility, The Long Integer Library, M.T.O.S. (Multi-Tasking Operating System), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell, Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old computer or dumb terminal to access the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet), AT Term (ATASCII terminal emulator for Windows), Mouse 03, Mouse 78. (Mouse is a programming language)

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Subject: I

individual Computers (Jens Schonfeld) 6/02
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel, a universal floppy disk controller that uses unmodified PC diskdrives. Disk formats supported include:
Atari 800XL (all MFM formats, FM under developement). 3 Catweasel versions:
- Catweasel MK2 for Amiga 1200 and Amiga 4000
- Catweasel ZII S-Class for Amiga with Zorro slots
- Catweasel ISA version (PC, Alpha AXP)

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Subject: J

Jeff Jackson 9/02
USA
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

JAY Software (Jan Krupka and Stanislav Opichal) 8/02
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

JTM Ltd
330 1st NE
Mason City, IA 50401
USA
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

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Subject: K

Nick Kennedy 8/02
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://www.tcainternet.com/wa5bdu/
Developer: SIO2PC 4.19 software, hardware plans, cables, parts (not for WIndows-XP); PINEWOOD.EXE (time external events to millisecond accuracy), TIMER.COM (variation of PINEWOOD), PACKET.OBJ (packet radio controller for the Atari), EPROM.COM (controller program for burning EPROMS), FREQ.COM & SYNTH.OBJ (controller for a Direct Digital Frequency Synthesizer), KEYER.OBJ (morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 8/03
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Miro Kropacek (MiKRO) 8/02
Slovakia
http://mikro.atari.org/ or http://mikro.local.sk/
Developer: Sprite Editor 1.2 for Atari XE/XL, 48 kB RAM (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Jindrich Kubec (Jindroush) 1/02
Czech Republic
http://jindroush.atari.org
Developer: Acvt v1.07 (PC), Adir v0.67 (PC), AExt v1.01 (PC), AutoRBas v1.00 (ATARI), Bas2Boot v1.02 (PC+ATARI), BasLoad v1.00 (ATARI), ChkBas v1.10 (PC), ChkExe v2.71 (PC), ChkRom v1.00 (PC), IMID v1.02 (PC), IMIDdb v1.00 (PC), SidLoad v1.06 (ATARI)

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Subject: L

Chris Lam 8/02
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for the Apple Mac, Rainbow 1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000

Rich "Twist" Lawrence 10/02
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.6c (Atari 8-bit emulator for Win9X/NT)

Olivier Le Bihan 6/02
http://perso.wanadoo.fr/olivier.lebihan/tool/
Developer: CAS2BAS ("a tool for the WAV2CAS, ATRUTIL, XFORMER suite")

Bertrand Le Roy
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Derek Ledbetter 7/02
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator for the Mac 1.0.7, developement release 3

L.K. Avalon 10/02
Skrytka Pocztowa 66
35-959 Rzeszow 2
Poland
tel. (017) 856 99 12
http://www.lkavalon.com (send e-mail for current Atari XL/XE catalog)
more info: http://people.freenet.de/mrbacardi/LK_Avalon.html
Developer: A.D. 2044, Adax, Animator, Aurum, Automat Perkusyjny, Barahir, Barbarian, Captain Gather, Change, Constellation, Chaos Music Composer, Czaszki + Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money & Honky, Frank & Mark, Geometria, Global War, Gold Hunter, Hans Kloss, Hawkmoon, Hydraulik/Snowball, Kampania Wrze_niowa, Kernaw, Klatwa, Kurs Fizyki, Lasermania + Robbo Konstruktor, Lorien's Tomb, Major Bronx, Misja (Mission Shark) + Fred, Neron, Panther, Piekielko, Robbo, Rucu, Saper, Smus, Spy Master, Streets, Syn Boga Wiatru, Szperacz Dyskowy, The Jet Action, The Last Guardian, Trix, U 235, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Wloczykij, Zeus

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Subject: M

MacFalkner (Andre Bertram) 10/02
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

Alex Martin
Poland
mailto:alex6502@friko.onet.pl
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static-memory expansion (backuped with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interfaces, & the like

MCM Electronics 8/02
650 Congress Park Drive
Centerville, OH 45459-4072
USA

tel: 1-800-543-4330
http://www.mcmelectronics.com/
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine (Ivo van Poorten / Freddy Offenga) 10/02
P.O. Box 164
8800 AD Franeker
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

The MESS Team 12/02
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS), an emulator of a large number of systems, including the 8-bit Atari computers, which can run on Win32, Unix, MacOS, AmigaPPC WarpUP, Digita, Solaris

Marek Mikolajewski (MMSoft) 2/03
Gdansk
Poland
http://www.atari.cuprum.com.pl/sio2ide.htm
Developer: SIO2IDE 1.7, 3.2e, 4.1. An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. 4.1 includes a USB port.

Moonsoft
See: Black Moon Systems

David Moore
8023 N. Berkeley Ave #2
Portland, OR 97203
USA
tel: (503) 289-9699
mailto:dwmoar@teleport.com
Repair Shop.

More Than Games (Rick Detlefsen) 10/02
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://www.a8maestro.com/detent/mtgcat/mtgcat.htm
Vendor: Super Sketch Graphics Tablet W/cart (PPI), 1020 Pens-Black, 1020 Pens-Color, 1020 paper rolls (single or double size)
Developer: AGDA GameLink I adapter, AGDA GameLink II adapter, 850 Printer adapter (15 to 25), 850 to modem adapter (9 to 25), EASIO-S SIO adapter cable 18", EASIO-S SIO adapter cable 3', EASIO-P Printer adapter cable 5'

MS-Software (Mirko Sobe) 10/02
Germany
http://www.atarixle.de/

Developer: BOSS-XL V4.5, BOSS-XE V8.1, BOSS-X v10.2

MyAtari magazine 8/02
c/o Matthew Bacon
49 Douglas Road
Surbiton
Surrey
KT6 7RZ
England
http://www.myatari.net/
Publisher: MyAtari (free online magazine, monthly)

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
USA
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

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Subject: N

New Breed Software 10/02
c/o Bill Kendrick
675 Alvarado Ave #27
Davis, CA 95616-0620
USA
FAX: 530-325-9588
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector,
MuxChat, Super-IRG Font Editor (SIFE)

New Generation Atari-Magazin (N.G.A.M.) 9/02
See: PD-World-Versand

Nelson Nieves 9/02
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree,
TS, TSplit, UnDelete, WipeDisk, xErase, xType

No Frills Software (Ed Kielbasinski) 11/02
800 E. 23rd St.
Kearney NE 68847-5512
USA
tel: 308-234-2975
mailto:fast N O S P A M eddie.k (at) juno N O S P A M .com
Vendor: new and used commercial software, PD/freeware/shareware
Developer: Converter, Converter Companion, P.S. Users Utility Disk,
PrintShop graphics

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Subject: P

James R. Parish
mailto:JRParish@J-Com.net
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

PD-World-Versand 9/02
Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: PD/freeware/shareware, hardware
Developer: all Power Per Post (PPP) and some KE-Soft product rights
Publisher: 1) New Generation Atari-Magazin (N.G.A.M.)
- quarterly paper magazine, German language
2) PD-Mag - disk mag, German language

Pecus and Pirx 7/03
http://www.future-net.pl/~10vg3b/scorch/
Developers: Scorched Earth (game), OMC65 (Our Macro Crossassembler, a
Win-32 application generally 100% compatible with MAC65)

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
BT23 4PW
Nothern Ireland
Publisher: Phoenix (disk magazine)
public domain

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

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Subject: Q

Quasimodos - 8/02
Glonisz (Krzysztof Paizert), KAC (Szymon Wesolowski), Kroger (Pawel

Cierkonski), Morgoth (Michal Cierkonski), Raven (Przemek Wypierowski)
Poland
http://www.quasimodos.px.pl/pl/
Developer: Dema- Fantastic megademo, The best of YFA, The Dream, Drunk Tank, Delirium Tremens, Ergo Bibamus, Pacem in terris. Intra- Music demo, Mikro demo, Glonisz demo 1, Glonisz demo 2, YFA demo 1, YFA demo 2, Castle demo, Fighter demo, Music player, Syzygy, Latajacy dywan, CMC demo 1, AMMC, Mission dupa, Wafel, Fred, Dziedzictwo gigantow, CMC demo 2, Kaszana, Schabowy, Total sh** demo, Nasze grzyby, Tiny 01, Tiny 02, Tiny 03, Scene Register 5.0. Gry- Zamek Londyn, Kowboj, Demon, Speedball, Msciciel, Strzelanina, Ja - Jo, One Life, The car, Pruters, Pamiec. Uzytki- Analizer, Scalak, Konwenter grafiki, Unappend, Formater, DDD, Projektant, ICT 6502. Zin- Mixer

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Subject: R

Burkhard Rau (HCRBurk) 8/02
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

READY Technologies (Thomas Smailus) 8/02
254 Nelson Drive, Apt. U
Baton Rouge, LA 70808
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital hardware systems; design, development, and production of software systems; software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn Lander,
Menu Master, DOS 17; Data storage and media conversion; Engineering, Consulting;

Matthias 'Hias' Reichl (HiassofT) 7/03
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.20 beta for Linux (package contains: a Linux kernel driver, atariserver - an Atari disk drive emulator similar to SIO2PC or APE, atarixfer - a small tool to read/write ATR images to an Atari disk drive connected by a 1050-2-PC or ProSystem cable), AtariDsk V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.92b (write double density ATR-images to Atari floppy disks on your PC; also create ATR-images of double density floppy disks), MyPicoDos V3.0 (small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks)

Retro Review 5/03
Ian Gledhill Jorge Canelhas
35 Bridge Street Apartado 3115
Aberystwyth Miguel Bombarda
Ceredigion 2745 QUELUZ

SY23 1QB Portugal
U.K.
http://www.retroreview.com/
Publisher: Retro Review (paper magazine)

Thomas Richter 9/03
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ (800/XL/XE/5200 emulator for Linux, Solaris, Irix) -
Stable Release 1.25, CVS Snapshot 1.28, atari++ 1.28 for win32

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Subject: S

Satantronic (-XI-, Dodo, Jookie, Elan, Nir Dary) 8/02
Slovakia
http://www.napri.sk/web/satantronic/ or http://satantronic.atari.org/
Developer: Manga (demo), Alien (demo), Transparent ANULOID (demo),
3D tunnel with texturemapping (demo),
1MB RAM (SIMM) expansion (second version),
XRAM 0.18.0 (SW tool - eXtended RAM test for XE)
Demos: DESIRE, zzZumRotator, OKO, DRAGONS, IHL, FLY, BEAUTY,
LIQUID, Te.mod. Games: Jurassic Park II, Magic World. Utilities: Lufa Half
Code Packer 1.0, Font Animator 1.0, Rave Extra Packer 1.0, Paradox 0.92,
Mad editor 0.98.
Publisher: ATARIX - paper magazin in Slovak language

Sauron 6/02
http://web.tiscali.it/retrogaming/
Vendor: used software

Darren Schebek 7/03
http://www.schebek.ca/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Sijmen Schouten (Mr.Atari) 11/02
The Netherlands
http://home.wanadoo.nl/mr.atari/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 10/02
The Netherlands
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-
ROM)

Ernest R. Schreurs 10/02
Kempenlandstraat 8
5211 VN Den Bosch

The Netherlands
http://home.planet.nl/~ernest/
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm archive to SIO2PC archive converter), WAV2CAS (Digital Cassette Image system, including CAS2SIO), CAS2WAV (Create a clean .wav file from a Digital Cassette Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Shadow Software (David Hunt, The Shadow)
16016 SE Division St PMB 19
Portland OR 97236-1999
USA
mailto:the_shadow@portland.cc or mailto:The_Shadow@pdx.cc (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
Developer: Carina BBS (shareware). Carina 2.6:
http://www.umich.edu/~archive/atari/8bit/Telecomm/Bbs/carbbs26.arc
also http://www.aracnet.com/~atari/ftp/car_bbs.arc (doesn't work for me)

Ken Siders 11/02
USA
http://home.columbus.rr.com/ksiders/atari.htm
Developer: Emulators Utilities: ATR/DCM utilities (DOS), AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer, KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler, Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus. Development Software: KASM65 2.51 Assembler, KLINK65 1.51 Linker, KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic, Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP). Games: Burger Boy, PacMunch Jr, The MisAdventures of Mr. Fish, Circle of Richness

Mark Simonson 10/02
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech 7/02
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033 (0049-711/775033)
http://www.sintech-shop.de/
Vendor: hardware (computers and drives on request) and commercial software

Len Spencer 1/03
USA
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces), FoReM-XE Professional BBS Version 5.4

Spike's Systems and Computer Repair 12/02
38 S. Maysville St.
Mount Sterling KY 40353-1355

USA
tel: (859)-499-0866
http://spikessystems.com/spikes.html
Vendor: small selection of commercial software
Repair Shop.

Petr Stehlik (maintainer), Piotr Fusik, Jacek Poplawski (SDL), 9/03
Krzysztof Nikiel (Win32), Mark Grebe (Mac OSX), Vasyl Tsvirkunov (Pocket PC)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 1.3.1 - an Atari 800, 800XL, 130XE and 5200 emulator
for Unix, Amiga, MS-DOS, Atari TT/Falcon, SDL and WinCE

Radek Sterba (Raster) 5/03
Czech Republic
http://www.infos.cz/raster/atari/homepage.htm or http://raster.atari.org/
Developer: MULTIJOY8 (connect 8 joysticks to one Atari), MultiJoy16 (connect
16 joysticks to one Atari), ATADIM v2.04 Beta (Win9x- work with Atari disk
images XFD/ATR), DRATEX 1.2 (Win9x- Drop file Atari Czech text convertor),
LPTJOY/ATAJOY Driver (connect an Atari joystick to a PC), MAT2MTX (DOS-
Mac65 to Text). Games: Cervi (Worms- Tron lightcycles game for MultiJoy8),
Multris (Tetris-like game for MultiJoy4). more games: Zahada, Volleyball,
Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix,
Quadrotron-M4 (Quadro-Tron patched for Multijoy).
utilities: MPE (MIDI Pattern Editor) v2.3, HiLoader-4.2 T2000, ComprCopy4Hi,
TurboToDisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4,
Raster Music Tracker (RMT) 1.1 - cross-plaftorm XL/XE music maker for PC.
games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk,
Imagine, Gunhead. demos: YamahaDemo, Illusion 3, 80 rectangles, Motor,
Flame999, SelfDemo

SteveR's Classic Cartridges (Steve Reed) 8/02
http://www.steverd.com/
Vendor: used hardware and software

Carsten Strotmann 8/03
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS
- 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS)
PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for
BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine
for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS,
ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine
interpreter, original by Steve Wozniak), USB Device Driver Development Kit
Disk, Infoline for ACTION!

Sunmark Products (Mark DiLuciano) 9/03
383 Broadway
Lorain OH 44052-1631
USA
tel: 440-245-3678
http://www.sunmark.com/ Also http://www.hollex.net/

Developer: InstaDOS Cartridge (Atari DOS 2.0S), 400/800/XL PCB,
sio2pc PCB, Real Time Cartridge (ICD R-Time 8 clone),
Hollex Cartridge (16K of SRAM powered by a lithium battery),
sio2pc PCB with SIO cable, 400/800/XL Cartridge (select game from choice
of Hollex images), Rampage! cartridge, Multicart #1, Multicart #2,
Alley Cat cartridge, 5200 Multicart Blast, Multicart #3, Shamus II cartridge,
Synapse Series multicart, Colossus Chess 4.1 cartridge, Commando cartridge

Super Products 6/03
c/o James Bradford
14 poplar place
Kallangur, Qld 4503
Australia
tel: +61 7 38865712
mailto:sup8pdct@mail.cth.com.au
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 11/02
Czech Republic
http://jirkasuv.duch.cz/iPAQ/atari/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..."- text game)

Tomasz Szymankowski 6/03
http://atariarea.histeria.pl/PLus/index_us.htm
Developer: Atari800Win Plus 3.1 (for Windows, based on Atari800)

---

Subject: T

TAQUART 11/02
(Piotr 'Fox' Fusik, Marcin 'Eru' Zukowski, Michal'Dracon' Garbaciak,
Karolj 'Heaven' Nadj, Lukasz 'X-Ray' Sychowicz, Slawek 'Slaves' Sledz.
also: Bac, Dely, Samurai)
Poland
http://numen.scene.pl/
Developer: NUMEN (demo, requires 320K, PAL ANTIC)

Telegames 8/02
Box 901
Lancaster, TX 75146
USA
Orders: (972) 224-7200
Cust Service: (972) 228-0690
FAX: (972) 228-0693
http://www.telegames.com/
Vendor: commercial software

Vladimir Tichy 5/03
Hrdlovska 650

41705 Osek
Czech Republic
http://sdq.webpark.cz/
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC on the world.
Easy tool for archiving atari casettes to the PC files"

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
England
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Vasyl Tsvirkunov 1/03
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

Steven J. Tucker 9/03
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v2.0.6 for
Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win31/95/98, APE Warp+
OS for XL/XE machines, Imagic 1.06 95/NT--the Atari Disk Image Conversion
System for 9x/NT, Imagic 1.06 DOS--the Atari Disk Image Conversion System
for DOS (Imagic does disk image (ATR <-> XFD <-> DCM <-> SCP) conversion),
Atari Terminal Simulator ATS 2.0 (ATASCII Telnet/Serial Terminal & Break
Movie Player for 32bitWin), Break Movie Screensaver for 32bitWin,
MaxFlash Flash Cartridge - 1Mbit and 8Mbit versions

---

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Dan Vernon 3/03
http://retrobits.net/
Developer: Atari810 1.4d -- disk drive emulator in the tradition of
SIO2PC, for the Windows NT/2000/XP platform

Video 61 & Atari Sales (Lance Ringquist) 2/03
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
http://cth.dtdns.net/pro/pro1.html (BBS Express! Pro)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): Amaze Maze, Bumpers, Checkers,
Clash of the Kings, Concentration, Cosmos Pinball, Crystal Raiders,
Dan Strikes Back, Dandy, Desmond's Dungeons, Dinky Do, Dungeon Lords,
Dynakillers, Elevator Man, Firebug, Getaway, Hearts, Jailbreak, Jigsaw Puzzles,
Lights Out, Lord of the Orb, Mahjong, Maze War, Midas Maze, Montana Solitaire,
Mr. Robot, MyDOS 4.5, Paddle Pack Pong, Paddle Wars, Preppie, Preppie II,
Plaqueman, Puzzler, Ricochet, Rocks, Sharp Shooters, Smush, Solitaire,
Spaceball, Spaceshot Pinball, Speedo Disk Drive Speed Checker, Tetris II,
Translator (800 OS), Twin Pack(Battleship/Jump the Pegs),
Video Poker (by H. Brown), Video Slots, Zybex, Rally Speedway, SpartaDOS 3.3C,
Twilight World, Montezuma's Revenge, Cosmic Tunnels, Nibbler,
Clowns and Balloons, Bubble Trouble, Pacific Coast Highway, Drop Zone,
S.A.G.A. Mission Secret, S.A.G.A. Strange Odyssey, S.A.G.A. Pirates Adventure,
Sling Shot, TurboBasic, Star Flite 3.5.
Also: BBS Express! Professional (Pro!) 5.0b (Atari hardware), 6.0 (emulators)
Also K-Products products, which include: Pro_Term Terminal Modules,
Hardback & Restore, Mux_Time Software, TurBoss! High Speed O/S,
KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, 1050 US Doubler (USD),
DK-Utilities for the Black Box and the MIO

Video Game Advantage (VGA) 10/02
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (440) 843-8815 24hrs
http://www.io.com/~vga2000/
Vendor: used hardware/software and accessories

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
tel: (412) 7841-2241 5pm-8pm eastern time only
mailto:vidgame@earthlink.net
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vintage Micro-Computers (Jon Lucas)
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
Vendor: hardware and software

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Subject: W

Wacko Software (Andrei Ellman) 10/02
The Netherlands
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash (game)

Mark Watson 6/03
http://www.scrameta.net
Developer: GP32 port of Atari800 emulator, version 0.3

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, BobTerm 1.2 and several others

World of Atari 10/02
5920 Valley Vale Way
Sacramento, CA 95823
Phone: 916-422-7424
Fax: 815-377-8032
http://www.worldofatari.com/
Vendor: new and used hardware and software

Jeffrey S. Worley "Technoid Mutant" 1/03
mailto:TECHNOID@30below.com
Repair shop: offers free(!) hardware upgrades to 8-bit Atari computers
(memory, pokey, etc.)

---

Subject: X

Xport 9/03
http://xport.xbox-scene.com/
Developer: AtariXLBox v3 - port of Atari800 emulator for Microsoft Xbox

```
================================================================
End of atari-8-bit/vendev
================================================================
```

# 5543. Re: Star Raiders fun

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-08 09:57:43 UTC
From: Bishop <dweb@mediaone.net>
Message-ID: <8un7ov4v401egs4q81vapjc6pnjpl8lfva@4ax.com>
Source record: 18856

On Tue, 7 Oct 2003 21:15:36 -0400, "LionOfJudah"
<bcozier@bellsouth.net> wrote:

>All you guys are novices.
>
>This is what you need to do.
>
>Get a voice recoginition program, and map some voice commands to keys, like
>"Shields" "Tracking" "Hyper Warp" for hyperspace engage, "Map", "Warp 1"
>thru "Warp 9", "Stop" for engine 0 speed.
>
>Then you'll be in Capt. Kirk heaven!
>
>I should know :)
>

Skip the voice software, just get members of your family to work the
keyboard and joystick while you sit behind them in a nice leather
chair barking orders while the game is being projected on the wall of
your family room. Of course it helps if they're also wearing matching
uniforms and call you 'Captain'.

Not that I've gone that far.....yet...

# 5544. Atari 800 Power Supply Question.

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-08 12:25:31 UTC
From: inf0rmer <paulspam@e1designspam.comspam>
Message-ID: <%mTgb.141659$bo1.77121@news-server.bigpond.net.au>
Source record: 18857

Hello,

I am looking at obtaining an Atari 800 (NTSC version). I have seen one for sale on ebay, but it does not come with a power supply.

My question is: I am in Australia and the power here is 240v. I would like to know what specs tha power supply is so that I can buy one from Tandy Electronics (Radio Shack in the USA) - does someone know?

I'm a little unsure as to if the power supply outputs DC or AC, what voltage and current.

Can anyone help?

Thanks,

Paul...

# 5545. Re: Atari collection for sale (NL)

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-08 12:28:51 UTC
From: inf0rmer <paulspam@e1designspam.comspam>
Message-ID: <7qTgb.141667$bo1.94941@news-server.bigpond.net.au>
Source record: 18858
Cross-posted to: alt.fr.micro.atari,comp.sys.atari.8bit,comp.sys.atari.st,de.comp.sys.atari,fr.comp.sys.atari,pl.comp.sys.atari

You're not moving to Western Australia by any chance are you? Perhaps you could bring it all here for me? :)

"Collection 4 sale" <123collectionsale@456quicknet.nl> wrote in message news:1065551702.903906@cache1...
> Somewhere in the next couple of months I will be moving to another country,
> and am thefore parting with my entire vintage computer collection. The ATARI
> items are listed below. I am sending this to inquire whether anyone would
> be interested in buying all in one deal. In case you're interested, respond
> to my email-address with an offer, for the whole lot only please, and keep
> it serious. If I cannot sell all-in-one, I will offer items seperately
> later on. (IMPORTANT: remove the 123 - 456 from the address when replying!).
> Oh, I am located in the Netherlands.
>
> ----------------------------------------
> Atari 400 boxed
> Atari 800 boxed
> Atari 65XE boxed
> Atari 130XE boxed
> Atari 800XE boxed
> Atari 600XL boxed (Atari writer pack)
> Atari 800XL boxed
> Atari 1200XL boxed
> Atari XE Gamesystem boxed
> Atari 520 ST boxed
> Atari 1040STf boxed
> Atari SM124 monitor boxed
> Atari SM125 monitor boxed
> Atari 520 ST test kit boxed incomplete
> Atari ST Book boxed
>
> Atari VCS wood/6 boxed
> Atari VCS wood/4 boxed
> Atari 2600 black/4 boxed (2x)
> Atari 2600 Jr. boxed
> Atari 7800 boxed
> Atari 5200 boxed
> Atari Ultra pong doubles boxed
>

> Atari Video Music system boxed
>
> Atari 800 disk drive boxed
> Atari 800 Bookkeeper kit boxed
> Atari 1020 Color printer boxed
> Atari 1030 Modem boxed
> Atari Touchpad boxed
> Atari CX-11 tapedrive boxed
> Atari Kid's controller boxed
> Atari Light pen boxed
> Atari Lab starter set boxed
> Atari Lab Light Module boxed
> Atari Cart library boxed
> Atari Trak-Ball boxed (2x + 1x but label "modified for Amiga" by dealer)
> Atari Driving controllers boxed
> Atari Paddle Controllers boxed (2x, old box+new box)
> Atari Keyboard Controllers boxed (2x)
>
> 133 Boxed VCS/2600 game carts (10 double, same tile, different label)
> 35 loose VCS/2600 game carts
> + 15 boxed+34 loose VCS/2600 duplicate carts
>
> 22 boxed 7800 game carts
> 4 loose 7800 game carts
>
> 18 boxed XE GS game carts
> 2 loose XE GS game carts
>
> 28 boxed/mapped Atari 400/800 software titles
> 6 loose Atari 400/800 carts
>
> 19 boxed Atari home computer carts
> 2 loose Atari home computer carts
>
>
> Loose machines:
>
> Atari 520ST
> Atari 130XE
> Atari 130XE modified
> Atari 800XL modified
> Atari 1040STf (2x)
> Atari ST Book
> Atari Stacy 2
> Atari Stacy 4 modified with HDD ctrlr.
> Atari Mega STe
> Atari Mega 1
> Atari Mega ST2
> Atari Mega ST4
> Atari Megafile 20

> Atari Megafile 30 (2x)
> Atari TT030 (3x)
> Atari ATW800 tower case (2x, loose, empty case only)
> Atari 1050 diskdrive (1x + 2x modified)
> Atari SF354 diskdrive
> Atari SF314 diskdrive
> Atari 2600 Jr.
>
> + Unique collector's item: First 2600 Jr. shipped into Germany in 1984,
> signed by Klaus Ollmann (VP Atari Germany), with accompanying certificate
of
> authenticity (1984) signed by Anton Bruehl VP Atari Intl. Obtained from
> Klaus Ollmann, former VP Atari Germany.
>
> Various manuals, magazines, books
>
>

# 5546. Re: Taquart's "TIP" format

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-08 18:27:24 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F84570C.1A66FF50@students.uni-mainz.de>
Source record: 18859

Hello Bill,
well, HIP can have a resolution of 160 x 200 Pixel, RIP can have a
resolution of up to 160 x 238 Pixel and TIP can have a max. resolution
of 160 x 119 pixel. Concerning the colors, HIP has approx. 30 greyshades
(not 31 or 32, I don`t know why), RIP should have 16x9 colors
(Gr.9xGr.10) which would give 144 colors, but in practice you never see
more than 32-64 solors. TIP should have 256 colors.

Alas, TIP does not look pretty well on my PAL TV. To me it looks like
any other Gr. 9 + 11 graphics, except that it uses over + underscan
(like Technicolor does). Thus, one will see the higher resolution in
height (119 pixels instead of 96), but one cannot see the higher
resolution in width (160 pixels instead of 80) very good or precisely.
But maybe that depends on the computer and/ or the TV/monitor...

At least most Technicolor and Apac pix look much better than all the TIP
pix I have. But I guess this also has to do with the lazyness of the gfx
creators - they do not paint/draw the graphics any longer, they convert
it from a PC picture. In the past one could use an ST or Amiga picture
for that (with a max. resolution of 640 x 480), today they use PC
pictures with much bigger resolutions, which do not look good when
converted to the little atari...
-Andreas.

William Kendrick schrieb:
>
> Andreas Magenheimer <magea000@students.uni-mainz.de> wrote:
> > Well,
> > it is Gr. 10, because the GTIA has a bug in Gr. 10 mode - this bug, when
> > used with good knowledge will produce a resolution of 160x...
>
> Oh, the GR10 bug actually produces 160xX resolution?
> I misunderstood, then, and thought it merely shifted the frame 1/2 pixel
> (1 color clock) left or right.
>
> Wow! So at 160xX, how many colors do you get? I can't imagine how you'd
> get more than a GR15 mode, since you can only pack so many variations
> into 40 bytes! :^)
>
> -bill!

# 5547. Re: Atari 800 Power Supply Question.

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-08 18:27:42 UTC
From: Charles Richmond <richchas@comcast.net>
Message-ID: <3F847240.DF01F67F@comcast.net>
Source record: 18860

inf0rmer wrote:
>
> Hello,
>
> I am looking at obtaining an Atari 800 (NTSC version). I have seen one for
> sale on ebay, but it does not come with a power supply.
>
> My question is: I am in Australia and the power here is 240v. I would like
> to know what specs tha power supply is so that I can buy one from Tandy
> Electronics (Radio Shack in the USA) - does someone know?
>
> I'm a little unsure as to if the power supply outputs DC or AC, what voltage
> and current.
>
There is a *lot* of power supply information in the Atari
8-Bit FAQ...

--
+-----------------------------------------------------------------+
| Charles and Francis Richmond richmond at plano dot net |
+-----------------------------------------------------------------+

# 5548. Re: Taquart's "TIP" format

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-08 18:33:15 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F84586B.34F287D7@students.uni-mainz.de>
Source record: 18861

Hmmm,
I don`t have any paint programs for HIP and TIP - only converters. But I can give you dozens of paint programs for the Gr. 9+ 11 (256 color) mode. There is also a "Colorizer" program (named The Colorizer, by Bill Kendrick, I guess) to color Gr. 9 pictures and save them in Apac, Apac-2 or Pryzm mode... Just e-mail me and I will return Paint 256, The Colorizer and other Gr. 9+11 paint programs... greetings, Andreas.

P.S.: I also have paint programs for RGB and many polish graphics formats (INT, INP, XLP, MAX, etc.)...

Daniel Miller schrieb:
>
> I read these threads and follow the links, but it is a bit much for an
> amateur like me to assimilate. I am interested in getting paint
> programs for my Atari 800, capable of the following modes:
>
> HIP
> TIP
> APAC
>
> Anyone know of any such paint programs? A separate wish is that I had
> a paint program which used my Atari ST mouse which I use on the 800.
>
> PS: AtariAge is such a great site! I did not know about it until a
> couple months ago, but am glad I found it!

# 5549. Re: Taquart's "TIP" format

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-08 18:36:32 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F845930.4A08E695@students.uni-mainz.de>
Source record: 18862

Well,
but it was always mentioned as a bug in Gr. 10 (see docs for HIP, RIP
and TIP formats by HARD demo group and Heaven/Karolij Nadj)...
-Andreas.

Thomas Richter schrieb:

> Actually, I doubt that this is a "bug". This delay of one color clock in
> Gr.10 is IMHO required for the additional look-up step in the palette
> registers of GTIA that does not take place in Gr.9 or Gr.11 where the
> color comes directly from the input data.
>
> So long,
> Thomas

# 5550. Re: Star Raiders (Warrior and Commander missions)

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-08 18:48:52 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F845C14.9897D74@students.uni-mainz.de>
Source record: 18863

Well,
seems you have some knowledge of Star Raiders (most ABBUC members
don`t), so I will ask the question here:

- what can you do when you lost your onboard computer (i.e. when its
been destroyed) ?!?

The question seems fairly simply at first, but wait: You have to search
a Starbase to repair it. But, without the onboard computer you will not
be able to find a starbase (in Warrior and Commander missions), since
the info for horizontal, vertical and +/- location are out of order
then. And as long as you cannot locate a starbase, you cannot repair
your onboard computer, right ?!?
(Looks like an endless loop to me...)

what makes this situation so worse, is that you also have some problems
in EXACTLY locating the Zylons (the first 2 Zylons will attack you
directly, the others won`t) and most of all you are still losing energy
(which can only be re-filled at a starbase)... In other words: When I
have lost my onboard computer, I am dying slowly (running out of energy,
unable to exactly locate enemies or star bases, etc.), but I am
dying... Any help, to solve this situation would be appreciated !!
greetings, Andreas.

Greg Goodwin schrieb:
>
> FamilyNet Newsgate
>
> Plugged back up my Atari 800 the other day. Slapped in Star Raiders,
> thought I would tinker around. Was about to hit start on a Novice mission, and
> thought... nah... been doing this for 20 years... even tinkering by now should
> be a COMMANDER mission.
>
> Flew through, strafed the bad guys from sector to sector to sector. And
> then I decided the energy was getting low. Thought for that extra challenge I
> would see what I could get done with what I had left. I warped across the
> galaxy. And when I arrived I had 326 (out of 9999 for those who have never
> played this) left. Thought "Whoa cr*p..." and realized I had no energy left to
> chase, to fight... but maybe.. just maybe.. I could get in one last jump.
>
> Set a course for the nearest starbase, made the jump. Luckily it was in
> the next sector over. Arrived with 65 energy left. By the time I was done
> docking, I the energy counter was down to 19! (Yeh yeh... I should have waited
> till it said "0007" right? LOL)
>

> Jumped out of there, and won the day. But I don't think I've ever cut it
> that close on the energy. :)
>
> Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

# 5551. Re: Star Raiders fun

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-08 20:37:50 UTC
From: bill@newbreedsoftware.com
Message-ID: <yA_gb.29232$dk4.841784@typhoon.sonic.net>
Source record: 18864

Bishop <dweb@mediaone.net> wrote:
> Skip the voice software, just get members of your family to work the
> keyboard and joystick while you sit behind them in a nice leather
> chair barking orders while the game is being projected on the wall of
> your family room.

That's a cool idea. Good luck if you can convince your family to do it
for you, though. ;^)

Seriously, though, I always imagined that you were a solitary pilot
in a small craft, rather than flying anything with any kind of crew. :)

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5552. Re: Star Raiders (Warrior and Commander missions)

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-08 21:19:09 UTC
From: Bishop <dweb@mediaone.net>
Message-ID: <tdv8ov0bl47p66gna246c0em693tbdvsk2@4ax.com>
Source record: 18865

On Wed, 08 Oct 2003 20:48:52 +0200, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote:

>Well,
>seems you have some knowledge of Star Raiders (most ABBUC members
>don`t), so I will ask the question here:
>
>- what can you do when you lost your onboard computer (i.e. when its
>been destroyed) ?!?
>
>The question seems fairly simply at first, but wait: You have to search
>a Starbase to repair it. But, without the onboard computer you will not
>be able to find a starbase (in Warrior and Commander missions), since
>the info for horizontal, vertical and +/- location are out of order
>then. And as long as you cannot locate a starbase, you cannot repair
>your onboard computer, right ?!?
>(Looks like an endless loop to me...)
>
>what makes this situation so worse, is that you also have some problems
>in EXACTLY locating the Zylons (the first 2 Zylons will attack you
>directly, the others won`t) and most of all you are still losing energy
>(which can only be re-filled at a starbase)... In other words: When I
>have lost my onboard computer, I am dying slowly (running out of energy,
>unable to exactly locate enemies or star bases, etc.), but I am
>dying... Any help, to solve this situation would be appreciated !!
>greetings, Andreas.

Use your Long Range Scanner (L Key) to locate Starbases and enemy
ships. If your ship computer is destroyed, then your LR scanner will
always be available (it can be damaged, but will still be functional).
The game design is such that you can lose one or the other
(computer/scanner), but not both at the same time.

# 5553. Re: Star Raiders fun

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-08 21:24:22 UTC
From: Bishop <dweb@mediaone.net>
Message-ID: <bqv8ov0s5h2d6v8judekpoui6e620pibdd@4ax.com>
Source record: 18866

On Wed, 08 Oct 2003 20:37:50 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>Bishop <dweb@mediaone.net> wrote:
>> Skip the voice software, just get members of your family to work the
>> keyboard and joystick while you sit behind them in a nice leather
>> chair barking orders while the game is being projected on the wall of
>> your family room.
>
>That's a cool idea. Good luck if you can convince your family to do it
>for you, though. ;^)
>
>Seriously, though, I always imagined that you were a solitary pilot
>in a small craft, rather than flying anything with any kind of crew. :)
>
>
>-bill!
Yea, they wouldn't go for calling me Captain (I wanted them to do it even if we weren't playing the game). But I did hook up a laptop with Atari800win through an Infocus projector on a big wall, that was completely cool.

I agree though, I always imagined myself in a single seat fighter when playing.

# 5554. Re: Atari 800 Power Supply Question.

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-08 22:42:21 UTC
From: Mo <momo@atariland.com>
Message-ID: <hp0hb.866$3A6.355@twister.austin.rr.com>
Source record: 18867

output 9v ac

Mo

# 5555. Re: Star Raiders fun

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-08 22:44:41 UTC
From: Mo <momo@atariland.com>
Message-ID: <tr0hb.868$3A6.536@twister.austin.rr.com>
Source record: 18868

One idea would to be to hard wire a "Clapper" to the fire button and just
'Clap on and Clap off' your phasers!
Mo

"Bishop" <dweb@mediaone.net> wrote in message
news:bqv8ov0s5h2d6v8judekpoui6e620pibdd@4ax.com...
> On Wed, 08 Oct 2003 20:37:50 GMT, bill@newbreedsoftware.com (William
> Kendrick) wrote:
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> >That's a cool idea. Good luck if you can convince your family to do it
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> >
> >
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> Yea, they wouldn't go for calling me Captain (I wanted them to do it
> even if we weren't playing the game). But I did hook up a laptop with
> Atari800win through an Infocus projector on a big wall, that was
> completely cool.
>
> I agree though, I always imagined myself in a single seat fighter when
> playing.

## 5556. msdos22 and msini

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-09 01:48:34 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <vo9fjehn8kvj79@corp.supernews.com>
Source record: 18869

Hi, Just wondering if there has been any new updates to this SpartaDOS compatable game dos. Now that I have a hard drive I find that I am doing more and more with SpartaDOS and slowly moving away from MyDos eventhough I think the Ataridos compatability requires MyDos.
My partitions are:
SpartaDos 33A- 65535 Sectors
SpartaDos 32d- 65535 Sectors
SpartaDos 32g- 65535 Sectors
MyDos 4.534- 65535 Sectors
And many about 150 partitions of 720 sectored program and Magazine disks
TIA
RoyE

# 5557. ISO Atari 822 Printer

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-09 03:54:03 UTC
From: Jason Harmon <nowarz@hotmail.com>
Message-ID: <K_4hb.50$Ou1.187650@news.abs.net>
Source record: 18870

If any of you have an Atari 822 thermal printer you would be willing to part with for a fair price, please let me know.

Thanks.

Jason Harmon

# 5558. ADV: Atari Clearance Sale! 30% off!

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-09 08:49:04 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0310090145270.5204-100000@onyx.spiritone.com>
Source record: 18872
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm buried in Mountains of Atari stuff and I need Your HELP! I have Atari stuff coming out of my Ears and I need to make room for NEW Atari stock. I'm buying out an Atari Dealer & I need to make room for NEW Atari stock! So I'm Offering a 20% off the Top Discount for any customer on Atari ST and Classic Atari 8 Bit Books and SoftWare/Games! But Wait! There is more! For Regular Customers add another 10% off! A Whopping 30% off the Top Discount. Take advantage of this, because this is as Good as it Gets! A lot of the items on sale I only have One, Two or a Few of! So act NOW While I got it! Get the Catalogs while inventory Lasts! Got Questions? Call Ben 24Hrs: (503)256-9974 or E-Mail Atari@aracnet.com Today!

http://www.aracnet.com/~atari/specials.htm Atari Specials!
http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/maillist.htm SignUp for Ben's Mail List!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 5559. ADV: Classic Atari Games: NEW in BOX!

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-09 08:56:24 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0310090149330.5204-100000@onyx.spiritone.com>
Source record: 18871
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I've just bought more Classic Atari 8 Bit Games/Software from a Retired Atari Dealer. These games are +NEW in the BOX, including Avalon Hill as well as many Atari Games. These Games are first come, first serve. I also sell used/2nd hand Atari Goods. So act NOW while I got it! Got Questions? Call Ben 24Hrs: (503)256-9974 or E-Mail Atari@aracnet.com Today!

http://www.aracnet.com/~atari/newinbox.htm Games NEW in the BOX!
http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/maillist.htm SignUp for Ben's Mail List!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 5560. Re: Star Raiders fun

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-10 02:52:20 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <E9phb.4772$dn6.4699@newsread4.news.pas.earthlink.net>
Source record: 18873

"Bishop" <dweb@mediaone.net> wrote in message
news:bqv8ov0s5h2d6v8judekpoui6e620pibdd@4ax.com...
> On Wed, 08 Oct 2003 20:37:50 GMT, bill@newbreedsoftware.com (William
> Kendrick) wrote:
>
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> >> Skip the voice software, just get members of your family to work the
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> >That's a cool idea. Good luck if you can convince your family to do it
> >for you, though. ;^)
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> >in a small craft, rather than flying anything with any kind of crew. :)
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> >
> >-bill!
> Yea, they wouldn't go for calling me Captain (I wanted them to do it
> even if we weren't playing the game). But I did hook up a laptop with
> Atari800win through an Infocus projector on a big wall, that was
> completely cool.

No joke: My reasons for being an Atariphile were, in order

Seeing Starwars being played on a projection TV screen at Pacific Stereo in
Mt. View CA.

PacMan being run on an Atari 400 at Macy's.

Friends that worked for Atari

Atari being relatively local for me.

I think you may have to be a hold over from the hippie days to remember
Pacific Stereo. It was from the days where it was essential to spend at
least 2 months wages on a stereo system that would cause permanent hearing
loss and require a small pickup truck to relocate.

I still remember when I bought a Technics<SP?> turntable from them. The very
attractive hippie chick there had to call over another clerk to take my
money. When I asked why she said ~"I got in trouble for stealing so now they
won't let me handle money."

# 5561. Re: 6502 Software Design Questions

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-10 04:52:48 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3F863B20.8F0B28DD@cswebmail.com>
Source record: 18874

Steve S wrote:

> For a while now, I have attempted to try programming in Assembly Language
> for my Atari but have had some troubles, primary with Syntax regarding the
> use of the MAC Assembler.
>
> Anybody have some good suggestions, references, or ideas about how I can get
> the hang of this?

Which "mac" assembler are you using? Atari macro assembler? Oss mac/65? Other?
Something without macros such as the Atari Assembler Editor cartridge?

Rick D.

# 5562. Re: 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-10 04:55:31 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3F863BC3.BC0684E8@cswebmail.com>
Source record: 18875

Thomas Rahbar wrote:

> Rather than tear my house apart looking for my mio adapter for my 130xe,
> i've decided to install a Ram upgrade in my 800xl. Which ones do you guys
> recommend? I am waiting on the OS Warp upgrade from Steve Tucker to install
> so it would need to be compatible.
>
> Thank you! (I would also like to use my MIO on occasion)

Depends on which upgrade you can find. I have done lots of Newell. Rambo is a little more supported by commecrial stuff. Best Electronics may still have Wizztronics. B&B may have rambo(don't kniow).

DIY can go to 4 megs. Some using Simms. I have no idea about compatibility with MIO for any of them.

Rick D.

# 5563. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-10 08:42:32 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1065775123@rtfm.mit.edu>
Source record: 18876
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 28, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

# 5564. Re: writeatr problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-10 11:58:42 UTC
From: Matthias Reichl <usenet-20031010@hias.horus.com>
Message-ID: <slrnbod7ni.1j0.usenet-20031010@camel.hias.horus.com>
Source record: 18877

On Tue, 7 Oct 2003 21:23:30 -0400, Russ Gilbert wrote:
> Sorry Hias, (writeatr doesn't have good error reporting.)

No Problem!

BTW: I couldn't resist being a litte bit ironic since your postings
are usually correct - I hope you didn't mind that.

> The original poster seems to have disappeared.
> I was unclear about just about everything about what
> he was trying to do. He/she hasn't been back to enlighten us/me about the
> whole topic.

ACK. A significant percentage (approximately one third) of the bugreports
I received for AtariDsk and WriteAtr so far could be tracked down to
be very simple mistakes, eg using HD floppy disks with the 1050,
mixing up enhanced density with double density, or just the user failing
to read the program documentation. OTOH, some users provided me with
really useful bugreports and helped me to resolve quite some problems
I could never have tested by myself (eg with special disk drives).

> I have extensive experience with using a PC drive to read or write Atari
> disks, wrote my own transfer program to transfer files PC<->Atari before APE
> and SIO2PC.
> As far as I know, my program is the only one that will write a boot disk,
> using only the PC, that will work about 1/2 the time on a double density
> Atari drive.

Which approach did you use for that? Did you programm the FDC directly,
or did you also use the PC BIOS calls (int 13h)?

AtariDsk and WriteAtr (which are based on the same low-level functions)
just install a new drive parameter table (located at address 0:78H)
and then use the standard BIOS calls to read/write/format the disk.

When I started playing with Atari disks in the PC back in the early 90s,
I tried to find out the correct gap values by trial-and-error. I could
have saved a lot of time (and frustration) if I already had the
datasheets of the 765 / 2793 FDCs...

BTW: At the very beginning (until I used some working gap-values) AtariDsk
didn't work reliable, too. Currently, I'm using the following parameters:

DD: format-gap = 20, write-gap = 10
ED: format-gap = 32, write-gap = 16
HD: format-gap = 10, write-gap = 6

(the HD format is used by the HDI, 36 sectors with 256 bytes on 80
tracks and two sides of a 1.44MB 3.5" floppy disk).

> I learned that a good double density disk for both PC and Atari use should
> be formatted on the PC, and be totally blank before formatting ie. don't use
> a DD disk that was previously formatted on an Atari.

I agree with the "good disk", but personally I never had problems with
disks previously formatted by the Atari. I used some 4 or 5 different
1.2MB (HD) drives in the PC and all of them were successful in
formatting & writing the floppy disks so that my (DD-capable) 1050s
could access them. But then, I don't have other Atari drives than
the 1050, maybe the XF551/Rana/Trak/... drives are more picky.

> My experience with PC reading and writing of Atari disks was that it was
> about 75% able to do either, other times, errors occurred.

Personally I never had problems with writing Atari disks in the PC,
but my PCs could not read disks formatted with my 1050s reliable. I
assume this is due to the index-hole issue, most ï¿œPD756 compatible
FDCs don't like to get an index-pulse within a sector and abort the
sector-read command. I'm not totally sure if this is the real cause
of the read problem but several tests indicate that it could be:
usually there's one sector on each track which cannot be read by
the PC (sometimes all sectors read in fine), and the PC has no problems
reading a disk which was formatted by the PC and then written by
the 1050.

If anyone has another (better) theory of what's happening exactly,
I'd really be glad to hear it!

so long,

Hias

# 5565. Re: writeatr problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-10 13:30:54 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vodd3tfm3kqieb@corp.supernews.com>
Source record: 18879

Hello, Hias.
No problem about the comments you make.
You ask if I programmed the FDC directly or used
DOS interrupts. I used DOS interrupts.
Actually, what I did was modify Charles Marslett's
Myutil code for my use, I just used the read and write
sector code from Myutil.
I don't remember much about it, it has been years.
Seems there was a table of sectors for the 'interleave'.
You've gone much further into the 'headers', the way
the data on the disk is structured.
Mine was simple, I guess. I was pleased it worked at
all. I did try to modify my program to properly initialize
a 1.2 meg 5 1/4" disks to read and write DD.
That's about all I remember.
Regards

## 5566. Atari and more...collection must go...

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-10 13:32:23 UTC
From: Collection 4 sale <123collectionsale@456quicknet.nl>
Message-ID: <1065792446.925596@cache2>
Source record: 18878

Please see here for more info, pictures etc.:

http://www.fossilicon.com/collectionsale

Sergej

## 5567. any one here seen Rom Hamilton lately ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-10 15:01:30 UTC
From: rtdos@juno.com
Message-ID: <f927c019.0310100701.8e629cc@posting.google.com>
Source record: 18880

he's got my disks and i've not heard from him in a while; i was just
curious as to how the conversions were coming along.

## 5568. who maintains the atari email list out of poland ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-10 20:08:45 UTC
From: rtdos@juno.com
Message-ID: <f927c019.0310101208.550d794d@posting.google.com>
Source record: 18881

i am not able to send msgs nor am i getting any and i was wondering if
the list was down.

## 5569. FA: Many Atari 400/800/1200 xe xl game carts

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-10 20:34:53 UTC
From: john_bonham_80@yahoo.com
Message-ID: <e41705e3.0310101234.7b58e02a@posting.google.com>
Source record: 18882
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.st

Crystal Castles, Frogger II Three Deep and several others all starting
at a buck, please follow the link below or search for user ID: lrandnr

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&include=0&userid=lrandnr&sort=3&rows=25&since=-1&rd=1

# 5570. Re: Vintage Comp. Show this weekend; SF Bay Area

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-11 02:20:54 UTC
From: bill@newbreedsoftware.com
Message-ID: <aOJhb.30236$dk4.854530@typhoon.sonic.net>
Source record: 18883

William Kendrick <bill@newbreedsoftware.com> wrote:
> Don't forget! I'll be there with my 800XL showing off demos!
> http://www.vintage.org/2003/main/exhibit.php

Wish me luck! :^) I'll post photos next week...

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5571. Atari 1050 power adapter

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-11 02:39:54 UTC
From: Greg Andrzejewski <pressyourluck85@yahoo.com>
Message-ID: <jlednS35d8mz8BqiXTWJiw@comcast.com>
Source record: 18884

Hi,
I recently got an Atari 1050 disk drive, but no power supply. Where can
I get one and/or what are the specs?

Thanks,
Greg Andrzejewski

# 5572. Re: any one here seen Rom Hamilton lately ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-11 02:51:27 UTC
From: Mo <momo@atariland.com>
Message-ID: <PeKhb.4007$3A6.3166@twister.austin.rr.com>
Source record: 18885

I emailed him a ping a while back and never got a reply. I hope he's okay.
Mo

"status@rtdos.info" <rtdos@juno.com> wrote in message
news:f927c019.0310100701.8e629cc@posting.google.com...
> he's got my disks and i've not heard from him in a while; i was just
> curious as to how the conversions were coming along.

# 5573. Re: Atari 1050 power adapter

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-11 05:09:42 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <qgMhb.21532$Qo.18623@news2.central.cox.net>
Source record: 18886

I have one..whereabouts do you live?

Thomas

"Greg Andrzejewski" <pressyourluck85@yahoo.com> wrote in message
news:jlednS35d8mz8BqiXTWJiw@comcast.com...
> Hi,
> I recently got an Atari 1050 disk drive, but no power supply. Where
can
> I get one and/or what are the specs?
>
> Thanks,
> Greg Andrzejewski
>
>

# 5574. Re: SC1435 monitor and 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-11 21:05:31 UTC
From: cmartin@ti.com
Message-ID: <482f186a.0310111305.6ff419d5@posting.google.com>
Source record: 18887

Well, that is interesting! What are the connections?

--Chris

# 5575. VCS day 1!

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-12 05:20:44 UTC
From: bill@newbreedsoftware.com
Message-ID: <Mw5ib.30494$dk4.861071@typhoon.sonic.net>
Source record: 18888

Brief note about my first day at the Vintage Computer Show (VCS 6.0)!
I didn't get a chance to wander around at all, so I can't speak much about
the other exhibits yet...

My own presentation (Atari 800XL running various games and demos, and
Atari800 emulator running on a laptop, doing the same, but louder ;^) )
didn't gather hordes of people, but it definitely didn't get passed by too
much ;^) (Some older folks who seemed ONLY interested in much older, much
bigger iron, would glance over, and then keep walking after the saw what I
was about ;^) )

There were definitely some Atari fans there. I mention GTIA modes and DLIs,
and they knew what I was talking about. One fellow start conjecturing how he
thought certain effects were being done.

I think I may have made Atari800 (emu) users out of most of them, and possibly
sold some SIO2PC and APE cables, and even some AtariMax flash cartridges.
(You're welcome, Steve!) It's not like I was there to sell stuff, but people
were genuinely interested in the funny cable out the back of the Atari and into
the back of my laptop, for example...

(One fellow heard the Atari booting, and started craning his neck behind my
monitor... "You got a 1050 back there, or something?" "Yeah, right here!"
I said, patting my wife's laptop :^) )

Anyway, the person next to me (who came with a portable C=64, a Tomy Tutor
and a Tomy Pyuuter from Japan) won't be there tomorrow, so Bob Wooley, talk to
Sellam and see if you can bring a set of 1200XLs. Just be sure to bring
some power strips and monitors. ;)

Perhaps see someone else from around here tomorrow!

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5576. Re: SC1435 monitor and 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-12 08:40:11 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3f891254$0$28121$afc38c87@news.optusnet.com.au>
Source record: 18889

"Chris Martin" <cmartin@ti.com> wrote in message
news:482f186a.0310111305.6ff419d5@posting.google.com...
> Well, that is interesting! What are the connections?

Simple, I cheated ;-) I pulled the guts out of a Commodore 1084s and inserted it (with a little case modifaction) in a SC1435. While repairing one a while ago, I noticed that it was the same as Philips CM8833 mk2 and the Commodore 1084S. All three were built by Philips. So I just removed a 1084S board swapped the flyback transformers (the Commodores was faulty), and voila. The 130XE came up beautiful. Just nice to have an Atari Monitor on the desk instead of a Commondore one. I have taken a few shots of both a 130XE and a 600XL using chroma luma. I will put them on my web site soon.

Mark

# 5577. Re: The C64 is just an ATARI 800 rip-off!

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-12 09:04:40 UTC
From: Nearl J Icarus <nj_toothenbecker@hotmail.com>
Message-ID: <IO8ib.17710$_f.5488@news1.central.cox.net>
Source record: 18890
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

In article <HtOcb.10548$Wd7.7981@nwrddc03.gnilink.net>, samgillett@msn.com says...

>If Commodore engineers were such losers, why did Jack Tramiel, after he went >to Atari, lure a team of engineers away from Commodore to design the Atari >ST?

That's the kind of statement I would have made to prove how lame the commie engineers were. Considering Smilin' Jack's track record after he got Atari, you can see how lozers follow lozers.

# 5578. Re: Atari 1050 power adapter

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-12 09:26:05 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <N69ib.7473$av5.1403@newsread3.news.pas.earthlink.net>
Source record: 18891

"Greg Andrzejewski" <pressyourluck85@yahoo.com> wrote in message
news:jlednS35d8mz8BqiXTWJiw@comcast.com...
> Hi,
> I recently got an Atari 1050 disk drive, but no power supply. Where
can
> I get one and/or what are the specs?

Ok, I can tell you everything but the center pin polarity. Alas, my DMM is
at work, so I cannot check it at this moment.

9V AC, 31 VA.

That is what is inscribed on the bottom of my power supply.

>
> Thanks,
> Greg Andrzejewski
>
>
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

Email: same as yahoo/AIM @earthlink.net
http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic

# 5579. Help With Macros [was Re: 6502 Software Design Questions]

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-12 10:24:16 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <kZ9ib.7482$av5.698@newsread3.news.pas.earthlink.net>
Source record: 18892

"Rick D." <webrickd@cswebmail.com> wrote in message
news:3F863B20.8F0B28DD@cswebmail.com...
> Steve S wrote:
>
> > For a while now, I have attempted to try programming in Assembly
Language
> > for my Atari but have had some troubles, primary with Syntax regarding
the
> > use of the MAC Assembler.
> >
> > Anybody have some good suggestions, references, or ideas about how I can
get
> > the hang of this?
>
> Which "mac" assembler are you using? Atari macro assembler? Oss mac/65?
Other?
> Something without macros such as the Atari Assembler Editor cartridge?

Ok, allow me to butt in here and show just how ignorant I am...

I have been writing programs in assembly for... UGH, longer than I care to count, but(!), the only things I ever used was the exceptionally crappy assembler program from Compute!'s"Machine Language For Beginners" and the Atari Assembler Editor cart.

I had extremely bad, repeat, BAD, experiences with the Atari Assembler cart at first. It was... almost 2 years before I learned about the errata sheets from Atari. After that, it was a breeze to use.

As for the program from the Compute! book, it was loaded with bugs that I spent close to six months ironing out. And after I found out what was up with the error laden user manual for the Atari cart, I decided the Compute! program was way too sluggish and, for lack of a better word, "stupid" for any serious programmer to waste time with.

Now, I recently stumbled across a copy of the Atari "Macro Assembler/Program & Text Editor" on E-bay for a whopping 5 bucks. I figured I'd dump 5 bucks into an original copy of Atari software, and I figured I may actually have a use for it. After careful examination, I am 90% sure that I am missing a manual. It has a manual with it that explains every last function of the program/text editor, but not so much as a mention of the Macro Assembler. If anyone out there has a copy of this manual or knows where I can find it online, you would be my official "cool guy of the decade". I tried to run some source code files through it from my assembler cart and got some really cryptic error messages. It is a very strange beast to me.

Anyways, allow me to explain something here. I cut my teeth on BASIC, and then went straight from that to assembly, and that was IT (that was an INSANE jump for me, I nearly pulled my hair out trying to figure out assembly). I never bothered with anything else. With that said, I now ask very sheepishly... What is a macro? I think it's just because I never used anything besides Atari's BASIC and assembler carts that I have no knowledge or understanding of them. From what I understand of it, I think a macro is a pseudo-command/statement that is actually a string of commands or statements, much like any normal subroutine, except the macro is defined at some point in the code and then the commands of that macro are automatically assembled into the object code any time there's a reference to the defined macro.

Like... (bear with me, this is only a guess...)

Say I want to move a string of data into low screen memory from page six or wherever using a macro... would I do something like this?

```
TEST (Define the name of the macro, in this case "TEST"?)
LDY #00
START LDA $0600,Y
BEQ EXIT (I always uses zeroes to mark the end of a string)
STA ($58),Y
INY
JMP START
EXIT RTS
```

And then, somewhere in my source code, I just make a reference to the macro by it's name or whatever and the macro is inserted into the object file?

Say...

```
[source code]
TEST
[more source code]
```

Am I right, close, or totally lost?

Sorry if I come across as a moron, but that's something that has puzzled me for years.

Thanks to anyone who can shed a little light on this.
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM @earthlink.net
http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic

# 5580. Re: The C64 is just an ATARI 800 rip-off!

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-12 19:08:33 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <REhib.8470$843.1181@nwrddc03.gnilink.net>
Source record: 18893
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

Nearl J Icarus wrote ...

>>If Commodore engineers were such losers, why did Jack Tramiel, after he
>>went to Atari, lure a team of engineers away from Commodore to design the
>>Atari ST?
>
>That's the kind of statement I would have made to prove how lame the commie
>engineers were. Considering Smilin' Jack's track record after he got Atari,
>you can see how lozers follow lozers.

Yup. Went "down the tubes" right behind Sir Clive. :-P

Face it. All of the 8-bit computers went down the tubes about a decade ago.
All of the 16-bitters followed closely behind. And most of us will see
todays 32-bit computers go down the tubes as well. Such happenings are
called technological progress.

We don't have to like it, but we do have to live with it.

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088

# 5581. Re: The C64 is just an ATARI 800 rip-off!

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-12 19:15:36 UTC
From: "Sinclair QL a.k.a. P.D" <do.not.bother.me@spammer.net>
Message-ID: <oprwx2gdl0wur7eh@news.verizon.net>
Source record: 18894
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

oΩ½oΩ½oΩ½/On Sun, 12 Oct 2003 19:08:33 GMT,oΩ½(oΩ½) Sam Gillett <samgillett@msn.com>
oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½/wrote:

```
>
> Nearl J Icarus wrote ...
>
>>> If Commodore engineers were such losers, why did Jack Tramiel, after he
>>> went to Atari, lure a team of engineers away from Commodore to design
>>> the
>>> Atari ST?
>>
<ramblings snipped>
>
> Yup. Went "down the tubes" right behind Sir Clive. :-P
>
> Face it. All of the 8-bit computers went down the tubes about a decade
> ago.
> All of the 16-bitters followed closely behind. And most of us will see
> todays 32-bit computers go down the tubes as well. Such happenings are
> called technological progress.
>
> We don't have to like it, but we do have to live with it.

Not necessarily. What we can do is try to bring a little of that old-style
machines charm to the new architectures.
64 bit power combined with 8 and 16 bit ease of use and control over the
machine is not that bad and it is at least feasible.

Phoebus

--
Visit the QL-FAQ at: <http://www.dokos-gr.net/ql/faq/> (Still uploading
stuff!)
Visit the uQLX-win32 homepage at: <http://www.dokos-gr.net/ql/uqlx.html>
Visit the uQLX-mac home page at:<http://www.dokos-gr.net/ql/uqlxmac.html>
For mail reply to: ql PUNKT css AT dokos MINUS gr DOT net
```

## 5582. Percom drive

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-12 23:06:15 UTC
From: frankodragon1@yahoo.com
Message-ID: <d50c8e14.0310121506.19f7d223@posting.google.com>
Source record: 18895

I found an Percom drive along with an Atari 800 at a garage sale the other day and read some posts about the drive itself. First the drive model is an AT88-S1PD and the drive is a SS/SD and I like to replace it with a 5.25 DS/DD drive (I may have one lying somewhere in the basement). I also read an older post about a Data Doubler card in which you have to slide into the PCB to get the DS/DD effect. Where exactly would one go onto the PCB board just in case one is already installed?

# 5583. Re: Percom drive

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-12 23:52:09 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <JOlib.391$CE2.458339@news2.news.adelphia.net>
Source record: 18896

Franko wrote:

> I found an Percom drive along with an Atari 800 at a garage sale the
> other day and read some posts about the drive itself. First the drive
> model is an AT88-S1PD and the drive is a SS/SD and I like to replace
> it with a 5.25 DS/DD drive (I may have one lying somewhere in the
> basement). I also read an older post about a Data Doubler card in
> which you have to slide into the PCB to get the DS/DD effect. Where
> exactly would one go onto the PCB board just in case one is already
> installed?

The AT88 series is single-density only without the 'data doubler' card, which plugs into one of the sockets on the PCB and makes it DD compatible. I believe this card plugged into the CPU socket like a Happy 1050 upgrade.

With a 3.5" mechanism you can store 360k per disk on 720k disks in AT88 mode. With a RFD series drive or a data-doubler installed, you can get the full 720k.

Steve

# 5584. Hi, Bob, new post.

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-13 00:35:57 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vojsqoef3iktad@corp.supernews.com>
Source record: 18748

Hi, Bob.
I don't think I've heard from you since I sent the e-mail that requests Mom, with you accompanying her, to come on Thursday 10/23/03. There's a circus on that Friday, and we have Mom a ticket. And Mom's first appointment at the Cole Vision Center, Dr. Lawder is for Thursday, 10/30/03 at 9:15 AM.

Eleanor and I will be going to Topeka, KS tomorrow, so I won't be able to respond to e-mails. We will confirm the date you can bring Mom. Eleanor and I will not be back in Cleveland until Monday 10/20/03.

Uhm... How can we do this.... We will be on the road most of 10/13 and 10/14, you could call the cell phone at 216-702-8437 during that time and probably get an answer. Normally, the phone stays in the car and there won't be anyone to answer it. I think there may be a voice-mail to leave messages, I'm not sure.

Love,
Russ

## 5585. DANG

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-13 00:38:03 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vojsumdeo4rm1f@corp.supernews.com>
Source record: 18747

Sent a letter to my relative, but to comp.sys.a.8
Ding.
Wonder if I can kill it.

# 5586. Re: DANG

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-13 02:20:43 UTC
From: Mo <momo@atariland.com>
Message-ID: <%Znib.29491$7_1.4184@twister.austin.rr.com>
Source record: 18749

I haven't seen it if you sent it here...
Mo

"Russ Gilbert" <russg@en.com> wrote in message
news:vojsumdeo4rm1f@corp.supernews.com...
> Sent a letter to my relative, but to comp.sys.a.8
> Ding.
> Wonder if I can kill it.
>
>
>

# 5587. Okay I bought an Apple 2+

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-13 02:25:04 UTC
From: Mo <momo@atariland.com>
Message-ID: <42oib.29549$7_1.25778@twister.austin.rr.com>
Source record: 18750

I tried a friends out about twenty years ago and was a little jealous. That was my pre-Atari period. The price tag was a little high then so I went with the Atari. Now that they're relatively cheap, I figured I'd get one. I've never seen a disk drive that was made by Fisher price before 8-). The computer itself is pretty rugged and works well, I just hate the disk drive. Something different to play with for a while, I still love my Atari though and I still check comp.sys.a.8 every night. I just wanted to come out with this before ya'll heard it from somewhere else 8-).
Mo

# 5588. Re: Atari 1050 power adapter

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-13 03:16:48 UTC
From: "G.M." <bitbucket@cox.net>
Message-ID: <Xns9412CE4DD68ECambassadorkosh@68.6.19.6>
Source record: 18751

"The Undead Mechanic" <davidb81@earthlink.net> wrote in
news:N69ib.7473$av5.1403@newsread3.news.pas.earthlink.net:

>
> "Greg Andrzejewski" <pressyourluck85@yahoo.com> wrote in message
> news:jlednS35d8mz8BqiXTWJiw@comcast.com...
>> Hi,
>> I recently got an Atari 1050 disk drive, but no power supply.
>> Where can
>> I get one and/or what are the specs?
>
> Ok, I can tell you everything but the center pin polarity. Alas, my
> DMM is at work, so I cannot check it at this moment.
>

It's AC, center pin polarity doesn't matter :)

> 9V AC, 31 VA.
>
> That is what is inscribed on the bottom of my power supply.
>
>>
>> Thanks,
>> Greg Andrzejewski
>>
>>

--
C:\DOS
C:\DOS\RUN
..\RUN\DOS\RUN

# 5589. Re: DANG

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-13 03:49:10 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vok8517j7pnnde@corp.supernews.com>
Source record: 18752

Thanks, Mo.
I sent a 'cancel message' from OE. Maybe it worked.

# 5590. Re: Atari 1050 power adapter

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-13 04:33:36 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <AWpib.8696$av5.4417@newsread3.news.pas.earthlink.net>
Source record: 18753

"G.M." <bitbucket@cox.net> wrote in message
news:Xns9412CE4DD68ECambassadorkosh@68.6.19.6...
> "The Undead Mechanic" <davidb81@earthlink.net> wrote in
> news:N69ib.7473$av5.1403@newsread3.news.pas.earthlink.net:
>
> >
> > "Greg Andrzejewski" <pressyourluck85@yahoo.com> wrote in message
> > news:jlednS35d8mz8BqiXTWJiw@comcast.com...
> >> Hi,
> >> I recently got an Atari 1050 disk drive, but no power supply.
> >> Where can
> >> I get one and/or what are the specs?
> >
> > Ok, I can tell you everything but the center pin polarity. Alas, my
> > DMM is at work, so I cannot check it at this moment.
> >
>
> It's AC, center pin polarity doesn't matter :)

Yeah. I posted that at about 5 am this morning and wasn't paying much
attention. After I realised it, I was wondering how long it would be before
someone noticed it...
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

Email: same as yahoo/AIM @earthlink.net
http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic

# 5591. Re: DANG

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-13 05:57:10 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <73300058a1b0c8998f9e46573cd76c67@news.teranews.com>
Source record: 18754

heh, your best bet, if it bothers you, is to log on to google and have it removed from their archive. You have have been using a valid email address in order to do that though.

"Russ Gilbert" <russg@en.com> wrote in message news:vojsumdeo4rm1f@corp.supernews.com...
> Sent a letter to my relative, but to comp.sys.a.8
> Ding.
> Wonder if I can kill it.
>
>
>

## 5592. Atari800Win Plus settings

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-13 06:38:02 UTC
From: Mad_Kat <maloney@HotPOP.com>
Message-ID: <0phkovc73s40h262annj687bal2q7roqt1@4ax.com>
Source record: 18755

Hello all! I've been using this excellent Atari 800 emulator, Atari800Win Plus 3.1, for some time now, but I can't seem to get the audio and video settings just right. Any of you long-time users of this emulator have any suggestions as to what the settings are for the best performance?

MK

# 5593. FA:Many boxed+new ATARI XL/XE cartridge games

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-13 06:56:58 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <f16cbc23.0310122256.5ba182b0@posting.google.com>
Source record: 18756

Look at :

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=klassische-videospiele&sort=3&page=1&rows=25&since=-1&showpics=1&stab=0

I also sell large lots of certain games , for resellers and
homebrewers etc.

You may also ask for ATARI 2600 and ATARI 800 XL/XE cartridge lists !

M.G.

# 5594. Re: Help With Macros [was Re: 6502 Software Design Questions]

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-13 09:00:29 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0310130100.19332d8c@posting.google.com>
Source record: 18757

"The Undead Mechanic" <davidb81@earthlink.net> wrote in message
news:<kZ9ib.7482$av5.698@newsread3.news.pas.earthlink.net>...
> Ok, allow me to butt in here and show just how ignorant I am...
>
> I have been writing programs in assembly for... UGH, longer than I care to
> count, but(!), the only things I ever used was the exceptionally crappy
> assembler program from Compute!'s"Machine Language For Beginners" and the
> Atari Assembler Editor cart.
>
> I had extremely bad, repeat, BAD, experiences with the Atari Assembler cart
> at first. It was... almost 2 years before I learned about the errata sheets
> from Atari. After that, it was a breeze to use.
>
> As for the program from the Compute! book, it was loaded with bugs that I
> spent close to six months ironing out. And after I found out what was up
> with the error laden user manual for the Atari cart, I decided the Compute!
> program was way too sluggish and, for lack of a better word, "stupid" for
> any serious programmer to waste time with.
>
> Now, I recently stumbled across a copy of the Atari "Macro Assembler/Program
> & Text Editor" on E-bay for a whopping 5 bucks. I figured I'd dump 5 bucks
> into an original copy of Atari software, and I figured I may actually have a
> use for it. After careful examination, I am 90% sure that I am missing a
> manual. It has a manual with it that explains every last function of the
> program/text editor, but not so much as a mention of the Macro Assembler. If
> anyone out there has a copy of this manual or knows where I can find it
> online, you would be my official "cool guy of the decade". I tried to run
> some source code files through it from my assembler cart and got some really
> cryptic error messages. It is a very strange beast to me.
>
> Anyways, allow me to explain something here. I cut my teeth on BASIC, and
> then went straight from that to assembly, and that was IT (that was an
> INSANE jump for me, I nearly pulled my hair out trying to figure out
> assembly). I never bothered with anything else. With that said, I now ask
> very sheepishly... What is a macro? I think it's just because I never used
> anything besides Atari's BASIC and assembler carts that I have no knowledge
> or understanding of them. From what I understand of it, I think a macro is a
> pseudo-command/statement that is actually a string of commands or
> statements, much like any normal subroutine, except the macro is defined at
> some point in the code and then the commands of that macro are automatically
> assembled into the object code any time there's a reference to the defined
> macro.
>
> Like... (bear with me, this is only a guess...)

> 
> Say I want to move a string of data into low screen memory from page six or
> wherever using a macro... would I do something like this?
> 
> TEST (Define the name of the macro, in this case "TEST"?)
> LDY #00
> START LDA $0600,Y
> BEQ EXIT (I always uses zeroes to mark the end of a string)
> STA ($58),Y
> INY
> JMP START
> EXIT RTS
> 
> And then, somewhere in my source code, I just make a reference to the macro
> by it's name or whatever and the macro is inserted into the object file?
> 
> Say...
> 
> [source code]
> TEST
> [more source code]
> 
> Am I right, close, or totally lost?
> 
> Sorry if I come across as a moron, but that's something that has puzzled me
> for years.
> 
> Thanks to anyone who can shed a little light on this.
> --
> David Bowden
> The Undead Mechanic.
> 
> AIM & Yahoo: UndeadMechanic
> 
> SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM @earthlink.net
> http://home.earthlink.net/~davidb81/
> http://www.livejournal.com/users/undeadmechanic

Not even close to a moron in my book, I also came up from crude
Basic skills and even very low level assembler from Timex 2068.
Never got the hang of Atari Basic but I can get around somewhat.
6502 assembler is a breeze after the Z80 but most of the learning
curve is as you've experianced, getting to know ones particular
assembler. Yes you are missing the AMAC manual, I know of no
online source, but B&C sold me my complete AMAC package for $40??
I am partial to the MAC 65 cartridge myself, but wanted to check
out the nice things I heard about AMAC personally. Basic
understanding of Macros and their use is right on. You define the
Macro first with a lable LIKE name. The Macro section ends with
.end Macro and when you want that particular snipet of code

inserted into the object file you place the Macro name as if it were a label into the source code. Each assembler tends to require different uses of punctuation, etc., and I don't even know those for my mac65 cart right at the moment anyway - but the gist of it all is there.

The mac65 manual is online
http://www7.brinkster.com/atari/mac65.htm#topofpage

and chasing down a broken link I see he has taken it upon himself to provide the basics for AMAC as well, good on him, with credit to Nick Kennedy.
http://www7.brinkster.com/atari/amac.htm#topofpage

# 5595. Re: Help With Macros [was Re: 6502 Software Design Questions]

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-13 09:51:38 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <KAuib.8940$av5.7483@newsread3.news.pas.earthlink.net>
Source record: 18758

"Lee" <melee5@my-deja.com> wrote in message
news:a57ea28d.0310130100.19332d8c@posting.google.com...
> "The Undead Mechanic" <davidb81@earthlink.net> wrote in message
news:<kZ9ib.7482$av5.698@newsread3.news.pas.earthlink.net>...

<snip>

> Not even close to a moron in my book, I also came up from crude
> Basic skills and even very low level assembler from Timex 2068.

I have a Timex Sinclair 1000 just gathering dust. Any idea where I can get some replacement RAM for it? It died on me about 3 years ago, but I still have it!

> Never got the hang of Atari Basic but I can get around somewhat.

I tackled Atari Basic at about 7 or 8 years old. At the time, my school was using Commodore 64s, 128s, and one Atari 130XE. They also had an Apple II and LOAD of hardware & software that had been confined to the storage closet that I tried to talk them out of for years. I finally succeeded in '92.

> 6502 assembler is a breeze after the Z80

A bit off the subject, but doesn't the Z80 have a good deal more registers than the 6502? Not that I'm complaining about the 6502, but I never screwed around with anything else. Right now I'm wading my way through Windows assembly.

but most of the learning
> curve is as you've experianced, getting to know ones particular
> assembler.

That's good to know. Considering the fact that my first Atari computer (800) is 2 years older than me, many people think it's really odd that I know anything at all about these "ancient" 8-bits. I was 4 years old when my 130XE hit the market. :) It's a very enjoyable and rewarding hobby for me, even though my wife thinks my stack of old 8-bitters is a complete waste of time, money, and space.

Yes you are missing the AMAC manual, I know of no
> online source, but B&C sold me my complete AMAC package for $40??

You paid 64 bucks for it??? That's a bit pricey, don't ya think? ;)

Anyways, I've got everything but the AMAC manual, even the original box.

> I am partial to the MAC 65 cartridge myself, but wanted to check
> out the nice things I heard about AMAC personally. Basic
> understanding of Macros and their use is right on.

Sweet. So I at least know that much about it. Now all I have to do is get a
manual and figure out the syntax of the damned thing.

You define the
> Macro first with a lable LIKE name. The Macro section ends with
> .end Macro and when you want that particular snipet of code
> inserted into the object file you place the Macro name as if it
> were a label into the source code. Each assembler tends to require
> different uses of punctuation, etc., and I don't even know those
> for my mac65 cart right at the moment anyway - but the gist of it
> all is there.

I would like to have a MAC65 cart, but I get the job done just fine with my
Atari assembler cart. Hell, I've been using it for over 10 years.

>
> The mac65 manual is online
> http://www7.brinkster.com/atari/mac65.htm#topofpage
>
> and chasing down a broken link I see he has taken it upon
> himself to provide the basics for AMAC as well, good on him,
> with credit to Nick Kennedy.
> http://www7.brinkster.com/atari/amac.htm#topofpage

SWEET! Extreme kudos to you, dude! That helps a LOT!
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* earthlink *DOT* net
http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic

# 5596. Re: Okay I bought an Apple 2+

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-13 12:51:10 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <tn7lovkhosumpg725def3sduhlc5enke1a@4ax.com>
Source record: 18759

On Mon, 13 Oct 2003 02:25:04 GMT, "Mo" <momo@atariland.com> wrote:

>I tried a friends out about twenty years ago and was a little jealous. That
>was my pre-Atari period. The price tag was a little high then so I went with
>the Atari. Now that they're relatively cheap, I figured I'd get one. I've
>never seen a disk drive that was made by Fisher price before 8-). The
>computer itself is pretty rugged and works well, I just hate the disk drive.
>Something different to play with for a while, I still love my Atari though
>and I still check comp.sys.a.8 every night. I just wanted to come out with
>this before ya'll heard it from somewhere else 8-).
>Mo

Get out. Just leave. It is too emotionally painful to have you around
now, to live with this betrayal.

Ahaha, just kidding! I think Atarians like the Apple II, there wasn't
as much rivalry there as with some of the others.

# 5597. Re: any one here seen Rom Hamilton lately ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-13 15:50:36 UTC
From: rtdos@juno.com
Message-ID: <f927c019.0310130750.2380d03c@posting.google.com>
Source record: 18760

You wouldn't happen to have his address would you ?

"Mo" <momo@atariland.com> wrote in message
news:<PeKhb.4007$3A6.3166@twister.austin.rr.com>...
> I emailed him a ping a while back and never got a reply. I hope he's okay.
> Mo
>
> "status@rtdos.info" <rtdos@juno.com> wrote in message
> news:f927c019.0310100701.8e629cc@posting.google.com...
> > he's got my disks and i've not heard from him in a while; i was just
> > curious as to how the conversions were coming along.

# 5598. Re: rtdos: *PROGRESS REPORT*

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-13 20:00:02 UTC
From: rtdos@juno.com
Message-ID: <f927c019.0310131200.11b8d4ff@posting.google.com>
Source record: 18761

kenames@pacbell.net wrote in message news:<f5O4dXX6MbiT-pn2-CjdviYH1dM5Z@localhost>...
> hmmm, doesn't exactly seem to be a wealth of information there.
> nothing I see to even get to a rtdos web page that explains what it
> is.
>
> Ken
>
> On Wed, 24 Sep 2003 20:20:18, rtdos@juno.com (status@rtdos.info)
> wrote:
>
> > http://www.rtdos.com/forum/viewforum.php?f=25
>
>
> --

the basic idea is for you to keep going back to the website
periodically rather than have me maintain some sort of email list.
:o)

# 5599. Re: Okay I bought an Apple 2+

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-13 20:08:10 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <3b1mov449vgv86u2p69a2l263ihsacp2g9@4ax.com>
Source record: 18762

Maybe that's one reason why Atarians like the Apple II, but I can
think of a few others.

Have you ever tried to make a cursor go up one or more lines in the
Apple II screen editor?

Have you ever tried to make an Apple II sound like an Atari 8-bit?

Have you ever tried to program color in BASIC on an Apple II?

Don't get me wrong -- the Apple II had some major advantages over
other 8-bit machines, but in at least three areas, Atarians could feel
smug about their computers when comparing the two.

Take care.

Alan

On Mon, 13 Oct 2003 08:51:10 -0400, Daniel Miller
<daclmi@mediakingx.com> wrote:

>On Mon, 13 Oct 2003 02:25:04 GMT, "Mo" <momo@atariland.com> wrote:
>
>>I tried a friends out about twenty years ago and was a little jealous. That
>>was my pre-Atari period. The price tag was a little high then so I went with
>>the Atari. Now that they're relatively cheap, I figured I'd get one. I've
>>never seen a disk drive that was made by Fisher price before 8-). The
>>computer itself is pretty rugged and works well, I just hate the disk drive.
>>Something different to play with for a while, I still love my Atari though
>>and I still check comp.sys.a.8 every night. I just wanted to come out with
>>this before ya'll heard it from somewhere else 8-).
>>Mo
>
>Get out. Just leave. It is too emotionally painful to have you around
>now, to live with this betrayal.
>
>Ahaha, just kidding! I think Atarians like the Apple II, there wasn't
>as much rivalry there as with some of the others.

--
You can read the FAQ for alt.binaries.karaoke at:

http://members.chello.nl/~j.a.komrij/faq.html

# 5600. Re: Okay I bought an Apple 2+

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-13 23:23:03 UTC
From: Mo <momo@atariland.com>
Message-ID: <rtGib.23812$X66.21374@twister.austin.rr.com>
Source record: 18763

I haven't been able to do any of the above yet. In fact I haven't even
figured out how to clear the screen without getting a syntax error 8-). We
must examine and learn from this alien being, what makes it tick and tock.
We must reach the limits of what rectal probing can teach us!
I'll store it in the cryo room in area 35 until more data can be obtained.
This message will self destruct in 5,4,3,2,1.....

Mo

"Alan Sharkis" <asharkis@optonline.net> wrote in message
news:3b1mov449vgv86u2p69a2l263ihsacp2g9@4ax.com...
> Maybe that's one reason why Atarians like the Apple II, but I can
> think of a few others.
>
> Have you ever tried to make a cursor go up one or more lines in the
> Apple II screen editor?
>
> Have you ever tried to make an Apple II sound like an Atari 8-bit?
>
> Have you ever tried to program color in BASIC on an Apple II?
>
> Don't get me wrong -- the Apple II had some major advantages over
> other 8-bit machines, but in at least three areas, Atarians could feel
> smug about their computers when comparing the two.
>
> Take care.
>
> Alan
>
> On Mon, 13 Oct 2003 08:51:10 -0400, Daniel Miller
> <daclmi@mediakingx.com> wrote:
>
> >On Mon, 13 Oct 2003 02:25:04 GMT, "Mo" <momo@atariland.com> wrote:
> >
> >>I tried a friends out about twenty years ago and was a little jealous.
That
> >>was my pre-Atari period. The price tag was a little high then so I went
with
> >>the Atari. Now that they're relatively cheap, I figured I'd get one.
I've
> >>never seen a disk drive that was made by Fisher price before 8-). The
> >>computer itself is pretty rugged and works well, I just hate the disk
drive.
> >>Something different to play with for a while, I still love my Atari
though

> >>and I still check comp.sys.a.8 every night. I just wanted to come out
with
> >>this before ya'll heard it from somewhere else 8-).
> >>Mo
> >
> >Get out. Just leave. It is too emotionally painful to have you around
> >now, to live with this betrayal.
> >
> >Ahaha, just kidding! I think Atarians like the Apple II, there wasn't
> >as much rivalry there as with some of the others.
>
> --
> You can read the FAQ for alt.binaries.karaoke at:
>
> http://members.chello.nl/~j.a.komrij/faq.html

# 5601. Re: any one here seen Rom Hamilton lately ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-13 23:26:52 UTC
From: Mo <momo@atariland.com>
Message-ID: <0xGib.23875$X66.11441@twister.austin.rr.com>
Source record: 18764

Only his email at atariland...

oldatarianNOSPAM@atariland.com

Do the usual spam removal trick on his address. It's very unusual for him
not to respond or read the group, he's definitely an old-timer.
Mo

"status@rtdos.info" <rtdos@juno.com> wrote in message
news:f927c019.0310130750.2380d03c@posting.google.com...
> You wouldn't happen to have his address would you ?
>
>
> "Mo" <momo@atariland.com> wrote in message
news:<PeKhb.4007$3A6.3166@twister.austin.rr.com>...
> > I emailed him a ping a while back and never got a reply. I hope he's
okay.
> > Mo
> >
> > "status@rtdos.info" <rtdos@juno.com> wrote in message
> > news:f927c019.0310100701.8e629cc@posting.google.com...
> > > he's got my disks and i've not heard from him in a while; i was just
> > > curious as to how the conversions were coming along.

# 5602. Re: Star Raiders fun

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-14 00:08:06 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00330f86@fmlynet.org>
Source record: 18769

FamilyNet Newsgate

Oh yeh, I shut down everything! Well, I found the starbase, got it in sight, and then yeh, turned off everything I could.

That is one thing I LOVED about Star Raiders that even the most recent Battlesphere did not quite capture in their Jaguar rendition...

You have limited energy. And everything on the ship can be adjusted to make sure you use energy as slow or as fast as you want. Kinda like a home electric bill. :)

Of course there is always that life support you can't turn off, so you will always have the trickle of energy pulsing by, but you can get it to where you use energy vvvvvveeeeerrrryyyyyy sssssllllllooooowwwwlllyyyy....

Clu

> From: rjespino@hotmail.com (Raphael Espino)
> Close one! Did you remember to switch off all non-esentials when you
> could? (shields, computers...)
> You know, if you warp into a sector a long way from the starbase you
> can also use your hyperdrive to save energy. Point yourself at the
> starbase, start the hyperdrive, but then abort before you actually
> jump.
> I think I'm going to have to go play some now too!
> "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
> news:<00315ba3@fmlynet.org>...
>> FamilyNet Newsgate
>>
>> Plugged back up my Atari 800 the other day. Slapped in Star Raiders,
>> thought I would tinker around. Was about to hit start on a Novice mission,
> and
>> thought... nah... been doing this for 20 years... even tinkering by now
> should
>> be a COMMANDER mission.
>>
>> Flew through, strafed the bad guys from sector to sector to sector. And
>> then I decided the energy was getting low. Thought for that extra challenge
> I
>> would see what I could get done with what I had left. I warped across the
>> galaxy. And when I arrived I had 326 (out of 9999 for those who have never
>> played this) left. Thought "Whoa cr*p..." and realized I had no energy left
> to
>> chase, to fight... but maybe.. just maybe.. I could get in one last jump.
>>

>> Set a course for the nearest starbase, made the jump. Luckily it was in
>> the next sector over. Arrived with 65 energy left. By the time I was done
>> docking, I the energy counter was down to 19! (Yeh yeh... I should have
> waited
>> till it said "0007" right? LOL)
>>
>> Jumped out of there, and won the day. But I don't think I've ever cut it
>> that close on the energy. :)
>>
>> Clu
>>
>> FamilyNet <> Internet Gated Mail
>> http://www.fmlynet.org

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http://www.fmlynet.org

# 5603. Re: Star Raiders fun

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-14 00:09:36 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00330f87@fmlynet.org>
Source record: 18770

FamilyNet Newsgate

I take it you've done this, so if you don't mind asking, how did you set
this up?

Clu

> From: "LionOfJudah" <bcozier@bellsouth.net>
> All you guys are novices.
> This is what you need to do.
> Get a voice recoginition program, and map some voice commands to keys, like
> "Shields" "Tracking" "Hyper Warp" for hyperspace engage, "Map", "Warp 1"
> thru "Warp 9", "Stop" for engine 0 speed.
> Then you'll be in Capt. Kirk heaven!
> I should know :)
> "Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message
> news:00315ba3@fmlynet.org...
>> FamilyNet Newsgate
>>
>> Plugged back up my Atari 800 the other day. Slapped in Star Raiders,
>> thought I would tinker around. Was about to hit start on a Novice
> mission, and
>> thought... nah... been doing this for 20 years... even tinkering by now
> should
>> be a COMMANDER mission.
>>
>> Flew through, strafed the bad guys from sector to sector to sector.
> And
>> then I decided the energy was getting low. Thought for that extra
> challenge I
>> would see what I could get done with what I had left. I warped across the
>> galaxy. And when I arrived I had 326 (out of 9999 for those who have
> never
>> played this) left. Thought "Whoa cr*p..." and realized I had no energy
> left to
>> chase, to fight... but maybe.. just maybe.. I could get in one last jump.
>>
>> Set a course for the nearest starbase, made the jump. Luckily it was
> in
>> the next sector over. Arrived with 65 energy left. By the time I was
> done
>> docking, I the energy counter was down to 19! (Yeh yeh... I should have
> waited
>> till it said "0007" right? LOL)
>>

>> Jumped out of there, and won the day. But I don't think I've ever cut
> it
>> that close on the energy. :)
>>
>> Clu
>>
>> FamilyNet <> Internet Gated Mail
>> http://www.fmlynet.org
>>

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

# 5604. SC1435 monitor and 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-14 00:10:42 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00330f88@fmlynet.org>
Source record: 18771

FamilyNet Newsgate

Awesome! I need to get some use out of my Atari ST color monitor so this is
great news.

Clu

> From: "Mark Bedingfield" <mark@computercom.com.au>
> Well guys (cheesy grin), my little idea worked. I now have my 8bit Atari's
> working on an SC1435 monitor. The picture using chroma luma on the 130XE is
> fan bloody tastic. I have also tried my 64k, green power led, 600XL using
> chroma, luma as well, not as good as the 130XE but still great. Will put
> some piccys up soon.
> Mark

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http://www.fmlynet.org

# 5605. Wanted: 256-512k MIO

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-14 00:13:58 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00330f89@fmlynet.org>
Source record: 18772

FamilyNet Newsgate

On a similar note I would be willing to trade my Atari 800 XL with Rambo
256K (and a few switches for various operating systems for a 256K + ram board
for the Atari 800.

(If you have a 80 column card I would consider that too).

Thanks!

Clu

> From: jamesk@nospamatxmission.com
> Will trade or purchase. If for sale, must be reasonably priced. If for
> trade, I have the following items I'll consider parting with:
> 1) IDE, SCSI, MFM, RLL hard drives. The SCSI drives work natively with BB
> & MIO
> 2) RTime-8 Cart(s)
> 3) Mac-65 w/disk & docs
> 4) Action w/disk & docs
> 5) US Doubled 1050 disk drive(s)
> 6) 512k 130XE with CSS ROM, Audio & Video mods (needs help)
> Thanks for looking.

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http://www.fmlynet.org

# 5606. Re: Star Raiders fun

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-14 00:17:46 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0033110a@fmlynet.org>
Source record: 18774

FamilyNet Newsgate

I used to do this with my friend. Both playing Star Raiders and Star Raiders ][. My friend, or sister, depending, would operate the keyboard and I pilot, or visa versa. So much fun.

Or have you set up a little area to be the cockpit of Star Cruiser 7? I did that once. Setup a small room (a closet actually) to be the cockpit. Close the door to keep out all distraction. Set up a flight stick, and used the Atari 400 with it's keyboard.

Say.... I think I should build something more permanent now. Make a wood mockup, complete with built in keyboard, controls ... oh yeh...

Clu

> From: Bishop <dweb@mediaone.net>
> On Tue, 7 Oct 2003 21:15:36 -0400, "LionOfJudah"
> <bcozier@bellsouth.net> wrote:
>> All you guys are novices.
>>
>> This is what you need to do.
>>
>> Get a voice recoginition program, and map some voice commands to keys, like
>> "Shields" "Tracking" "Hyper Warp" for hyperspace engage, "Map", "Warp 1"
>> thru "Warp 9", "Stop" for engine 0 speed.
>>
>> Then you'll be in Capt. Kirk heaven!
>>
>> I should know :)
>>
> Skip the voice software, just get members of your family to work the
> keyboard and joystick while you sit behind them in a nice leather
> chair barking orders while the game is being projected on the wall of
> your family room. Of course it helps if they're also wearing matching
> uniforms and call you 'Captain'.
> Not that I've gone that far.....yet...

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

# 5607. Atarian photos from Vintage Computer Show!

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-14 00:18:02 UTC
From: bill@newbreedsoftware.com
Message-ID: <_gHib.31646$dk4.870107@typhoon.sonic.net>
Source record: 18765
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

I exhibited at this weekend's Vintage Computer Show (VCS 6.0) in
Mountain View, California.

I displayed the following:

Atari 800XL + 256K + PAL ANTIC
Atari800 1.3.1 (X11 target) running under Linux
AtariSIO (SIO2PC/APE clone) under Linux
AtariMax Flash cart (the one with Gem Drop on it that Steve gave me)

On Sunday, Bob Woolley and Ben Corr showed up, and Bob brought:

Atari 1200XL booting off of a Compact Flash memory card
Atari 1200XL with 256K battery-backed up RAM, and with stock mem chips
removed (so when he does an IDE upgrade, it'll still run off stock power)

Sadly, I didn't win any awards, but then again, that's not why I was there.
And as I said on my 'photos' page, aside from the teletype which went off
occasionally, I probably had the loudest display there. ;^)

Here are the photos!

http://www.newbreedsoftware.com/bill/photos/vcs60/

Enjoy!

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5608. Re: Star Raiders fun

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-14 00:22:04 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0033110b@fmlynet.org>
Source record: 18775

FamilyNet Newsgate

Could see both actually. In the comic book it was a solitary craft.
Remember in Atari Force and the Star Raiders Graphic novel?

Then of course Star Trek II the Wrath of Khan was out a few years after
this game out. Seeing the viewscreen and how the ship handled, at least then
fired up the imagination about a whole crew aboard Cruiser 7.

> From: bill@newbreedsoftware.com (William Kendrick)
> Bishop <dweb@mediaone.net> wrote:
>> Skip the voice software, just get members of your family to work the
>> keyboard and joystick while you sit behind them in a nice leather
>> chair barking orders while the game is being projected on the wall of
>> your family room.
> That's a cool idea. Good luck if you can convince your family to do it
> for you, though. ;^)
> Seriously, though, I always imagined that you were a solitary pilot
> in a small craft, rather than flying anything with any kind of crew. :)
> -bill!
> --
> bill@newbreedsoftware.com Got kids? Get Tux Paint!
> http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

# 5609. Re: Okay I bought an Apple 2+

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-14 03:03:49 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1031013235720.2408A-100000@halifax.chebucto.ns.ca>
Source record: 18766

Do you mean when you're typing in BASIC? Use the ESCape key to turn your cursor into a 'ghost' cursor (one which can move all over the screen in any direction yet does not enter any data it crosses until you hit the ESCape key again and return it to edit cursor).

This allows you to travel upscreen to any line and enter just the parts you want to enter by pressing the ESCape key to control just what you want to enter. I've written whole programs with just a few lines where data is repeated by zipping up and down to various spots and entering only the parts I want by using the ESCape key.

---

On Mon, 13 Oct 2003, Alan Sharkis wrote:

> Have you ever tried to make a cursor go up one or more lines in the
> Apple II screen editor?

# 5610. Re: Atarian photos from Vintage Computer Show!

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-14 03:20:56 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <1KSdnUbRrOAQ9xaiXTWJhg@comcast.com>
Source record: 18767
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

Hey, cool, thanks for sharing Bill. Pics were great.

-z-
[aka rob]

William Kendrick <bill@newbreedsoftware.com> wrote in message
news:_gHib.31646$dk4.870107@typhoon.sonic.net...
>
> I exhibited at this weekend's Vintage Computer Show (VCS 6.0) in
> Mountain View, California.
>
> I displayed the following:
>
> Atari 800XL + 256K + PAL ANTIC
> Atari800 1.3.1 (X11 target) running under Linux
> AtariSIO (SIO2PC/APE clone) under Linux
> AtariMax Flash cart (the one with Gem Drop on it that Steve gave me)
>
> On Sunday, Bob Woolley and Ben Corr showed up, and Bob brought:
>
> Atari 1200XL booting off of a Compact Flash memory card
> Atari 1200XL with 256K battery-backed up RAM, and with stock mem chips
> removed (so when he does an IDE upgrade, it'll still run off stock
power)
>
>
> Sadly, I didn't win any awards, but then again, that's not why I was
there.
> And as I said on my 'photos' page, aside from the teletype which went off
> occasionally, I probably had the loudest display there. ;^)
>
>
> Here are the photos!
>
> http://www.newbreedsoftware.com/bill/photos/vcs60/
>
>
> Enjoy!
>
>
> -bill!
>
> --
> bill@newbreedsoftware.com Got kids? Get Tux

Paint!
> http://newbreedsoftware.com/bill/
http://newbreedsoftware.com/tuxpaint/
>

# 5611. Re: The C64 is just an ATARI 800 rip-off!

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-14 06:09:31 UTC
From: Nearl J Icarus <nj_toothenbecker@hotmail.com>
Message-ID: <QrMib.4870$iq3.3893@okepread01>
Source record: 18768
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

In article <REhib.8470$843.1181@nwrddc03.gnilink.net>, samgillett@msn.com says...

>Face it. All of the 8-bit computers went down the tubes about a decade ago.
>All of the 16-bitters followed closely behind. And most of us will see
>todays 32-bit computers go down the tubes as well. Such happenings are
>called technological progress.

Its kinda obvious the 8-bits and the 16-bits are gone. I bought my first Atari 400 in 1982. I dragged my 832K Atari 800 XL to a CompuFest in '90 raised some eyebrows. The commie who had his computer setup next to mine shut his off and went away.

I had my Amiga 2000/GVP3001 28 Mhz 68030/68882 5 meg RAM machine at the '91 Fest. (along with a Mega ST2 16 Mhz Fast Technologies accelerator with the JRI 4K palette).

Which has nothing at all to do with why or how Smilin' Jack "stole" commie engineers. The ST was not that well designed machine (it was thrown together in something like 6-9 months, and it showed).

Now I'm using an Athlon 21oo, 512 meg RAM, with a 128 meg Radeon 9ooo. Its starting to show its age.

# 5612. Re: Help With Macros [was Re: 6502 Software Design Questions]

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-14 06:54:30 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0310132254.26a9bb2c@posting.google.com>
Source record: 18773

"The Undead Mechanic" <davidb81@earthlink.net> wrote in message
news:<KAuib.8940$av5.7483@newsread3.news.pas.earthlink.net>...
> I have a Timex Sinclair 1000 just gathering dust. Any idea where I can get
> some replacement RAM for it? It died on me about 3 years ago, but I still
> have it!

http://www.jdr.com might have some but I wouldn't know the chip number
off the top of my head. Also http://www.jameco.com most didn't know
that the 2068 was a full 64k machine, only thing really lacking with
it was disk drives. But I got the whole deal for $120 just as Timex
pulled out of the 'computer' market as IBM had just stepped into the
PeeCee market.

> A bit off the subject, but doesn't the Z80 have a good deal more registers
> than the 6502? Not that I'm complaining about the 6502, but I never screwed
> around with anything else. Right now I'm wading my way through Windows
> assembly.

IIRC 3 16 bit registers with a duplicate set of all registers
available with a 'flip' OP code. Plus the standard accumulator, index
etc. The sweetest thing about the 6502 is it's simplicity, that's
how come we got 16 DOSes to choose from and assemblers in basic even,
in my opinion the best processor to learn assembler on because one
has to mind his p's and q's in order to get anything done with just
A, X, Y, and the flags.

>
> You paid 64 bucks for it??? That's a bit pricey, don't ya think? ;)

No, $40 and yes it was pricey but I had order other stuff so shipping
wasn't a full part of the price.

>
> Sweet. So I at least know that much about it. Now all I have to do is get a
> manual and figure out the syntax of the damned thing.
>

Exactly why I went for the $40 as I wanted the full AMAC experiance, I
thought I was missing out on something Mac65 couldn't do - I was wrong.
I've spent worse money than supporting my friendly Atari dealer, I
swear.

>
> I would like to have a MAC65 cart, but I get the job done just fine with my
> Atari assembler cart. Hell, I've been using it for over 10 years.

Time will come when you change your tune, I would almost place a bet
on it. Years ago I knew a guy that did all his coding on the fly
using the debug part of EdAsm cart, he didn't even know how to do
source code and thus no saving of source code. He just loaded the
executable into memory and debugged it from start to finish. Very
extensive code too, I could not get him to understand how easy
the source code part was or how much more flexible so he never
tried to learn different. Still doing it that way that I know of.

> 
> > 
> > The mac65 manual is online
> > http://www7.brinkster.com/atari/mac65.htm#topofpage
> > 
> > and chasing down a broken link I see he has taken it upon
> > himself to provide the basics for AMAC as well, good on him,
> > with credit to Nick Kennedy.
> > http://www7.brinkster.com/atari/amac.htm#topofpage
> 
> SWEET! Extreme kudos to you, dude! That helps a LOT!
> --
> David Bowden
> The Undead Mechanic.
> 
> AIM & Yahoo: UndeadMechanic
> 
> SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* earthlink *DOT* net
> http://home.earthlink.net/~davidb81/
> http://www.livejournal.com/users/undeadmechanic

Thought you might like that! My kudos to Thunderdome site.

## 5613. SC1435 Pictures

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-14 07:38:53 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <hKNib.150327$bo1.99935@news-server.bigpond.net.au>
Source record: 18776

I have put some shots of my modified SC1435 up for a gander if anyone is interested. It is a hybrid SC1435/1084S. And works great using chroma/luma on an 8-bit. http://members.optusnet.com.au/~startreks/SC1435.html

Mark

# 5614. Re: Help With Macros [was Re: 6502 Software Design Questions]

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-14 08:23:24 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <0oOib.578$7a4.454@newsread4.news.pas.earthlink.net>
Source record: 18777

"Lee" <melee5@my-deja.com> wrote in message
news:a57ea28d.0310132254.26a9bb2c@posting.google.com...

> > You paid 64 bucks for it??? That's a bit pricey, don't ya think? ;)
>
> No, $40 and yes it was pricey but I had order other stuff so shipping
> wasn't a full part of the price.

Well, that was just my lame attempt at humor. You know, $40=64... Yeah, it
was dumb.

Anyways, thanks for all the info, dude. Helped a lot.
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* earthlink *DOT* net
http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic

# 5615. Light Pen/Gun question

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-14 10:27:18 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <acQib.617$7a4.250@newsread4.news.pas.earthlink.net>
Source record: 18778

Earlier today I went rooting about my vast collection of old floppies and I found one of my long-forgotten projects that, at the time, seemed like a killer idea. Until I hit a serious snag, that is...

Several years ago I decided to create my own strange little DUP program that used a light pen driven menu. I didn't get far. I discovered reading the light pen required a lot of math. After getting inventive with the math to figure out what values at $234 and $235 corresponded to the actual columns and rows in Graphics mode 0 (that sucked!), I never figured out how to read the values when the pen tip/trigger was pressed. According to "Mapping the Atari", the values are "pulled low". Sure enough, they are, but for only a fraction of a second.

This totally screwed up my desire to write my own custom DUP package.
I was hoping that I could get it to the level of precise control that is seen in "Atari Graphics". Alas, I never did.

I dug it out today and played around with it a bit more and decided to try the gun instead of the pen. While the idea of pulling out a Buck Rodgers style weapon and blasting away at my menu selection isn't what I had in mind, I learned something. I get the exact same values out of $234/$235 with the gun when I aim at stuff, but there's no change when I pull the trigger. I ran a check on the value of $284 and the trigger doesn't affect the fire button at all.

I dug out "Bug Hunt" and blasted my way to C.E.O. just to prove to myself the gun wasn't dead.

So, a beseech thee, mighty Atarians! Is there any other way to read the light pen trigger? How about "What is the correct way to read the light pen trigger?".

If I can get over this hurdle, my DUP should be up and running in no time.

Thanks,
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* earthlink *DOT* net
http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic

# 5616. Re: Light Pen/Gun question

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-14 12:15:57 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <1ORib.221$_z4.15194@news.optus.net.au>
Source record: 18779

```
.
>
> So, a beseech thee, mighty Atarians! Is there any other way to read the
> light pen trigger? How about "What is the correct way to read the light
pen
> trigger?".

Light pen/gun trigger is one of the direction switches for the joystick. the
light pen uses the trigger line to tell antic when the light beam has passed
in front of it.I did a small routine years ago that had a cross hair
following the light pen around. Had to have offsets, wrap arounds to get it
following the light pen.

James
```

# 5617. Re: Hi-Res Atari 1400XL and 1450XL Motherboard Photos

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-14 12:37:49 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <x6Sib.223$_z4.15317@news.optus.net.au>
Source record: 18780

Could someone post the site again? I missed it :(

James
"Steven J Tucker" <classics@atarimax.com> wrote in message
news:lRkgb.6532$qK1.5178369@news2.news.adelphia.net...
> Nick wrote:
> > I've posted hi-res (4.1 MP) photos of my Atari 1400XL and 1450XL
> > motherboards on my site. Any questions or comments would be welcome.
>
> Very nice work!
>

# 5618. Re: Searching for Windows XP emulator for Atari for 130XE software

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-14 14:30:09 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bmgtom$f8r$1@news1.nivel5.cl>
Source record: 18781
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit

```
Atariwinplus 4
It almost perfect
```

"Thomas Richter" <thor@math.tu-berlin.de> escribi&#65533; en el mensaje
news:3F7D9ABE.7010605@math.tu-berlin.de...
> Joe Blo wrote:
> > I would like to find an emulator (free if possible) that reliably runs
> > on windows XP to emulate Atari 130XE. I miss alot of my favorite games
> > like Castle Wolfenstein and Spelunker. Also if there are any preferred
> > websites to download games, especially sites that have the largest
> > collection, please post these sites. Thanks
>
> www.math.tu-berlin.de/~thor/atari++
>
> will do that, for example.
>
> Greetings,
> Thomas
>

# 5619. Re: Hi-Res Atari 1400XL and 1450XL Motherboard Photos

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-14 19:42:39 UTC
From: bill@newbreedsoftware.com
Message-ID: <PkYib.31935$dk4.876327@typhoon.sonic.net>
Source record: 18782

jim <sup8pdct@mail.cth.com.au> wrote:
> Could someone post the site again? I missed it :(

Wow, your news service must drop posts really quickly! :^)
Here 'goes:

http://www.computer-history.org/hi-res-atari-prototypes.htm

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5620. Re: Star Raiders fun

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-14 19:46:02 UTC
From: bill@newbreedsoftware.com
Message-ID: <_nYib.31939$dk4.876534@typhoon.sonic.net>
Source record: 18783

Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
> Say.... I think I should build something more permanent now. Make a wood
> mockup, complete with built in keyboard, controls ... oh yeh...

Post photos when you do. ;^) (Might even get slashdotted. >:^) )

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5621. Re: any one here seen Rom Hamilton lately ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-14 20:32:49 UTC
From: rtdos <status@rtdos.info>
Message-ID: <R3Zib.470725$2x.189087@rwcrnsc52.ops.asp.att.net>
Source record: 18784

```
According to GOOGLE, his last post was back in July and that was about the
last time I heard from him. :-\

"Mo" <momo@atariland.com> wrote in message
news:0xGib.23875$X66.11441@twister.austin.rr.com...
> Only his email at atariland...
>
> oldatarianNOSPAM@atariland.com
>
> Do the usual spam removal trick on his address. It's very unusual for him
> not to respond or read the group, he's definitely an old-timer.
> Mo
>
>
> "status@rtdos.info" <rtdos@juno.com> wrote in message
> news:f927c019.0310130750.2380d03c@posting.google.com...
> > You wouldn't happen to have his address would you ?
> >
> >
> > "Mo" <momo@atariland.com> wrote in message
> news:<PeKhb.4007$3A6.3166@twister.austin.rr.com>...
> > > I emailed him a ping a while back and never got a reply. I hope he's
> okay.
> > > Mo
> > >
> > > "status@rtdos.info" <rtdos@juno.com> wrote in message
> > > news:f927c019.0310100701.8e629cc@posting.google.com...
> > > > he's got my disks and i've not heard from him in a while; i was just
> > > > curious as to how the conversions were coming along.
>
>
```

## 5622. RIP/TIP-like modes with DLI color changes?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-14 22:39:26 UTC
From: bill@newbreedsoftware.com
Message-ID: <yW_ib.31978$dk4.876902@typhoon.sonic.net>
Source record: 18787

I keep thinking that it'd be cool to come up with a graphics mode
that allows DLI palette changes throughout the image, so that each scan
line will be the _best_ representation of the colors from an original
image (say, a JPEG photo).

APAC, ColorView, RIP and TIP all provide a more generalized display,
where any of the possible colors can show pretty much anywhere on the screen.

Imagine instead, picking the best N colors for each scan line. A photo
of a blue sky and a green field could look much closer on the Atari if
the top part of the screen was all blues and whites, and the bottom was
all greens.

I've been thinking of various modes like HIP, RIP and TIP, though I'm not
sure they'd look any good.

For example:

Frame 1: GRAPHICS 9 (80x192x16 shade) (greens)
Frame 2: GRAPHICS 10 (80x192x9 palette)
(reds, blues and combos)

Or:

Frame 1: GRAPHICS 9 (80x192x16 shade) (greys)
Frame 2: GRAPHICS 15 (160x192x4 palette)
(whichever 4 colors work best for the scanline)

... stuff like that. :^)

Comments?

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5623. Re: Light Pen/Gun question

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-14 22:55:12 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bmhrbl$oa7$1@news1.nivel5.cl>
Source record: 18785

some time ago (about 8 years) i wrote a game with light gun support..
The trigger in the gun, is equivalent to "stick up" when it's not pressed,
and goes to center (or... no activity in the stick) when you push the
trigger...

Hope that helps...

"The Undead Mechanic" <davidb81@earthlink.net> escribi&#65533; en el mensaje
news:acQib.617$7a4.250@newsread4.news.pas.earthlink.net...
> Earlier today I went rooting about my vast collection of old floppies and
I
> found one of my long-forgotten projects that, at the time, seemed like a
> killer idea. Until I hit a serious snag, that is...
>
> Several years ago I decided to create my own strange little DUP program
that
> used a light pen driven menu. I didn't get far. I discovered reading the
> light pen required a lot of math. After getting inventive with the math to
> figure out what values at $234 and $235 corresponded to the actual columns
> and rows in Graphics mode 0 (that sucked!), I never figured out how to
read
> the values when the pen tip/trigger was pressed. According to "Mapping the
> Atari", the values are "pulled low". Sure enough, they are, but for only a
> fraction of a second.
>
> This totally screwed up my desire to write my own custom DUP package.
> I was hoping that I could get it to the level of precise control that is
> seen in "Atari Graphics". Alas, I never did.
>
> I dug it out today and played around with it a bit more and decided to try
> the gun instead of the pen. While the idea of pulling out a Buck Rodgers
> style weapon and blasting away at my menu selection isn't what I had in
> mind, I learned something. I get the exact same values out of $234/$235
with
> the gun when I aim at stuff, but there's no change when I pull the
trigger.
> I ran a check on the value of $284 and the trigger doesn't affect the
fire
> button at all.
>
> I dug out "Bug Hunt" and blasted my way to C.E.O. just to prove to myself
> the gun wasn't dead.
>
> So, a beseech thee, mighty Atarians! Is there any other way to read the

> light pen trigger? How about "What is the correct way to read the light
pen
> trigger?".
>
> If I can get over this hurdle, my DUP should be up and running in no time.
>
> Thanks,
> --
> David Bowden
> The Undead Mechanic.
>
> AIM & Yahoo: UndeadMechanic
>
> SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* earthlink *DOT* net
> http://home.earthlink.net/~davidb81/
> http://www.livejournal.com/users/undeadmechanic
>
>

## 5624. 4 megs to xl/xe

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-14 23:14:12 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bmhsf7$omh$1@news1.nivel5.cl>
Source record: 18786

any of you have tried to "upgrade" to 4 megs using 30 pin simms ?
I've got some specs to do 1 meg.. but i also want to try 4 megs...

# 5625. Re: Light Pen/Gun question

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-15 07:02:32 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <db78fddfa4a250714868a544d5696e02@news.teranews.com>
Source record: 18788

I remember the light pen. At least, I remember the port that was made for it. I looked forward to Atari creating lots of things that could use the light pen, seemed like the wave of the future. Sort of like the mouse is today, yet before it's time. As usual, I was disappointed again.

btw, the stock reports for Time Warner for 1979 - 1984 just came in (minus 1981). It is on microfiche though, so I won't be able to view it until I get to the Library. They did GIVE it to me though, I didn't have to check it out or anything, so it is part of my permanent collection. Only hope I can find a place for it so that I do not end up losing it.

"The Undead Mechanic" <davidb81@earthlink.net> wrote in message news:acQib.617$7a4.250@newsread4.news.pas.earthlink.net...
> Earlier today I went rooting about my vast collection of old floppies and I
> found one of my long-forgotten projects that, at the time, seemed like a
> killer idea. Until I hit a serious snag, that is...
>
> Several years ago I decided to create my own strange little DUP program that
> used a light pen driven menu. I didn't get far. I discovered reading the
> light pen required a lot of math. After getting inventive with the math to
> figure out what values at $234 and $235 corresponded to the actual columns
> and rows in Graphics mode 0 (that sucked!), I never figured out how to read
> the values when the pen tip/trigger was pressed. According to "Mapping the
> Atari", the values are "pulled low". Sure enough, they are, but for only a
> fraction of a second.
>
> This totally screwed up my desire to write my own custom DUP package.
> I was hoping that I could get it to the level of precise control that is
> seen in "Atari Graphics". Alas, I never did.
>
> I dug it out today and played around with it a bit more and decided to try
> the gun instead of the pen. While the idea of pulling out a Buck Rodgers
> style weapon and blasting away at my menu selection isn't what I had in
> mind, I learned something. I get the exact same values out of $234/$235 with
> the gun when I aim at stuff, but there's no change when I pull the trigger.
> I ran a check on the value of $284 and the trigger doesn't affect the fire
> button at all.
>
> I dug out "Bug Hunt" and blasted my way to C.E.O. just to prove to myself

> the gun wasn't dead.
>
> So, a beseech thee, mighty Atarians! Is there any other way to read the
> light pen trigger? How about "What is the correct way to read the light
pen
> trigger?".
>
> If I can get over this hurdle, my DUP should be up and running in no time.
>
> Thanks,
> --
> David Bowden
> The Undead Mechanic.
>
> AIM & Yahoo: UndeadMechanic
>
> SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* earthlink *DOT* net
> http://home.earthlink.net/~davidb81/
> http://www.livejournal.com/users/undeadmechanic
>
>

# 5626. FS : Boxed+new ATARI XEGS carts $5 each

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-15 07:49:55 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <f16cbc23.0310142349.14b8764d@posting.google.com>
Source record: 18789

Hi,

we offer these carts for $5 each , they are boxed & new :

Archon
Ballblazer
Crossbow
Davidï¿½s Midnight Magic
Gato
Final Legacy
Hardball
Joust
Millipede
One on One
Star Raiders 2
Tennis
Thunderfox

These carts are boxed+new with English instructions and all these
games are
NTSC version (but also work on PAL systems).

We also offer these games on cartridridges :

Airball $8
Crime Buster $7
Lode Runner $7
Rescue on Fractalus $8
Robotron 2084 $7

Shipping :

I can ship worldwide :

Shipping 1 game is $7 surface mail or $9 air mail
shipping up to 15 games is $14 as a package ($33 as air mail).

I can accept paypal or money orders or cash.

You may also check my ebay auctions :

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=klassische-videospiele&
sort=3&page=1&rows=25&since=-1&showpics=1&stab=0

Mathias Graef

# 5627. Re: RIP/TIP-like modes with DLI color changes?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-15 08:25:19 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bmj09f$s4m$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 18790

Hi,

> I keep thinking that it'd be cool to come up with a graphics mode
> that allows DLI palette changes throughout the image, so that each scan
> line will be the _best_ representation of the colors from an original
> image (say, a JPEG photo).

> Imagine instead, picking the best N colors for each scan line. A photo
> of a blue sky and a green field could look much closer on the Atari if
> the top part of the screen was all blues and whites, and the bottom was
> all greens.

The problem is here to find an "optimal" solution for a given image.
You can of course pick DLI positions and colors by hand, but doing that
for an image at hand is quite some work. I remember a drawing program
("Fun With Art" ?) that allowed placing of DLIs at rather arbitrary
positions to bring more color to images, but this was also hand-driven
and by no means automatic. I've also a self-written (very, very very old)
drawing program at home that would do that on a Gr.15/Antic E screen with
an additional "drawing editor", but that was all but comfortable.

Another problem is the number of color registers that can be loaded in
an Antic E/F DLI. IIRC, the best you could do (with some nasty tricks as
avoiding a STA WSYNC) was about two to three color registers in a scan line;
if you want to load more colors, the end of the DLI of the current scanline
will get interrupted already by the DLI in the next scanline and you're in
a mess. This complicates the color arbitration even more since you cannot
just switch from Gr.9 to Gr.10 "at once".

So long,
Thomas

# 5628. Re: Hi-Res Atari 1400XL and 1450XL Motherboard Photos

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-15 11:43:44 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <Qpajb.237$_z4.16777@news.optus.net.au>
Source record: 18791

I haven't looked for a few weeks. my fault....

James

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:PkYib.31935$dk4.876327@typhoon.sonic.net...
> jim <sup8pdct@mail.cth.com.au> wrote:
> > Could someone post the site again? I missed it :(
>
> Wow, your news service must drop posts really quickly! :^)
> Here 'goes:
>
> http://www.computer-history.org/hi-res-atari-prototypes.htm
>
> -bill!
>
> --
> bill@newbreedsoftware.com Got kids? Get Tux
Paint!
> http://newbreedsoftware.com/bill/
http://newbreedsoftware.com/tuxpaint/
>

## 5629. owner /sysop of thunder dome web site

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-15 12:42:45 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <9hbjb.242$_z4.16531@news.optus.net.au>
Source record: 18792

any one know the owner of the thunderdome website? I wish to correct him
about superdos 5.1

James

# 5630. Re: owner /sysop of thunder dome web site

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-15 18:26:29 UTC
From: TXG/MNX <txg01@xs4all.nl>
Message-ID: <3f8d9159$0$58710$e4fe514c@news.xs4all.nl>
Source record: 18793

Hi,

It's FOX-1 his address is fox-1 AT home DOT nl
"jim" <sup8pdct@mail.cth.com.au> wrote in message
news:9hbjb.242$_z4.16531@news.optus.net.au...
> any one know the owner of the thunderdome website? I wish to correct him
> about superdos 5.1
>
>
>
> James
>
>

# 5631. Re: Star Raiders (Warrior and Commander missions)

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-15 19:03:46 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F8D9A12.C770D2F6@students.uni-mainz.de>
Source record: 18794

Hmmm,
I already had the same idea. But after the onboard computer had been destroyed, the long range scanner did not show anything - just a blank/black background and nothing more (no ships, stars, starbases, etc. just a blank/black background - even when I was moving around I could only see "nothing")...

Maybe my cart has a defect - I already had half a dozen of defective Star Raiders carts. Maybe this had to do with XL/XE incompatibility (I merely have XL and XE computers) or PAL incompatibility (I live in Germany = PAL country) or bad copy protection ? But these defective carts showed garbage, whenever you tried to use the galactic map...

Now I have a Star Raiders cart, which seems to work alright (no garbage appears, when you call the [G]alactic map) - but I have not figured out yet, how to solve the problem with a destroyed onboard computer. To me it seems, like the long range scanner is also dead, when your computer is dead... And thats an
unsolv(e)able problem for me... I always had to end the game, when this happened... greetings, Andreas Magenheimer.

# 5632. Re: msdos22 and msini

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-15 19:10:15 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F8D9B97.C4F6308B@students.uni-mainz.de>
Source record: 18795

Er well,
for MyDOS there is a new version of MyPicoDOS (Version 3.0 or 3.1) from Hiassoft, Mathias reichl. It now supports 720 to 65535 sectors in single (128 bytes per sector) or double (256 bytes per sector). it also supports ultraspeed for any ultraspeed equipped drives and up to 8 floppy drives or harddisk partitions. Besides MyDOs, this gamedos also supports DOs 2.0s, DOS 2.0d and DOS 2.5 densities. the right gamedos for every DOs 2.x user.

hmm, spartaDOs - since I almost never use it, I have to takea look, which was the newest version of MSDOS and MSINI. I think there was a version 2.3 (and maybe more versions), but I never cared much about it, since I did not use sparta DOs... greetings, Andreas Magenheimer.

RoyE schrieb:
>
> Hi, Just wondering if there has been any new updates to this SpartaDOS
> compatable game dos. Now that I have a hard drive I find that I am doing
> more and more with SpartaDOS and slowly moving away from MyDos eventhough I
> think the Ataridos compatability requires MyDos.
> My partitions are:
> SpartaDos 33A- 65535 Sectors
> SpartaDos 32d- 65535 Sectors
> SpartaDos 32g- 65535 Sectors
> MyDos 4.534- 65535 Sectors
> And many about 150 partitions of 720 sectored program and Magazine disks
> TIA
> RoyE

# 5633. Re: Light Pen/Gun question

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-15 19:30:22 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F8DA04E.15E70F50@students.uni-mainz.de>
Source record: 18796

Er well,
a game with lightgun support - what game ?!? Can it be had for download somewhere ?!? I remember playing all lightgun carts (bug hunt, crossbow, barnyard blaster, crime buster) also with a lightpen. The direction movement worked (but the lightpen was not as accurate as the lightgun), however the lightpen trigger acted inverse to the lightgun trigger.

meaning, when you pressed the lightgun trigger you got one single shot (otherwise no shot); when you did *not* press the lightpen trigger you got auto-fire, if you pressed the lightpen trigger, the shooting stopped.

Thus the lightpen was good for playing games with "endless" ammunition, like Crossbow, not so good for games that counted and rated every single shot (like all other lightgun carts)... greetings, Andreas magenheimer.

P.S.: think I have some basic demonstration programs for the lightpen and some action demonstration programs for the lightgun, maybe they can help you...
(e-mail me, if interested).

Bruce schrieb:
>
> some time ago (about 8 years) i wrote a game with light gun support..
> The trigger in the gun, is equivalent to "stick up" when it's not pressed,
> and goes to center (or... no activity in the stick) when you push the
> trigger...
>
> Hope that helps...
>
> "The Undead Mechanic" <davidb81@earthlink.net> escribió en el mensaje
> news:acQib.617$7a4.250@newsread4.news.pas.earthlink.net...
> > Earlier today I went rooting about my vast collection of old floppies and
> I
> > found one of my long-forgotten projects that, at the time, seemed like a
> > killer idea. Until I hit a serious snag, that is...
> >
> > Several years ago I decided to create my own strange little DUP program
> that
> > used a light pen driven menu. I didn't get far. I discovered reading the
> > light pen required a lot of math. After getting inventive with the math to
> > figure out what values at $234 and $235 corresponded to the actual columns
> > and rows in Graphics mode 0 (that sucked!), I never figured out how to

> read
> > the values when the pen tip/trigger was pressed. According to "Mapping the
> > Atari", the values are "pulled low". Sure enough, they are, but for only a
> > fraction of a second.
> >
> > This totally screwed up my desire to write my own custom DUP package.
> > I was hoping that I could get it to the level of precise control that is
> > seen in "Atari Graphics". Alas, I never did.
> >
> > I dug it out today and played around with it a bit more and decided to try
> > the gun instead of the pen. While the idea of pulling out a Buck Rodgers
> > style weapon and blasting away at my menu selection isn't what I had in
> > mind, I learned something. I get the exact same values out of $234/$235
> with
> > the gun when I aim at stuff, but there's no change when I pull the
> trigger.
> > I ran a check on the value of $284 and the trigger doesn't affect the
> fire
> > button at all.
> >
> > I dug out "Bug Hunt" and blasted my way to C.E.O. just to prove to myself
> > the gun wasn't dead.
> >
> > So, a beseech thee, mighty Atarians! Is there any other way to read the
> > light pen trigger? How about "What is the correct way to read the light
> pen
> > trigger?".
> >
> > If I can get over this hurdle, my DUP should be up and running in no time.
> >
> > Thanks,
> > --
> > David Bowden
> > The Undead Mechanic.
> >
> > AIM & Yahoo: UndeadMechanic
> >
> > SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* earthlink *DOT* net
> > http://home.earthlink.net/~davidb81/
> > http://www.livejournal.com/users/undeadmechanic
> >
> >

# 5634. Re: owner /sysop of thunder dome web site

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-15 19:32:37 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F8DA0D5.24E69F0C@students.uni-mainz.de>
Source record: 18797

Well,
it is Robert Verdassdonk, also known as Fox-1...
greetings, Andreas magenheimer.

jim schrieb:
>
> any one know the owner of the thunderdome website? I wish to correct him
> about superdos 5.1
>
> James

# 5635. Re: Light Pen/Gun question

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-15 19:35:54 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <ukhjb.2230$s93.1955@newsread3.news.pas.earthlink.net>
Source record: 18798

"Bruce" <No-Spam@Ivn.cl> wrote in message
news:bmhrbl$oa7$1@news1.nivel5.cl...
> some time ago (about 8 years) i wrote a game with light gun support..
> The trigger in the gun, is equivalent to "stick up" when it's not pressed,
> and goes to center (or... no activity in the stick) when you push the
> trigger...

Jeez. No wonder I never got anywhere with it. None of my manuals ever makes
a reference to the trigger button being a joystick direction value. The only
thing my books say about the Light Pen is that when the trigger/tip is
pressed, the value is "pulled low".

>
> Hope that helps...

Immensely. Saved me many a headache, I just wish I could have learned that
about 8 years ago...
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* earthlink *DOT* net
http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic

# 5636. Re: Light Pen/Gun question

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-15 21:48:34 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bmkbra$djo$1@news1.nivel5.cl>
Source record: 18799

I wrote many simple and demo games years ago...
And many of them died with those weak 5 1/4 floppies :o(

Don't know if it is still there... I'm going to search (first i've got to
bring the disks, cause they are on my birth city...)
If any luck, i'll post where to download

"Andreas Magenheimer" <magea000@students.uni-mainz.de> escribi&#65533; en el
mensaje news:3F8DA04E.15E70F50@students.uni-mainz.de...
Er well,
a game with lightgun support - what game ?!? Can it be had for download
somewhere ?!? I remember playing all lightgun carts (bug hunt,
crossbow, barnyard blaster, crime buster) also with a lightpen. The
direction movement worked (but the lightpen was not as accurate as the
lightgun), however the lightpen trigger acted inverse to the lightgun
trigger.

meaning, when you pressed the lightgun trigger you got one single shot
(otherwise no shot); when you did *not* press the lightpen trigger you
got auto-fire, if you pressed the lightpen trigger, the shooting
stopped.

Thus the lightpen was good for playing games with "endless" ammunition,
like Crossbow, not so good for games that counted and rated every single
shot (like all other lightgun carts)... greetings, Andreas
magenheimer.

P.S.: think I have some basic demonstration programs for the lightpen
and some action demonstration programs for the lightgun, maybe they can
help you...
(e-mail me, if interested).

Bruce schrieb:
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> The trigger in the gun, is equivalent to "stick up" when it's not pressed,
> and goes to center (or... no activity in the stick) when you push the
> trigger...
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> Hope that helps...
>
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> news:acQib.617$7a4.250@newsread4.news.pas.earthlink.net...
> > Earlier today I went rooting about my vast collection of old floppies
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> > found one of my long-forgotten projects that, at the time, seemed like a
> > killer idea. Until I hit a serious snag, that is...
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> > light pen required a lot of math. After getting inventive with the math
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> > figure out what values at $234 and $235 corresponded to the actual
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> > and rows in Graphics mode 0 (that sucked!), I never figured out how to
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> > the values when the pen tip/trigger was pressed. According to "Mapping
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> > Atari", the values are "pulled low". Sure enough, they are, but for only
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> > the gun instead of the pen. While the idea of pulling out a Buck Rodgers
> > style weapon and blasting away at my menu selection isn't what I had in
> > mind, I learned something. I get the exact same values out of $234/$235
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> trigger.
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myself
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> > light pen trigger? How about "What is the correct way to read the light
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> > If I can get over this hurdle, my DUP should be up and running in no
time.
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> > Thanks,
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> >
> >

# 5637. Re: Light Pen/Gun question

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-15 21:52:33 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bmkc34$dll$1@news1.nivel5.cl>
Source record: 18800

Yup
I had the same trouble... i read a lot of manuals, magazines, etc!
And no info about it... So, i take my tools, and open the damn gun.. follow the wires, and voila! Joystick UP = Trigger..

Now i'm playing with that gun again, but it doesn't work on my monitor... (a viewsonic e17f)
It sounds weird, but i dont have a television, so i just connect the ataris to video input on my video card ;o)

Well... enough of myself
Be Well !!!!
:D

"The Undead Mechanic" <davidb81@earthlink.net> escribi&#65533; en el mensaje news:ukhjb.2230$s93.1955@newsread3.news.pas.earthlink.net...
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> "Bruce" <No-Spam@Ivn.cl> wrote in message
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> > trigger...
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> Jeez. No wonder I never got anywhere with it. None of my manuals ever makes
> a reference to the trigger button being a joystick direction value. The only
> thing my books say about the Light Pen is that when the trigger/tip is
> pressed, the value is "pulled low".
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> Immensely. Saved me many a headache, I just wish I could have learned that
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# 5638. Re: RIP/TIP-like modes with DLI color changes?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-15 23:08:28 UTC
From: bill@newbreedsoftware.com
Message-ID: <Mrkjb.32299$dk4.879517@typhoon.sonic.net>
Source record: 18801

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:
> The problem is here to find an "optimal" solution for a given image.
> You can of course pick DLI positions and colors by hand, but doing that
> for an image at hand is quite some work. I remember a drawing program
> ("Fun With Art" ?) that allowed placing of DLIs at rather arbitrary
> positions to bring more color to images, but this was also hand-driven
> and by no means automatic. I've also a self-written (very, very very old)
> drawing program at home that would do that on a Gr.15/Antic E screen with
> an additional "drawing editor", but that was all but comfortable.

Well, NetPBM tools, GCC and Linux are free, so I was going to use them. ;)
My 450MHz Celeron could probably handle it for Wx192 images. ;)

> Another problem is the number of color registers that can be loaded in
> an Antic E/F DLI. IIRC, the best you could do (with some nasty tricks as
> avoiding a STA WSYNC) was about two to three color registers in a scan line;
> if you want to load more colors, the end of the DLI of the current scanline
> will get interrupted already by the DLI in the next scanline and you're in
> a mess. This complicates the color arbitration even more since you cannot
> just switch from Gr.9 to Gr.10 "at once".

Ah, interesting.

Thx!

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5639. Re: Light Pen/Gun question

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-16 01:07:25 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <b7bbe2c12eef76dca2c770efbfd6d1be@news.teranews.com>
Source record: 18802

Did you ever put them up on public domain? Holme's included a whole bunch of public domain stuff on those CDs that he gave me. It might be on one of those.

"Bruce" <No-Spam@Ivn.cl> wrote in message news:bmkbra$djo$1@news1.nivel5.cl...
> I wrote many simple and demo games years ago...
> And many of them died with those weak 5 1/4 floppies :o(
>
> Don't know if it is still there... I'm going to search (first i've got to
> bring the disks, cause they are on my birth city...)
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> "Andreas Magenheimer" <magea000@students.uni-mainz.de> escribi&#65533; en el
> mensaje news:3F8DA04E.15E70F50@students.uni-mainz.de...
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> crossbow, barnyard blaster, crime buster) also with a lightpen. The
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>
> P.S.: think I have some basic demonstration programs for the lightpen
> and some action demonstration programs for the lightgun, maybe they can
> help you...
> (e-mail me, if interested).
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> > > used a light pen driven menu. I didn't get far. I discovered reading
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> > > light pen required a lot of math. After getting inventive with the
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> myself
> > > the gun wasn't dead.
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the
> > > light pen trigger? How about "What is the correct way to read the
light
> > pen
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> > > If I can get over this hurdle, my DUP should be up and running in no
> time.
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> > > Thanks,
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> > > David Bowden
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> > > http://www.livejournal.com/users/undeadmechanic
> > >
> > >
>
>

# 5640. Re: RIP/TIP-like modes with DLI color changes?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-16 01:46:36 UTC
From: bill@newbreedsoftware.com
Message-ID: <0Mmjb.32326$dk4.879936@typhoon.sonic.net>
Source record: 18803

William Kendrick <bill@newbreedsoftware.com> wrote:
>> Another problem is the number of color registers that can be loaded in
>> an Antic E/F DLI. IIRC, the best you could do (with some nasty tricks as
>> avoiding a STA WSYNC) was about two to three color registers in a scan line;

Actually, the Green (GR9), Red/Blue (GR10) would only need one palette
change per scanline. Change background from dark green (to tint GR9) to
black (or white, or one of the Red/Blue combo colors, I guess)

Still thinking about this ;)

-bill!

# 5641. Re: RIP/TIP-like modes with DLI color changes?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-16 08:10:31 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bmljpn$knp$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 18804

Hi,

> Actually, the Green (GR9), Red/Blue (GR10) would only need one palette
> change per scanline. Change background from dark green (to tint GR9) to
> black (or white, or one of the Red/Blue combo colors, I guess)

Hmm, good point actually. You'd only need to change COLBK, and GPRIOR
in a scanline, and *that* is easy. Finding an optimal palette is of course
another issue.

So long,
Thomas

# 5642. Re: Star Raiders (Warrior and Commander missions)

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-16 10:08:10 UTC
From: Bishop <dweb@mediaone.net>
Message-ID: <dbrsov8h28sou3n7aua7e6sfuhha162pu6@4ax.com>
Source record: 18805

On Wed, 15 Oct 2003 21:03:46 +0200, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote:

>Hmmm,
>I already had the same idea. But after the onboard computer had been
>destroyed, the long range scanner did not show anything - just a
>blank/black background and nothing more (no ships, stars, starbases,
>etc. just a blank/black background - even when I was moving around I
>could only see "nothing")...
>
>Maybe my cart has a defect - I already had half a dozen of defective
>Star Raiders carts. Maybe this had to do with XL/XE incompatibility (I
>merely have XL and XE computers) or PAL incompatibility (I live in
>Germany = PAL country) or bad copy protection ? But these defective
>carts showed garbage, whenever you tried to use the galactic map...
>
>Now I have a Star Raiders cart, which seems to work alright (no garbage
>appears, when you call the [G]alactic map) - but I have not figured out
>yet, how to solve the problem with a destroyed onboard computer. To me
>it seems, like the long range scanner is also dead, when your computer
>is dead... And thats an
> unsolv(e)able problem for me... I always had to end the game, when this
>happened... greetings, Andreas Magenheimer.

Well that is strange, I've been playing the game since 1981 and have
never had that happen. The design of the game is such that you always
have some way to keep on playing, for example your warp drive is never
destroyed. I've never had to quit a game of Star Raiders because I
was stuck somewhere and couldn't navigate or somehow find my way to a
Starbase.

# 5643. Re: WTB : PAL Atari 8-bit with enough RAM to run demos

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-16 11:21:23 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <Tavjb.266$_z4.18069@news.optus.net.au>
Source record: 18806

> 
> Note that it's typically not too hard to get an NTSC Atari to run in PAL
> by just swapping out the ANTIC chip.
> 
> Unfortunately, some demos actually check the OS ROM for a particular
> value to see if it's a PAL machine or not, and then refuse to run if
> they are. *grumble* I'd rather have a warning than a refusal. :^P

As far as I am aware, the only value to tell A PAL from a NTSC machine is in
GTIA. Maybe swap that one as well and see what you get

James

# 5644. Re: Light Pen/Gun question

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-16 11:48:06 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <Wzvjb.2748$7a4.263@newsread4.news.pas.earthlink.net>
Source record: 18807

"Bruce" <No-Spam@Ivn.cl> wrote in message
news:bmkc34$dll$1@news1.nivel5.cl...
> Yup
> I had the same trouble... i read a lot of manuals, magazines, etc!
> And no info about it... So, i take my tools, and open the damn gun..
follow
> the wires, and voila! Joystick UP = Trigger..

Thanks to that glorious bit of info, my project is underway once again.

A bit unrelated, but I thought I'd have a slight problem figuring out how to do the row/column calculations for the light pen in assembly. Aside from one self modifying code screw-up, it was far easier than I was expecting.

Again, thanks a lot!

>
> Now i'm playing with that gun again, but it doesn't work on my monitor...
(a
> viewsonic e17f)
> It sounds weird, but i dont have a television, so i just connect the
ataris
> to video input on my video card ;o)

I, too, am in a similar situation. I do, however, have several TVs, but I have one room set aside for myself which has nothing but computers (tons of 8-bits, a 1040 ST, and one modern day puter), and a bookshelf loaded with manuals and old Antic & Compute books and magazines. My wife learned really quickly not to waltz up in here and start cleaning shit up. She did it once and I couldn't find anything for a week. And since she likes to hog the entertainment system to watch her programs (stuff that's so boring I can feel my IQ dropping), I got a second sattelite reciever and jacked it into my video capture/tuner card, and there is peace in my household yet again.

>
> Well... enough of myself
> Be Well !!!!
> :D
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* earthlink *DOT* net
http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic

# 5645. manual or walkthrough for draconus

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-16 11:59:01 UTC
From: louis <lvaneijk@cistron.REMOVEandreplace>
Message-ID: <3f8e8d80$0$2737$1b62eedf@news.euronet.nl>
Source record: 18808

Hi All,

Since there is a Atari 8bit emulator for the Ipaq i'm playing Draconus
again!
Great game, but i'm stuck.

Where can I find the manual or walkthrough or any hints?

Somewhere in the games I see at different location an item which
turnsaround, but I can't take it.
Now I'm at the beast which I can't kill, so I'm wondering if those items has
anything to do with it....

Good to be back at my 8bit!

gtx

Louis
(Used to be Sysop for the Pokey/ANG Main BBS in the Netherlands)

# 5646. Re: WTB : PAL Atari 8-bit with enough RAM to run demos

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-16 13:02:52 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bmm4ts$39j$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 18809

Hi,

>> Note that it's typically not too hard to get an NTSC Atari to run in PAL
>> by just swapping out the ANTIC chip.
>>
>> Unfortunately, some demos actually check the OS ROM for a particular
>> value to see if it's a PAL machine or not, and then refuse to run if
>> they are. *grumble* I'd rather have a warning than a refusal. :^P

> As far as I am aware, the only value to tell A PAL from a NTSC machine is in
> GTIA. Maybe swap that one as well and see what you get

Absolutey correct, GTIA keeps the PAL/NTSC register and the Os rom reads it
from there. However, besides the GTIA PAL and NTSC machines differ in other
aspects. For example, on PAL machines an additional oscillator of 5/4 of the
main frequency is present to generate the color frequencies needed to drive
GTIA. There is no such circuit in NTSC Ataris. Besides, this factor of 5/4 is
also the reason why you don't get "artifacted colors" on PAL machines (or,
at least, not very good ones.)

So long,
Thomas

# 5647. Re: Atari 1050 power adapter

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-16 13:18:31 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f8e4626153be10@comcast.net>
Source record: 18811

>Hi,
> I recently got an Atari 1050 disk drive, but no power supply. Where can
>I get one and/or what are the specs?
>
>Thanks,
>Greg Andrzejewski
>

Try these places. They should have one:

http://www.best-electronics-ca.com/
http://www.vme.net/dvm/aty/
http://www.myatari.com/

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 5648. FA: Atari 400/800/1200 xe/xl many games Last Day

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-16 13:25:48 UTC
From: john_bonham_80@yahoo.com
Message-ID: <e41705e3.0310160525.6f5d2927@posting.google.com>
Source record: 18812
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.st

Please click below to view all:

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&include=0&userid=lrandnr&sort=3&rows=25&since=-1&rd=1

# 5649. Re: Light Pen/Gun question

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-16 14:07:09 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bmm55k$tje$1@news1.nivel5.cl>
Source record: 18810

Unfortunally (dont know if i wrote it right) , I never had an internet (or bbs) connection...
When i bought my fisrt pc... about 2 years from that, i had internet... and after that, i knew there was a "Sio2Pc" and just then, i started to backup my work... and it seems i missed some disks :o(

"Steve S" <j70141@hotmail.com> escribi&#65533; en el mensaje news:b7bbe2c12eef76dca2c770efbfd6d1be@news.teranews.com...
> Did you ever put them up on public domain? Holme's included a whole bunch
> of public domain stuff on those CDs that he gave me. It might be on one of
> those.
>
> "Bruce" <No-Spam@Ivn.cl> wrote in message
> news:bmkbra$djo$1@news1.nivel5.cl...
> > I wrote many simple and demo games years ago...
> > And many of them died with those weak 5 1/4 floppies :o(
> >
> > Don't know if it is still there... I'm going to search (first i've got to
> > bring the disks, cause they are on my birth city...)
> > If any luck, i'll post where to download
> >
> >
> >
> >
> > "Andreas Magenheimer" <magea000@students.uni-mainz.de> escribi&#65533; en el
> > mensaje news:3F8DA04E.15E70F50@students.uni-mainz.de...
> > Er well,
> > a game with lightgun support - what game ?!? Can it be had for download
> > somewhere ?!? I remember playing all lightgun carts (bug hunt,
> > crossbow, barnyard blaster, crime buster) also with a lightpen. The
> > direction movement worked (but the lightpen was not as accurate as the
> > lightgun), however the lightpen trigger acted inverse to the lightgun
> > trigger.
> >
> > meaning, when you pressed the lightgun trigger you got one single shot
> > (otherwise no shot); when you did *not* press the lightpen trigger you
> > got auto-fire, if you pressed the lightpen trigger, the shooting
> > stopped.
> >
> > Thus the lightpen was good for playing games with "endless" ammunition,
> > like Crossbow, not so good for games that counted and rated every single
> > shot (like all other lightgun carts)... greetings, Andreas

> > magenheimer.
> >
> > P.S.: think I have some basic demonstration programs for the lightpen
> > and some action demonstration programs for the lightgun, maybe they can
> > help you...
> > (e-mail me, if interested).
> >
> >
> >
> > Bruce schrieb:
> > >
> > > some time ago (about 8 years) i wrote a game with light gun support..
> > > The trigger in the gun, is equivalent to "stick up" when it's not
> pressed,
> > > and goes to center (or... no activity in the stick) when you push the
> > > trigger...
> > >
> > > Hope that helps...
> > >
> > > "The Undead Mechanic" <davidb81@earthlink.net> escribi&#65533; en el mensaje
> > > news:acQib.617$7a4.250@newsread4.news.pas.earthlink.net...
> > > > Earlier today I went rooting about my vast collection of old
floppies
> > and
> > > I
> > > > found one of my long-forgotten projects that, at the time, seemed
like
> a
> > > > killer idea. Until I hit a serious snag, that is...
> > > >
> > > > Several years ago I decided to create my own strange little DUP
> program
> > > that
> > > > used a light pen driven menu. I didn't get far. I discovered reading
> the
> > > > light pen required a lot of math. After getting inventive with the
> math
> > to
> > > > figure out what values at $234 and $235 corresponded to the actual
> > columns
> > > > and rows in Graphics mode 0 (that sucked!), I never figured out how
to
> > > read
> > > > the values when the pen tip/trigger was pressed. According to
"Mapping
> > the
> > > > Atari", the values are "pulled low". Sure enough, they are, but for
> only
> > a

> > > > fraction of a second.
> > > >
> > > > This totally screwed up my desire to write my own custom DUP
package.
> > > > I was hoping that I could get it to the level of precise control
that
> is
> > > > seen in "Atari Graphics". Alas, I never did.
> > > >
> > > > I dug it out today and played around with it a bit more and decided
to
> > try
> > > > the gun instead of the pen. While the idea of pulling out a Buck
> Rodgers
> > > > style weapon and blasting away at my menu selection isn't what I had
> in
> > > > mind, I learned something. I get the exact same values out of
> $234/$235
> > > with
> > > > the gun when I aim at stuff, but there's no change when I pull the
> > > trigger.
> > > > I ran a check on the value of $284 and the trigger doesn't affect
the
> > > fire
> > > > button at all.
> > > >
> > > > I dug out "Bug Hunt" and blasted my way to C.E.O. just to prove to
> > myself
> > > > the gun wasn't dead.
> > > >
> > > > So, a beseech thee, mighty Atarians! Is there any other way to read
> the
> > > > light pen trigger? How about "What is the correct way to read the
> light
> > > pen
> > > > trigger?".
> > > >
> > > > If I can get over this hurdle, my DUP should be up and running in no
> > time.
> > > >
> > > > Thanks,
> > > > --
> > > > David Bowden
> > > > The Undead Mechanic.
> > > >
> > > > AIM & Yahoo: UndeadMechanic
> > > >
> > > > SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* earthlink *DOT* net
> > > > http://home.earthlink.net/~davidb81/

> > > > http://www.livejournal.com/users/undeadmechanic
> > > >
> > > >
> >
> >
>
>

# 5650. Re: manual or walkthrough for draconus

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-16 14:27:17 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bmm6c8$trj$1@news1.nivel5.cl>
Source record: 18813

to kill the final beast...
you have to find the "Staff of Findol" and got at least one of those bright
points floating.
Then you will be able to shoot those bright points when you're jumping
(jump.. press trigger)
when you got 1 bright point, the shot is a rect line , and the 2nd is zig-zag
, or viceversa

ok... when you get to the beast, stay at the start of the screen, and shoot
those thing to the head of the beast... it takes some time.. but it will
works..

Another way to make it really easy.. (it's a king of cheat.. dont know if it
is documented.. but i discovered myself those years)
is to get "invulnerable"... How ? easy...
Go to a mark of the sword "blabla" (the point where you can turn into
draconewt) with some enemies on top of it... and do the following..
Wait until almost all your energy is lost, and just before you die, go to
draconewt. (i do this waiting the enemy touches me, and then i go to
draconewt) the draconus will die (head blow!) but the draconewt will be
fine.
Then you will be invencible..... ( except if you get any especial item.. )

If you didnt understood a word ... i can post a video ;o)
Sorry for the poor english

--

Ivan Barrera
Ivn Systems/Software

"louis" <lvaneijk@cistron.REMOVEandreplace> escribi en el mensaje
news:3f8e8d80$0$2737$1b62eedf@news.euronet.nl...
> Hi All,
>
> Since there is a Atari 8bit emulator for the Ipaq i'm playing Draconus
> again!
> Great game, but i'm stuck.
>
> Where can I find the manual or walkthrough or any hints?
>
> Somewhere in the games I see at different location an item which
> turnsaround, but I can't take it.
> Now I'm at the beast which I can't kill, so I'm wondering if those items
has

> anything to do with it....
>
> Good to be back at my 8bit!
>
> gtx
>
> Louis
> (Used to be Sysop for the Pokey/ANG Main BBS in the Netherlands)
>
>

# 5651. Re: Atarian photos from Vintage Computer Show!

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-16 15:37:27 UTC
From: Erik Klein <ekklein@pacbell.net>
Message-ID: <XWyjb.119$kn2.56@newssvr13.news.prodigy.com>
Source record: 18814
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:_gHib.31646$dk4.870107@typhoon.sonic.net...
>
> I exhibited at this weekend's Vintage Computer Show (VCS 6.0) in
> Mountain View, California.
...
> Here are the photos!
>
> http://www.newbreedsoftware.com/bill/photos/vcs60/
>
Great pics! I'm glad you got some shots of my Pet and Trash-80. . . :)

I put up pictures as well at http://www.vintage-computer.com/vcf6.shtml

Enjoy!

Erik Klein
www.vintage-computer.com/vcforum
The Vintage Computer Forum

## 5652. Beware of these trolls

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-16 18:45:17 UTC
From: mastertrollhunter@yahoo.com
Message-ID: <c82725e2.0310161045.6e4f5dd1@posting.google.com>
Source record: 18815
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

These posters are obvious trolls, most names are anagrams of something
containing the word "troll".

Donï¿½t react to the posts of this guy, itï¿½s the same troll over and
over :

Reltih Floda (Adolf Hitler backwards) raupico@yahoo.com
Tom R. Rastell (anagram of Master Troll) eneg_doowtrop@yahoo.com
Peter Mollror (anagram of Troll Emperor) pellus_torr@yahoo.com
(anagram of Super Troll)

Carl Philtmoon (anagram of Troll Champion) masheg_solea@yahoo.com.hk
(anagram of Mega Asshole)

Tim Spujum (anagram of Shit Troll shifted 1 letter up)
sluggosnake@yahoo.co.nz

other obvious trolls are

Lord Teviolus (anagram of Devious Troll) darmzunge@yahoo.de
Adolf Hitler jr. , llortagem@yahoo.ca (Megatroll backwards)
llortagig@freenet.de (Gigatroll backwards)

and

Zothen Runecaster (zothen@my-deja.com) , a long-time troll who fools
people since years with non-existing projects.

R.Ranlirpa (rranlirpa@freenet.de) "Aprilnarr" backward.Only posts
April the 1st.Various incarnations, always anagrams of something with
"April" and "Fool" in different languages.

My advice : Donï¿½t feed this silly kid and check names for anagrams.If
a suspicious new poster appears, check the name first.Two "ll" an "r"
, a "t" and an "o" make "troll" , he got better , so he may shift them
or encode it otherwise.Should be no problem for experienced
computer-fans.

Trollhunter

# 5653. Re: Beware of these trolls

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-16 19:27:49 UTC
From: buchty@atbode100.informatik.tu-muenchen.de
Message-ID: <bmmrfl$2qpis$1@sunsystem5.informatik.tu-muenchen.de>
Source record: 18816
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

In article <c82725e2.0310161045.6e4f5dd1@posting.google.com>,
mastertrollhunter@yahoo.com (Master Trollhunter) writes:
|> These posters are obvious trolls, most names are anagrams of something
|> containing the word "troll".

[...]

Boy, you must have an awesome amount of time to waste.

Rainer

# 5654. Re: Beware of these trolls

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-16 20:14:05 UTC
From: John Ryan <jrusenet@removethis.greenquark.com.removethistoo>
Message-ID: <h_Cjb.1444$QI3.1201@newssvr27.news.prodigy.com>
Source record: 18817
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

"Rainer Buchty" <buchty@atbode100.informatik.tu-muenchen.de> wrote in
message news:bmmrfl$2qpis$1@sunsystem5.informatik.tu-muenchen.de...
>
> Boy, you must have an awesome amount of time to waste.

Some people (me included) have the ability to "see" anagrams quite quickly
and with little effort. Maybe he's one of "us".

# 5655. Re: RIP/TIP-like modes with DLI color changes?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-16 21:39:00 UTC
From: bill@newbreedsoftware.com
Message-ID: <UdEjb.32613$dk4.883208@typhoon.sonic.net>
Source record: 18818

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:
> Hmm, good point actually. You'd only need to change COLBK, and GPRIOR
> in a scanline, and *that* is easy. Finding an optimal palette is of course
> another issue.

Hehe... That's what these irritating big Intel PCs are for. ;) ;)

-bill!

--
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5656. In search of a basic program

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-16 23:09:29 UTC
From: Randy T <nospam@diespammer.net>
Message-ID: <JyFjb.2082$wj.1789@twister.austin.rr.com>
Source record: 18819

I wrote a horse racing program in basic on my Atari 400 with a cassette deck on it 20+ years ago. I put it in public domain on the local BBS's. I was hoping that it survived for nostalgia purposes. I am not sure what the file was named. It was a 16k program and had 4 horses and some music and sound effects. You started with $1000 dollars to bet with. I was going to submit it to Atari but when they sent me the packet to do so, I found out that I might have a problem with copyrights on the music (The theme that plays at the horse races). So, I was to lazy to pursue it further. I was pretty proud of it as I wrote it before I ever saw similar commercial programs. If anyone knows where I might find this, please let me know. I found a couple of basic horse racing programs that were not mine in my quest.

I have also owned a couple of 800s and an ST before I moved on to the IBM compatible PCs. I am currently running an emulator on my Ipaq and have been having a ball with it.

Thanks,
Randy
rajncajn at netzero.net

# 5657. Re: manual or walkthrough for draconus

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-17 02:54:56 UTC
From: oes <oes@deja.com>
Message-ID: <4SIjb.122552$eS5.9533@twister.tampabay.rr.com>
Source record: 18820

You can get a game map for this at:

http://mapy.atari8.info/index-en.php

# 5658. Another basic program

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-17 03:03:39 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <i%Ijb.29$5c2.19@okepread03>
Source record: 18821

In light of the recent post looking for a basic program, I am looking for one of my favs. Actually two.

The first one was a demo pitting a Fuji symbol against a Commodore symbol. They are trash talking and whatnot and what finally blows up the c64 is a simple addition problem.

The second one is a game written in basic called dueling cannons. That was alot of fun.

Any help is appreciated.

Thomas

## 5659. Re: Beware of these trolls

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-17 03:56:17 UTC
From: Philicorda Neon Divider <philicorda@apricot.drwgnet.org>
Message-ID: <pan.2003.10.17.03.56.14.647080@apricot.drwgnet.org>
Source record: 18822
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

On Thu, 16 Oct 2003 20:14:05 +0000, John Ryan wrote:

> "Rainer Buchty" <buchty@atbode100.informatik.tu-muenchen.de> wrote in
> message news:bmmrfl$2qpis$1@sunsystem5.informatik.tu-muenchen.de...
>>
>> Boy, you must have an awesome amount of time to waste.
>
> Some people (me included) have the ability to "see" anagrams quite quickly
> and with little effort. Maybe he's one of "us".

I have the same ability for rotation of images. Handy, but it ruins iq
tests.

## 5660. Re: Beware of these trolls

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-17 06:20:31 UTC
From: Daren <dpearcy@hotmailremovethis.com>
Message-ID: <1066371632.63466.0@ersa.uk.clara.net>
Source record: 18823
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

```
> >
> > Some people (me included) have the ability to "see" anagrams quite
quickly
> > and with little effort. Maybe he's one of "us".
>
> I have the same ability for rotation of images. Handy, but it ruins iq
> tests.

Good for Tetris though?

Daren
```

# 5661. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-17 09:22:27 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1066382469@rtfm.mit.edu>
Source record: 18824
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 28, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

# 5662. Re: manual or walkthrough for draconus

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-17 10:13:32 UTC
From: louis <lvaneijk@cistron.REMOVEandreplace>
Message-ID: <3f8fc0a5$0$2720$1b62eedf@news.euronet.nl>
Source record: 18825

Great guys, thanks!

"oes" <oes@deja.com> wrote in message
news:4SIjb.122552$eS5.9533@twister.tampabay.rr.com...
> You can get a game map for this at:
>
> http://mapy.atari8.info/index-en.php
>
>

# 5663. Re: Beware of these trolls

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-17 10:32:16 UTC
From: Nicholas Aldridge <nicholas@aldridge98.fsnet.co.uk>
Message-ID: <bmogfs$hi7$1@news8.svr.pol.co.uk>
Source record: 18826
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

```
Also, if someone hides under a bridge wanting to eat the Billy Goats Gruff,
then the poster is probably a troll. :-)

www.aldridge98.fsnet.co.uk
```

"Master Trollhunter" <mastertrollhunter@yahoo.com> wrote in message
news:c82725e2.0310161045.6e4f5dd1@posting.google.com...
> These posters are obvious trolls, most names are anagrams of something
> containing the word "troll".
>
> Don't react to the posts of this guy, it's the same troll over and
> over :
>
> Reltih Floda (Adolf Hitler backwards) raupico@yahoo.com
> Tom R. Rastell (anagram of Master Troll) eneg_doowtrop@yahoo.com
> Peter Mollror (anagram of Troll Emperor) pellus_torr@yahoo.com
> (anagram of Super Troll)
>
> Carl Philtmoon (anagram of Troll Champion) masheg_solea@yahoo.com.hk
> (anagram of Mega Asshole)
>
> Tim Spujum (anagram of Shit Troll shifted 1 letter up)
> sluggosnake@yahoo.co.nz
>
> other obvious trolls are
>
> Lord Teviolus (anagram of Devious Troll) darmzunge@yahoo.de
> Adolf Hitler jr. , llortagem@yahoo.ca (Megatroll backwards)
> llortagig@freenet.de (Gigatroll backwards)
>
> and
>
> Zothen Runecaster (zothen@my-deja.com) , a long-time troll who fools
> people since years with non-existing projects.
>
> R.Ranlirpa (rranlirpa@freenet.de) "Aprilnarr" backward.Only posts
> April the 1st.Various incarnations, always anagrams of something with
> "April" and "Fool" in different languages.
>
> My advice : Don't feed this silly kid and check names for anagrams.If
> a suspicious new poster appears, check the name first.Two "ll" an "r"
> , a "t" and an "o" make "troll" , he got better , so he may shift them
> or encode it otherwise.Should be no problem for experienced

> computer-fans.
>
> Trollhunter

# 5664. ADV: Atari Clearance Sale! 30% off!

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-17 10:47:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0310170333500.18793-100000@onyx.spiritone.com>
Source record: 18827
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm buried in Mountains of Atari stuff and I need Your HELP! I have Atari stuff coming out of my Ears and I need to make room for NEW Atari stock. I'm buying out an Atari Dealer & I need to make room for NEW Atari stock! So I'm Offering a 20% off the Top Discount for any customer on Atari ST and Classic Atari 8 Bit Books and SoftWare/Games! But Wait! There is more! For Regular Customers add another 10% off! A Whopping 30% off the Top Discount. Take advantage of this, because this is as Good as it Gets! A lot of the items on sale I only have One, Two or a Few of! So act NOW While I got it! Get the Catalogs while inventory Lasts! Got Questions? Call Ben 24Hrs: (503)256-9974 or E-Mail Atari@aracnet.com Today!

http://www.aracnet.com/~atari/specials.htm Atari Specials!
http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/maillist.htm SignUp for Ben's Mail List!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 5665. ADV: Classic Atari Games: NEW in BOX!

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-17 10:59:11 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0310170347230.18793-100000@onyx.spiritone.com>
Source record: 18828
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I've just bought more Classic Atari 8 Bit Games/Software from a Retired Atari Dealer. These games are +NEW in the BOX, including Avalon Hill as well as many Atari Games. These Games are first come, first serve. I also sell used/2nd hand Atari Goods. So act NOW while I got it! Got Questions? Call Ben 24Hrs: (503)256-9974 or E-Mail Atari@aracnet.com Today!

http://www.aracnet.com/~atari/newinbox.htm Games NEW in the BOX!
http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/maillist.htm SignUp for Ben's Mail List!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 5666. Re: Beware of these trolls

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-17 12:42:44 UTC
From: Mike Lee <swift240@NOSPAMyahoo.co.uk>
Message-ID: <3F8FE3C4.9050007@NOSPAMyahoo.co.uk>
Source record: 18829
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

I'm a Troll bolderoll..... trip trap trip trap over the rickety
bridge........

Nicholas Aldridge wrote:

> Also, if someone hides under a bridge wanting to eat the Billy Goats Gruff,
> then the poster is probably a troll. :-)
>
> www.aldridge98.fsnet.co.uk
>
> "Master Trollhunter" <mastertrollhunter@yahoo.com> wrote in message
> news:c82725e2.0310161045.6e4f5dd1@posting.google.com...
>
>>These posters are obvious trolls, most names are anagrams of something
>>containing the word "troll".
>>
>>Donï¿½t react to the posts of this guy, itï¿½s the same troll over and
>>over :
>>
>>Reltih Floda (Adolf Hitler backwards) raupico@yahoo.com
>>Tom R. Rastell (anagram of Master Troll) eneg_doowtrop@yahoo.com
>>Peter Mollror (anagram of Troll Emperor) pellus_torr@yahoo.com
>>(anagram of Super Troll)
>>
>>Carl Philtmoon (anagram of Troll Champion) masheg_solea@yahoo.com.hk
>>(anagram of Mega Asshole)
>>
>>Tim Spujum (anagram of Shit Troll shifted 1 letter up)
>>sluggosnake@yahoo.co.nz
>>
>>other obvious trolls are
>>
>>Lord Teviolus (anagram of Devious Troll) darmzunge@yahoo.de
>>Adolf Hitler jr. , llortagem@yahoo.ca (Megatroll backwards)
>>llortagig@freenet.de (Gigatroll backwards)
>>
>>and
>>
>>Zothen Runecaster (zothen@my-deja.com) , a long-time troll who fools
>>people since years with non-existing projects.
>>
>>R.Ranlirpa (rranlirpa@freenet.de) "Aprilnarr" backward.Only posts
>>April the 1st.Various incarnations, always anagrams of something with
>>"April" and "Fool" in different languages.

>>
>>My advice : Donï¿½t feed this silly kid and check names for anagrams.If
>>a suspicious new poster appears, check the name first.Two "ll" an "r"
>>, a "t" and an "o" make "troll" , he got better , so he may shift them
>>or encode it otherwise.Should be no problem for experienced
>>computer-fans.
>>
>>Trollhunter
>
>
>

--
Remove NOSPAM to reply

http://uk.geocities.com/swift240/mikes_page_1.html

This Email has been cleaned with soap, metholated spirits, and a brillo
pad........

# 5667. Re: Beware of these trolls

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-17 14:02:39 UTC
From: Cruiser7 <Cruiser7@nospam.com>
Message-ID: <vovtja73n4g767@corp.supernews.com>
Source record: 18830

> Nicholas Aldridge wrote:

Beware! This guy's name is an anagram for "I did a gnoll chaser"! :)

That only took about a minute, but talk about too much time on your hands...

C7

# 5668. Re: SC1435 Pictures

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-17 17:07:12 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <vp08e0ssi1sd36@corp.supernews.com>
Source record: 18831

"Mark Bedingfield" <mark@computercom.com.au> wrote in message
news:hKNib.150327$bo1.99935@news-server.bigpond.net.au...
> I have put some shots of my modified SC1435 up for a gander if anyone is
> interested. It is a hybrid SC1435/1084S. And works great using chroma/luma
> on an 8-bit. http://members.optusnet.com.au/~startreks/SC1435.html
>
> Mark
>

What did you do to add the Comp ports on the monitor? The Commodore 1084
model has those already installed.

I have the same monitor hooked up to my Falcon030 and would love to hook up
my 130XE to it also!

Tim

# 5669. Re: Beware of these trolls

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-17 19:10:49 UTC
From: korax1214@mailandnews.co.uk
Message-ID: <fe420e86.0310171110.1c8d0099@posting.google.com>
Source record: 18832
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

"Nicholas Aldridge" <nicholas@aldridge98(spamfucker).fsnet.co.uk> wrote in message news:<bmogfs$hi7$1@news8.svr.pol.co.uk>...
> Also, if someone hides under a bridge wanting to eat the Billy Goats Gruff,
> then the poster is probably a troll. :-)

Beware of anyone who posts as "Mr. Mojo Risin'", he's Jim Morrison
returned from the grave! :)

Didn't we of c.s.s. do a thread about anagrams a couple of years back?
[Of course we did, you twit, you're the one who started it! -- Ed]

# 5670. FA : Very cheap boxed ATARI 800 XL/XE cartridge games

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-17 19:32:11 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <f16cbc23.0310171132.46a90630@posting.google.com>
Source record: 18833

Look at :

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=klassische-videospiele&sort=3&page=1&rows=25&since=-1&showpics=1&stab=0

many games for $4 or $5 , all games boxed and new , NTSC versions with
English instructions.

You may also ask for a list , lots of games for $5 only.

Mathias

# 5671. Re: Beware of these trolls

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-17 22:11:30 UTC
From: "Sinclair QL a.k.a. P.D" <do.not.bother.me@spammer.net>
Message-ID: <oprw7jxgm3wur7eh@news.verizon.net>
Source record: 18834
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

oΩ½oΩ½oΩ½/On 17 Oct 2003 12:10:49 -0700,oΩ½(oΩ½) Robert J Baker <korax1214@mailandnews.co.uk> oΩ½oΩ½oΩ½oΩ½oΩ½oΩ½/wrote:

> "Nicholas Aldridge" <nicholas@aldridge98(spamfucker).fsnet.co.uk> wrote
> in message news:<bmogfs$hi7$1@news8.svr.pol.co.uk>...
>> Also, if someone hides under a bridge wanting to eat the Billy Goats
>> Gruff,
>> then the poster is probably a troll. :-)
>
> Beware of anyone who posts as "Mr. Mojo Risin'", he's Jim Morrison
> returned from the grave! :)
>

Or my brother :-) (He's tagged quite a few places -My speccy included-
with that)
Of course if James Douglas M. (aka Jim aka Mr. Mojo) were still alive he'd
probably use as Spectrum ;-) (So posting in c.s.s wouldn't be much of a
problem)

In any case I have it on good authority (You're insane - Ed.) that the
reason he overdosed is that he heard rumors about the CBM PET. That's
enough to kill yourself by eating curry let alone heroin ;-)

Phoebus

--
Visit the QL-FAQ at: <http://www.dokos-gr.net/ql/faq/> (Still uploading
stuff!)
Visit the uQLX-win32 homepage at: <http://www.dokos-gr.net/ql/uqlx.html>
Visit the uQLX-mac home page at:<http://www.dokos-gr.net/ql/uqlxmac.html>
For mail reply to: ql PUNKT css AT dokos MINUS gr DOT net

# 5672. Re: SC1435 Pictures

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-17 23:07:45 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3f90752c$0$5469$afc38c87@news.optusnet.com.au>
Source record: 18835

"Tim" <TjLaZer@NOSPAM.Mail.com> wrote in message
news:vp08e0ssi1sd36@corp.supernews.com...
>
> "Mark Bedingfield" <mark@computercom.com.au> wrote in message
> news:hKNib.150327$bo1.99935@news-server.bigpond.net.au...
> > I have put some shots of my modified SC1435 up for a gander if anyone is
> > interested. It is a hybrid SC1435/1084S. And works great using
chroma/luma
> > on an 8-bit. http://members.optusnet.com.au/~startreks/SC1435.html
> >
> > Mark
> >
>
> What did you do to add the Comp ports on the monitor? The Commodore 1084
> model has those already installed.
>
> I have the same monitor hooked up to my Falcon030 and would love to hook
up
> my 130XE to it also!

I literaly ripped the circuit board out of the 1084s and inserted it in the
SC1435. I had to drill holes in the back of the case to accomodate the new
plugs. I also cut out a small section on the front panel for the colour pot
as well. Although you could probable remove this if you wanted.

Mark

# 5673. Update to 1050 disk drive problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-17 23:23:01 UTC
From: frankodragon1@yahoo.com
Message-ID: <d50c8e14.0310171523.4dc57f3f@posting.google.com>
Source record: 18836

I just received my order for a tandon belt drive for my 1050 hoping it was the cure but I think I did more harm than good to the new belt itself (UGH!). Problem was the 1050 drive wouldn't spin with a disk inside it. So I ordered a new tandon belt. And without using any brains, I stretched it onto the smaller spindle and that's when I knew I think I ruined it. It still won't turn with a disk inside it.

I even tried sticking some copy-protect tape under the plastic flap where the drive spindle rests but that didn't work either.

Does anyone know if the belt has to be -tight- around the disk spindle and the smaller one? Seems like the new belt is just as loose as the old one? If so I'll just have to buy another one (Double Ugh!).

# 5674. Re: Beware of these trolls

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-17 23:27:47 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <eaa41253fcd82aa6448a22f2dffdbd99@news.teranews.com>
Source record: 18837
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

```
I don't live under a bridge, but I like to eat Billy Goats Gruff. I also
like to play "troll". Is this bad?

j/k
```

"Nicholas Aldridge" <nicholas@aldridge98(spamfucker).fsnet.co.uk> wrote in
message news:bmogfs$hi7$1@news8.svr.pol.co.uk...
> Also, if someone hides under a bridge wanting to eat the Billy Goats
Gruff,
> then the poster is probably a troll. :-)
>
> www.aldridge98.fsnet.co.uk
>
> "Master Trollhunter" <mastertrollhunter@yahoo.com> wrote in message
> news:c82725e2.0310161045.6e4f5dd1@posting.google.com...
> > These posters are obvious trolls, most names are anagrams of something
> > containing the word "troll".
> >
> > Don't react to the posts of this guy, it's the same troll over and
> > over :
> >
> > Reltih Floda (Adolf Hitler backwards) raupico@yahoo.com
> > Tom R. Rastell (anagram of Master Troll) eneg_doowtrop@yahoo.com
> > Peter Mollror (anagram of Troll Emperor) pellus_torr@yahoo.com
> > (anagram of Super Troll)
> >
> > Carl Philtmoon (anagram of Troll Champion) masheg_solea@yahoo.com.hk
> > (anagram of Mega Asshole)
> >
> > Tim Spujum (anagram of Shit Troll shifted 1 letter up)
> > sluggosnake@yahoo.co.nz
> >
> > other obvious trolls are
> >
> > Lord Teviolus (anagram of Devious Troll) darmzunge@yahoo.de
> > Adolf Hitler jr. , llortagem@yahoo.ca (Megatroll backwards)
> > llortagig@freenet.de (Gigatroll backwards)
> >
> > and
> >
> > Zothen Runecaster (zothen@my-deja.com) , a long-time troll who fools
> > people since years with non-existing projects.
> >

> > R.Ranlirpa (rranlirpa@freenet.de) "Aprilnarr" backward.Only posts
> > April the 1st.Various incarnations, always anagrams of something with
> > "April" and "Fool" in different languages.
> >
> > My advice : Don't feed this silly kid and check names for anagrams.If
> > a suspicious new poster appears, check the name first.Two "ll" an "r"
> > , a "t" and an "o" make "troll" , he got better , so he may shift them
> > or encode it otherwise.Should be no problem for experienced
> > computer-fans.
> >
> > Trollhunter
>
>

# 5675. Re: Beware of these trolls

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-17 23:31:12 UTC
From: Philicorda Neon Divider <philicorda@apricot.drwgnet.org>
Message-ID: <pan.2003.10.17.23.31.10.989905@apricot.drwgnet.org>
Source record: 18838
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

On Fri, 17 Oct 2003 07:20:31 +0100, Daren wrote:

>> >
>> > Some people (me included) have the ability to "see" anagrams quite
> quickly
>> > and with little effort. Maybe he's one of "us".
>>
>> I have the same ability for rotation of images. Handy, but it ruins iq
>> tests.
>
> Good for Tetris though?

Sadly, any advantage is lost due to me having the reaction time of a
hibernating toad.

>
> Daren

# 5676. Re: Update to 1050 disk drive problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-18 02:49:12 UTC
From: Mo <momo@atariland.com>
Message-ID: <IS1kb.8081$wj.5892@twister.austin.rr.com>
Source record: 18839

Did you check the pulleys to see if they spin freely? There should not be
that much 'tight',just enough to keep the belt on the wheels. Too much could
burn out bearings and/or motors. If it is not spinning at all, it may be a
circuit problem.
Mo

"Franko" <frankodragon1@yahoo.com> wrote in message
news:d50c8e14.0310171523.4dc57f3f@posting.google.com...
> I just received my order for a tandon belt drive for my 1050 hoping it
> was the cure but I think I did more harm than good to the new belt
> itself (UGH!). Problem was the 1050 drive wouldn't spin with a disk
> inside it. So I ordered a new tandon belt. And without using any
> brains, I stretched it onto the smaller spindle and that's when I knew
> I think I ruined it. It still won't turn with a disk inside it.
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> where the drive spindle rests but that didn't work either.
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> Does anyone know if the belt has to be -tight- around the disk spindle
> and the smaller one? Seems like the new belt is just as loose as the
> old one? If so I'll just have to buy another one (Double Ugh!).

# 5677. JpegView 0.9 and PgmView 0.1 released

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-18 13:06:16 UTC
From: rjespino@hotmail.com
Message-ID: <9ee50737.0310180506.17344e9c@posting.google.com>
Source record: 18840

This has been a long time in coming (again!), but version 0.9 of
JpegView is now available:
http://a8jdpeg.atari.org
http://a8jdpeg.webhop.org

We've now got a PGM viewer too: PgmView, available at the same place.
See 2nd half of this message for more info.

JpegView is a JPEG viewer for the Atari 8-bits, based on the C=64's
Juddpeg decoder (http://www.ffd2.com/fridge/) written by Stephen L.
Judd.

The following changes have been made to JpegView:
* Improved graphics mode selection menu
* Improved support for large images, images up to 1280x800 will be
reduced to fit the available screen size
* Dithering added to all modes
* Improved GR.8 flicker mode
* Added horizontal divide by 4 capability
* Images are automatically adjusted so they no longer look stretched
in certain modes
* Assorted bug fixes and improvements

It may not seem like it, but there's a lot of new code in this
version, so there's probably some new bugs too. Please try this and
let me know if you have any problems.

--

There's also a PGM viewer now: PgmView

Decoding a PGM image is a lot quicker than a JPEG, but PGMs use more
disk space. Both a8jdpeg and JpegView will convert JPEGs to PGM, which
can then be viewed with PgmView. This is useful if:

* You want to view an image repeatedly (maybe in several display
modes), especially if you've got a big enough ramdisk.
* You've got a 48K machine and want to view images in HIP and the
other 64K modes (PgmView will never use more than 48K)
* You don't care about disk space

If you want to view the same image more than once, then you can
convert it to
PGM first and then view it with PgmView. This will work even better if
you've got a big enough ramdisk or a fast disk drive.

PgmView can use all display modes in 48K. People with 48K machines can now view images in modes that need a 64K machine with JpegView. Use JpegView/a8jdpeg to convert the images to PGM and then PgmView to view the images in HIP and other flicker modes that needed 64K.

PgmView also provides another way of transfering images from a PC to the Atari. You can easily convert from just about any image format out there to PGM using the freely available Netpbm toolkit (http://download.sourceforge.net/netpbm/), transfer them to the Atari, and use PgmView to view them and convert them to Micropainter and HIP formats.

As usual, comments, suggestions, bug reports, feedback, etc. are welcome.

Next up: A colour version of the JPEG viewer.

--
-- Raphael Espino - rjespino@yahoo.com - Ramdrive and JPEG viewers --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
------------- Join The Atari 8-bit Computer WebRing at: -------------
---------- http://www.geocities.com/rjespino/a8ring.html -----------

# 5678. Re: JpegView 0.9 and PgmView 0.1 released

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-18 15:17:36 UTC
From: TXG/MNX <txg01@xs4all.nl>
Message-ID: <3f91599a$0$58710$e4fe514c@news.xs4all.nl>
Source record: 18841

Very nice to see you're still active working on this.

When do you have a color version for beta test ? :-)

"Raphael Espino" <rjespino@hotmail.com> wrote in message
news:9ee50737.0310180506.17344e9c@posting.google.com...
> This has been a long time in coming (again!), but version 0.9 of
> JpegView is now available:
> http://a8jdpeg.atari.org
> http://a8jdpeg.webhop.org
>
> We've now got a PGM viewer too: PgmView, available at the same place.
> See 2nd half of this message for more info.
>
> JpegView is a JPEG viewer for the Atari 8-bits, based on the C=64's
> Juddpeg decoder (http://www.ffd2.com/fridge/) written by Stephen L.
> Judd.
>
> The following changes have been made to JpegView:
> * Improved graphics mode selection menu
> * Improved support for large images, images up to 1280x800 will be
> reduced to fit the available screen size
> * Dithering added to all modes
> * Improved GR.8 flicker mode
> * Added horizontal divide by 4 capability
> * Images are automatically adjusted so they no longer look stretched
> in certain modes
> * Assorted bug fixes and improvements
>
> It may not seem like it, but there's a lot of new code in this
> version, so there's probably some new bugs too. Please try this and
> let me know if you have any problems.
>
> --
>
> There's also a PGM viewer now: PgmView
>
> Decoding a PGM image is a lot quicker than a JPEG, but PGMs use more
> disk space. Both a8jdpeg and JpegView will convert JPEGs to PGM, which
> can then be viewed with PgmView. This is useful if:
>
> * You want to view an image repeatedly (maybe in several display
> modes), especially if you've got a big enough ramdisk.
> * You've got a 48K machine and want to view images in HIP and the
> other 64K modes (PgmView will never use more than 48K)

> * You don't care about disk space
>
> If you want to view the same image more than once, then you can
> convert it to
> PGM first and then view it with PgmView. This will work even better if
> you've got a big enough ramdisk or a fast disk drive.
>
> PgmView can use all display modes in 48K. People with 48K machines can
> now view images in modes that need a 64K machine with JpegView. Use
> JpegView/a8jdpeg to convert the images to PGM and then PgmView to view
> the images in HIP and other flicker modes that needed 64K.
>
> PgmView also provides another way of transfering images from a PC to
> the Atari. You can easily convert from just about any image format out
> there to PGM using the freely available Netpbm toolkit
> (http://download.sourceforge.net/netpbm/), transfer them to the Atari,
> and use PgmView to view them and convert them to Micropainter and HIP
> formats.
>
> As usual, comments, suggestions, bug reports, feedback, etc. are
> welcome.
>
> Next up: A colour version of the JPEG viewer.
>
> --
> -- Raphael Espino - rjespino@yahoo.com - Ramdrive and JPEG viewers --
> -- http://rjespino.atari.org or http://rjespino.webhop.org --
> ------------- Join The Atari 8-bit Computer WebRing at: -------------
> ---------- http://www.geocities.com/rjespino/a8ring.html -----------

## 5679. Resource list for 8-bit Atari development tools/documentation?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-18 18:25:22 UTC
From: Bootstrap Bill <wrcousert@yahoo.com>
Message-ID: <mAfkb.55754$th6.26449@twister.socal.rr.com>
Source record: 18842

Is there a single web site that lists all the freely available development tools and documentation for the 8-bit Atari?

# 5680. Re: Resource list for 8-bit Atari development tools/documentation?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-18 19:27:29 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <bms471$q09hl$1@ID-174234.news.uni-berlin.de>
Source record: 18843

Bootstrap Bill <wrcousert@yahoo.com> wrote:
> Is there a single web site that lists all the freely available development
> tools and documentation for the 8-bit Atari?

The Wiki at http://www.strotmann.de/twiki/bin/view/APG/WebHome
is not complete, but you can find some information there.

Maybe you find some time to contibute missing pieces.

Best regards

Carsten Strotmann

# 5681. Re: JpegView 0.9 and PgmView 0.1 released

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-18 20:14:53 UTC
From: bill@newbreedsoftware.com
Message-ID: <1bhkb.33213$dk4.891521@typhoon.sonic.net>
Source record: 18844

Raphael Espino <rjespino@hotmail.com> wrote:
> This has been a long time in coming (again!), but version 0.9 of
> JpegView is now available:
> http://a8jdpeg.atari.org
> http://a8jdpeg.webhop.org

Cool! Can't wait to play :)

-bill!

# 5682. Re: Percom drive

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-18 21:15:12 UTC
From: frankodragon1@yahoo.com
Message-ID: <d50c8e14.0310181315.39d6f524@posting.google.com>
Source record: 18845

Got an update to the Percom issue: Took apart an old Amstrad PC with
5.25 floppy drives and used one as the replacement drive although it
reads DD disks it will only write SD. Also looked at the back of the
unit and I noticed one of the pins located on the card that sticks out
where you would connect a data cable to another floppy drive is
supposedly been cut off. Is this normal of AT88 drives? Or should
there be all 34?

One more thing- If I connect another 5.25 drive, say the other one
from the Amstrad, I have to remove the termination chip. That's the
IC-looking device isn't it?

> The AT88 series is single-density only without the 'data doubler' card, which
> plugs into one of the sockets on the PCB and makes it DD compatible. I believe
> this card plugged into the CPU socket like a Happy 1050 upgrade.
>
> With a 3.5" mechanism you can store 360k per disk on 720k disks in AT88 mode.
> With a RFD series drive or a data-doubler installed, you can get the full 720k.
>
> Steve

# 5683. FS: Several issues of Atari Antic and Compute may consider trade for other magazines or games

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-19 00:50:10 UTC
From: john_bonham_80@yahoo.com
Message-ID: <e41705e3.0310181650.6f5f6943@posting.google.com>
Source record: 18846
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.st,comp.sys.cbm

Please email if interested I am currently producing a list of what I have. I collect classic console game magazines, Intellivision, ColecoVision the odd Virtual Boy and Genesis games.

# 5684. Re: FS: Several issues of Atari Antic and Compute may consider trade for other magazines or games

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-19 01:45:06 UTC
From: 8-Bit <somebody@somewhere.com>
Message-ID: <i3r3pvgvij3s9c6gpe8amkk97npj68efg7@4ax.com>
Source record: 18697

Tried emailing, but email address was invalid, please forward a list
of what you have for the mags to corey_koltz@hotmail.com

On 18 Oct 2003 17:50:10 -0700, john_bonham_80@yahoo.com (Lary R.)
wrote:

>Please email if interested I am currently producing a list of what I
>have. I collect classic console game magazines, Intellivision,
>ColecoVision the odd Virtual Boy and Genesis games.

# 5685. Re: JpegView 0.9 and PgmView 0.1 released

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-19 14:38:15 UTC
From: rjespino@hotmail.com
Message-ID: <9ee50737.0310190638.2d36e574@posting.google.com>
Source record: 18698

"TXG/MNX" <txg01@xs4all.nl> wrote in message
news:<3f91599a$0$58710$e4fe514c@news.xs4all.nl>...
> Very nice to see you're still active working on this.

I was beginning to wonder myself if version 0.9 was going to ever get finished. I thought it was about finished in April, I've been fixing bugs in it since then! (finding the bugs was easy, fixing them was a bit harder). I'm hoping this version will have the fewest bugs so far, but I'm not putting any money on it.

> When do you have a color version for beta test ? :-)

Erm... best I can say is "soon" but in this context "soon" might be a couple of months or more. =)

I'm going to be reusing as much code from version 0.9 as possible, so any bugs found there, especially with large images, will help with the colour version too.

-- Raphael Espino - rjespino@yahoo.com - Ramdrive and JPEG viewers --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
------------- Join The Atari 8-bit Computer WebRing at: -------------
---------- http://www.geocities.com/rjespino/a8ring.html -----------

# 5686. Re: Beware of these trolls

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-19 21:23:43 UTC
From: Nicholas Aldridge <nicholas@aldridge98.fsnet.co.uk>
Message-ID: <bmuvdi$tla$1@news7.svr.pol.co.uk>
Source record: 18699
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Not if treated. See your doctor if you start becoming concerned about 'trip trapping'.

"Steve S" <j70141@hotmail.com> wrote in message
news:eaa41253fcd82aa6448a22f2dffdbd99@news.teranews.com...
> I don't live under a bridge, but I like to eat Billy Goats Gruff. I also
> like to play "troll". Is this bad?
>
> j/k
>
> "Nicholas Aldridge" <nicholas@aldridge98(spamfucker).fsnet.co.uk> wrote in
> message news:bmogfs$hi7$1@news8.svr.pol.co.uk...
> > Also, if someone hides under a bridge wanting to eat the Billy Goats
> Gruff,
> > then the poster is probably a troll. :-)
> >
> > www.aldridge98.fsnet.co.uk
> >
> > "Master Trollhunter" <mastertrollhunter@yahoo.com> wrote in message
> > news:c82725e2.0310161045.6e4f5dd1@posting.google.com...
> > > These posters are obvious trolls, most names are anagrams of something
> > > containing the word "troll".
> > >
> > > Don't react to the posts of this guy, it's the same troll over and
> > > over :
> > >
> > > Reltih Floda (Adolf Hitler backwards) raupico@yahoo.com
> > > Tom R. Rastell (anagram of Master Troll) eneg_doowtrop@yahoo.com
> > > Peter Mollror (anagram of Troll Emperor) pellus_torr@yahoo.com
> > > (anagram of Super Troll)
> > >
> > > Carl Philtmoon (anagram of Troll Champion) masheg_solea@yahoo.com.hk
> > > (anagram of Mega Asshole)
> > >
> > > Tim Spujum (anagram of Shit Troll shifted 1 letter up)
> > > sluggosnake@yahoo.co.nz
> > >
> > > other obvious trolls are
> > >
> > > Lord Teviolus (anagram of Devious Troll) darmzunge@yahoo.de
> > > Adolf Hitler jr. , llortagem@yahoo.ca (Megatroll backwards)
> > > llortagig@freenet.de (Gigatroll backwards)
> > >

> > > and
> > >
> > > Zothen Runecaster (zothen@my-deja.com) , a long-time troll who fools
> > > people since years with non-existing projects.
> > >
> > > R.Ranlirpa (rranlirpa@freenet.de) "Aprilnarr" backward.Only posts
> > > April the 1st.Various incarnations, always anagrams of something with
> > > "April" and "Fool" in different languages.
> > >
> > > My advice : Don't feed this silly kid and check names for anagrams.If
> > > a suspicious new poster appears, check the name first.Two "ll" an "r"
> > > , a "t" and an "o" make "troll" , he got better , so he may shift them
> > > or encode it otherwise.Should be no problem for experienced
> > > computer-fans.
> > >
> > > Trollhunter
> >
> >
>
>

# 5687. Re: Beware of these trolls

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-20 12:46:10 UTC
From: Marc Walters <ddmw@Rem0veThisAndTheUnderscore_hunterlink.net.au>
Message-ID: <BzQkb.6445$d6.285695@nasal.pacific.net.au>
Source record: 18700
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

"Steve S" <j70141@hotmail.com> wrote in message
news:eaa41253fcd82aa6448a22f2dffdbd99@news.teranews.com...
> I don't live under a bridge, but I like to eat Billy Goats Gruff. I also
> like to play "troll". Is this bad?

No, so long as you keep those activities restricted to the privacy of your
own bedroom.

Marc Walters

# 5688. Re: Another basic program

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-20 13:14:29 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f938b101beac74@comcast.net>
Source record: 18702

> In light of the recent post looking for a basic program, I am looking
>for one of my favs. Actually two.
>
>The first one was a demo pitting a Fuji symbol against a Commodore symbol.
>They are trash talking and whatnot and what finally blows up the c64 is a
>simple addition problem.
>
>The second one is a game written in basic called dueling cannons. That was
>alot of fun.
>
>Any help is appreciated.
>
>Thomas

Geeez. I would these myself. Let us know if and when you them....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 5689. Re: JpegView 0.9 and PgmView 0.1 released

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-20 13:14:30 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f938b101beac75@comcast.net>
Source record: 18701

>This has been a long time in coming (again!), but version 0.9 of
>JpegView is now available:
>http://a8jdpeg.atari.org
>http://a8jdpeg.webhop.org

Thanks... I went to the above addresses and found the program was
not there. I will and try it again later...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 5690. FA:Cheap boxed+new XEGS and 2600 carts

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-20 17:43:08 UTC
From: faith_dorell@yahoo.co.uk
Message-ID: <cc4b6645.0310200943.2941f521@posting.google.com>
Source record: 18703

Look at :

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&include=0&userid=klassische-videospiele&sort=3&rows=25&since=-1&rd=1

all auctions are buy it now with BIN = starting price, ending soon.

All the games are new , boxed, with instructions.

There are Rescue on Fractalus,Airball and some others.

Mathias

# 5691. Re: Which magazines were available for the 8 Bit worldwide?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-20 18:46:12 UTC
From: PH <p@nosmamh.com>
Message-ID: <D4Wkb.13548$kA.3443995@wards.force9.net>
Source record: 18704

Atari User (UK magazine)
AtariUser (US magazine)
Monitor (UK Atari Computer Owners Club)
Hi Res
Atari I/O
Atarian Magazine

"Zothen Runecaster" <zothen@my-deja.com> wrote in message
news:fcd76a9e.0310201005.489706e9@posting.google.com...
> I know
>
> Antic
> Analog
> Page 6
> the German ATARI Magazin (which was also for the ST)
>
> Anyone knows more?

# 5692. Re: Crystal Castles XE rare or not?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-20 21:09:39 UTC
From: TXG/MNX <txg01@xs4all.nl>
Message-ID: <3f944f25$0$58702$e4fe514c@news.xs4all.nl>
Source record: 18705

I think it's pretty common in Europe...

But these days I think also in the US...

"Zothen Runecaster" <zothen@my-deja.com> wrote in message
news:fcd76a9e.0310201037.1b04f3c9@posting.google.com...
> IMO this game seems to be rare in North America , but only "uncommon"
> in Europe - seems like the blue XEGS carts are much more common in
> Europe than in the US or Canada.
>
> It was sold for about $20 new until the mid-90s , isn't as expensive
> on European ebays , but very expensive on ebay.com.
>
> It's rumored that there are still hundreds or thousands of copies
> lying around in some warehouse , but it's difficult to locate them.
>
> ZR

# 5693. Re: Turbo BASIC uncommon in the US?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-20 21:11:42 UTC
From: TXG/MNX <txg01@xs4all.nl>
Message-ID: <3f944f9b$0$58702$e4fe514c@news.xs4all.nl>
Source record: 18706

Hmm Turbo-basic was fast but didn't have a good compiler. I didn't compile to real machine code and needed a very big runtime file this was a problem I think.

When the compiler could output a real assembler listing it would have been very populair...

"Zothen Runecaster" <zothen@my-deja.com> wrote in message news:fcd76a9e.0310201033.7ddbf09@posting.google.com...
> Turbo BASIC was developed by a German programmer and published in 1985
> in the magazine "Happy Computer" by "Markt & Technik".
>
> It's a faster BASIC with even more RAN than standard BASIC and there
> also was a good compiler.
>
> But it seems that Turbo BASIC was not too common outside of Europe.
>
> It's now available on several sites, so it's easy to find, although
> copyrighted.
>
> The question is : Was Turbo BASIC unknown in the US/Canada ?
>
> ZR

# 5694. Re: JpegView 0.9 and PgmView 0.1 released

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-20 21:31:23 UTC
From: rjespino@hotmail.com
Message-ID: <9ee50737.0310201331.731afdac@posting.google.com>
Source record: 18707

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:<3f938b101beac75@comcast.net>...
> >This has been a long time in coming (again!), but version 0.9 of
> >JpegView is now available:
> >http://a8jdpeg.atari.org
> >http://a8jdpeg.webhop.org
>
> Thanks... I went to the above addresses and found the program was
> not there. I will and try it again later...

Did the webpage itself appear, or did both webpages fail completely?
They are separate sites (tripod/angelfire), but ultimately they are
hosted by the same company (Lycos) so I guess there's a chance they
could both go offline together.

Just double checked and both sites work for me now. The link is not as
obvious at it should be though, maybe I need to redesign the page
some. JpegView is the second row in the table, click on "executable"
to the right of that. PgmView is on a separate page, there are several
links to PGM on the JpegView page that will take you there.

# 5695. Problem with old ATARI 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-20 21:32:31 UTC
From: rinaldus_drybone@lycos.de
Message-ID: <9170f765.0310201332.6b11e495@posting.google.com>
Source record: 18708

Found this old machine on a flea-market, but doesnï¿½t work correctly :

The computer runs and crashes sometimes after 30 minutes, sometimes
after several hours.Switching off doesnï¿½t help.

It does work again after a few hours.

Another problem : Sprites are too big in some games,when you boot
them.After a reset, they will be ok.

I think one chip may be defective and overheat.Itï¿½s an ATARI 800 XL
with an older board and socketed chips.

Anyone knows this problem ?

# 5696. WTB: Activision Carts!

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-20 21:34:51 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vp8l7tqav3lc36@corp.supernews.com>
Source record: 18709

Looking for the following carts:

Designer's Pencil
Decathlon
Zenji
Beamrider
Pathfinder

Boxed or loose.

# 5697. Re: Which magazines were available for the 8 Bit worldwide?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-20 22:46:03 UTC
From: Mo <momo@atariland.com>
Message-ID: <LAZkb.58535$3A6.31416@twister.austin.rr.com>
Source record: 18710

COMPUTE!

Atari Current notes

That's all I can think of right now.
Mo

"Zothen Runecaster" <zothen@my-deja.com> wrote in message
news:fcd76a9e.0310201005.489706e9@posting.google.com...
> I know
>
> Antic
> Analog
> Page 6
> the German ATARI Magazin (which was also for the ST)
>
> Anyone knows more?

# 5698. Re: Still new ATARI 8 Bits and 2600 systems around.

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-20 22:52:40 UTC
From: Mo <momo@atariland.com>
Message-ID: <YGZkb.58657$3A6.34456@twister.austin.rr.com>
Source record: 18711

These days those kinds of stories are the stuff of Urban Myth. With progress the way it is just about all of the old warehouses in Houston and Dallas have either been torn down or converted into loft apartments. I'm sure the situation is 100 times worse in Silicon valley where real estate is worth it's weight in platinum. There are a few old warehouses left standing here in Houston, but they're so delapitated, and dirty, and full of holes it's hard to imagine anything useful left in them.
Mo

"Zothen Runecaster" <zothen@my-deja.com> wrote in message
news:fcd76a9e.0310201020.82f58c0@posting.google.com...
> I�ve found out that there are warehouses who still have new and boxed
> ATARI 8 Bit systems - usually 800 XL units or XEGS units , ATARI 2600
> systems (usually the junior) and 7800 systems.
>
> And lots of games, since ATARI made so many.
>
> Anyone knows how to track such warehoused down ? How to find them , to
> contact them before they throw away the stuff because they need room ?
>
> I�ve often heard of warehouses throwing away tons of old computers,
> which is a shame (except if it were old PCs which usually are
> worthless).
>
> IMO it would be better to buy such overstocks from them for a few
> bucks a trade them with the community.
>
> ZR

# 5699. Re: SSI role-playing games for the 800

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-20 22:56:21 UTC
From: Mo <momo@atariland.com>
Message-ID: <pKZkb.58724$3A6.45635@twister.austin.rr.com>
Source record: 18712

There were alot more and just about every eighties title was released with an Atari version. SSI bought out Avalon Hill in the nineties and carried on their tradition of multiplatform software.
Check out this link to the underdogs, it's like one of the best game encyclopedia's available on the net!
http://www.the-underdogs.org/

You'll find the history of all of the companies there as well as the platforms each game was released for.

Mo

"Zothen Runecaster" <zothen@my-deja.com> wrote in message news:fcd76a9e.0310201024.71891b41@posting.google.com...
> Anyone knows all the 8 Bit rpgs from SSI for the 8 Bit ?
>
> I know
>
> Wizard's Crown and Eternal Dagger
> Phantasie (I think all 3)
> Gemstone Warrior
>
> Were Questron 1&2 ,Demon's Winter,Shard of Spring, Rings of
> Zilfin,Gemstone Healer and the Roadwar games available for the 800 ?
>
> I know C64/ATARI ST or DOS versions, but now 800 versions.
>
> ZR

# 5700. Re: Still new ATARI 8 Bits and 2600 systems around.

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-20 23:13:21 UTC
From: Bootstrap Bill <wrcousert@yahoo.com>
Message-ID: <I_Zkb.57789$th6.1524@twister.socal.rr.com>
Source record: 18717

"Mo" <momo@atariland.com> wrote in message
news:YGZkb.58657$3A6.34456@twister.austin.rr.com...
> These days those kinds of stories are the stuff of Urban Myth. With
progress
> the way it is just about all of the old warehouses in Houston and Dallas
> have either been torn down or converted into loft apartments. I'm sure the
> situation is 100 times worse in Silicon valley where real estate is worth
> it's weight in platinum. There are a few old warehouses left standing here
> in Houston, but they're so delapitated, and dirty, and full of holes it's
> hard to imagine anything useful left in them.
> Mo
>
>
I know someone that has a bunch of Atari 800's. Any idea what one in new
condition would be worth?

# 5701. Technically best games on the ATARI 800 XL?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-20 23:44:21 UTC
From: exxokaprulle@yahoo.com
Message-ID: <c30b2125.0310201544.6097bf41@posting.google.com>
Source record: 18713

Hi,

I want to build some sort of 8 Bit museum and I need some games for each system which show what these systems can do.

Can anyone tell me which ATARI 800 (XL) games really show what an ATARI 8 Bit can which are not 1:1 ported from an Apple II like many games?

Iï¿½ve heard the Lucasfilm Games should be best on the ATARI?

Stan

## 5702. 2nd question:Which hardware is available ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-20 23:53:05 UTC
From: exxokaprulle@yahoo.com
Message-ID: <c30b2125.0310201553.7c2393c5@posting.google.com>
Source record: 18714

for the 8 Bit ?

I know there are different computer models , 800 XL , ATARI 800 and
different floppy-drives like the 810 and the 1050.

Can anyone tell me the most important 8 Bit hardware from ATARI, which
isnï¿½t too expensive for a small 8-Bit museum ?

Stan

# 5703. Re: Anyone played XL Commando yet?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-21 01:28:39 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <9q29pvk966cpklu0irmkngo7jupcg5h5bf@4ax.com>
Source record: 18715

On 20 Oct 2003 11:15:22 -0700, zothen@my-deja.com (Zothen Runecaster)
wrote:

>Iï¿½ve heard that Commando for the ATARI 8 Bit was released by Sunmark
>on cartridge.
>
>Itï¿½s a little bit expensive and I donï¿½t want to buy an unfinished game
>with bugs like Tower Toppler - this always is the problem with these
>prototype games.
>
>Anyone knows more about this game?

It looks very advanced, is supposed to be fully playable, and is
getting good early reviews at atariage.com. I didn't read anything
about bugginess and I think it is okay.

Be sure to review it for us here if you buy it!

# 5704. Re: Turbo BASIC uncommon in the US?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-21 02:37:57 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <9_0lb.41754$mp1.2055@nwrddc02.gnilink.net>
Source record: 18716

No it was not uncommon. I had it way back in the mid eighties here in the states.

"Zothen Runecaster" <zothen@my-deja.com> wrote in message news:fcd76a9e.0310201033.7ddbf09@posting.google.com...
> Turbo BASIC was developed by a German programmer and published in 1985
> in the magazine "Happy Computer" by "Markt & Technik".
>
> It's a faster BASIC with even more RAN than standard BASIC and there
> also was a good compiler.
>
> But it seems that Turbo BASIC was not too common outside of Europe.
>
> It's now available on several sites, so it's easy to find, although
> copyrighted.
>
> The question is : Was Turbo BASIC unknown in the US/Canada ?
>
> ZR

# 5705. Re: Turbo BASIC uncommon in the US?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-21 03:51:25 UTC
From: llppwhite@aol.comnsp
Message-ID: <20031020235125.10366.00000980@mb-m14.aol.com>
Source record: 18718

>But it seems that Turbo BASIC was not too common outside of Europe. <

It was not uncommon in the U.S., but there were several factors that (IMO) reduced it popularity here.

1) The A8 was seriously on its way down in popularity when TB got here (with English Docs).

2) OSS/ICD had sold quite a few BXL & BXE bank-switching "Supercarts" here for programmers/users who wanted something more than Atari Basic.

3) TB requires "ram-under-rom" space, so Sparta Dos users had to make a choice. (Resolved many years later).

4) Pretty slow loading unless you have a hard drive. (And now it's a cart.)

I *love* TB -- its speed, it's compact memory model, its added features. It loads from a HD in just a few seconds, and I use MyDos 99.9% of the time, so there is no memory conflict.

I *don't like* the TB compiler since it will not generate a compact, stand-alone program like Monarch's ABC.

2-cents worth...
Larry

# 5706. Re: APE web site

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-21 04:18:38 UTC
From: EnFINiTY_Cube@hotmail.com
Message-ID: <57927d9f.0310202018.119a2050@posting.google.com>
Source record: 18719

Steven J Tucker <classics@atarimax.com> wrote in message
news:<agBgb.6706$qK1.5359927@news2.news.adelphia.net>...
> Bob Stone wrote:
> > Where's Steven Tucker's APE web site? I tried www.atarimax.com and it didn't
> > connect.
>
> Hi Bob,
>
> My web host has been down for a day or so now. Due to the way they
> have things set up this means e-mail and DNS for my domain are also down.
>
> It should be back up within a day or so, if not I will go hunting
> for a new web host.
>
> Steve

Your sites back up Steve, and I must say it's looks cool, I have an
Atari 2600 and it still rocks. :)

Anyway, It dosen't look like you need it anymore, but if your host is
still giving you the shits, it's a very painless move over to m6.net

I've been searching for a new, fairly cheap host for a while, and
these guys are not only cheap but they are probably the biggest geeks
ever. (you can see a photo ov em on the front page)

BE WARNED though, their website is about as appealing as my
girlfriends cooking, however under that ugly-ass site there really is
value for you $'s.

Good luck with your product!

# 5707. Re: Turbo BASIC uncommon in the US?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-21 05:37:43 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <HC3lb.5474$S52.4236@newsread4.news.pas.earthlink.net>
Source record: 18720

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20031020235125.10366.00000980@mb-m14.aol.com...
> >But it seems that Turbo BASIC was not too common outside of Europe. <
>
> It was not uncommon in the U.S., but there were several factors that (IMO)
> reduced it popularity here.
>
> 1) The A8 was seriously on its way down in popularity when TB got here
(with
> English Docs).
>
> 2) OSS/ICD had sold quite a few BXL & BXE bank-switching "Supercarts" here
for
> programmers/users who wanted something more than Atari Basic.
>
> 3) TB requires "ram-under-rom" space, so Sparta Dos users had to make a
choice.
> (Resolved many years later).
>
> 4) Pretty slow loading unless you have a hard drive. (And now it's a
cart.)
>
> I *love* TB -- its speed, it's compact memory model, its added features.
It
> loads from a HD in just a few seconds, and I use MyDos 99.9% of the time,
so
> there is no memory conflict.
>
> I *don't like* the TB compiler since it will not generate a compact,
> stand-alone program like Monarch's ABC.

Ditto. I too have a copy of it here and it was very much worth the 3.99 I
paid for it from B&C some years ago. It was/is an excellent Basic, but a
LOUSY compiler.
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* earthlink *DOT* net
http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic

## 5708. Microleague Baseball

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-21 09:16:53 UTC
From: BK <scg06750@wvnet.edu>
Message-ID: <3f94c117$1@alpha.wvnet.edu>
Source record: 18721

Anybody have this rom for use with PC?

# 5709. Re: Max. cart size/battery in carts possible ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-21 10:58:32 UTC
From: Michael Beck <beck@ipd.info.uni-karlsruhe.de>
Message-ID: <bn33go$k82$1@news.rz.uni-karlsruhe.de>
Source record: 18722

Zothen Runecaster wrote:

> Anyone knows the max. size a cart (bankswitched) can have on the ATARI
> 800 XL ?
>
> AFAIK some of the XEGS carts were 128K.Thatï¿½s not much.

Theoretically, the size of an ATARI cartridge is unlimited (in the computer sense of this word). There are two areas that can be bank-switched by an cart: $8000-$9FFF and $A000-$BFFF. Additionally, the Area of $D500-$D5FF can be used as the control for an cart or as additional in/out.
So, there are a lot of possible bank-switching schemes possible.

The biggest "industry size" may be the XEGS carts with 128K, see http://www2.asw.cz/~kubecj/acartdp.htm ...

> And anyone knows about battery-backuped RAM in carts like common on
> SEGA and Nintendo cartridges ?

At least the R-Time 8 cart has some battery build in (to power the clock chip).

--
Michael Beck beck@ipd.info.uni-karlsruhe.de

# 5710. Re: Still new ATARI 8 Bits and 2600 systems around.

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-21 13:33:19 UTC
From: anoneds@netscape.net
Message-ID: <8c160850.0310210533.3eb5a75c@posting.google.com>
Source record: 18723

zothen@my-deja.com (Zothen Runecaster) wrote in message
news:<fcd76a9e.0310201020.82f58c0@posting.google.com>...
> Iï¿½ve found out that there are warehouses who still have new and boxed
> ATARI 8 Bit systems - usually 800 XL units or XEGS units , ATARI 2600
> systems (usually the junior) and 7800 systems.
>
> And lots of games, since ATARI made so many.
>
> Anyone knows how to track such warehoused down ? How to find them , to
> contact them before they throw away the stuff because they need room ?
>
> Iï¿½ve often heard of warehouses throwing away tons of old computers,
> which is a shame (except if it were old PCs which usually are
> worthless).
>
> IMO it would be better to buy such overstocks from them for a few
> bucks a trade them with the community.
>
> ZR

I _used_ to have a link to such a warehouse in California, I believe.
I lost it when I lost the job. Basically, they had a warehouse _full_
of computer equipment, and they just took pictures of everything. You
just clicked on any thumbnails that looked interesting, and there were
fully-boxed Atari systems, Commodores, etc. _Many_ Atari 1200XL
systems, etc.
I also remember the site was replete with profanity... if that reminds
anyone of what it might be...

Ben

# 5711. Re: Which magazines were available for the 8 Bit worldwide?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-21 14:43:36 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <MDblb.32632$os2.473727@news2.e.nsc.no>
Source record: 18724

I have some issues og 8:16, which is 8-bit Atari's and ST's.

"Mo" <momo@atariland.com> skrev i melding
news:LAZkb.58535$3A6.31416@twister.austin.rr.com...
> COMPUTE!
>
> Atari Current notes
>
> That's all I can think of right now.
> Mo
>
> "Zothen Runecaster" <zothen@my-deja.com> wrote in message
> news:fcd76a9e.0310201005.489706e9@posting.google.com...
> > I know
> >
> > Antic
> > Analog
> > Page 6
> > the German ATARI Magazin (which was also for the ST)
> >
> > Anyone knows more?
>
>

# 5712. INFO: Atari 8-bit graphics prgs

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-21 15:46:19 UTC
From: quadro <quadro@tiscalinet.it>
Message-ID: <3F9554CB.E0F1A8E8@tiscalinet.it>
Source record: 18725

Hello everyone

In the 80's had a Atari 800 XL, now (thanks to ebay) i am a happy owner
of a Atari 130XE.

I remember two great graphics programs called: "TECHNICOLOR DREAM" and
"ESCALPAINT".
Both used 256 colors and 80x192 (resolution).

Where could I find these programs in ATR or DCM format?

Thanks in advance
Morris - Italy

PS: Already have any prgs...see "TD2APAC.BAS" (but it is a converter
only), and COLORIZED 1.0!!

# 5713. Re: Technically best games on the ATARI 800 XL?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-21 15:58:50 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <YHclb.32642$os2.474053@news2.e.nsc.no>
Source record: 18726

Yes, Ballblazer and Rescue on Fractalus are really best on Ataris. I think Draconus, Zybex and most Zeppelin games are great. Bounty Bob is very similiar on C64 and Atari, but I felt most confortable with the Atari version.

MULE is better on Atari (up to 4 players with joystick on Atari 800).

"Stan J. Lefosi" <exxokaprulle@yahoo.com> skrev i melding news:c30b2125.0310201544.6097bf41@posting.google.com...
> Hi,
>
> I want to build some sort of 8 Bit museum and I need some games for
> each system which show what these systems can do.
>
> Can anyone tell me which ATARI 800 (XL) games really show what an
> ATARI 8 Bit can which are not 1:1 ported from an Apple II like many
> games?
>
> I�ve heard the Lucasfilm Games should be best on the ATARI?
>
> Stan

# 5714. Re: 2nd question:Which hardware is available ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-21 16:00:23 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <3Mclb.32643$os2.473996@news2.e.nsc.no>
Source record: 18727

800XL's are cheap aren't they ? I like my 130XE the best, along with the tank Atari 800, which is the most robust one. Stands almost anything. It was on a computer course we had here in Norway and was dropped from a pretty high table. No troubles there.

"Stan J. Lefosi" <exxokaprulle@yahoo.com> skrev i melding news:c30b2125.0310201553.7c2393c5@posting.google.com...
> for the 8 Bit ?
>
> I know there are different computer models , 800 XL , ATARI 800 and
> different floppy-drives like the 810 and the 1050.
>
> Can anyone tell me the most important 8 Bit hardware from ATARI, which
> isn't too expensive for a small 8-Bit museum ?
>
> Stan

# 5715. Re: Turbo BASIC uncommon in the US?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-21 20:38:21 UTC
From: Sidney Cadot <sidney@jigsaw.nl>
Message-ID: <bn45fq$cc5$1@news.tudelft.nl>
Source record: 18728

TXG/MNX wrote:

> Hmm Turbo-basic was fast but didn't have a good compiler. I didn't compile
> to real machine code and needed a very big runtime file this was a problem I
> think.

The runtime was big, yes, but it _did_ compile to real machine code. I
distinctly remember running something like

```
10 POKE 53272, PEEK(53770)
20 GOTO 10
```

through it, and out came

```
@1: lda 53770
sta 53272
jmp @1
```

...as I later verified by examining the generated COM file. So it even
had some concept of integers (or, perhaps, these kinds of simple POKEs
were directly recognized and translated).

Best regards,

Sidney Cadot

# 5716. FS/FT: Antic and Compute! magazines

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-21 21:37:26 UTC
From: john_bonham_80@yahoo.com
Message-ID: <e41705e3.0310211337.2919cbc3@posting.google.com>
Source record: 18729
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.st,comp.sys.cbm

PLEASE EMAIL ME AT: john_bonham_80nospam@hotmail.com

*remove "nospam" from top address*

Please note: some magazines have the subscription notice on them and
many do not, if you are concerned about this please ask.

The magazines were recently pulled from my garage therefore they have
that typical musty smell that will go away once they are exposed more
to air over time.

Here is the list please read carefully, if you would like a scan of a
particular issue than ask, please do ask only if you are serious about
purchasing or trading.

Will trade for other classic console related magazines, ColecoVision,
Intellivision, Some Genny or Virtual Boy, please send offers.

Here is the list:

COMPUTE!

May 1986 Issue #72 vol. 8 No. 5
June #73 No. 6
July #74 No. 7
Nov. #78 No. 11

Jan. 1987 Issue #80 vol. 9 No. 1 (small tear top left corner,
not very noticeable)
March #82 No. 3
May #84 No. 5
June #85 No. 6
July #86 No. 7
Aug. #87 No. 8
Oct. #89 No. 10

ANTIC The Atari Resource (magazines only no disks)

Dec. 1989/Jan. 1990 Vol. 8 No. 5

Jan. 1989 vol. 7 #9 Atari 8-bit treasure guide
March #11
April #12
June vol. 8 #2
Aug. #4
Sept. #5 Joystick Test Lab

Jan. 1988 vol. 6 #9 6th Annual Shoppers Guide
March #11 Shootout! Atari XE game system vs. Nintendo
and Sega
April #12 New! Atari Desktop Video Atari!
May vol. 7 #1 6th Anniversary Collectors Issue
June #2 Power Up! Atari XE Game System
July #3 Newsroom Comes to Atari
Aug. #4 Atari Home Turn-on!
Sept. #5 Atari Goes Hollywood!
Oct. #6 Atari Grand Slam Four 8-bit Breakthroughs
Nov. #7 8-bit Memory Upgrades
Dec. #8 8-bit Best of '88 (small tear bottom corner)

March 1987 vol. 5 #11 Inside Today's Atari Corp.
July vol. 6 #3 Print Anything With Your Atari
Aug. #4 Stock Doubles As Atari Takes on the Big Guys
Sept. #5
Oct. #6 Football Predictor
Nov. #7 Four Best New Programs for '87

Jan. 1986 vol. 4 #9 Atari Products Are Back!
May vol. 5 #1 4th Anniversary Issue
Nov. #7

March 1985 vol.3 #11 Ultimate Printer Guide
April #12 Computer Frontiers
June vol.4 #2 Computer Arts
Aug. #4 Telecomputers '85
Sept. #5 Power Programming
Dec. #8 4th Annual Shoppers Guide

Jan. 1984 vol. 2 #10 Special Printer Issue
March #12 The International Atari
June vol. 3 #2 Exploring the Atari XL
July #3 New-age Communications
Oct. #4 Computer Learning Magic
Dec. #8 Buyers Guide

April 1983 vol. 2 #1 (missing cover) Has Features Page as the
cover
June #3 Data Base Survey
July #4 (missing cover) Has Features Page as the
cover
Sept. #6 (Has cover but needed to be taped back on,
looks good)
Oct. #7 (small tear top left corner not very
noticeable)
Nov. #8 (no cover, Features Page needed to be taped
back on)
Dec. #9 Buyers Guide

# 5717. Re: Max. cart size/battery in carts possible ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-21 23:11:04 UTC
From: Sheddy <cghutt@hotmail.com>
Message-ID: <bn4ee8$7iu$1@hercules.btinternet.com>
Source record: 18730

There's a surprising amount of information about carts in the help of Atari800WinPlus:
Using existing switching schemes a 1Mbyte cart is possible as either XEGS or Megacart - but I'm not aware of anything using all that memory in the day.

Chris

"Michael Beck" <beck@ipd.info.uni-karlsruhe.de> wrote in message news:bn33go$k82$1@news.rz.uni-karlsruhe.de...
> Zothen Runecaster wrote:
>
> > Anyone knows the max. size a cart (bankswitched) can have on the ATARI
> > 800 XL ?
> >
> > AFAIK some of the XEGS carts were 128K.That's not much.
>
> Theoretically, the size of an ATARI cartridge is unlimited (in the computer
> sense of this word). There are two areas that can be bank-switched by an
> cart: $8000-$9FFF and $A000-$BFFF. Additionally, the Area of $D500-$D5FF
> can be used as the control for an cart or as additional in/out.
> So, there are a lot of possible bank-switching schemes possible.
>
> The biggest "industry size" may be the XEGS carts with 128K, see
> http://www2.asw.cz/~kubecj/acartdp.htm ...
>
> > And anyone knows about battery-backuped RAM in carts like common on
> > SEGA and Nintendo cartridges ?
>
> At least the R-Time 8 cart has some battery build in (to power the clock
> chip).
>
> --
> Michael Beck beck@ipd.info.uni-karlsruhe.de

# 5718. Re: Still new ATARI 8 Bits and 2600 systems around.

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-21 23:13:41 UTC
From: Mo <momo@atariland.com>
Message-ID: <F4jlb.4492$1U2.1294@twister.austin.rr.com>
Source record: 18731

> I also remember the site was replete with profanity... if that reminds
> anyone of what it might be...
>
> Ben

I think I saw that on the net advertised through this group! It was too hard to see what all was in the pics as well as the condition. I was a little nervous about placing any orders.
Mo

# 5719. Re: 2nd question:Which hardware is available ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-21 23:18:53 UTC
From: Mo <momo@atariland.com>
Message-ID: <x9jlb.4494$1U2.3051@twister.austin.rr.com>
Source record: 18732

"Vidar Olavesen" <hawk@nmi.no> wrote in message
news:3Mclb.32643$os2.473996@news2.e.nsc.no...
> 800XL's are cheap aren't they ? I like my 130XE the best, along with the
> tank Atari 800, which is the most robust one. Stands almost anything. It
was
> on a computer course we had here in Norway and was dropped from a pretty
> high table. No troubles there.
>

Yes they (800's) are pretty rugged, but uhmm... there was this incident with
my first one back in 1983.
It was a cold winter, one of those winters that's cold and dry and
everything metal you touch shocks you. I touched my atari and actually saw
the arc go between the keycaps to the board below. Nevertheless it never
played pacman again, fortunately it was still under warranty and I got a
brand new one and I think I got a free GTIA upgrade with the exchange!
Mo

# 5720. Best way to write Atari Disks

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-22 00:32:00 UTC
From: Greg Andrzejewski <pressyourluck85@yahoo.com>
Message-ID: <heydnYYCoPS0UwiiRVn-vw@comcast.com>
Source record: 18733

Hello,
I've been looking over the various ways to connect Atari peripherals to a PC. All I really want to do is write disk images onto real 5.25" disks using my 1050 disk drive. What is the easiest way to do this? Will the SIO2PC cable work? What about the 1050-2-PC or the ProSystem setup? What is the difference between all these methods?

Thanks,
Greg Andrzejewski

## 5721. turbo basic source code

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-22 00:34:02 UTC
From: rtdos <status@rtdos.info>
Message-ID: <_fklb.603160$Oz4.610726@rwcrnsc54>
Source record: 18734

anyone know if it is / was available ?

--
*** REPLY REQUESTED WHEN CONVENIENT ***

Woodzy (sysop at rtdos dot com)
http://www.rtdos.com

# 5722. Re: Which magazines were available for the 8 Bit worldwide?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-22 02:00:35 UTC
From: anoneds@netscape.net
Message-ID: <8c160850.0310211800.3eaad799@posting.google.com>
Source record: 18735

zothen@my-deja.com (Zothen Runecaster) wrote in message
news:<fcd76a9e.0310201005.489706e9@posting.google.com>...
> I know
>
> Antic
> Analog
> Page 6
> the German ATARI Magazin (which was also for the ST)
>
> Anyone knows more?

Home Computer Magazine added several computers to their line after
being renamed from 99'er Magazine. It eventually added Atari
coverage...

Ben

# 5723. Windows based A-8 assembler

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-22 09:57:04 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <Qvslb.965$wc3.312@newsread3.news.pas.earthlink.net>
Source record: 18736

Just wanted to know if anyone ever created a Windows based Atari assembler.

I've been using APE for quite some time (thanks, Steve!) and whenever I feel the need to screw around with assembly, I dig out my Atari Assembler cart, bang out my code, LIST & ASM it, then turn off the 130XE, pull out the cart, and do my thing.

It would be wonderful if someone had written a windows/Atari assembler that I could use to just crank out the code directly to an ATR instead of constantly removing and inserting the assembler cart and turning it off and on so much.
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* earthlink *DOT* net
http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic

# 5724. Re: Windows based A-8 assembler

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-22 11:59:58 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bn5rfu$1be$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 18737

Hi,

> It would be wonderful if someone had written a windows/Atari assembler that
> I could use to just crank out the code directly to an ATR instead of
> constantly removing and inserting the assembler cart and turning it off and
> on so much.

There is a linux assembler that can be used to write Atari programs:

http://www.cc65.org/

It also contains a C compiler for the 6502, but you won't need for
assembly, obviously.

Whether there is a port for windows I don't know, but I don't care that
much about win either...

Alternatively, use an emulator and a cart image.

So long,
Thomas

# 5725. Re: Windows based A-8 assembler

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-22 14:47:57 UTC
From: TXG/MNX <txg01@xs4all.nl>
Message-ID: <3f9698ae$0$58712$e4fe514c@news.xs4all.nl>
Source record: 18738

Hmm, look for DASSI and ASSI in a search engine this is a disassembler &
assembler running under windows 9x

"Thomas Richter" <thor@cleopatra.math.tu-berlin.de> wrote in message
news:bn5rfu$1be$1@mamenchi.zrz.TU-Berlin.DE...
>
> Hi,
>
> > It would be wonderful if someone had written a windows/Atari assembler
that
> > I could use to just crank out the code directly to an ATR instead of
> > constantly removing and inserting the assembler cart and turning it off
and
> > on so much.
>
> There is a linux assembler that can be used to write Atari programs:
>
> http://www.cc65.org/
>
> It also contains a C compiler for the 6502, but you won't need for
> assembly, obviously.
>
> Whether there is a port for windows I don't know, but I don't care that
> much about win either...
>
> Alternatively, use an emulator and a cart image.
>
> So long,
> Thomas

# 5726. Re: Problem with old ATARI 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-22 17:32:55 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-dLEsnjQ8FBpF@localhost>
Source record: 18739

first check would be the power supply. they are famous for causing
weird troubles.

Ken

On Mon, 20 Oct 2003 21:32:31, rinaldus_drybone@lycos.de (Rinaldus
Drybone) wrote:

> Found this old machine on a flea-market, but doesn't work correctly :
>
> The computer runs and crashes sometimes after 30 minutes, sometimes
> after several hours.Switching off doesn't help.
>
> It does work again after a few hours.
>
> Another problem : Sprites are too big in some games,when you boot
> them.After a reset, they will be ok.
>
> I think one chip may be defective and overheat.It's an ATARI 800 XL
> with an older board and socketed chips.
>
> Anyone knows this problem ?

--

# 5727. Re: Windows based A-8 assembler

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-22 17:51:35 UTC
From: dely@scene.pl
Message-ID: <5e58b0d0.0310220951.6403189d@posting.google.com>
Source record: 18740

Howdy,

Qasm - http://atariarea.histeria.pl/pliki.php?sec=show&id=204 or X-asm
http://atariarea.histeria.pl/x-asm

greetz

dely/tqa

# 5728. Re: Best way to write Atari Disks

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-22 17:57:34 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vpdh8gsmiun190@corp.supernews.com>
Source record: 18741

"Greg Andrzejewski" <pressyourluck85@yahoo.com> wrote in message
news:heydnYYCoPS0UwiiRVn-vw@comcast.com...
> Hello,
> I've been looking over the various ways to connect Atari peripherals to a
> PC. All I really want to do is write disk images onto real 5.25" disks
using
> my 1050 disk drive. What is the easiest way to do this? Will the SIO2PC
> cable work? What about the 1050-2-PC or the ProSystem setup? What is the
> difference between all these methods?
>
I use an Amiga with A1020 5.25" drive! Works perfect.

Tim

# 5729. Re: Windows based A-8 assembler

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-22 18:40:57 UTC
From: Sheddy <cghutt@hotmail.com>
Message-ID: <bn6ivp$svl$1@sparta.btinternet.com>
Source record: 18742

I've found ATasm
http://www.cs.utah.edu/~schmelze/atari/atasm/
to be pretty good. Based on the MAC/65 assembler which was in turn based on
the Atari Assembler cart - so you might some of it looks familiar!

Regards
Chris

"The Undead Mechanic" <davidb81@earthlink.net> wrote in message
news:Qvslb.965$wc3.312@newsread3.news.pas.earthlink.net...
> Just wanted to know if anyone ever created a Windows based Atari
assembler.
>
> I've been using APE for quite some time (thanks, Steve!) and whenever I
feel
> the need to screw around with assembly, I dig out my Atari Assembler cart,
> bang out my code, LIST & ASM it, then turn off the 130XE, pull out the
cart,
> and do my thing.
>
> It would be wonderful if someone had written a windows/Atari assembler
that
> I could use to just crank out the code directly to an ATR instead of
> constantly removing and inserting the assembler cart and turning it off
and
> on so much.
> --
> David Bowden
> The Undead Mechanic.
>
> AIM & Yahoo: UndeadMechanic
>
> SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* earthlink *DOT* net
> http://home.earthlink.net/~davidb81/
> http://www.livejournal.com/users/undeadmechanic
>
>

# 5730. In Search Of Basic Horse Racing Program - 2nd try

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-22 19:25:29 UTC
From: Randy T <nospam@diespammer.net>
Message-ID: <JQAlb.4253$pJ1.3956@twister.austin.rr.com>
Source record: 18743

I wrote a horse racing program in basic on my Atari 400 with a cassette deck on it 20+ years ago. I put it in public domain on the local BBS's. I was hoping that it survived for nostalgia purposes. I am not sure what the file was named. It was a 16k program and had 4 horses and some music and sound effects. You started with $1000 dollars to bet with. I was going to submit it to Atari but when they sent me the packet to do so, I found out that I might have a problem with copyrights on the music (The theme that plays at the horse races). So, I was to lazy to pursue it further. I was pretty proud of it as I wrote it before I ever saw similar commercial programs. If anyone knows where I might find this, please let me know. I found a couple of basic horse racing programs that were not mine in my quest.

I have also owned a couple of 800s and an ST before I moved on to the IBM compatible PCs. I am currently running an emulator on my Ipaq and have been having a ball with it.

Thanks,
Randy
Email: rajncajn at netzero dot net (remove spaces and change the at to "@" and dot to ".")

# 5731. Re: Best way to write Atari Disks

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-22 19:25:49 UTC
From: RED <redodd@comcast.net>
Message-ID: <kvCdnbsq0fojRAuiRVn-vw@comcast.com>
Source record: 18744

"Greg Andrzejewski" <pressyourluck85@yahoo.com> wrote in message
news:heydnYYCoPS0UwiiRVn-vw@comcast.com...
> Hello,
> I've been looking over the various ways to connect Atari peripherals to a
> PC. All I really want to do is write disk images onto real 5.25" disks
using
> my 1050 disk drive. What is the easiest way to do this? Will the SIO2PC
> cable work? What about the 1050-2-PC or the ProSystem setup? What is the
> difference between all these methods?
>
> Thanks,
> Greg Andrzejewski

Hello,

I built a 1050-2-PC cable and it works great. I built the version that can switch between 1050-2-PC and ProSystem. I haven't tried the ProSystem yet. I have all the Holmes games and utilities on the PC hard drive so I can make just about any disk that I want. Writing a disk is a slow process but it works flawlessly. You can even format disks from the SIO2PC program. It's also very cheap to make so it's a great project. I built mine in the case of an XM301 modem so the Atari SIO cable was already there. There was plenty of room for the 9 volt battery, power switch, mode switch, and PC serial cable. I use little perf boards for my projects so they are usually larger than the printed circuits that others make. I opted to use a battery because Atari systems already have way too many power cables.

I previously had made an Xformer cable but I couldn't get it to work. Someone told me to play around with the resistor value so I installed a pot and still it wouldn't work. Have fun.

Ralph

# 5732. Re: Rescue on Fractalus source code?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-22 20:38:04 UTC
From: c03_gg@hotmail.com
Message-ID: <c7317c70.0310221238.2760ca64@posting.google.com>
Source record: 18745

yo can find a little information at

http://www.atarimagazines.com/v4n8/Lucasfilm.html
http://www.atarimagazines.com/v4n12/FractalZoom.html
http://www.atarimagazines.com/v3n4/lucasfilm.html

I know there is a "mountain" algorithm in some
Scientific American magazine, sorry i cant remember
the year.

cheers,

German

zothen@my-deja.com (Zothen Runecaster) wrote in message
news:<fcd76a9e.0310201030.3a48460@posting.google.com>...
> Anyone knows if the source code of Rescue on Fractalus is available?
>
> Iï¿½m interested in the way they made the 3D fractal mountains in this
> game.Is it based on a formula or precalculated ?
>
> BTW. Masterblazer on the AMIGA/PC (a remake of Ballblazer) used a
> "Fractalus"-flight scene in its intro, but it was an officially
> licensed game.
>
> ZR

# 5733. Wanted (UK): XE keyboard conductive paint bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-22 21:02:42 UTC
From: Mark Watson <newsAfoftDfsnetD@co.uk>
Message-ID: <SfClb.330725$Pk.51311@news.easynews.com>
Source record: 18746

Managed to mash the important part (bit of plastic inside with the traces painted on it) of my 130XE keyboard. Iirc replacements of these were available, I was wondering if they can still be obtained in the UK?

Or does anyone have a spare keyboard or plastic layer they can sell me? Maybe I should just get a complete XE on ebay...

Thanks,

Mark

--
-----
(s/X/Y/g -> replace all X with Y in e-mail addr)
s/@//g; s/D/./g; s/A/@/g;

# 5734. JpegView 0.9 and PgmView 0.1 released

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-22 22:00:18 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00350068@fmlynet.org>
Source record: 18650

FamilyNet Newsgate

This is cool! Glad to hear you are still working on this.

Doctor Clu

> From: rjespino@hotmail.com (Raphael Espino)

> This has been a long time in coming (again!), but version 0.9 of
> JpegView is now available:
> http://a8jdpeg.atari.org
> http://a8jdpeg.webhop.org

> We've now got a PGM viewer too: PgmView, available at the same place.
> See 2nd half of this message for more info.

> JpegView is a JPEG viewer for the Atari 8-bits, based on the C=64's
> Juddpeg decoder (http://www.ffd2.com/fridge/) written by Stephen L.
> Judd.

> The following changes have been made to JpegView:
> * Improved graphics mode selection menu
> * Improved support for large images, images up to 1280x800 will be
> reduced to fit the available screen size
> * Dithering added to all modes
> * Improved GR.8 flicker mode
> * Added horizontal divide by 4 capability
> * Images are automatically adjusted so they no longer look stretched
> in certain modes
> * Assorted bug fixes and improvements

> It may not seem like it, but there's a lot of new code in this
> version, so there's probably some new bugs too. Please try this and
> let me know if you have any problems.

> --

> There's also a PGM viewer now: PgmView

> Decoding a PGM image is a lot quicker than a JPEG, but PGMs use more
> disk space. Both a8jdpeg and JpegView will convert JPEGs to PGM, which
> can then be viewed with PgmView. This is useful if:

> * You want to view an image repeatedly (maybe in several display
> modes), especially if you've got a big enough ramdisk.
> * You've got a 48K machine and want to view images in HIP and the
> other 64K modes (PgmView will never use more than 48K)
> * You don't care about disk space

> If you want to view the same image more than once, then you can
> convert it to
> PGM first and then view it with PgmView. This will work even better if
> you've got a big enough ramdisk or a fast disk drive.

> PgmView can use all display modes in 48K. People with 48K machines can
> now view images in modes that need a 64K machine with JpegView. Use
> JpegView/a8jdpeg to convert the images to PGM and then PgmView to view
> the images in HIP and other flicker modes that needed 64K.

> PgmView also provides another way of transfering images from a PC to
> the Atari. You can easily convert from just about any image format out
> there to PGM using the freely available Netpbm toolkit
> (http://download.sourceforge.net/netpbm/), transfer them to the Atari,
> and use PgmView to view them and convert them to Micropainter and HIP
> formats.

> As usual, comments, suggestions, bug reports, feedback, etc. are
> welcome.

> Next up: A colour version of the JPEG viewer.

> --
> -- Raphael Espino - rjespino@yahoo.com - Ramdrive and JPEG viewers --
> -- http://rjespino.atari.org or http://rjespino.webhop.org --
> ------------- Join The Atari 8-bit Computer WebRing at: -------------
> ---------- http://www.geocities.com/rjespino/a8ring.html -----------

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

## 5735. WTB: Super Cobra Cart

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-22 23:26:48 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vpe4i1fbk3m462@corp.supernews.com>
Source record: 18647

As title says. Must be in good condition with good label.

tjlazer@REMOVESPAM!mail.com

# 5736. Re: turbo basic source code

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-22 23:35:45 UTC
From: rtdos <status@rtdos.info>
Message-ID: <lvElb.3620$HS4.16407@attbi_s01>
Source record: 18648

what about the source to other basics or even A8DOS ?

"lp" <gfabasic@mint.net> wrote in message
news:BBBB54B3.2FE6%gfabasic@mint.net...
> in article _fklb.603160$Oz4.610726@rwcrnsc54, rtdos at status@rtdos.info
> wrote on 10/21/03 8:34 PM:
>
> > anyone know if it is / was available ?
>
> I was interested in the source code to gfa-basic, coded by the same guy.
I
> tracked him down, or at least someone who answered my initial e-mail
> asking if he was indeed the author of gfa-basic. On my next e-mail
> I asked for help obtaining source code, or obtaining the rights to the
> source code. Then never got any replies again. This was about gfa,
> the big brother to turbo basic. I gave the address to someone a while
> later who was looking for TB sources, he wrote and as far I know never
> got a reply either. Which is most unfortunate.
>
> I asked the same question here as well, and as far as I know it's never
> been made available. But someone did say that TB was fully dis-assembled
> by someone and commented, but then these people seem to have vanished.
>
> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is
now!]
> Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
Hades060]
>
>

# 5737. Re: In Search Of Basic Horse Racing Program - 2nd try

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-23 01:04:33 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <e3aepvsc2ld3o89o4l043oca6g4bc65koq@4ax.com>
Source record: 18649

On Wed, 22 Oct 2003 19:25:29 GMT, "Randy T" <nospam@diespammer.net>
wrote:

>I wrote a horse racing program in basic on my Atari 400 with a cassette deck
>on it 20+ years ago. I put it in public domain on the local BBS's. I was
>hoping that it survived for nostalgia purposes.

I had it, but I threw out those disks last week.

Just kidding! ;) I hope you find it. I also had a silly program I
think I uploaded to GEnie. It was a ridiculous cowboy text adventure
called the Holstein-Gurnsey Kid.

# 5738. Re: Rescue on Fractalus source code?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-23 05:38:55 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <r8qepvkjen9cc1ijh2am43as2r572stjuv@4ax.com>
Source record: 18651

On 22 Oct 2003 13:38:04 -0700, c03_gg@hotmail.com (German Gonzalez) wrote:

>yo can find a little information at
>
>http://www.atarimagazines.com/v4n8/Lucasfilm.html
>http://www.atarimagazines.com/v4n12/FractalZoom.html
>http://www.atarimagazines.com/v3n4/lucasfilm.html
>
>I know there is a "mountain" algorithm in some
>Scientific American magazine, sorry i cant remember
>the year.
>
The German edition had it in March 1987, so it's likely it was
around January of the same year... And yes, I did implement it
on the Atari 8-bit, using TurboBASIC XL.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

# 5739. Re: Wanted (UK): XE keyboard conductive paint bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-23 06:55:15 UTC
From: richard daley <richard.daley3@ntlworld.com>
Message-ID: <yYKlb.28$yF3.12@newsfep3-gui.server.ntli.net>
Source record: 18652

I have an xe board spare, mail me nd let me know eher you are

Richard

"Mark Watson" <newsAfoftDfsnetD@co.uk> wrote in message
news:SfClb.330725$Pk.51311@news.easynews.com...
> Managed to mash the important part (bit of plastic inside with the traces
> painted on it) of my 130XE keyboard. Iirc replacements of these were
> available, I was wondering if they can still be obtained in the UK?
>
> Or does anyone have a spare keyboard or plastic layer they can sell me?
> Maybe I should just get a complete XE on ebay...
>
> Thanks,
>
> Mark
>
>
> --
> -----
> (s/X/Y/g -> replace all X with Y in e-mail addr)
> s/@//g; s/D/./g; s/A/@/g;

## 5740. horseracing game

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-23 10:33:03 UTC
From: Randy T <nospam@diespammer.net>
Message-ID: <z7Olb.800$%x5.214@twister.austin.rr.com>
Source record: 18653

I wrote a basic program years ago. I don't remember what the file name was. It had four horses that you bet on. You got $1000 to start with. I put it up on the BBS's. I was hoping that it survived somewhere. It was written on a 400. So, it was a 16k program. I would like to have it for nostalgia purposes.

Thanks,
Randy
rajncajn at netzero dot net

# 5741. Re: Windows based A-8 assembler

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-23 10:45:03 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <PiOlb.2359$I04.582@newsread4.news.pas.earthlink.net>
Source record: 18654

"Thomas Richter" <thor@cleopatra.math.tu-berlin.de> wrote in message
news:bn5rfu$1be$1@mamenchi.zrz.TU-Berlin.DE...
>
> Hi,
>
> > It would be wonderful if someone had written a windows/Atari assembler
that
> > I could use to just crank out the code directly to an ATR instead of
> > constantly removing and inserting the assembler cart and turning it off
and
> > on so much.
>
> There is a linux assembler that can be used to write Atari programs:
>
> http://www.cc65.org/
>
> It also contains a C compiler for the 6502, but you won't need for
> assembly, obviously.
>
> Whether there is a port for windows I don't know, but I don't care that
> much about win either...
>
> Alternatively, use an emulator and a cart image.

Well, I would rather do that anyways, but I havn't been able to find an
Atari assembler image. I would rather do the actual programing in a familiar
environment, but I'll take whatever I can get.

If anyone here has a copy of the image, I'd be most grateful if it were sent
my way.

>
> So long,
> Thomas
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* earthlink *DOT* net
http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic

# 5742. Re: Windows based A-8 assembler

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-23 10:45:50 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <yjOlb.2362$I04.1061@newsread4.news.pas.earthlink.net>
Source record: 18655

"TXG/MNX" <txg01@xs4all.nl> wrote in message
news:3f9698ae$0$58712$e4fe514c@news.xs4all.nl...
> Hmm, look for DASSI and ASSI in a search engine this is a disassembler &
> assembler running under windows 9x

Did it, and all I got was German sites.
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* earthlink *DOT* net
http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic

# 5743. Re: Best way to write Atari Disks

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-23 13:39:34 UTC
From: llppwhite@aol.comnsp
Message-ID: <20031023093934.00731.00000008@mb-m12.aol.com>
Source record: 18656

>All I really want to do is write disk images onto real 5.25" disks using my 1050 disk drive. What is the easiest way to do this?<

I built an (APE) 14C89 ProSystem cable, and it works well, but it still produces more formatting/writing errors than using 100% Atari hardware. I would still vote for using APE with a real Atari computer and disk drive. ProSystem is likely the next best method.

You ask about the differences. The hardware is very similar, but the ProSystem software is more advanced (IMO) and is available as Win or Dos. There is a *lot* of info at both web sites.

# 5744. ADV: Atari Clearance Sale! 30% off!

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-23 13:55:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0310230648310.16172-100000@onyx.spiritone.com>
Source record: 18657
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I'm buried in Mountains of Atari stuff and I need Your HELP! I have Atari stuff coming out of my Ears and I need to make room for NEW Atari stock. I'm buying out an Atari Dealer & I need to make room for NEW Atari stock! So I'm Offering a 20% off the Top Discount for any customer on Atari ST and Classic Atari 8 Bit Books and SoftWare/Games! But Wait! There is more! For Regular Customers add another 10% off! A Whopping 30% off the Top Discount. Take advantage of this, because this is as Good as it Gets! A lot of the items on sale I only have One, Two or a Few of! So act NOW While I got it! Get the Catalogs while inventory Lasts! Got Questions? Call Ben 24Hrs: (503)256-9974 or E-Mail Atari@aracnet.com Today!

http://www.aracnet.com/~atari/specials.htm Atari Specials!
http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/maillist.htm SignUp for Ben's Mail List!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 5745. ADV: Classic Atari Games: NEW in BOX!

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-23 13:59:49 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0310230655400.16172-100000@onyx.spiritone.com>
Source record: 18658
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

I've just bought more Classic Atari 8 Bit Games/Software from a Retired Atari Dealer. These games are +NEW in the BOX, including Avalon Hill as well as many Atari Games. These Games are first come, first serve. I also sell used/2nd hand Atari Goods. So act NOW while I got it! Got Questions? Call Ben 24Hrs: (503)256-9974 or E-Mail Atari@aracnet.com Today!

http://www.aracnet.com/~atari/newinbox.htm Games NEW in the BOX!
http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/maillist.htm SignUp for Ben's Mail List!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 5746. Re: Which magazines were available for the 8 Bit worldwide?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-23 15:05:11 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F97EE27.8280EA0D@students.uni-mainz.de>
Source record: 18659

Well,
many many more. Some examples:
- Homecomputer (1983-1986, Tronic-Verlag, Germany)
- HC - Mein Homecomputer (1984-1987? Vogel-Verlag, Germany)
- Computronic (1984-1987, Tronic-verlag, Germany)
- HCA - Home-Computer-Aktiv (1987-1989?) Germany)
- Happy-Computer (1983-1989? Verlag Markt & Technik, Germany)
- Atari Magazin (old 1987-1989; Verlag Raetz-Eberle, Germany)
- Computer Kontakt (1984-1988, Verlag Raetz-Eberle, germany)
- Atari Magazin (new/without ST! 1991-2000; Verlag Raetz, Germany)
- ZONG (1989-1996, KE-Soft)
- AMC-Magazin (on paper! mainly VCS stuff, 1982-1986; AMC-Verlag,
Wiesbaden; from 1986-1993 available as AMC-Soft on Diskette)
- to name just a few german A8 magazines...
greetings, andreas.

Zothen Runecaster schrieb:
>
> I know
>
> Antic
> Analog
> Page 6
> the German ATARI Magazin (which was also for the ST)
>
> Anyone knows more?

# 5747. Re: How common is the 800XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-23 15:15:31 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F97F093.5E291C93@students.uni-mainz.de>
Source record: 18660

Yep,
the 800XE is uncommon in western europe (and maybe rare outside
europe). Atari merely sold XE computers to eastern europe - no XL
computers, no 400/800 computers. Actually the 800XE is the same machine
as the 65XE. Another "unknown secret": Atari introduced the 400 and 800
computers to Europe in late 1982, at the same time the 1200XL arrived in
America. No 1200XL`s were sold then in Europe. Just 6-12 months later
the 600XL and 800XL arrived, so PAL versions of the 400 and 800 Atari
are also uncommon or rare. And there is no PAL version of the 1200XL...

The new XE computers were sold (mainly in eastern europe) from
1987-1992... the older XE`s were sold in western europe and elsewhere
from 1985-1987 (or maybe longer). There are some small differences
between older and newer XE`s, mainly the OS, the RAM (size of the) chips
and the motherboard (the newer XE`s always had a 130XE motherboard, no
matter if it was a 65 XE, 800XE or 130XE - upgrading was very easy
then). Alas, the newer OS in the newer machines is incompatible with
some software. And most if not all of the newer XE`s have faulty GTIA
chips which have to be replaced... greetings, andreas.

Zothen Runecaster schrieb:
>
> The 800 XE was sold in Europe in 1987-???
>
> But you´ll find more 800 XL´s there.
>
> Is the 800 XE rare or at least "uncommon"?
>
> I´ve heard that ATARI sold most 800 XE units in Eastern Europe.
>
> ZR

# 5748. Re: SSI role-playing games for the 800

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-23 15:18:13 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F97F135.93F8C0E0@students.uni-mainz.de>
Source record: 18661

Well,
Questron was available, but only part 1 (not part 2). Phantasie exists
as part 1 and part 2 (but not part 3). I have heard and read about the
other games you mention, but I have never seen them... -Andreas.

Zothen Runecaster schrieb:
>
> Anyone knows all the 8 Bit rpgs from SSI for the 8 Bit ?
>
> I know
>
> Wizard´s Crown and Eternal Dagger
> Phantasie (I think all 3)
> Gemstone Warrior
>
> Were Questron 1&2 ,Demon´s Winter,Shard of Spring, Rings of
> Zilfin,Gemstone Healer and the Roadwar games available for the 800 ?
>
> I know C64/ATARI ST or DOS versions, but now 800 versions.
>
> ZR

# 5749. Re: Max. cart size/battery in carts possible ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-23 15:21:55 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F97F213.E8898F67@students.uni-mainz.de>
Source record: 18662

Well,
I have read, that a bank-switching cart can have up to 256 banks of
16kbytes each. So I guess the maximum size would be 4 Megabytes - enough
for most (if not all) Atari games. Even the biggest game could be stored
on cartridge this way... -Andreas.

Zothen Runecaster schrieb:
>
> Anyone knows the max. size a cart (bankswitched) can have on the ATARI
> 800 XL ?
>
> AFAIK some of the XEGS carts were 128K.That´s not much.
>
> I´ve heard something about 1Mbyte carts, but never seen them.
>
> And anyone knows about battery-backuped RAM in carts like common on
> SEGA and Nintendo cartridges ?
>
> ZR

# 5750. Re: Turbo BASIC uncommon in the US?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-23 15:23:51 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F97F287.34412380@students.uni-mainz.de>
Source record: 18663

Nope,
I have several US translations in my collection (made by Ron Fetzer and
many other english/american speaking atarians). I also have a TB
Compiler that uses/displays english instead of the original german
text... -Andreas.

Zothen Runecaster schrieb:
>
> Turbo BASIC was developed by a German programmer and published in 1985
> in the magazine "Happy Computer" by "Markt & Technik".
>
> It´s a faster BASIC with even more RAN than standard BASIC and there
> also was a good compiler.
>
> But it seems that Turbo BASIC was not too common outside of Europe.
>
> It´s now available on several sites, so it´s easy to find, although
> copyrighted.
>
> The question is : Was Turbo BASIC unknown in the US/Canada ?
>
> ZR

# 5751. Re: 4578040815 World's Brainiest? 4578040815

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-23 15:26:23 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F97F31F.65BBAA59@students.uni-mainz.de>
Source record: 18664

Well,
afaik a german girl won the first place ?!? He he he !!
-andreas.

Steve schrieb:
>
> Hello
> I need feedback about the following website..
> What would you change?
>
> Please visit http://www.worldsbrainiest.com
>
> _/CxGnwH8VX

# 5752. Re: INFO: Atari 8-bit graphics prgs

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-23 15:31:39 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F97F45B.768499DD@students.uni-mainz.de>
Source record: 18665

Hello,
alas I cannot help you to track down these two painting programs. But I
am very interested in that TD2Apac converter. Therefore I can send you 6
medium/enhanced density images filled with Technicolor pictures and a
viewer... Just send me an e-mail. greetings, Andreas.

quadro schrieb:
>
> Hello everyone
>
> In the 80's had a Atari 800 XL, now (thanks to ebay) i am a happy owner
> of a Atari 130XE.
>
> I remember two great graphics programs called: "TECHNICOLOR DREAM" and
> "ESCALPAINT".
> Both used 256 colors and 80x192 (resolution).
>
> Where could I find these programs in ATR or DCM format?
>
> Thanks in advance
> Morris - Italy
>
> PS: Already have any prgs...see "TD2APAC.BAS" (but it is a converter
> only), and COLORIZED 1.0!!

## 5753. need help creating an image for my website

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-23 15:37:09 UTC
From: rtdos@juno.com
Message-ID: <f927c019.0310230737.49d510ae@posting.google.com>
Source record: 18666

http://www.rtdos.com

i want to take the "intel outside" (or any "intel inside") logo (as seen on my webpage) and change it from "intel outside" to one for 6502 AND one for Z80 AND one for 6809, etc. for addtional pages i'd like to add to my website (soft lite grey watermark so that i can change hue / luminance). thx in advance (btw, might be a good idea not to reply me in email as my email is down at the moment).

# 5754. Re: Atari 8-bit graphics prgs

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-23 15:39:40 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <WDSlb.12117$5c2.3429@okepread03>
Source record: 18667

I think I have Technicolor dreams somewhere..

"quadro" <quadro@tiscalinet.it> wrote in message
news:3F9554CB.E0F1A8E8@tiscalinet.it...
> Hello everyone
>
> In the 80's had a Atari 800 XL, now (thanks to ebay) i am a happy owner
> of a Atari 130XE.
>
> I remember two great graphics programs called: "TECHNICOLOR DREAM" and
> "ESCALPAINT".
> Both used 256 colors and 80x192 (resolution).
>
> Where could I find these programs in ATR or DCM format?
>
> Thanks in advance
> Morris - Italy
>
> PS: Already have any prgs...see "TD2APAC.BAS" (but it is a converter
> only), and COLORIZED 1.0!!
>
>
>
>

# 5755. Re: Turbo BASIC uncommon in the US?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-23 15:40:11 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F97F65B.18B23AD6@students.uni-mainz.de>
Source record: 18668

And,
as a matter of fact the other Basic compilers also did not produce
"pure" machine code. They just appended the Runtime module with the
compiled Basic file (so it looked like one ML file). Whereas the TB
Compiler merely produced the compiled file and you had to load the
Runtime separately. Both versions had their advantages and
disadvantages:

- if you compiled a single basic file with any of the Basic compilers,
you had just one single/stand-alone ML file; on the other hand, if the
basic program was multi-stage, then you also got multi-stage ML programs
(meaning you also had to load the built-in Runtime several times);

- if you compiled a single basic file with the TB compiler, you had two
files - the compiled file and the Runtime; on the other hand if you
compiled multi-stage files, the Runtime had to be loaded just once...

- not to mention the speed (the Basic compilers and the compiled files
were relatively slow, whereas the TB compiler and the compiled files
were extremely fast)...

just my two cents - Andreas.

Sidney Cadot schrieb:
>
> TXG/MNX wrote:
>
> > Hmm Turbo-basic was fast but didn't have a good compiler. I didn't compile
> > to real machine code and needed a very big runtime file this was a problem I
> > think.
>
> The runtime was big, yes, but it _did_ compile to real machine code. I
> distinctly remember running something like
>
> 10 POKE 53272, PEEK(53770)
> 20 GOTO 10
>
> through it, and out came
>
> @1: lda 53770
> sta 53272
> jmp @1
>
> ...as I later verified by examining the generated COM file. So it even
> had some concept of integers (or, perhaps, these kinds of simple POKEs
> were directly recognized and translated).

>
> Best regards,
>
> Sidney Cadot

# 5756. Re: turbo basic source code

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-23 15:41:46 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F97F6BA.6AA334B3@students.uni-mainz.de>
Source record: 18669

Well,
it was not available officially (by the author or the company who sold
it). But some Atarians dis-assembled it and generated their own
source-code. Not sure if any of them still have that source...
-Andreas.

rtdos schrieb:
>
> anyone know if it is / was available ?
>
> --
> *** REPLY REQUESTED WHEN CONVENIENT ***
>
> Woodzy (sysop at rtdos dot com)
> http://www.rtdos.com

# 5757. Re: Cartridge question

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-23 17:59:30 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vpg5o8jg1rl7d3@corp.supernews.com>
Source record: 18671

"Bruce" <No-Spam@Ivn.cl> wrote in message
news:bn9378$7vt$1@news1.nivel5.cl...
> How can i "burn" some OS (for example, sparta dos) to eproms, and connect
to
> the cartridge port ?
> In other words, make a cartidge, burning binaries dumps from internet.
>
> is it possible ?

http://www.atarimax.com/flashcart/

## 5758. Cartridge question

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-23 18:30:18 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bn9378$7vt$1@news1.nivel5.cl>
Source record: 18670

How can i "burn" some OS (for example, sparta dos) to eproms, and connect to
the cartridge port ?
In other words, make a cartidge, burning binaries dumps from internet.

is it possible ?

# 5759. Pinging my Atari: Atari Ethernet Cart and Contiki Progress...

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-23 18:42:08 UTC
From: cmartin@ti.com
Message-ID: <482f186a.0310231042.34187770@posting.google.com>
Source record: 18672

Well, I was finally able to ping my 130XE and telnet
from my 130XE!

The only problem is that is is currently unstable and packets
are dropped. :-( I am currently investigating why this
happens. Hopefully, not because Antic is stealing too many
cycles. This could be a real problem.

But, this is what is working on the prototype:

*Contiki 1.0 with the telnet client program.
The email client and web browser applications
also compile, but will not all fit ,currently,
in the memory space. (This can be worked out
later, especially with the 1MB flash cart...)
*Pinging the Atari yielded many unanswered pings,
but when they did come back, they were answered in 20ms.

I have been contacted by Jens Schï¿½nfeld who is building
an adapter card for his Retro Replay cart. He wants to add
an Atari edge connector for the Atari cart port to the adapter.
This will allow the ethernet board or the SilverSurfer fast
UART board to be connected to the Atari. It could be useful to
write a R: handler for the 16550 (in the SilverSurfer). This board
will have 32K internal as well. This may be useful, so I am
going to support his efforts on an Atari adapter.

I am still building the Ethernet stand-alone adaptor that will
be cheaper, of course! I am just waiting until it is
completely debugged. If Antic's cycle stealing habits are the
problem, then using the CS8900A for ethernet may not
be possible. :-(

So, the To Do List:
(1) Debug the dropped packets.
(2) Contiki 1.1 working.
(3) Atari Graphics modes for the gui (it is currently a
text-only based gui.
(4) Bank switching code for the 130XE or the Flash Cart to
allow more apps to be run.

I hope to have some more pictures posted before Monday of
Contiki running and the Ethernet proto board.

Regards,
Chris

## 5760. Where is Atari BASIC stored?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-23 20:46:49 UTC
From: Bryan Parkoff <nospam@nospam.com>
Message-ID: <Z6Xlb.1881$%x5.485@twister.austin.rr.com>
Source record: 18676

I understand that Atari 800 has 64KB RAM with 6502 CPU. I wonder which address Atari BASIC is located? Between $D000-$FFFF? When I turn on Atari 800, it starts at $FFFC-$FFFD for reboot before it goes to BASIC. Thanks...

--
Bryan Parkoff

# 5761. Re: Pinging my Atari: Atari Ethernet Cart and Contiki Progress...

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-23 20:48:03 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bn9blo$au6$1@news1.nivel5.cl>
Source record: 18673

any webpage to see sources, pictures, schematics ?

"Chris Martin" <cmartin@ti.com> escribi&#65533; en el mensaje
news:482f186a.0310231042.34187770@posting.google.com...
> Well, I was finally able to ping my 130XE and telnet
> from my 130XE!
>
> The only problem is that is is currently unstable and packets
> are dropped. :-( I am currently investigating why this
> happens. Hopefully, not because Antic is stealing too many
> cycles. This could be a real problem.
>
> But, this is what is working on the prototype:
>
> *Contiki 1.0 with the telnet client program.
> The email client and web browser applications
> also compile, but will not all fit ,currently,
> in the memory space. (This can be worked out
> later, especially with the 1MB flash cart...)
> *Pinging the Atari yielded many unanswered pings,
> but when they did come back, they were answered in 20ms.
>
> I have been contacted by Jens Sch&#65533;nfeld who is building
> an adapter card for his Retro Replay cart. He wants to add
> an Atari edge connector for the Atari cart port to the adapter.
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> will have 32K internal as well. This may be useful, so I am
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> (3) Atari Graphics modes for the gui (it is currently a
> text-only based gui.
> (4) Bank switching code for the 130XE or the Flash Cart to

> allow more apps to be run.
>
> I hope to have some more pictures posted before Monday of
> Contiki running and the Ethernet proto board.
>
> Regards,
> Chris

# 5762. Re: Cartridge question

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-23 20:55:18 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bn9bnf$aur$1@news1.nivel5.cl>
Source record: 18674

```
yeah--- something like that...
but it's quite expensive....
I mean a way to make it by myself
```

"Tim" <tjlazer@nospam.mail.com> escribi&#65533; en el mensaje
news:vpg5o8jg1rl7d3@corp.supernews.com...
>
> "Bruce" <No-Spam@Ivn.cl> wrote in message
> news:bn9378$7vt$1@news1.nivel5.cl...
> > How can i "burn" some OS (for example, sparta dos) to eproms, and
connect
> to
> > the cartridge port ?
> > In other words, make a cartidge, burning binaries dumps from internet.
> >
> > is it possible ?
>
> http://www.atarimax.com/flashcart/
>
>

# 5763. Re: Cartridge question

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-23 20:55:18 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bn9boq$ava$1@news1.nivel5.cl>
Source record: 18675

```
yeah--- something like that...
but it's quite expensive....
I mean a way to make it by myself
```

"Tim" <tjlazer@nospam.mail.com> escribi&#65533; en el mensaje
news:vpg5o8jg1rl7d3@corp.supernews.com...
>
> "Bruce" <No-Spam@Ivn.cl> wrote in message
> news:bn9378$7vt$1@news1.nivel5.cl...
> > How can i "burn" some OS (for example, sparta dos) to eproms, and
connect
> to
> > the cartridge port ?
> > In other words, make a cartidge, burning binaries dumps from internet.
> >
> > is it possible ?
>
> http://www.atarimax.com/flashcart/
>
>

# 5764. Re: Beware of these trolls

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-23 20:55:51 UTC
From: spike1@freenet.co.uk
Message-ID: <nrrl61-l76.ln1@ridcully.fsnet.co.uk>
Source record: 18677
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

Robert J Baker <korax1214@mailandnews.co.uk> did eloquently scribble:
> "Nicholas Aldridge" <nicholas@aldridge98(spamfucker).fsnet.co.uk> wrote in message
news:<bmogfs$hi7$1@news8.svr.pol.co.uk>...
>> Also, if someone hides under a bridge wanting to eat the Billy Goats Gruff,
>> then the poster is probably a troll. :-)
>
> Beware of anyone who posts as "Mr. Mojo Risin'", he's Jim Morrison
> returned from the grave! :)
>
> Didn't we of c.s.s. do a thread about anagrams a couple of years back?
> [Of course we did, you twit, you're the one who started it! -- Ed]

Indeed... Where do you think llama wax len got his moniker?
You don't seriously think he was CHRISTENED with it do you?
--

```
_____________________________________________________________________________
| spike1@freenet.co.uk | |
|Wendell Hairwall BSc(hons)| "The day Microsoft makes something that doesn't |
| in | suck is probably the day they start making |
| Computer science | vacuum cleaners" - Ernst Jan Plugge |
-----------------------------------------------------------------------------
```

# 5765. Re: Best way to write Atari Disks

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-23 21:43:20 UTC
From: Greg Andrzejewski <pressyourluck85@yahoo.com>
Message-ID: <QvSdnTYIAqAD1AWiRVn-vg@comcast.com>
Source record: 18678

"Tim" <tjlazer@nospam.mail.com> wrote in message
news:vpdh8gsmiun190@corp.supernews.com...
>
> "Greg Andrzejewski" <pressyourluck85@yahoo.com> wrote in message
> news:heydnYYCoPS0UwiiRVn-vw@comcast.com...
> > Hello,
> > I've been looking over the various ways to connect Atari peripherals to
a
> > PC. All I really want to do is write disk images onto real 5.25" disks
> using
> > my 1050 disk drive. What is the easiest way to do this? Will the SIO2PC
> > cable work? What about the 1050-2-PC or the ProSystem setup? What is the
> > difference between all these methods?
> >
> I use an Amiga with A1020 5.25" drive! Works perfect.

I have a couple Amiga 1000s, could they do the job? If so, where could I
obtain software to do so?

Thanks,
Greg Andrzejewski
>
> Tim
>
>

# 5766. Re: Where is Atari BASIC stored?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-23 21:58:53 UTC
From: Sidney Cadot <sidney@jigsaw.nl>
Message-ID: <bn9iut$b3k$1@news.tudelft.nl>
Source record: 18679

Bryan Parkoff wrote:

> I understand that Atari 800 has 64KB RAM with 6502 CPU. I wonder which
> address Atari BASIC is located? Between $D000-$FFFF? When I turn on Atari
> 800, it starts at $FFFC-$FFFD for reboot before it goes to BASIC. Thanks...

A000-BFFF BASIC cartridge (400/800) or ROM (XL/XE)
C000-CFFF Garbage on the 400/800; interrupt handlers &
character set on the XL/XE
D000-D7FF memory mapped I/O chips
D800-DFFF floating point routines
E000-FFFF character set and OS

Never had a 400/800, but IIRC the 800 has only 48KB, not 64KB. The 800 XL does have 64K and you can switch off the ROM in software, both for the BASIC ROM between A000-BFFF and the other ROM between C000-FFFF; furthermore, you can map the 'hidden' 2K under the memory chips into $5000-$57FF, enabling the selftest-rom. The 130 XE had 64KB which could be mapped into RAM using bank switching following pretty much the same technique.

Transfer of control to the cartridge (or BASIC ROM on the XL/XE) happens only after quite a lot of OS initialization (interrupts, devices, etc.). If you're really interested, you can get reverse-engineered assembly sources for most OS'es and BASICs at

http://ch.its.tudelft.nl/~sidney/atari/

Since I never had a 400/800: could somebody tell me what you get looking at the C000-CFFF area on one of these?

Best regards, Sidney

# 5767. Re: Cartridge question

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-23 22:00:26 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vpgjrtlc4mal95@corp.supernews.com>
Source record: 18680

$40 is expensive? You surely will spend more creating one by scratch, and
the time alone is not worth it.

Tim

"Bruce" <No-Spam@Ivn.cl> wrote in message
news:bn9boq$ava$1@news1.nivel5.cl...
> yeah--- something like that...
> but it's quite expensive....
> I mean a way to make it by myself
>
>
>
> "Tim" <tjlazer@nospam.mail.com> escribi&#65533; en el mensaje
> news:vpg5o8jg1rl7d3@corp.supernews.com...
> >
> > "Bruce" <No-Spam@Ivn.cl> wrote in message
> > news:bn9378$7vt$1@news1.nivel5.cl...
> > > How can i "burn" some OS (for example, sparta dos) to eproms, and
> connect
> > to
> > > the cartridge port ?
> > > In other words, make a cartidge, burning binaries dumps from internet.
> > >
> > > is it possible ?
> >
> > http://www.atarimax.com/flashcart/
> >
> >
>
>

# 5768. Re: turbo basic source code

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-23 22:25:54 UTC
From: rtdos <status@rtdos.info>
Message-ID: <SzYlb.12867$HS4.49691@attbi_s01>
Source record: 18681

is the source available on disk ?

"lp" <gfabasic@mint.net> wrote in message
news:BBBC8F88.3011%gfabasic@mint.net...
> in article lvElb.3620$HS4.16407@attbi_s01, rtdos at status@rtdos.info
wrote
> on 10/22/03 7:35 PM:
>
> > what about the source to other basics or even A8DOS ?
>
> If you mean atari 8-bit dos, the full source is published in a book
> "Inside Atari DOS" and Atari basic also was published as full source
> in "The Atari Basic Source Book". I have both of these books which
> are from COMPUTE! Publishing.
>
> In fact I just got the one recently from ebay:
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3050998071&category=3537
>
> --
> FreeMiNT http://sparemint.atariforge.net/sparemint/ [The Future is
now!]
> Team Atari http://setiathome.ssl.berkeley.edu/stats/team/team_21046.html
> L. Pursell http://www.bright.net/~gfabasic/ [AtarIRC, GFA-Basic,
Hades060]
>
>

# 5769. Re: Best way to write Atari Disks

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-23 22:47:28 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vpgmk58hpthbbf@corp.supernews.com>
Source record: 18682

"Greg Andrzejewski" <pressyourluck85@yahoo.com> wrote in message
news:QvSdnTYIAqAD1AWiRVn-vg@comcast.com...
>
> "Tim" <tjlazer@nospam.mail.com> wrote in message
> news:vpdh8gsmiun190@corp.supernews.com...
> >
> > "Greg Andrzejewski" <pressyourluck85@yahoo.com> wrote in message
> > news:heydnYYCoPS0UwiiRVn-vw@comcast.com...
> > > Hello,
> > > I've been looking over the various ways to connect Atari peripherals
to
> a
> > > PC. All I really want to do is write disk images onto real 5.25" disks
> > using
> > > my 1050 disk drive. What is the easiest way to do this? Will the
SIO2PC
> > > cable work? What about the 1050-2-PC or the ProSystem setup? What is
the
> > > difference between all these methods?
> > >
> > I use an Amiga with A1020 5.25" drive! Works perfect.
>
> I have a couple Amiga 1000s, could they do the job? If so, where could I
> obtain software to do so?
>
Well you will need a Amiga 1020 5.25" drive or compatible. The software is
freeware: 551conv from Aminet. Works like a charm. You could transfer a
.ATR on a PC 720k disk to Amiga with CrossDOS.

Tim

# 5770. Re: horseracing game

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-23 22:59:59 UTC
From: Randy T <nospam@diespammer.net>
Message-ID: <P3Zlb.2505$rH6.2219@twister.austin.rr.com>
Source record: 18683

Sorry about the repeated Post. This one came from my IPAQ after I thought
it got lost somewhere. After a couple of Syncs it decided to show up.

"Randy T" <nospam@diespammer.net> wrote in message
news:z7Olb.800$%x5.214@twister.austin.rr.com...
> I wrote a basic program years ago. I don't remember what the file name
was. It had four horses that you bet on. You got $1000 to start with. I
put it up on the BBS's. I was hoping that it survived somewhere. It was
written on a 400. So, it was a 16k program. I would like to have it for
nostalgia purposes.
>
> Thanks,
> Randy
> rajncajn at netzero dot net
>
>

# 5771. Re: Windows based A-8 assembler

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-23 23:35:13 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <RAZlb.2757$CE2.2773749@news2.news.adelphia.net>
Source record: 18685

TASM is a good 6502 assembler, though it is not Atari specific.
I use it for pretty much all my Atari projects. You can download a copy
at:

http://www.atarimax.com/flashcart/documentation/

At the bottom of the page there is a link to download TASM. There is
an extensive users manual in the archive as well.

Steve

The Undead Mechanic wrote:
> Just wanted to know if anyone ever created a Windows based Atari assembler.
>
> I've been using APE for quite some time (thanks, Steve!) and whenever I feel
> the need to screw around with assembly, I dig out my Atari Assembler cart,
> bang out my code, LIST & ASM it, then turn off the 130XE, pull out the cart,
> and do my thing.
>
> It would be wonderful if someone had written a windows/Atari assembler that
> I could use to just crank out the code directly to an ATR instead of
> constantly removing and inserting the assembler cart and turning it off and
> on so much.

# 5772. Re: Where is Atari BASIC stored?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-24 00:29:44 UTC
From: david_p@istop.com
Message-ID: <941DDDB4Fdavidpistopcom@66.11.168.195>
Source record: 18686

sidney@jigsaw.nl (Sidney Cadot) wrote in <bn9iut$b3k$1@news.tudelft.nl>:

>Since I never had a 400/800: could somebody tell me what you get looking
>at the C000-CFFF area on one of these?

Nothing, really.

Atari wasted that 4K block; the Omnimon monitor was released as an add-in
for the OS ROM board that mapped into that location.

The 400/800 OS ROM was 10K: I think it was $D800-DFFF for the floating
point, and $E000-FFFF for the rest.

David Paterson

# 5773. Re: Cartridge question

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-24 00:52:41 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bn9pkh$eon$1@news1.nivel5.cl>
Source record: 18684

ok...
but 64k carts ?

"Tim" <tjlazer@nospam.mail.com> escribi&#65533; en el mensaje
news:vpgjrtlc4mal95@corp.supernews.com...
> $40 is expensive? You surely will spend more creating one by scratch, and
> the time alone is not worth it.
>
> Tim
>
> "Bruce" <No-Spam@Ivn.cl> wrote in message
> news:bn9boq$ava$1@news1.nivel5.cl...
> > yeah--- something like that...
> > but it's quite expensive....
> > I mean a way to make it by myself
> >
> >
> >
> > "Tim" <tjlazer@nospam.mail.com> escribi&#65533; en el mensaje
> > news:vpg5o8jg1rl7d3@corp.supernews.com...
> > >
> > > "Bruce" <No-Spam@Ivn.cl> wrote in message
> > > news:bn9378$7vt$1@news1.nivel5.cl...
> > > > How can i "burn" some OS (for example, sparta dos) to eproms, and
> > connect
> > > to
> > > > the cartridge port ?
> > > > In other words, make a cartidge, burning binaries dumps from
internet.
> > > >
> > > > is it possible ?
> > >
> > > http://www.atarimax.com/flashcart/
> > >
> > >
> >
> >
> >
>

## 5774. Memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-24 04:35:35 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <n%1mb.12210$5c2.6216@okepread03>
Source record: 18687

I saw on a website where someone had a ram upgrade in his Atari. It was a daughterboard and had a battery for constant backup. I really would like to put this upgrade in. Anyone have any information on this? Thanks!

Thomas

# 5775. Re: Cartridge question

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-24 09:38:44 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <Eq6mb.75$RQ1.70@newsread3.news.pas.earthlink.net>
Source record: 18688

"Bruce" <No-Spam@Ivn.cl> wrote in message
news:bn9pkh$eon$1@news1.nivel5.cl...
> ok...
> but 64k carts ?

What do you mean by that? Are you saying "are 64K carts possible", or do you mean you want one that is limited to 64K?

IIRC, isn't Steve's flash cart one megaBIT? As in 128K?

That should be plenty of space for you, plus it's "re-burnable" an infinite number of times...

Oooh, I just checked the page. I didn't know that he already had the 8MBit cart available... Sweet.
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* earthlink *DOT* net
http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic

# 5776. Re: Cartridge question

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-24 09:57:29 UTC
From: Bootstrap Bill <wrcousert@yahoo.com>
Message-ID: <dI6mb.49727$ZH4.26399@twister.socal.rr.com>
Source record: 18689

"The Undead Mechanic" <davidb81@earthlink.net> wrote in message
news:Eq6mb.75$RQ1.70@newsread3.news.pas.earthlink.net...
>
> "Bruce" <No-Spam@Ivn.cl> wrote in message
> news:bn9pkh$eon$1@news1.nivel5.cl...
> > ok...
> > but 64k carts ?
>
> What do you mean by that? Are you saying "are 64K carts possible", or do
you
> mean you want one that is limited to 64K?
>
> IIRC, isn't Steve's flash cart one megaBIT? As in 128K?
>
> That should be plenty of space for you, plus it's "re-burnable" an
infinite
> number of times...
>
> Oooh, I just checked the page. I didn't know that he already had the 8MBit
> cart available... Sweet.

Do you have the URL?

# 5777. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-24 10:50:44 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1066992530@rtfm.mit.edu>
Source record: 18690
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 28, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

# 5778. Re: Cartridge question

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-24 11:54:41 UTC
From: The Undead Mechanic <davidb81@earthlink.net>
Message-ID: <5q8mb.368$RQ1.42@newsread3.news.pas.earthlink.net>
Source record: 18691

```
"Bootstrap Bill" <wrcousert@yahoo.com> wrote in message
news:dI6mb.49727$ZH4.26399@twister.socal.rr.com...
>
> "The Undead Mechanic" <davidb81@earthlink.net> wrote in message
> news:Eq6mb.75$RQ1.70@newsread3.news.pas.earthlink.net...
> >
> > "Bruce" <No-Spam@Ivn.cl> wrote in message
> > news:bn9pkh$eon$1@news1.nivel5.cl...
> > > ok...
> > > but 64k carts ?
> >
> > What do you mean by that? Are you saying "are 64K carts possible", or do
> you
> > mean you want one that is limited to 64K?
> >
> > IIRC, isn't Steve's flash cart one megaBIT? As in 128K?
> >
> > That should be plenty of space for you, plus it's "re-burnable" an
> infinite
> > number of times...
> >
> > Oooh, I just checked the page. I didn't know that he already had the
8MBit
> > cart available... Sweet.
>
> Do you have the URL?

http://www.atarimax.com/flashcart/documentation/
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* earthlink *DOT* net
http://home.earthlink.net/~davidb81/
http://www.livejournal.com/users/undeadmechanic
```

## 5779. Re: Where is Atari BASIC stored?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-24 12:53:19 UTC
From: Christopher Friend <chfriendd@charter.net>
Message-ID: <vpi85jcojuipd0@corp.supernews.com>
Source record: 18694

> Never had a 400/800, but IIRC the 800 has only 48KB, not 64KB. The 800
> XL does have 64K and you can switch off the ROM in software, both for
> the BASIC ROM between A000-BFFF and the other ROM between C000-FFFF;
> furthermore, you can map the 'hidden' 2K under the memory chips into
> $5000-$57FF, enabling the selftest-rom. The 130 XE had 64KB which could
> be mapped into RAM using bank switching following pretty much the same
> technique.

The 130XE has 128KB and an MMU named "Freddie".

# 5780. Re: Memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-24 13:12:29 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bnb4v1$r7m$1@news1.nivel5.cl>
Source record: 18692

and a howto use 4meg simms would be useful too ;o)

"Docrotcod" <rahbart@cox.net> escribi&#65533; en el mensaje
news:n%1mb.12210$5c2.6216@okepread03...
> I saw on a website where someone had a ram upgrade in his Atari. It was a
> daughterboard and had a battery for constant backup. I really would like
to
> put this upgrade in. Anyone have any information on this? Thanks!
>
> Thomas
>
>

# 5781. Re: Cartridge question

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-24 13:22:43 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bnb5i6$rb2$1@news1.nivel5.cl>
Source record: 18693

```
Sorry..
i was not paying attention...

Yep.. they has big carts... Not so expensive, etc...
Maybe i will buy some carts... but i'm still wondering if there is any way
of making one by myself, using (e)eproms, flash, etc...

Well.. thanks
```

"The Undead Mechanic" <davidb81@earthlink.net> escribi&#65533; en el mensaje
news:5q8mb.368$RQ1.42@newsread3.news.pas.earthlink.net...
>
> "Bootstrap Bill" <wrcousert@yahoo.com> wrote in message
> news:dI6mb.49727$ZH4.26399@twister.socal.rr.com...
> >
> > "The Undead Mechanic" <davidb81@earthlink.net> wrote in message
> > news:Eq6mb.75$RQ1.70@newsread3.news.pas.earthlink.net...
> > >
> > > "Bruce" <No-Spam@Ivn.cl> wrote in message
> > > news:bn9pkh$eon$1@news1.nivel5.cl...
> > > > ok...
> > > > but 64k carts ?
> > >
> > > What do you mean by that? Are you saying "are 64K carts possible", or
do
> > you
> > > mean you want one that is limited to 64K?
> > >
> > > IIRC, isn't Steve's flash cart one megaBIT? As in 128K?
> > >
> > > That should be plenty of space for you, plus it's "re-burnable" an
> > infinite
> > > number of times...
> > >
> > > Oooh, I just checked the page. I didn't know that he already had the
> 8MBit
> > > cart available... Sweet.
> >
> > Do you have the URL?
>
> http://www.atarimax.com/flashcart/documentation/
> --
> David Bowden
> The Undead Mechanic.

>
> AIM & Yahoo: UndeadMechanic
>
> SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* earthlink *DOT* net
> http://home.earthlink.net/~davidb81/
> http://www.livejournal.com/users/undeadmechanic
>
>

# 5782. Re: Cartridge question

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-24 16:13:59 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vpijuf2i7e7q4b@corp.supernews.com>
Source record: 18695

"Bruce" <No-Spam@Ivn.cl> wrote in message
news:bn9pkh$eon$1@news1.nivel5.cl...
> ok...
> but 64k carts ?
>
Well they are 128k carts (1Mbit), and they just released 1MB (8Mbit) carts
for $40. !!

Tim

## 5783. 1090 XL now what?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-24 20:26:18 UTC
From: Don S <atari1040st@sbcglobal.net>
Message-ID: <Xns941E8AAD5916Fatari1040stsbcglobal@64.164.98.29>
Source record: 18696

I purchased a lot of Atari ST equipment and with the purchase came some 8bit equipment. The last box to be opened had alot of software and books inside a metal chassis. Pulled everything out of the chassis to find Im the new owner of a Atari 1090 XL. So what do I do with it? It has no cover or cards its the chassis and mainboard.

Don

# 5784. Re: Pinging my Atari: Atari Ethernet Cart and Contiki Progress...

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-24 22:00:22 UTC
From: cmartin@ti.com
Message-ID: <482f186a.0310241400.4c3d68b1@posting.google.com>
Source record: 18598

Yes. I have put together a web page today containing information on the project here:

http://jybolac.virtualave.net/atari/a8ether

I still have a few experiments to try, but it doesn't look promising that the cs8900a will be a viable solution for the Atari. With Antic stealing so many cycles, our poor Ataris cannot keep up. :( I have hope though that this may still work. If not, I am looking at the SMSC LAN91C96 chip which allows IRQs in 8bit mode.

A web browser may still work by blanking the screen while it builds the page. I want to avoid doing this though.

-- Chris

"Bruce" <No-Spam@Ivn.cl> wrote in message news:<bn9blo$au6$1@news1.nivel5.cl>...
> any webpage to see sources, pictures, schematics ?

# 5785. Re: 1090 XL now what?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-24 22:22:26 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bnc56s$3ig$1@news1.nivel5.cl>
Source record: 18597

```
* Atari 1090XL Interface Box

Ever look in the back of an Apple II or an IBM PC, and envy the expansion
cards? Atari was planning to release a similar expansion box. The full specs
were written up, and prototypes were sent out to hardware developers. As
usual, Atari took this great idea, buried it, and forgot about it. Add on
cards included CPM and 64k RAM. These are EXTREMELY rare; I've only ever
seen two for sale. Definitely collectors pieces.

As i was reading.. there are like 50 1900Xl , with ram expansion cards,
80column video cards...
```

"Don S" <atari1040st@sbcglobal.net> escribi&#65533; en el mensaje
news:Xns941E8AAD5916Fatari1040stsbcglobal@64.164.98.29...
> I purchased a lot of Atari ST equipment and with the purchase came some
> 8bit equipment. The last box to be opened had alot of software and books
> inside a metal chassis. Pulled everything out of the chassis to find Im
> the new owner of a Atari 1090 XL. So what do I do with it? It has no
> cover or cards its the chassis and mainboard.
>
> Don

# 5786. Re: 1090 XL now what?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-24 23:51:40 UTC
From: Mo <momo@atariland.com>
Message-ID: <gWimb.8501$rH6.2790@twister.austin.rr.com>
Source record: 18599

I heard that most of these were shipped to third party developers to
experiment with. Because they were lab rats, many did not ever have covers
and probably very little documentation.
Mo

"Bruce" <No-Spam@Ivn.cl> wrote in message
news:bnc56s$3ig$1@news1.nivel5.cl...
> * Atari 1090XL Interface Box
>
> Ever look in the back of an Apple II or an IBM PC, and envy the expansion
> cards? Atari was planning to release a similar expansion box. The full
specs
> were written up, and prototypes were sent out to hardware developers. As
> usual, Atari took this great idea, buried it, and forgot about it. Add on
> cards included CPM and 64k RAM. These are EXTREMELY rare; I've only ever
> seen two for sale. Definitely collectors pieces.
>
>
>
> As i was reading.. there are like 50 1900Xl , with ram expansion cards,
> 80column video cards...
>
>
>
> "Don S" <atari1040st@sbcglobal.net> escribi&#65533; en el mensaje
> news:Xns941E8AAD5916Fatari1040stsbcglobal@64.164.98.29...
> > I purchased a lot of Atari ST equipment and with the purchase came some
> > 8bit equipment. The last box to be opened had alot of software and
books
> > inside a metal chassis. Pulled everything out of the chassis to find Im
> > the new owner of a Atari 1090 XL. So what do I do with it? It has no
> > cover or cards its the chassis and mainboard.
> >
> > Don
>
>

# 5787. Re: Where is Atari BASIC stored?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-25 01:14:23 UTC
From: Yuval Rabinovich <yuval@lab.co.il>
Message-ID: <bncira$r1f$1@news2.netvision.net.il>
Source record: 18601

Atari Basic is stored at $A000-$BFFF (40960-49151).

The Atari 800 does not have a 64 KB RAM. Although the 6502 has a 16 bit address bus, so it can access 64 KB, the architecture used less than that. Part of it was ROM, another 2 K were used for I/O. The Atari 800 had 48 KB RAM. Newer machines, like 800XL anf 130XE used bankswitching to get more RAM.

"Bryan Parkoff" <nospam@nospam.com> wrote in message news:Z6Xlb.1881$%x5.485@twister.austin.rr.com...
> I understand that Atari 800 has 64KB RAM with 6502 CPU. I wonder which
> address Atari BASIC is located? Between $D000-$FFFF? When I turn on Atari
> 800, it starts at $FFFC-$FFFD for reboot before it goes to BASIC.
Thanks...
>
> --
> Bryan Parkoff
>
>

# 5788. Re: Pinging my Atari: Atari Ethernet Cart and Contiki Progress...

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-25 01:43:41 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bncgvh$72i$1@news1.nivel5.cl>
Source record: 18600

i'll take a look...
and think how can i help

xD

"Chris Martin" <cmartin@ti.com> escribi&#65533; en el mensaje
news:482f186a.0310241400.4c3d68b1@posting.google.com...
> Yes. I have put together a web page today containing information on the
> project here:
>
> http://jybolac.virtualave.net/atari/a8ether
>
> I still have a few experiments to try, but it doesn't look promising that
the
> cs8900a will be a viable solution for the Atari. With Antic stealing so
many
> cycles, our poor Ataris cannot keep up. :( I have hope though that this
may
> still work. If not, I am looking at the SMSC LAN91C96 chip which allows
IRQs
> in 8bit mode.
>
> A web browser may still work by blanking the screen while it builds the
page.
> I want to avoid doing this though.
>
> -- Chris
>
> "Bruce" <No-Spam@Ivn.cl> wrote in message
news:<bn9blo$au6$1@news1.nivel5.cl>...
> > any webpage to see sources, pictures, schematics ?

# 5789. test message

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-25 02:00:57 UTC
From: Nobody <nobody@nowhere.not>
Message-ID: <vpjmb3opt299f1@corp.supernews.com>
Source record: 18602

```
this is a test
```

# 5790. Re: Dungeon Master project

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-25 04:26:45 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <CWmmb.33870$os2.488110@news2.e.nsc.no>
Source record: 18603

> There is "Dungeon Master Java" for all JAVA-supporting platforms with
> an excellent map editor which also includes an item and a creature
> editor.This game is Freeware and can be found using google.
>
> There also is an editor for the original ATARI ST Dungeon Master.
>
> The ATARI XL version will be a reprogrammed game with added
> features.Games like Dungeon Master really are 2D only, so the maps are
> made with a 2D editor and the graphics is displayed by placing 3D
> blocks on the screen.
>
> ZR

I was about to do a Dungeon Master game for the 8-bit a long time ago. But,
I am no graphics master and couldn't draw the items I needed. I had the
whole game pretty much covered, but without graphics, there's not much fun
is there :-/

## 5791. Re: Where is Atari BASIC stored?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-25 04:27:58 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <MXmmb.33871$os2.488138@news2.e.nsc.no>
Source record: 18604

Mine is stored in a box along with Mac/65, Action! and such ;-)

# 5792. Re: Where is Atari BASIC stored?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-25 11:19:41 UTC
From: Sidney Cadot <sidney@jigsaw.nl>
Message-ID: <bndm8a$q9d$1@news.tudelft.nl>
Source record: 18605

Christopher Friend wrote:
>> Never had a 400/800, but IIRC the 800 has only 48KB, not 64KB. The 800
>> XL does have 64K and you can switch off the ROM in software, both for
>> the BASIC ROM between A000-BFFF and the other ROM between C000-FFFF;
>> furthermore, you can map the 'hidden' 2K under the memory chips into
>> $5000-$57FF, enabling the selftest-rom. The 130 XE had 64KB which
>> could be mapped into RAM using bank switching following pretty much
>> the same technique.
>
>
> The 130XE has 128KB and an MMU named "Freddie".

You're right of course, I meant to say 'extra'.

Best regards,

Sidney

# 5793. Re: Where is Atari BASIC stored?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-25 11:33:17 UTC
From: Sidney Cadot <sidney@jigsaw.nl>
Message-ID: <bndn1r$qjr$1@news.tudelft.nl>
Source record: 18606

David A Paterson wrote:

> sidney@jigsaw.nl (Sidney Cadot) wrote in <bn9iut$b3k$1@news.tudelft.nl>:
>>Since I never had a 400/800: could somebody tell me what you get looking
>>at the C000-CFFF area on one of these?

> Nothing, really.

What happens on one of these when you do PEEK()? Do they resolve to a
single value (zero, 255, or anything else) in this range, or do you get
a 'random' value?

> The 400/800 OS ROM was 10K: I think it was $D800-DFFF for the floating
> point, and $E000-FFFF for the rest.

Yes; 2K floating point, 1K character set at E000, leaving just 7K for
the OS; mainly interrupt handlers, centeral I/O (device abstraction),
and device drivers (of which a big chunk is taken up by serial I/O). The
functionality they managed to squeeze into this 7K is pretty impressive.

Still, I've gone through most of the code by hand for my project of
reverse engineering the ROMs and I can attest that 7K of 6502 code is
actually quite a lot :-)

If you look at the 16K roms of the XL/XE models, it is clear that there
was relatively little useful stuff added in the 6K that become
available. 2K for selftest mode, 1K for an extra character set, and a
pretty big piece of code for the peripheral device handler (which most
users never used).

The 5200 had only a 2K ROM(!) with 1K being taken up by a character set,
and 1K worth of interrupt handlers and initialization code. Now there's
a compact OS if I ever saw one (if you can call it an OS...)

Best regards,

Sidney

## 5794. Re: Beware of these trolls

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-25 19:57:17 UTC
From: Robert Baker <korax1214@mailandnews.co.uk>
Message-ID: <bnekiu$vuoeh$1@ID-190725.news.uni-berlin.de>
Source record: 18607
Cross-posted to: comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.cbm

<spike1@freenet.co.uk> wrote in message
news:nrrl61-l76.ln1@ridcully.fsnet.co.uk...
> Robert J Baker <korax1214@mailandnews.co.uk> did eloquently scribble:
> > Didn't we of c.s.s. do a thread about anagrams a couple of years back?
> > [Of course we did, you twit, you're the one who started it! -- Ed]
>
> Indeed... Where do you think llama wax len got his moniker?
> You don't seriously think he was CHRISTENED with it do you?

Yep, I remember that... there used to be a css regular called "Alan Maxwell"
[with a silver hammer? -- Ed], but as a result of that thread he disappeared
into the anagrammatic void, never to post under his Real Name(tm) again...
:)

# 5795. Re: Pinging my Atari: Atari Ethernet Cart and Contiki Progress...

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-25 23:20:08 UTC
From: gozarcollins@nospam-hotmail.com
Message-ID: <bnf0f802s2v@enews4.newsguy.com>
Source record: 18608

Chris Martin <cmartin@ti.com> wrote:
> Well, I was finally able to ping my 130XE and telnet
> from my 130XE!

Cool!

> The only problem is that is is currently unstable and packets
> are dropped. :-( I am currently investigating why this
> happens. Hopefully, not because Antic is stealing too many
> cycles. This could be a real problem.
>
> I am still building the Ethernet stand-alone adaptor that will
> be cheaper, of course! I am just waiting until it is
> completely debugged. If Antic's cycle stealing habits are the
> problem, then using the CS8900A for ethernet may not
> be possible. :-(

Would it be possible to make a XEP80 a requirement, then you
could just turn ANTIC off? It limits who can use it, but
80 columns would help when telnetting or surfing the web
anyway!

--
Access:Organize:Share Your Bookmarks Online - http://flyrt.com/?u
Ryan 'Gozar' Collins

# 5796. FA: 1090 XL Expansion system and more

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-26 01:55:11 UTC
From: Don S <atari1040st@sbcglobal.net>
Message-ID: <Xns941FC273C8849atari1040stsbcglobal@64.164.98.29>
Source record: 18609

I have the following for auction on Ebay.

Atari 1090 XL Expansion system chassis no cover or cards.
Atari The Communicator Package with 835 acoustic modem and 850 interface
Atari 410 program recoder
ICD P:R:Connection

Check them out here:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3055362439&category=3537
&rd=1

thanks Don

# 5797. [ADV] The Vintage Computer Forum

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-26 03:58:56 UTC
From: "Erik S. Klein" <ekklein@pacbell.net>
Message-ID: <4EHmb.10773$8A7.2581@newssvr29.news.prodigy.com>
Source record: 18610

Hello Vintage Computer Enthusiasts,

Since the beginning of May a web-based vintage computer community has been growing at www.vintage-computer.com/vcforum.

With well over 200 registered users, many times that many lurkers and nearly 2,000 posts these forums are quickly becoming a valuable resource for the Vintage Computer Community on the web.

Please join us in building this online community by visiting the forum, signing up (all you need is an email address and I promise it will remain protected for forum use only), posting an introduction and then joining any of the many ongoing threads. Whatever vintage computer topics strike your fancy you're likely to find someone else with similar interests. If for some reason you don't, please don't hesitate to recommend a new discussion area. These forums are designed to evolve with the community.

I look forward to your visit!

Erik Klein

www.vintage-computer.com/vcforum

The Vintage Computer Forum

# 5798. Re: Pinging my Atari: Atari Ethernet Cart and Contiki Progress...

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-26 10:21:37 UTC
From: Sidney Cadot <sidney@jigsaw.nl>
Message-ID: <bng77d$o77$1@news.tudelft.nl>
Source record: 18611

Chris Martin wrote:

> Well, I was finally able to ping my 130XE and telnet
> from my 130XE!

... And now you made it to the Slashdot front page!

I hope your web page doesn't run on 8-bit hardware ;-)

Regards,

Sidney

# 5799. Re: Pinging my Atari: Atari Ethernet Cart and Contiki Progress...

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-26 11:15:11 UTC
From: The Undead Mechanic <davidbowden@earthlink.net>
Message-ID: <31Omb.2789$Px2.587@newsread4.news.pas.earthlink.net>
Source record: 18612

"Sidney Cadot" <sidney@jigsaw.nl> wrote in message
news:bng77d$o77$1@news.tudelft.nl...
> Chris Martin wrote:
>
> > Well, I was finally able to ping my 130XE and telnet
> > from my 130XE!
>
> ... And now you made it to the Slashdot front page!
>
> I hope your web page doesn't run on 8-bit hardware ;-)

That'd be an awesome accomplishment if someone actually managed to host a
site using a 130XE. Site wouldn't be much for content though...
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* earthlink *DOT* net
http://home.earthlink.net/~davidbowden
http://www.livejournal.com/users/undeadmechanic

# 5800. Re: Where is Atari BASIC stored?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-26 17:21:14 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <3F9C028A.5000909@math.tu-berlin.de>
Source record: 18613

Sidney Cadot wrote:

> What happens on one of these when you do PEEK()? Do they resolve to a
> single value (zero, 255, or anything else) in this range, or do you get
> a 'random' value?

You should get a single value, I would expect 255. If you peek in this
area, no "chip select" line is active, leaving the bus in tri-state. TTL
compatible devices typically react on an open input as reading a logic
"HI" level.

However, this "HI" is quite "fragile" in the sense that possible
external noise might cause some bits to flip.

> Still, I've gone through most of the code by hand for my project of
> reverse engineering the ROMs and I can attest that 7K of 6502 code is
> actually quite a lot :-)

You find here

http://www.math.tu-berlin.de/~thor/atari++/

under "Os sources" an Atari compatible operating system which
manages to sweeze even a file management system ("a DOS") into the
lower 0xc000 to 0xcc00 area and a "DUP" into the selftest. This
is really very tight...

> If you look at the 16K roms of the XL/XE models, it is clear that there
> was relatively little useful stuff added in the 6K that become
> available. 2K for selftest mode, 1K for an extra character set, and a
> pretty big piece of code for the peripheral device handler (which most
> users never used).

It is really astonishing how much code in the XL/XE Os is spend for this
additional hardware that actually never appeared...

> The 5200 had only a 2K ROM(!) with 1K being taken up by a character set,
> and 1K worth of interrupt handlers and initialization code. Now there's
> a compact OS if I ever saw one (if you can call it an OS...)

Not really. There is no such thing as "handlers" or "serial device"
transmission service, i.e. no SIO, no CIO, no S:, E:, P: or C: handler.

So long,
Thomas

# 5801. DGS Atari 8-bit CD-ROM - New lower price & SCART/RCA Atari cables

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-26 17:35:58 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1067189751.48803.0@lotis.uk.clara.net>
Source record: 18614

Hello All,

Couple of items of news:

I have combined most of the contents of our 2 Atari 8-bit CD-ROMs into a single product at a much reduced price. This new CD-ROM includes all the PPP products (Quick, SAM, Quick Ed, Games), the DGS products (Digi-Studio, 26 issues of our magazine), the Rambit product Print-Filer, our 22 minute video shot at the AMS 96 show (in MPEG-1), and 13 selected PD disks. The products are the same as before, will full manuals in PDF format. All disks are included in DCM and ATR formats. This new CD-ROM is available now for just US$9.99, which includes airmail/1st Class shipping to any country. This is less than half the cost of the original 2 CDs! You can buy now with a credit/debit card using PayPal. Please visit our web site: http://www.dgs.clara.net

We are also now directly selling our range of Atari 8-bit SCART and RCA phono cables, which can be made in various lengths and types. Please visit our web site: http://www.dgs.clara.net

Dean Garraghty

# 5802. Re: Memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-26 22:06:21 UTC
From: rewoolley <rewoolley@alamedanet.net>
Message-ID: <3f9c4ab9$0$9403$2c56edd9@news.cablerocket.com>
Source record: 18615

Was it the one that I did - on retrobits? I have a lot of information on
that one. The latest version holds the OS, internal cartridge, ramdisk and
system memory in the battery-backed ram.

Bob

"Docrotcod" <rahbart@cox.net> wrote in message
news:n%1mb.12210$5c2.6216@okepread03...
> I saw on a website where someone had a ram upgrade in his Atari. It was a
> daughterboard and had a battery for constant backup. I really would like
to
> put this upgrade in. Anyone have any information on this? Thanks!
>
> Thomas
>
>

# 5803. Re: Memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-26 23:14:37 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <uAYmb.16674$5c2.7340@okepread03>
Source record: 18616

That sounds like the one i'm wanting to do. How much of a ramdisk does your have?

Thomas

"rewoolley" <rewoolley@alamedanet.net> wrote in message news:3f9c4ab9$0$9403$2c56edd9@news.cablerocket.com...
> Was it the one that I did - on retrobits? I have a lot of information on
> that one. The latest version holds the OS, internal cartridge, ramdisk and
> system memory in the battery-backed ram.
>
> Bob
>
> "Docrotcod" <rahbart@cox.net> wrote in message
> news:n%1mb.12210$5c2.6216@okepread03...
> > I saw on a website where someone had a ram upgrade in his Atari. It was a
> > daughterboard and had a battery for constant backup. I really would like
> to
> > put this upgrade in. Anyone have any information on this? Thanks!
> >
> > Thomas
> >
> >
>
>

# 5804. Re: Pinging my Atari: Atari Ethernet Cart and Contiki Progress...

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-27 02:00:38 UTC
From: cmartin@ti.com
Message-ID: <482f186a.0310261800.49b86e3a@posting.google.com>
Source record: 18617

Sidney Cadot <sidney@jigsaw.nl> wrote in message news:<bng77d$o77$1@news.tudelft.nl>...

> ... And now you made it to the Slashdot front page!
>
> I hope your web page doesn't run on 8-bit hardware ;-)

Whoa! I did not expect this to be on the slashdot front page all
day on Sunday. I was just giving status.

You know you are a geek when your hobby exploits show up on
slashdot. :-D

I have to say that I am not the only one responsible, though. A lot of
work has been done by Adam Dunkels, Christian Groessler, TXG/MNX and
others.

Hopefully the bugs can be worked out, and we can get people coding on
doing network games, samba fs, ftp, etc...

--Chris

# 5805. Re: Memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-27 13:29:38 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bnj335$9ug$1@news1.nivel5.cl>
Source record: 18618

```
yeah yeah,
give us the link xD
```

"Docrotcod" <rahbart@cox.net> escribi&#65533; en el mensaje
news:uAYmb.16674$5c2.7340@okepread03...
> That sounds like the one i'm wanting to do. How much of a ramdisk does
your
> have?
>
> Thomas
>
> "rewoolley" <rewoolley@alamedanet.net> wrote in message
> news:3f9c4ab9$0$9403$2c56edd9@news.cablerocket.com...
> > Was it the one that I did - on retrobits? I have a lot of information on
> > that one. The latest version holds the OS, internal cartridge, ramdisk
and
> > system memory in the battery-backed ram.
> >
> > Bob
> >
> > "Docrotcod" <rahbart@cox.net> wrote in message
> > news:n%1mb.12210$5c2.6216@okepread03...
> > > I saw on a website where someone had a ram upgrade in his Atari. It
was
> a
> > > daughterboard and had a battery for constant backup. I really would
> like
> > to
> > > put this upgrade in. Anyone have any information on this? Thanks!
> > >
> > > Thomas
> > >
> > >
> > >
> >
> >
>
>

## 5806. Text Adventures

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-27 13:36:41 UTC
From: c03_gg@hotmail.com
Message-ID: <c7317c70.0310270536.38b9ebf8@posting.google.com>
Source record: 18619

Anybody knows if all 17 Scott Adams adventures and
the 11 Mysterious Adventures by Brian Howarth were
released for atari?

I used to play some of those, I only finished Strange Odyssey
however it'll be nice to have again those games for playing
in the emulator.

can anybody give some tips

German

## 5807. Zaxxon

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-27 16:24:26 UTC
From: rtdos@juno.com
Message-ID: <f927c019.0310270824.31950fbe@posting.google.com>
Source record: 18620

http://kikabo.co.uk/

# 5808. Re: Pinging my Atari: Atari Ethernet Cart and Contiki Progress...

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-27 19:20:10 UTC
From: ericcron@yahoo.com
Message-ID: <6175e5e8.0310271120.5f73d5d8@posting.google.com>
Source record: 18621

Is IP going to be available from staright Atari OS? Or is Continki
going to be required?

Either way, the apps will need to be written in C and compiled with
CC65?

--
eric

cmartin@ti.com (Chris Martin) wrote in message
news:<482f186a.0310261800.49b86e3a@posting.google.com>...
> Sidney Cadot <sidney@jigsaw.nl> wrote in message news:<bng77d$o77$1@news.tudelft.nl>...

>
> Hopefully the bugs can be worked out, and we can get people coding on
> doing network games, samba fs, ftp, etc...
>
> --Chris

# 5809. Re: Zaxxon

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-27 20:48:41 UTC
From: Gareth <hotmail.com@dgareth.spm>
Message-ID: <6xfnb.1488$lm1.9862@wards.force9.net>
Source record: 18622

"status@rtdos.info" <rtdos@juno.com> wrote in message
news:f927c019.0310270824.31950fbe@posting.google.com...
> http://kikabo.co.uk/

Very good and just as difficult as the original!

Gareth.

# 5810. Re: Text Adventures

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-27 21:42:15 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <gjgnb.34504$os2.499710@news2.e.nsc.no>
Source record: 18623

"German Gonzalez" <c03_gg@hotmail.com> skrev i melding
news:c7317c70.0310270536.38b9ebf8@posting.google.com...
> Anybody knows if all 17 Scott Adams adventures and
> the 11 Mysterious Adventures by Brian Howarth were
> released for atari?

I have 10 of the Mysterious Adventures, what is the eleventh ? At least 10
were released of Scott Adams series along with the Questprobe ones, Hulk,
Spiderman and Human Torch and the Thing. Sorcerer of Claymorgue Castle (sp?)
was released. SAGA was of the six first only, wasn't they ? SAGA was
released for the QP series and SOCC. I finished them up to 8 or nine myself
I think.

# 5811. Re: JpegView 0.9 and PgmView 0.1 released

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-27 22:07:26 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f9d426e1158090@comcast.net>
Source record: 18624

>"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:<3f938b101beac75@comcast.net>...
>> >This has been a long time in coming (again!), but version 0.9 of
>> >JpegView is now available:
>> >http://a8jdpeg.atari.org
>> >http://a8jdpeg.webhop.org
>>
>> Thanks... I went to the above addresses and found the program was
>> not there. I will and try it again later...
>
>Did the webpage itself appear, or did both webpages fail completely?
>They are separate sites (tripod/angelfire), but ultimately they are
>hosted by the same company (Lycos) so I guess there's a chance they
>could both go offline together.
>
>Just double checked and both sites work for me now. The link is not as
>obvious at it should be though, maybe I need to redesign the page
>some. JpegView is the second row in the table, click on "executable"
>to the right of that. PgmView is on a separate page, there are several
>links to PGM on the JpegView page that will take you there.

No, I did not get the website to appear and I tried it on my
wife's PC as well as my Atari clone. I will try again. Who knows
what the problem was.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 5812. Re: Pinging my Atari: Atari Ethernet Cart and Contiki Progress...

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-27 22:07:26 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3f9d426e1158091@comcast.net>
Source record: 18625

>Well, I was finally able to ping my 130XE and telnet
>from my 130XE!
>
>The only problem is that is is currently unstable and packets
>are dropped. :-( I am currently investigating why this
>happens. Hopefully, not because Antic is stealing too many
>cycles. This could be a real problem.
>
>But, this is what is working on the prototype:
>
>*Contiki 1.0 with the telnet client program.
>The email client and web browser applications
>also compile, but will not all fit ,currently,
>in the memory space. (This can be worked out
>later, especially with the 1MB flash cart...)
>*Pinging the Atari yielded many unanswered pings,
>but when they did come back, they were answered in 20ms.

That is great Chris. Just to get this far is an accomplishment. I
cannot wait to try to this out for myself when all the bugs are
ironed out and the hardware is done. Good luck...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 5813. Re: Pinging my Atari: Atari Ethernet Cart and Contiki Progress...

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-27 22:17:29 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <XQgnb.16986$5c2.2165@okepread03>
Source record: 18626

Personally I am real excited to get this product. Count me in for a final
run!

Thomas

"Chris Martin" <cmartin@ti.com> wrote in message
news:482f186a.0310231042.34187770@posting.google.com...
> Well, I was finally able to ping my 130XE and telnet
> from my 130XE!
>
> The only problem is that is is currently unstable and packets
> are dropped. :-( I am currently investigating why this
> happens. Hopefully, not because Antic is stealing too many
> cycles. This could be a real problem.
>
> But, this is what is working on the prototype:
>
> *Contiki 1.0 with the telnet client program.
> The email client and web browser applications
> also compile, but will not all fit ,currently,
> in the memory space. (This can be worked out
> later, especially with the 1MB flash cart...)
> *Pinging the Atari yielded many unanswered pings,
> but when they did come back, they were answered in 20ms.
>
> I have been contacted by Jens Sch nfeld who is building
> an adapter card for his Retro Replay cart. He wants to add
> an Atari edge connector for the Atari cart port to the adapter.
> This will allow the ethernet board or the SilverSurfer fast
> UART board to be connected to the Atari. It could be useful to
> write a R: handler for the 16550 (in the SilverSurfer). This board
> will have 32K internal as well. This may be useful, so I am
> going to support his efforts on an Atari adapter.
>
> I am still building the Ethernet stand-alone adaptor that will
> be cheaper, of course! I am just waiting until it is
> completely debugged. If Antic's cycle stealing habits are the
> problem, then using the CS8900A for ethernet may not
> be possible. :-(
>
> So, the To Do List:
> (1) Debug the dropped packets.
> (2) Contiki 1.1 working.
> (3) Atari Graphics modes for the gui (it is currently a

> text-only based gui.
> (4) Bank switching code for the 130XE or the Flash Cart to
> allow more apps to be run.
>
> I hope to have some more pictures posted before Monday of
> Contiki running and the Ethernet proto board.
>
> Regards,
> Chris

## 5814. 6809

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-27 23:02:06 UTC
From: Bootstrap Bill <wrcousert@yahoo.com>
Message-ID: <Othnb.53905$ZH4.18607@twister.socal.rr.com>
Source record: 18627

Would it be possible/practical to use a 6809 CPU with the 8-bit Atari?

# 5815. Atari 600XL mods

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-27 23:33:04 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vprapisamsui29@corp.supernews.com>
Source record: 18628

I am wanting to perform some mods on my Atari 600XL. The 64k upgrade, and the 5-pin monitor jack mod. The memory upgrade looks straight forward, but the monitor jack upgrade puzzles me. I am worried that I may trash my 600XL trying to install a jack. Has anyone perfomed this mod? And if so do you have pics for me to get an idea on where you installed the jack?

Thanks
Tim

## 5816. 1090 XL now what?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-28 01:04:30 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0036025d@fmlynet.org>
Source record: 18640

FamilyNet Newsgate

Oh the rotten luck! You are the owner of a 1090 XL. I find it funny that
a ST user would happy to throw that in.

As for what to do with it... did anyone ever get a couple of working
daughterboards that could be put in that?

Doctor Clu

> From: Don S <atari1040st@sbcglobal.net>

> I purchased a lot of Atari ST equipment and with the purchase came some
> 8bit equipment. The last box to be opened had alot of software and books
> inside a metal chassis. Pulled everything out of the chassis to find Im
> the new owner of a Atari 1090 XL. So what do I do with it? It has no
> cover or cards its the chassis and mainboard.

> Don

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

# 5817. Re: Pinging my Atari: Atari Ethernet Cart and Contiki Progress...

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-28 01:08:46 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0036025e@fmlynet.org>
Source record: 18641

FamilyNet Newsgate

Well, truly cool in many ways.

Not able to keep up eh? Any way a buffer could be created to help on the
overflow? (Taking a cue from the Black Box which I believe had a printer
buffer for overflow.)

Other than that, awesome! :)

Doctor Clu

> From: cmartin@ti.com (Chris Martin)

> Yes. I have put together a web page today containing information on the
> project here:

> http://jybolac.virtualave.net/atari/a8ether

> I still have a few experiments to try, but it doesn't look promising that the
> cs8900a will be a viable solution for the Atari. With Antic stealing so many
> cycles, our poor Ataris cannot keep up. :( I have hope though that this may
> still work. If not, I am looking at the SMSC LAN91C96 chip which allows IRQs
> in 8bit mode.

> A web browser may still work by blanking the screen while it builds the page.
> I want to avoid doing this though.

> -- Chris

> "Bruce" <No-Spam@Ivn.cl> wrote in message
> news:<bn9blo$au6$1@news1.nivel5.cl>...
>> any webpage to see sources, pictures, schematics ?

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

# 5818. Re: Dungeon Master project

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-28 01:10:24 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0036025f@fmlynet.org>
Source record: 18642

FamilyNet Newsgate

Really? Sounds like you have the hard part done then. What kind of
graphics would it need? I'm sure there are people who could assist in that.

Doctor Clu

> From: "Vidar Olavesen" <hawk@nmi.no>

>> There is "Dungeon Master Java" for all JAVA-supporting platforms with
>> an excellent map editor which also includes an item and a creature
>> editor.This game is Freeware and can be found using google.
>>
>> There also is an editor for the original ATARI ST Dungeon Master.
>>
>> The ATARI XL version will be a reprogrammed game with added
>> features.Games like Dungeon Master really are 2D only, so the maps are
>> made with a 2D editor and the graphics is displayed by placing 3D
>> blocks on the screen.
>>
>> ZR

> I was about to do a Dungeon Master game for the 8-bit a long time ago. But,
> I am no graphics master and couldn't draw the items I needed. I had the
> whole game pretty much covered, but without graphics, there's not much fun
> is there :-/

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

# 5819. Re: Pinging my Atari: Atari Ethernet Cart and Contiki Progress...

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-28 01:14:18 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00360337@fmlynet.org>
Source record: 18644

FamilyNet Newsgate

I take it a while back when a Atari 800 was supposedly hosting a website
was mainly a gag eh? :)

Wouldn't be able to hold much? I think it could hold a good text document
pointing to other sites that had the pictures quite well. :)

Like riding a bicycle on the Autovon... ;)

Doctor Clu

> From: "The Undead Mechanic" <davidbowden@earthlink.net>

> "Sidney Cadot" <sidney@jigsaw.nl> wrote in message
> news:bng77d$o77$1@news.tudelft.nl...
>> Chris Martin wrote:
>>
>> > Well, I was finally able to ping my 130XE and telnet
>> > from my 130XE!
>>
>> ... And now you made it to the Slashdot front page!
>>
>> I hope your web page doesn't run on 8-bit hardware ;-)

> That'd be an awesome accomplishment if someone actually managed to host a
> site using a 130XE. Site wouldn't be much for content though...
> --
> David Bowden
> The Undead Mechanic.

> AIM & Yahoo: UndeadMechanic

> SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* earthlink *DOT* net
> http://home.earthlink.net/~davidbowden
> http://www.livejournal.com/users/undeadmechanic

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

# 5820. Re: 6809

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-28 02:45:13 UTC
From: Ben Combee <combee@techwood.org>
Message-ID: <ZKknb.4399$Px2.2366@newsread4.news.pas.earthlink.net>
Source record: 18629

Bootstrap Bill wrote:

> Would it be possible/practical to use a 6809 CPU with the 8-bit Atari?

I do that. I've got a Tandy Color Computer 3 next to my Atari 130XE in the "old computer" room.

If you mean have the 6809 run the Atari's software -- not very likely, as the instruction sets are totally different, as is the interface logic that is needed to tie the CPU to the rest of the system.

--
Ben Combee <bcombee@metrowerks.com>
CodeWarrior for Palm OS technical lead
Palm OS programming help at http://www.palmoswerks.com/

## 5821. Mem Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-28 02:46:38 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <fNknb.17114$5c2.10913@okepread03>
Source record: 18630

Please for the love of Pete somebody post some info on Ram upgrades on the 800XL! I'm desperate! Thanks!

Thomas

# 5822. Re: Pinging my Atari: Atari Ethernet Cart and Contiki Progress...

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-28 02:50:55 UTC
From: david_p@istop.com
Message-ID: <9421DA260davidpistopcom@66.11.168.195>
Source record: 18631

cmartin@ti.com (Chris Martin) wrote in
<482f186a.0310241400.4c3d68b1@posting.google.com>:

>Yes. I have put together a web page today containing information on the
>project here:
>
>http://jybolac.virtualave.net/atari/a8ether
>
>I still have a few experiments to try, but it doesn't look promising
>that the cs8900a will be a viable solution for the Atari. With Antic
>stealing so many cycles, our poor Ataris cannot keep up. :( I have
>hope though that this may still work. If not, I am looking at the SMSC
>LAN91C96 chip which allows IRQs in 8bit mode.
>
>A web browser may still work by blanking the screen while it builds the
>page. I want to avoid doing this though.

Marvelous! And to think I just bought an ether board for Atari
experimentation!

Could you also use DLIs to monitor the cs8900a, thus reducing Antic's
nefarious influence, and perhaps avoiding the need

As for the Cart interface, what is its memory footprint? IE how much RAM
is deselected? Would it make sense to include fundamental routines in ROM
in the cart, thus using some of the memory space otherwise wasted? Or
would the additional logic needed in the cart be too much?

Forgive the questions, I'm just excited to see this progress for the Atari
8 (and I'm sure the Slashdot interest helped, too)

David P.

## 5823. Jet Set Willy

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-28 03:10:42 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <P7Inb.17116$5c2.9163@okepread03>
Source record: 18632

You know, I played this game in my teens on my 8bit and was totally confused. I've been trying it again recently. WTF do you do? I gather you can select items (I got 10) Do you have any defense? What is the purpose and what are you supposed to ultimately do in this game? (Besides enjoy the music!)

Thomas

# 5824. Re: Pinging my Atari: Atari Ethernet Cart and Contiki Progress...

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-28 03:13:51 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3f9ddd97.45263600@news>
Source record: 18633

ericcron@yahoo.com (Eric Cron):
>Is IP going to be available from staright Atari OS? Or is Continki
>going to be required?

I think that Contiki is built around the uIP tcp/ip protocol stack of Adam Dunkel's. So you could conceivably use that and make your own one-off tcp/ip applications (using cc65 of course.)

>Either way, the apps will need to be written in C and compiled with
>CC65?

The point of Contiki (IIRC) is to provide a multi-tasking evironment that uses one tcp/ip stack and one windowing/process system.

Contiki includes an API for building applications. You may be able to "hook" into that with some other language. CC65 allows you to build applications using C, assembly or a mixture of both.

---
Shawn Jefferson
(fix reply to for email)

# 5825. Turbo BASIC uncommon in the US?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-28 05:01:47 UTC
From: Winston Smith <winston.smith@pinkrose.dhis.org.remove-nog-this>
Message-ID: <3F9DF14B.1988.csat8@pinkrose.dhis.org>
Source record: 18634

To: zothen@my-deja.com (Zothen Runecaster)
Re: Turbo BASIC uncommon in the US?
By: zothen@my-deja.com (Zothen Runecaster) to comp.sys.atari.8bit on Mon Oct 20 2003 12:33 pm

> The question is : Was Turbo BASIC unknown in the US/Canada ?

The Turbo BASIC I know for the ATARI 8-bit came in two varieties -- FrOst BASIC for the 800, by Frank Ostriski(SP?), and Turbo BASIC for the XL/XE. It was known in the U.S. and Canada, but it arrived late. It came with a "Towers of Hanoi" program to demonstrate its speed. Most BASIC developers, like Shadow, were using XE carts by then, and the programming had moved from ACTION! and FORTH to the small-C environments of A.C.E. C-88 and John Dunning CC65. I think it was a timing problem, but Turbo BASIC is as every bit fun to use as C= 64 COMAL.
--- Synchronet 3.11a-Linux NewsLink 1.65
* Planet Maca's Opus - Winsted, Ct - telnet://pinkrose.dhis.org

# 5826. Re: Jet Set Willy

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-28 05:02:09 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <CLmnb.2169$mf2.27172@news4.e.nsc.no>
Source record: 18635

"Docrotcod" <rahbart@cox.net> skrev i melding
news:P7lnb.17116$5c2.9163@okepread03...
> You know, I played this game in my teens on my 8bit and was totally
> confused. I've been trying it again recently. WTF do you do? I gather
you
> can select items (I got 10) Do you have any defense? What is the purpose
> and what are you supposed to ultimately do in this game? (Besides enjoy
the
> music!)
>
> Thomas

The controls are crap on Atari version, the only good thing is the music.
You need to collect all those things (clean up after your party) and I think
on the Atari, it's not possible, due to lousy control. Did almost manage it
on the ZX Spectrum waaaaaaay back!

# 5827. Re: Jet Set Willy

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-28 05:34:21 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <uennb.17132$5c2.7245@okepread03>
Source record: 18636

Well that figures... Tonight was the best I have ever done. I always thought it seemed friggin impossible.

Thomas

"Vidar Olavesen" <hawk@nmi.no> wrote in message news:CLmnb.2169$mf2.27172@news4.e.nsc.no...
> "Docrotcod" <rahbart@cox.net> skrev i melding
> news:P7lnb.17116$5c2.9163@okepread03...
> > You know, I played this game in my teens on my 8bit and was totally
> > confused. I've been trying it again recently. WTF do you do? I gather
> you
> > can select items (I got 10) Do you have any defense? What is the
purpose
> > and what are you supposed to ultimately do in this game? (Besides enjoy
> the
> > music!)
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> > Thomas
>
> The controls are crap on Atari version, the only good thing is the music.
> You need to collect all those things (clean up after your party) and I
think
> on the Atari, it's not possible, due to lousy control. Did almost manage
it
> on the ZX Spectrum waaaaaaay back!
>
>

## 5828. Looking For:

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-28 05:35:17 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <mfnnb.17133$5c2.3042@okepread03>
Source record: 18637

This is a long shot, but when I was on the BBS's in the 80's and 90's I had a friend in Oklahoma. I am looking for Morgoth Bauglir AKA Vlad Tepes AKA Alias Undercover AKA Alan B. McMindes.

LMK!

Thomas

# 5829. FS : Boxed+new ATARI XL/XE cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-28 07:33:53 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <f16cbc23.0310272333.68bfc2d7@posting.google.com>
Source record: 18638

Hi,

I offer the following ATARI XL/XE cartridge games by ATARI.

All the games are boxed and new , still factory-sealed in original shrinkwrap.

The games are US/English versions , they work on NTSC and PAL systems - there are no PAL-NTSC differences as known on the ATARI 2600.

I can ship worldwide :

$7 1 game surface mail (slow)
$9 1 game air mail (fast)
$14 for a package of up to 15 games as surface mail (slow , 3-8 weeks)
$32 for a package of up to 40 games as surface mail (slow , 3-6 weeks)
$23 for a package of up to 8 games as Air Mail (fast , a few days)
$33 for a package of up to 15 games as Air Mail (fast , a few days)
$48 for a package of up to 40 games as Air Mail (fast , a few days)

Europe : please ask

Please note : Paddles/Joysticks/Keyboard Controllers weigh about 3 times as much as 1 game.

And "Eastern Front" weighs as much as 2 games because of instructions and map , Gato,Star Raiders 2 and Tennis about 1.5* as much as the other games.

I can accept PAYPAL.Cash for very small orders or money orders/checks for bigger orders (because of bank fees).

Please note : The XL games in silver boxes - Millipede/Robotron etc. work on all ATARI computers - ATARI 400,800,XL machines,XE machines.

The XEGS carts - such as Rescue on Fractalus , Archon etc. require at least 48K of memory , some - like Airball - only work with 64K , so these games may not be compatible with the ATARI 400/800 , but will work on ATARI 800 XL/800 XE , 65 XE/130 XE , 1200 XL and XE Gamesystem and 600XL with 64K memory.

Mathias Graef

ulrich_sternaxe@gmx.de or lord-chaos@t-online.de

XEGS carts are the cartridge games in the blue XEGS boxes.They work on ATARI 800 XL , 800 XE , 65 XE , 130 XE and 1200 XL and the XE Gamesystem.

Some require 64K, so they wonï¿½t run on the ATARI 800.

If you want to see pictures of the gamesï¿½ boxes,instructions and carts,
please use the links.

List :

Ace of Aces $7 XEGS cart

www.classic-videogames.com/c/aceofaces.jpg

Airball $8 XEGS cart

www.classic-videogames.com/c/airball.jpg

Archon $6 XEGS cart

www.classic-videogames.com/c/archon.jpg

Ballblazer $5 XEGS cart

www.classic-videogames.com/c/ballblaz.jpg

Crimebuster $7 XEGS cart

www.classic-videogames.com/c/crimebu.jpg

Crossbow $3 XEGS cart

www.classic-videogames.com/c/crossbow.jpg

Davidï¿½s Midnight Magic $5 XEGS cart

www.classic-videogames.com/c/davidmm.jpg

Desert Falcon $5 XEGS cart

www.classic-videogames.com/c/desertxl.jpg

Eastern Front 1941 $7

www.classic-videogames.com/c/eastern.jpg

Final Legacy $5

www.classic-videogames.com/c/finleg.jpg

Gato $5 XEGS cart

www.classic-videogames.com/c/gato.jpg

Hardball $5 XEGS cart

www.classic-videogames.com/c/hardball.jpg

Joust $5

www.classic-videogames.com/c/joust.jpg

Loderunner $7 XEGS cart

www.classic-videogames.com/c/loderun.jpg

Millipede (large box) $4

www.classic-videogames.com/c/milligr.jpg

Millipede (small box) $4

www.classic-videogames.com/c/millikl.jpg

Moon Patrol $6

www.classic-videogames.com/c/moonxl.jpg

One on One Basketball $5 XEGS cart

www.classic-videogames.com/c/oneonone.jpg

Pole Position $5

www.classic-videogames.com/c/polexl.jpg

Rescue on Fractalus $8 XEGS cart

www.classic-videogames.com/c/rescue.jpg

Robotron 2084 $6

www.classic-videogames.com/c/robotoron.jpg

RS Football $7

www.classic-videogames.com/c/rsfoot.jpg

Star Raiders 2 $6 XEGS cart

www.classic-videogames.com/c/starrai2.jpg

Thunderfox $5 XEGS cart

www.classic-videogames.com/c/tfox.jpg

Tennis $5

www.classic-videogames.com/c/tennisxl.jpg

Disk :

Mickey in the Great Outdoors $3

www.classic-videogames.com/c/mickey.jpg

Microsoft BASIC $10 (heavy box ,weighs as much as 9
cart games)

www.classic-videogames.com/b/msbasic.jpg

Cassette

Scram $4

www.classic-videogames.com/b/scram.jpg

Touch Typing $5

www.classic-videogames.com/b/touchty.jpg

Mathias

# 5830. Re: Zaxxon

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-28 08:02:50 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <993e3a4b6a5d1932f6380deeb9141bd7@news.teranews.com>
Source record: 18639

I agree... any way to get it to work with a joystick?

"Gareth" <hotmail.com@dgareth.spm> wrote in message
news:6xfnb.1488$lm1.9862@wards.force9.net...
>
> "status@rtdos.info" <rtdos@juno.com> wrote in message
> news:f927c019.0310270824.31950fbe@posting.google.com...
> > > http://kikabo.co.uk/
> >
> > Very good and just as difficult as the original!
> >
> > Gareth.
> >
> >

# 5831. Re: Dungeon Master project

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-28 09:31:50 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <qlqnb.2190$mf2.27764@news4.e.nsc.no>
Source record: 18643

> Really? Sounds like you have the hard part done then. What kind of
> graphics would it need? I'm sure there are people who could assist in
that.
>
> Doctor Clu

I am not too sure, I asked several times for help on my Box World game. I would need the different walls in some different positions, all creatures, bars, handles, buttons, torches, stairways and yes, you got it, all of it.

Don't think it would run at 60fps :-/ but then again, DM isn't supposed to.

# 5832. Re: Atari 600XL mods

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-28 09:58:34 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3f9e3cc1$0$21655$afc38c87@news.optusnet.com.au>
Source record: 18645

"Tim" <tjlazer@nospam.mail.com> wrote in message
news:vprapisamsui29@corp.supernews.com...
> I am wanting to perform some mods on my Atari 600XL. The 64k upgrade, and
> the 5-pin monitor jack mod. The memory upgrade looks straight forward,
but
> the monitor jack upgrade puzzles me. I am worried that I may trash my
600XL
> trying to install a jack. Has anyone perfomed this mod? And if so do you
> have pics for me to get an idea on where you installed the jack?

Try this http://www.fonck.nl/atari/ , I take it you have an American model. My aussie one already had the socket, just the chroma luma was not there, it only took a few minutes to sort out tho. The above hack is quite rough mine was a lot prettier:-). I did both the video and ram, quite easy. I will attempt to put 1088k in soon as I have some free time.

Mark

# 5833. Re: Text Adventures

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-28 10:25:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20031028102555.3179A@ilaskey.cix.co.uk>
Source record: 18646

In article <c7317c70.0310270536.38b9ebf8@posting.google.com>,
c03_gg@hotmail.com (German Gonzalez) wrote:

> Anybody knows if all 17 Scott Adams adventures and
> the 11 Mysterious Adventures by Brian Howarth were
> released for atari?
Don't know but SA released most of his games as freeware along with a
Windows based interpreter - available from his web site.

# 5834. Same name, different games? (Was: Jet Set Willy)

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-28 11:05:51 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <bnligm$4g2$1@newstree.wise.edt.ericsson.se>
Source record: 18547

"Vidar Olavesen" <hawk@nmi.no> wrote in message
news:CLmnb.2169$mf2.27172@news4.e.nsc.no...
> The controls are crap on Atari version, the only good thing is the music.
> You need to collect all those things (clean up after your party) and I
think
> on the Atari, it's not possible, due to lousy control. Did almost manage
it
> on the ZX Spectrum waaaaaaay back!

Hi there, Vidar!

I have probably only seen an illegal copy of a game that was supposed to be "Jet Set Willy" on the Atari 8-bit computer. But from what I can recall, it did not look like the famous ZX Spectrum game at all. Is it really a conversion of the Speccy version, or is it a different game with the same name?

My guess is that the Atari version of "Jet Set Willy" is an attempt by a UK games company (which?) to release a cheap rehash of the the famous JSW title and release it in 1987-1988 (another guess), at the time when the Atari XE computer series unexpectedly took market shares in the UK.

There are other known cases where the differences between two home computer versions of a game are big.

One example is "Caverns of Khafka" on the Atari and the C64. Both are good games. While the Atari version features small, detailed and colourful graphics, the C64 version has very big objects and generally less details and interaction. These are two totally different games with a similar concept. Robert T. Bonifacio, where are you today? You are my16 KB hero! Honestly. OK, I found you:

http://atari.games.free.fr/atarixl/authors/robert%20t.%20bonifacio_e.htm

While we are at it, this could be the same Cosmi company that made "Caverns of Khafka", "Forbidden Forest" and possibly some other Atari titles: http://www.cosmi.com. I think I recognize the company logo.

Another example is the helicopter game based on a TV series. Although the TV series was popular during the 1980s, I am not sure what it was called. Was it "Airwolf"? The C64 game is a modern, released circa 1986, while the Atari version is a bit simplistic and feels old. I come to think of a game called "Blue Thunder"? "Blue Thunder" was probably re-released under the "Airwolf" name for the Atari.

Anders

## 5835. Atari computer and "Trolls"

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-28 11:18:15 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <bnlj7s$4t2$1@newstree.wise.edt.ericsson.se>
Source record: 18548

I thought if I post this only in comp.sys.atari.8bit and not
in comp.sys.cbm, comp.sys.sinclair et cetera, I will get the
best answer and not so many replies from people who are not
interested at all in Atari computers.

I have occasionally seen articles and replies about "trolls"
and anagrams in this newsgroup during the last couple of
months. One article is fairly new.

Does this have something to do with computers, old computers,
8-bit computers, Atari or anything? Or is it a modern (internet)
phenomenon? The author of the most recent post seemed as if
he felt this was interesting or even important information.

What is a "troll"?

Anders

# 5836. Re: Same name, different games? (Was: Jet Set Willy)

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-28 12:05:49 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <MYsnb.2233$mf2.27978@news4.e.nsc.no>
Source record: 18550

> Hi there, Vidar!
Hi! Been a while :-( How are you ? Still real hardware or emus ?

> I have probably only seen an illegal copy of a game that was supposed
> to be "Jet Set Willy" on the Atari 8-bit computer. But from what I can
> recall, it did not look like the famous ZX Spectrum game at all. Is it
> really a conversion of the Speccy version, or is it a different game
> with the same name?
This was released I think by Tynesoft and is NOT programmed by the same
author. But, I do believe the levels are the same, just that the jumping
technique is awful. And the PM's are not very pretty. Brilliant music,
that's the reason to get the game.

> My guess is that the Atari version of "Jet Set Willy" is an attempt
> by a UK games company (which?) to release a cheap rehash of the the
> famous JSW title and release it in 1987-1988 (another guess), at the
> time when the Atari XE computer series unexpectedly took market
> shares in the UK.
>
> There are other known cases where the differences between two home
> computer versions of a game are big.
>
> One example is "Caverns of Khafka" on the Atari and the C64. Both are
> good games. While the Atari version features small, detailed and
> colourful graphics, the C64 version has very big objects and generally
> less details and interaction. These are two totally different
> games with a similar concept. Robert T. Bonifacio, where are you
> today? You are my16 KB hero! Honestly. OK, I found you:
>
> http://atari.games.free.fr/atarixl/authors/robert%20t.%20bonifacio_e.htm
>
> While we are at it, this could be the same Cosmi company that made
> "Caverns of Khafka", "Forbidden Forest" and possibly some other
> Atari titles: http://www.cosmi.com. I think I recognize the
> company logo.
>
> Another example is the helicopter game based on a TV series. Although
> the TV series was popular during the 1980s, I am not sure what it was
> called. Was it "Airwolf"? The C64 game is a modern, released circa
> 1986, while the Atari version is a bit simplistic and feels old. I
> come to think of a game called "Blue Thunder"? "Blue Thunder" was
> probably re-released under the "Airwolf" name for the Atari.

Yes, Airwolf was released under two names, but the Atari version was not the
same as the C64 version at all. And you are right about most Cosmi games,

they were better on the C64 (hate to say things like that)

> Anders

## 5837. Re: Atari computer and "Trolls"

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-28 12:35:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20031028123536.56519A@ilaskey.cix.co.uk>
Source record: 18551

In article <bnlj7s$4t2$1@newstree.wise.edt.ericsson.se>, ansk@hotmail.com (Anders Skelander) wrote:

Please do not post in HTML, plain text only, thanks!

> What is a "troll"?
A troll in Internet terms is someone who posts something that is deliberately designed to get a reaction. These sort of posts are usually either aggressive, inflammatory or just plain weird.

# 5838. Re: 1090 XL now what?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-28 12:56:26 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bnllgv$4hf$1@news1.nivel5.cl>
Source record: 18549

Hey ! Dr Clu!
Didnt know you post here xD

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> escribi&#65533; en el mensaje
news:0036025d@fmlynet.org...
> FamilyNet Newsgate
>
> Oh the rotten luck! You are the owner of a 1090 XL. I find it funny
that
> a ST user would happy to throw that in.
>
> As for what to do with it... did anyone ever get a couple of working
> daughterboards that could be put in that?
>
> Doctor Clu
>
>
>
> > From: Don S <atari1040st@sbcglobal.net>
>
> > I purchased a lot of Atari ST equipment and with the purchase came some
> > 8bit equipment. The last box to be opened had alot of software and
books
> > inside a metal chassis. Pulled everything out of the chassis to find Im
> > the new owner of a Atari 1090 XL. So what do I do with it? It has no
> > cover or cards its the chassis and mainboard.
>
> > Don
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

# 5839. Re: Text Adventures

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-28 13:52:05 UTC
From: c03_gg@hotmail.com
Message-ID: <c7317c70.0310280552.3ea2a7a4@posting.google.com>
Source record: 18552

wow you were a good player, mysterious adventures were tough
to me anyway i'd like to play'm

the eleventh adventure is "waxworks" I found them at:
http://www.atari8bit-software.de/index_e.htm

and diferent ports can be found at: http://www.ifarchive.org/

(atariage.com help me with the info)

"Vidar Olavesen" <hawk@nmi.no> wrote in message
news:<gjgnb.34504$os2.499710@news2.e.nsc.no>...
> "German Gonzalez" <c03_gg@hotmail.com> skrev i melding
> news:c7317c70.0310270536.38b9ebf8@posting.google.com...
> > Anybody knows if all 17 Scott Adams adventures and
> > the 11 Mysterious Adventures by Brian Howarth were
> > released for atari?
>
> I have 10 of the Mysterious Adventures, what is the eleventh ? At least 10
> were released of Scott Adams series along with the Questprobe ones, Hulk,
> Spiderman and Human Torch and the Thing. Sorcerer of Claymorgue Castle (sp?)
> was released. SAGA was of the six first only, wasn't they ? SAGA was
> released for the QP series and SOCC. I finished them up to 8 or nine myself
> I think.

## 5840. Re: Text Adventures

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-28 16:33:41 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <RTwnb.2299$mf2.29126@news4.e.nsc.no>
Source record: 18553

"German Gonzalez" <c03_gg@hotmail.com> skrev i melding
news:c7317c70.0310280552.3ea2a7a4@posting.google.com...
> wow you were a good player, mysterious adventures were tough
> to me anyway i'd like to play'm

Then I am sorry, I am not. I was referring to the Scott Adams adventures. I finished them up until Savage Island or something.

# 5841. Re: Pinging my Atari: Atari Ethernet Cart and Contiki Progress...

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-28 17:08:43 UTC
From: TXG/MNX <txg01@xs4all.nl>
Message-ID: <3f9ea2ab$0$58707$e4fe514c@news.xs4all.nl>
Source record: 18554

> Marvelous! And to think I just bought an ether board for Atari
> experimentation!
>
> Could you also use DLIs to monitor the cs8900a, thus reducing Antic's
> nefarious influence, and perhaps avoiding the need
>

Hmm I think the best solution is NOT to use DLI's to solve the problem. Why? Just because when people want to make programs for this interface like e-mail, IRC and maybe some others, DLI's could be used to produce some colors in the screen. It already have been tested and could run very well without DLI's so let's keep it that way.

Using a new chip with IRQ in 8-bit mode is not really usefull I think because the IRQ routines take a lot of cpu power when being executed for each packet. Also IRQ's are not usable when ANTIC halts the cpu.

TXG/MNX

# 5842. Re: Mem Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-28 17:45:35 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vptaogq6r9pufc@corp.supernews.com>
Source record: 18555

If you look at the comp.sys.atari.8bit FAQ, you will
find a complete listing of 8-bit mem upgrades under
the RAMDISK section.
There are at least a dozen of them.
There's Claus Buchholz, Newell and Rambo as probably
the most common. Bob Woolley has many also, and
probably there are a number of websites that explain
making homebrew ones.
Best Electronics, maybe Video 61 and Ben Smith,
and B&C may have some for sale.
Check the FAQ and maybe the Vendor's List.

# 5843. Re: Zaxxon

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-28 17:48:41 UTC
From: Gareth <hotmail.com@dgareth.spm>
Message-ID: <J_xnb.1830$lm1.10666@wards.force9.net>
Source record: 18556

"Steve S" <j70141@hotmail.com> wrote in message
news:993e3a4b6a5d1932f6380deeb9141bd7@news.teranews.com...

> I agree... any way to get it to work with a joystick?

Hmm, quite a few controllers have software which allows you to map joystick
functions to keys.

Gareth.

# 5844. Re: Mem Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-28 18:46:06 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <LQynb.17229$5c2.2692@okepread03>
Source record: 18557

Groovy thanks alot!

Thomas

"Russ Gilbert" <russg@en.com> wrote in message
news:vptaogq6r9pufc@corp.supernews.com...
> If you look at the comp.sys.atari.8bit FAQ, you will
> find a complete listing of 8-bit mem upgrades under
> the RAMDISK section.
> There are at least a dozen of them.
> There's Claus Buchholz, Newell and Rambo as probably
> the most common. Bob Woolley has many also, and
> probably there are a number of websites that explain
> making homebrew ones.
> Best Electronics, maybe Video 61 and Ben Smith,
> and B&C may have some for sale.
> Check the FAQ and maybe the Vendor's List.
>
>

# 5845. Re: Mem Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-28 19:13:48 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <Keznb.17231$5c2.8531@okepread03>
Source record: 18558

Ok so I looked at the upgrades, at from what I can tell it looks like I want the upgrade that uses Antic access? Is that correct? It seems like the Bob Wooley upgrade is the way to go. Any input?

Thomas

"Russ Gilbert" <russg@en.com> wrote in message news:vptaogq6r9pufc@corp.supernews.com...
> If you look at the comp.sys.atari.8bit FAQ, you will
> find a complete listing of 8-bit mem upgrades under
> the RAMDISK section.
> There are at least a dozen of them.
> There's Claus Buchholz, Newell and Rambo as probably
> the most common. Bob Woolley has many also, and
> probably there are a number of websites that explain
> making homebrew ones.
> Best Electronics, maybe Video 61 and Ben Smith,
> and B&C may have some for sale.
> Check the FAQ and maybe the Vendor's List.
>
>

# 5846. Re: Another basic program

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-28 20:51:26 UTC
From: Demevec <Demevec_member@newsguy.com>
Message-ID: <bnmkse01nbv@drn.newsguy.com>
Source record: 18560
Body handling: HTML body converted to readable text

In article , Docrotcod says...

> In light of the recent post looking for a basic program, I am looking
>for one of my favs. Actually two.
>
>The first one was a demo pitting a Fuji symbol against a Commodore symbol.
>They are trash talking and whatnot and what finally blows up the c64 is a
>simple addition problem.
I think this program was named "c64kill.bas" .

-Demevec

## 5847. Re: Atari computer and "Trolls"

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-28 22:43:09 UTC
From: Sascha Springer <sascha.springer@t-online.de>
Message-ID: <bnmre1$nvo$07$1@news.t-online.com>
Source record: 18559

> What is a "troll"?

http://en.wikipedia.org/wiki/Internet_troll

# 5848. Re: Atari 800XL System and SW

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-29 06:03:32 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <3f9f56c7.5576781@news.charter.net>
Source record: 18561

Why is it people always seem to have to critique someone's asking
price? You either are interested, or you aren't. Criticizing
someone's post of an offer only serves to discourage offers from being
posted. If you don't like the deal, move on to the next post. This
isn't meant to be directed at any one person even though it quotes a
particular post. People are wise enough to make up their own minds
about what they think is reasonable, and if they aren't. well then
they can ask for advice or learn by experience.

Just my take.

Thanks for listening.

Jon

On Fri, 24 Jan 2003 17:24:26 -0500, "Son of man"
<bcozier@bellsouth.net> wrote:

>I recently paid $100 for a mint Atari 800, never used still in box.
>
>
>"TXG" <txg01@xs4all.nl> wrote in message
>news:3e31b6d6$0$49103$e4fe514c@news.xs4all.nl...
>> You ask $225.00 ??? Is this computer made from pure gold?
>>
>>
>> "crossnet" <crossnet@ix.netcom.com> wrote in message
>> news:3E31B0E7.1020604@ix.netcom.com...
>> > Atari 800XL system, with disk drive, printer, monitor, cartridges, SW
>> > and manuals.
>> >
>> >
>> > Hardware:
>> > ----------------------------
>> > 1 800XL Computer & Power supply
>> > 1 1050 Disk Drive & Power Supply
>> > 1 1025 Printer
>> > 1 Amdek Color-I Monitor
>> > 1 VolksModem
>> > 1 KoalaPad
>> > Misc. Cables, Parts and Manuals
>> >
>> >
>> > Cartridges
>> > ---------------
>> > 1 Defender Atari CXL4025

>> > 1 Galaxian Atari CXL4024
>> > 1 Joust Atari RX8044
>> > 1 Centipede Atari CXL4027
>> > 1 River Raid Activision
>> > 1 Missile Command Atari CXL4012
>> > 1 Miner 2049er Big Five Software
>> > 2 Facemaker Spinnaker Software
>> >
>> >
>> > Software
>> > ------------
>> > Atari Disk Operating System 3 Atari DX5052 (Master Diskette 3)
>> > Kinder Comp Spinnaker Software
>> > Rhymes & Riddles Spinnaker Software
>> > B/Graph Batteries Included
>> > Color Print Datasoft
>> > Bond Analysis Atari CX8106
>> > MegaFont XLEnt Software
>> > Home Filing Manager Atari CX8129
>> > Track Attack Broderbund
>> > WordRace Don't Ask Computer Software
>> > Picnic Paranoia Synapse Software
>> > Micro Illustrator Koala Technologies Corporation
>> > Astrology Atari Program Exchange APX-20078
>> > Success With Math CBS Software(3 disks)
>> > Addition & Subtraction
>> > Multiplication & Division
>> > Linear Equations
>> >
>> > The computer, disk drive and printer are in excellent condition and are
>> > all working. The cartridges and programs have not been used for some
>> > time, but appear to be OK. The other accessories have not been checked,
>> > but I believe they are also OK. Most items are complete with their
>> > instructions or manuals.
>> >
>> > Asking $225.00 plus shipping for the complete system. I prefer to sell
>> > everything together, but will consider reasonable offers for individual
>> > items. The system is located in Northern Virginia area (outside
>> > Washington DC).
>> >
>> > e-mail: crossnet@ix.netcom.com
>> >
>>
>>
>
>

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

# 5849. Re: Turbo BASIC uncommon in the US?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-29 06:17:41 UTC
From: Franti&#65533;ek Semeck&#65533; <semecky@saul-is.cz>
Message-ID: <bnnlqt$1315$1@news.nextra.cz>
Source record: 18562

It was Frank Ostrowski from Deutchland.
Fanny form Prague (http://fanny.atari.org)

"Winston Smith" <winston.smith@pinkrose.dhis.org.remove-nog-this> wrote in
message news:3F9DF14B.1988.csat8@pinkrose.dhis.org...
> To: zothen@my-deja.com (Zothen Runecaster)
> Re: Turbo BASIC uncommon in the US?
> By: zothen@my-deja.com (Zothen Runecaster) to comp.sys.atari.8bit on Mon
Oct 20 2003 12:33 pm
>
> > The question is : Was Turbo BASIC unknown in the US/Canada ?
>
> The Turbo BASIC I know for the ATARI 8-bit came in two varieties -- FrOst
BASIC
> for the 800, by Frank Ostriski(SP?), and Turbo BASIC for the XL/XE. It
was
> known in the U.S. and Canada, but it arrived late. It came with a "Towers
> of Hanoi" program to demonstrate its speed. Most BASIC developers, like
> Shadow, were using XE carts by then, and the programming had moved from
ACTION!
> and FORTH to the small-C environments of A.C.E. C-88 and John Dunning
CC65. I
> think it was a timing problem, but Turbo BASIC is as every bit fun to use
as C=
> 64 COMAL.
> --- Synchronet 3.11a-Linux NewsLink 1.65
> * Planet Maca's Opus - Winsted, Ct - telnet://pinkrose.dhis.org

# 5850. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-29 06:31:54 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <3fa05e02.7428156@news.charter.net>
Source record: 18563

You must be trying to cause an argument or flame war. I much prefer ads to flame wars for damn sure. In this age of megabit broadband (or even modem) I don't consider his ads to be much of a problem to dispense with. Why do you complain so about it when it's literally milliseconds of download time?

On Sat, 31 May 2003 10:35:49 +0000 (UTC), "Steve Sweet" <steve.sweet@btopenworld.com> wrote:

>Oy Fuck face
>
>How come you only address your supporters, face your critics as well arse
>munch.

** To email a reply, please remove everything up to and including the underscore in my email reply header.

# 5851. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-29 07:16:32 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <3fa36708.9738343@news.charter.net>
Source record: 18564

I'm not sure about software, but in college I remember a professor
explaining plagiarism as it relates to written works. The example he
used is, that it is plagiarism to include parts of one work into
another without giving credit (or permission as the case may be). He
said that if you read a work, learn or comprehend it so that you have
the knowledge, you may then write drawing upon the knowledge that you
have, and what you have written is your own.

I guess I'm trying to say that just because Thomas learned of
techniques or coding ideas from learning other's source code, that
doesn't mean strictly that code he writes is infringing.

The professor wasn't a layer. I am not a lawyer. And it was about
written works, not software. So I don't know if it means anything
here.

I do know that this whole thing is a shame though, and I'm not blaming
any one side for it.

Jon

On Wed, 05 Feb 2003 02:27:56 GMT, shawnjefferson@shaw.caREMOVEPLS
(Shawn Jefferson) wrote:

>"Son of man" <bcozier@bellsouth.net>:
>>This is fucked up. You're not doing this for any money and people are
>>bitching? Now they just fucked over the enitre Atari 8-bit community who was
>>looking forward to it. What's all this fucking crap about liscences? I
>>don't read the licences when I use an emulator anyway. You were willing to
>>give your time and effort into creating something we could all enjoy.
>>
>>Fuck everyone who stands in your way. Assholes.
>
>Copyright laws exist for a reason. That reason is to make sure that your
>work cannot be stolen. The Atari 8-bit community doesn't come into it,
>unfortunately. I stand by the rights of the Atari800 orginal authors. If
>Thomas wants to persist in his claim (perhaps legitimate, I don't know) of
>writing Atari++ from scratch, then he may have to face legal action.
>
>I'm sure you wouldn't want it any other way, either. After all you
>probably would want some recourse if someone walked up to your house and
>stole your car, wouldn't you?
>
>---
>Shawn Jefferson
>(fix reply to for email)

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

# 5852. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-29 07:53:28 UTC
From: Marius & Hester <grover25@zonnet.nl>
Message-ID: <bnnrvb$6b0$1@reader08.wxs.nl>
Source record: 18565

Hi!

When I read your posting I had to think about a saying here in the
Netherlands:

Stealing from one person is Plagiarism.
Stealing from more people is called research ;-)

By the way... I think those emulator writters should work together in stead
of fighting. Every emulator is welcome to me, even it has 99% stolen code.
The atari win plus emulator for instance is the very best imo. That one is
completely based on the atari800 emulator (atari800.atari.org).

By the way (a bit off topic) NOTHING beats the real thing :-) so my atari
65xe 320kb with MyIDE and build in CompactFlash memory Card rulezzz forever.

MArius

"SgtSilicon" <foolspicedham_melbo_jon@hotmail.com> schreef in bericht
news:3fa36708.9738343@news.charter.net...
> I'm not sure about software, but in college I remember a professor
> explaining plagiarism as it relates to written works. The example he
> used is, that it is plagiarism to include parts of one work into
> another without giving credit (or permission as the case may be). He
> said that if you read a work, learn or comprehend it so that you have
> the knowledge, you may then write drawing upon the knowledge that you
> have, and what you have written is your own.
>
> I guess I'm trying to say that just because Thomas learned of
> techniques or coding ideas from learning other's source code, that
> doesn't mean strictly that code he writes is infringing.
>
> The professor wasn't a layer. I am not a lawyer. And it was about
> written works, not software. So I don't know if it means anything
> here.
>
> I do know that this whole thing is a shame though, and I'm not blaming
> any one side for it.
>
> Jon
>
>
>
>
>
> On Wed, 05 Feb 2003 02:27:56 GMT, shawnjefferson@shaw.caREMOVEPLS

> (Shawn Jefferson) wrote:
>
> >"Son of man" <bcozier@bellsouth.net>:
> >>This is fucked up. You're not doing this for any money and people are
> >>bitching? Now they just fucked over the enitre Atari 8-bit community who
was
> >>looking forward to it. What's all this fucking crap about liscences? I
> >>don't read the licences when I use an emulator anyway. You were willing
to
> >>give your time and effort into creating something we could all enjoy.
> >>
> >>Fuck everyone who stands in your way. Assholes.
> >
> >Copyright laws exist for a reason. That reason is to make sure that your
> >work cannot be stolen. The Atari 8-bit community doesn't come into it,
> >unfortunately. I stand by the rights of the Atari800 orginal authors.
If
> >Thomas wants to persist in his claim (perhaps legitimate, I don't know)
of
> >writing Atari++ from scratch, then he may have to face legal action.
> >
> >I'm sure you wouldn't want it any other way, either. After all you
> >probably would want some recourse if someone walked up to your house and
> >stole your car, wouldn't you?
> >
> >---
> >Shawn Jefferson
> >(fix reply to for email)
>
>
>
> ** To email a reply, please remove everything up to and
> including the underscore in my email reply header.

# 5853. Re: 6809

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-29 10:20:54 UTC
From: Bootstrap Bill <wrcousert@yahoo.com>
Message-ID: <awMnb.1933$Ub4.1500@twister.socal.rr.com>
Source record: 18566

"Ben Combee" <combee@techwood.org> wrote in message
news:ZKknb.4399$Px2.2366@newsread4.news.pas.earthlink.net...
> Bootstrap Bill wrote:
>
> > Would it be possible/practical to use a 6809 CPU with the 8-bit Atari?
>
> I do that. I've got a Tandy Color Computer 3 next to my Atari 130XE in
> the "old computer" room.
>
> If you mean have the 6809 run the Atari's software -- not very likely,
> as the instruction sets are totally different, as is the interface logic
> that is needed to tie the CPU to the rest of the system.
>

I seem to remember a 6809 board being made for the Apple 2. Plus, there was
a Z80 card for the Color Computer, also a very different CPU from the 6809.
Are you sure this couldn't work?

Years ago, I used to day dream about the ultimate 8-bit computer. It would
have slots like an Apple 2, the 6809 and OS9 operating system of the Color
Computer, and the graphics/sound chip set of the Atari, along with a full
range of I/O ports, a nice detatchable keyboard, and of course, tons of RAM.

## 5854. C++?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-29 10:22:49 UTC
From: Bootstrap Bill <wrcousert@yahoo.com>
Message-ID: <ZxMnb.1934$Ub4.1370@twister.socal.rr.com>
Source record: 18567

Is there a C++ (or any other object oriented language) compiler for the
8-bit Atari?

# 5855. Re: C++?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-29 14:05:56 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bnodva$tge$1@news1.nivel5.cl>
Source record: 18568

CC65 ?

"Bootstrap Bill" <wrcousert@yahoo.com> escribi&#65533; en el mensaje
news:ZxMnb.1934$Ub4.1370@twister.socal.rr.com...
> Is there a C++ (or any other object oriented language) compiler for the
> 8-bit Atari?
>
>
>

# 5856. Re: Atari 800XL System and SW

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-29 14:08:42 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bnoe4b$th6$1@news1.nivel5.cl>
Source record: 18569

```
Besides... gold is way more expensive than $225
xD
```

"SgtSilicon" <foolspicedham_melbo_jon@hotmail.com> escribi&#65533; en el mensaje
news:3f9f56c7.5576781@news.charter.net...
> Why is it people always seem to have to critique someone's asking
> price? You either are interested, or you aren't. Criticizing
> someone's post of an offer only serves to discourage offers from being
> posted. If you don't like the deal, move on to the next post. This
> isn't meant to be directed at any one person even though it quotes a
> particular post. People are wise enough to make up their own minds
> about what they think is reasonable, and if they aren't. well then
> they can ask for advice or learn by experience.
>
> Just my take.
>
> Thanks for listening.
>
> Jon
>
>
> On Fri, 24 Jan 2003 17:24:26 -0500, "Son of man"
> <bcozier@bellsouth.net> wrote:
>
> >I recently paid $100 for a mint Atari 800, never used still in box.
> >
> >
> >"TXG" <txg01@xs4all.nl> wrote in message
> >news:3e31b6d6$0$49103$e4fe514c@news.xs4all.nl...
> >> You ask $225.00 ??? Is this computer made from pure gold?
> >>
> >>
> >> "crossnet" <crossnet@ix.netcom.com> wrote in message
> >> news:3E31B0E7.1020604@ix.netcom.com...
> >> > Atari 800XL system, with disk drive, printer, monitor, cartridges, SW
> >> > and manuals.
> >> >
> >> >
> >> > Hardware:
> >> > ----------
> >> > 1 800XL Computer & Power supply
> >> > 1 1050 Disk Drive & Power Supply
> >> > 1 1025 Printer

> >> > 1 Amdek Color-I Monitor
> >> > 1 VolksModem
> >> > 1 KoalaPad
> >> > Misc. Cables, Parts and Manuals
> >> >
> >> >
> >> > Cartridges
> >> > ----------
> >> > 1 Defender Atari CXL4025
> >> > 1 Galaxian Atari CXL4024
> >> > 1 Joust Atari RX8044
> >> > 1 Centipede Atari CXL4027
> >> > 1 River Raid Activision
> >> > 1 Missile Command Atari CXL4012
> >> > 1 Miner 2049er Big Five Software
> >> > 2 Facemaker Spinnaker Software
> >> >
> >> >
> >> > Software
> >> > ------------
> >> > Atari Disk Operating System 3 Atari DX5052 (Master Diskette 3)
> >> > Kinder Comp Spinnaker Software
> >> > Rhymes & Riddles Spinnaker Software
> >> > B/Graph Batteries Included
> >> > Color Print Datasoft
> >> > Bond Analysis Atari CX8106
> >> > MegaFont XLEnt Software
> >> > Home Filing Manager Atari CX8129
> >> > Track Attack Broderbund
> >> > WordRace Don't Ask Computer Software
> >> > Picnic Paranoia Synapse Software
> >> > Micro Illustrator Koala Technologies Corporation
> >> > Astrology Atari Program Exchange APX-20078
> >> > Success With Math CBS Software(3 disks)
> >> > Addition & Subtraction
> >> > Multiplication & Division
> >> > Linear Equations
> >> >
> >> > The computer, disk drive and printer are in excellent condition and
are
> >> > all working. The cartridges and programs have not been used for some
> >> > time, but appear to be OK. The other accessories have not been
checked,
> >> > but I believe they are also OK. Most items are complete with their
> >> > instructions or manuals.
> >> >
> >> > Asking $225.00 plus shipping for the complete system. I prefer to
sell
> >> > everything together, but will consider reasonable offers for

individual
> >> > items. The system is located in Northern Virginia area (outside
> >> > Washington DC).
> >> >
> >> > e-mail: crossnet@ix.netcom.com
> >> >
> >>
> >>
> >
> >
>
>
>
> ** To email a reply, please remove everything up to and
> including the underscore in my email reply header.

# 5857. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-29 16:31:03 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <70qonb-pe5.ln@speaker.rodsbooks.com>
Source record: 18570

In article <bnnrvb$6b0$1@reader08.wxs.nl>,
"Marius & Hester" <grover25@zonnet.nl> writes:
>
> "SgtSilicon" <foolspicedham_melbo_jon@hotmail.com> schreef in bericht
> news:3fa36708.9738343@news.charter.net...
...
>> I guess I'm trying to say that just because Thomas learned of
>> techniques or coding ideas from learning other's source code, that
>> doesn't mean strictly that code he writes is infringing.

This is a very old debate. The claim was that Thomas took code verbatim
from others' work, not that he merely learned about techniques by reading
that code. Thomas claimed otherwise. I don't recall the details beyond
that (it was several months ago). I looked at some of the code in
question at the time, but my knowledge of the emulation topics in
question was (and is) slim enough that I was (and am) reluctant to draw
any conclusions.

> By the way... I think those emulator writters should work together in stead
> of fighting.

They are. There was a big brouhaha about it in February, but it was
resolved by Thomas changing the license to his code to a variant on the
MPL, IIRC. SgtSilicon was replying to a post that's almost nine months
old, as revealed by the attribution:

>> On Wed, 05 Feb 2003 02:27:56 GMT, shawnjefferson@shaw.caREMOVEPLS
>> (Shawn Jefferson) wrote:

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, FreeBSD, and networking

# 5858. Re: Dungeon Master project

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-29 17:06:23 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3F9FF38F.E10CEA17@students.uni-mainz.de>
Source record: 18571

Well,
why not steal some graphics (i.e. convert them) from other Computers,
like C64, Atari ST and Amiga for this project ?!? Nowadays there are
lots of converters available for GIF, BMP, JPG, IFF, Degas, TIF, etc.,
so that Gr. 8, Gr. 15, HIP, RIP, TIP, RGB and many other formats are no
big problem... -Andreas.

P.S.: Better a new game with "stolen" graphics, than no new game...

Vidar Olavesen schrieb:
>
> > There is "Dungeon Master Java" for all JAVA-supporting platforms with
> > an excellent map editor which also includes an item and a creature
> > editor.This game is Freeware and can be found using google.
> >
> > There also is an editor for the original ATARI ST Dungeon Master.
> >
> > The ATARI XL version will be a reprogrammed game with added
> > features.Games like Dungeon Master really are 2D only, so the maps are
> > made with a 2D editor and the graphics is displayed by placing 3D
> > blocks on the screen.
> >
> > ZR
>
> I was about to do a Dungeon Master game for the 8-bit a long time ago. But,
> I am no graphics master and couldn't draw the items I needed. I had the
> whole game pretty much covered, but without graphics, there's not much fun
> is there :-/

# 5859. Re: Dungeon Master project

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-29 18:30:10 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <BITnb.2609$mf2.33642@news4.e.nsc.no>
Source record: 18572

"Andreas Magenheimer" <magea000@students.uni-mainz.de> skrev i melding
news:3F9FF38F.E10CEA17@students.uni-mainz.de...
> Well,
> why not steal some graphics (i.e. convert them) from other Computers,
> like C64, Atari ST and Amiga for this project ?!? Nowadays there are
> lots of converters available for GIF, BMP, JPG, IFF, Degas, TIF, etc.,
> so that Gr. 8, Gr. 15, HIP, RIP, TIP, RGB and many other formats are no
> big problem... -Andreas.
>
> P.S.: Better a new game with "stolen" graphics, than no new game...

That might be a good idea. Is Dungeon Master on ST graphics easily
accessible ? If you can extract the walls and monsters, please do and send
me a picture and I see if that's something I can use. I am more keen on
doing my Shining Force type game, but whatever I get the time to do, I'll
try to start it up again!

Take Atarian care

# 5860. Re: C++?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-29 18:39:03 UTC
From: TXG/MNX <txg01@xs4all.nl>
Message-ID: <3fa00959$0$58706$e4fe514c@news.xs4all.nl>
Source record: 18573

Hmm there is no C++ compiler but:

On the 8-bit computer:

- ACE 'C'
- Deep Blue 'C'
- Lightspeed 'C'
- CC65

Cross compiling and still supported :
- CC65 http://www.cc65.org

TXG/MNX

"Bootstrap Bill" <wrcousert@yahoo.com> wrote in message
news:ZxMnb.1934$Ub4.1370@twister.socal.rr.com...
> Is there a C++ (or any other object oriented language) compiler for the
> 8-bit Atari?
>
>
>

## 5861. Re: C++?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-29 19:49:19 UTC
From: Bootstrap Bill <wrcousert@yahoo.com>
Message-ID: <3RUnb.2238$Ub4.1819@twister.socal.rr.com>
Source record: 18574

```
"TXG/MNX" <txg01@xs4all.nl> wrote in message
news:3fa00959$0$58706$e4fe514c@news.xs4all.nl...
> Hmm there is no C++ compiler but:
>
> On the 8-bit computer:
>
> - ACE 'C'
> - Deep Blue 'C'
> - Lightspeed 'C'
> - CC65
>
> Cross compiling and still supported :
> - CC65 http://www.cc65.org
>
Do you know of an alternate download site? My ISP doesn't have their DNS
info set up correctly, and they don't seem interested in fixing it.
```

# 5862. Re: Atari 600XL mods

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-29 20:43:00 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vq09im4577o9c6@corp.supernews.com>
Source record: 18575

"Mark Bedingfield" <atari030@optusnet.nomorespamta.com.au> wrote in message
news:3f9e3cc1$0$21655$afc38c87@news.optusnet.com.au...
> I did both the video and ram, quite easy. I will
> attempt to put 1088k in soon as I have some free time.
>
> Mark
>
Damn I am a little leary on doing the mods! My 600XL is a NEW unit. I
might get a used one to practice on first! The RAM looks easy, its the
video I am worried about. Plus I would like to keep the RF port and Chan
switch, make it look original. Any ideas? DO you have pics of your mod?

Tim

# 5863. Re: Atari 600XL mods

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-29 22:35:32 UTC
From: Mark Bedingfield <mark@computercom.com.au>
Message-ID: <UgXnb.170272$bo1.50403@news-server.bigpond.net.au>
Source record: 18576

"Tim" <tjlazer@nospam.mail.com> wrote in message
news:vq09im4577o9c6@corp.supernews.com...
>
> "Mark Bedingfield" <atari030@optusnet.nomorespamta.com.au> wrote in
message
> news:3f9e3cc1$0$21655$afc38c87@news.optusnet.com.au...
> > I did both the video and ram, quite easy. I will
> > attempt to put 1088k in soon as I have some free time.
> >
> > Mark
> >
> Damn I am a little leary on doing the mods! My 600XL is a NEW unit. I
> might get a used one to practice on first! The RAM looks easy, its the
> video I am worried about. Plus I would like to keep the RF port and Chan
> switch, make it look original. Any ideas? DO you have pics of your mod?

My unit was foobar, I had to repair it before even starting. It was quite cool I even desoldered some LS chips from a Amiga 3000 to get it working, and repaired stuffed pins on the custom IC's. On Pal models (like mine) the video mod is simple, just add 2 resistors and cut a track. These ones already have composite video and sound. As far as I know you can still use the RF, could be wrong tho, didn't look at the NTSC models. I will open her up tomorrow and post some pics.

Mark

# 5864. 5 1/2 inch floppy disks

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-29 23:35:44 UTC
From: iquitted@collegeclub.com
Message-ID: <bba8af7b.0310291535.fc22b21@posting.google.com>
Source record: 18577

I have a lot of old 5 1/2" Atari 800XL disks that I'd really like to convert to disk images that I can use on Rainbow, or another Atari emulator, on my Mac. I have a friend who is letting me use her old PC, which has a 5 1/2" drive (and Windows 3.1). I found a program called SpartaRead that's supposed to enable you to read Atari disks on a PC, but whenever I try to get it to read my disks, it says, READ_SECTOR Error #6, READ_SECTOR Error #2, READ_SECTOR Error #4. I've tried several different disks, and it says that for all of them.

I'm wondering if maybe my friend's computer doesn't have the right kind of 5 1/2" drive. If it doesn't, how can I get a drive that will read my Atari disks, but work on a PC (or Mac)? Is there some way I can connect my old Atari disk drive to the computer?

thank you.

jeremy

# 5865. Old game - "Prisoner 2" - solve?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-29 23:52:38 UTC
From: Darkstar <darkstar@magma.ca>
Message-ID: <bpYnb.6775$Tf.782425@news20.bellglobal.com>
Source record: 18578
Cross-posted to: rec.games.int-fiction,comp.sys.apple2,comp.sys.atari.8bit

Hello,

I'm curious to know if anyone has ever solved the early 1980s game called "Prisoner 2" (Apple II and Atari 8-bit, I think). It was written by David Mullich and produced under the Edu-Ware label, I believe. I'm not even sure if it is possible to solve it, as most things in the game don't really seem to have a purpose. Does anyone have a solution for this? I did a search on Google and Google Groups, but to no avail.

Stephane

# 5866. FA: Atari 1090XL and other equipment

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-30 00:36:39 UTC
From: Don Schoengarth <atari1040st@sbcglobal.net>
Message-ID: <3FA05CAE.8080805@sbcglobal.net>
Source record: 18579

There are still a couple of days left to bid on the Atari 1090 XL
Expansion System.
Check it out along with other Atari items at:
http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=atari1040st%40sbcglobal
.net&include=0&since=-1&sort=3&rows=50

Thanks, Don

# 5867. Software piracy made legal! To an extent...

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-30 01:46:10 UTC
From: Mo <momo@atariland.com>
Message-ID: <C3_nb.4579$W84.698@twister.austin.rr.com>
Source record: 18580

I got this post from comp.sys.apple2 and thought it would be good to pass
along....

http://news.com.com/2100-1028_3-5098639.html?tag=nefd_top

From the article:
Feds grant DMCA exceptions
Last modified: October 28, 2003, 6:16 PM PST
By John Borland
Staff Writer, CNET News.com

The U.S. Library of Congress created on Tuesday four narrow exemptions
to a controversial digital-piracy statute but was criticized by
free-speech activists, who had hoped for more exceptions.

As part of a regular process of reviewing the Digital Millennium
Copyright Act, regulators created four new instances in which it is
legal to crack digital copyright protections. Such protections can now
be broken to access

? Lists of sites blocked by commercial Internet filtering software, but
not spam-fighting lists
? Computer programs protected by hardware dongles that are broken or
obsolete

<IMPORTANT ONE!!!>

? Computer programs or video games that use obsolete formats or
hardware

<Should include anything Apple II, Atari, or TRS-80, etc.>

? E-books that prevent read-aloud or other handicapped access formats
from functioning

Quoted from comp.sys.apple2-Greg B.

-Looks like my happy drive is finally legal!
Mo

# 5868. Re: Old game - "Prisoner 2" - solve?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-30 01:50:27 UTC
From: Andrew Plotkin <erkyrath@eblong.com>
Message-ID: <bnpqp3$6s4$1@reader2.panix.com>
Source record: 18581
Cross-posted to: rec.games.int-fiction,comp.sys.apple2,comp.sys.atari.8bit

In rec.games.int-fiction, Darkstar <darkstar@magma.ca> wrote:
>
> I'm curious to know if anyone has ever solved the early 1980s game
> called "Prisoner 2" (Apple II and Atari 8-bit, I think). It was written
> by David Mullich and produced under the Edu-Ware label, I believe. I'm
> not even sure if it is possible to solve it, as most things in the game
> don't really seem to have a purpose.

Oh, everything had a purpose. Though not in the direct sense that a
modern adventure game would have. And you can certainly solve it. I
did.

You might want to search for "Prisoner" as well as "Prisoner 2". As I
recall, they had the same game design, or nearly; the big difference
was that "2" had fancier graphics. (1985 instead of 1980. :-)

I don't believe I've seen a walkthrough. I solved it by looking at the
BASIC source code... which was, I decided, entirely within the spirit
of the game.

--Z

"And Aholibamah bare Jeush, and Jaalam, and Korah: these were the borogoves..."
*
* Make your vote count. Get your vote counted.

## 5869. Atari emulator

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-30 02:31:09 UTC
From: "C. Bond" <cbond@ix.netcom.com>
Message-ID: <3FA077EC.63EAB835@ix.netcom.com>
Source record: 18582

I'm interested in writing a 'special purpose' Atari 800 emulator. Can someone suggest the documents I need to understand the Atari hardware well enough to write an emulator?

--
Democracy: The triumph of popularity over principle.
--
http://www.crbond.com

## 5870. Ram upgrades

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-30 03:04:31 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <0e%nb.17415$5c2.10784@okepread03>
Source record: 18583

Well I searched, and I searched, and then I searched some more. After over a week of looking I have found the info I was searching for. Back in the heyday when I ran my BBS I installed a 576k upgrade on my 130xe and it wasn't easy. But, I was looking for that one as well as other 8bit ram upgrades and the info just wasn't readily available. I found a link today to a site that has all the documents including the one I installed. Hope this helps somebody and I apologize if I give away a link i'm not supposed to.

intrepid.mcs.kent.edu/~clisowsk/8bit

# 5871. Re: Pinging my Atari: Atari Ethernet Cart and Contiki Progress...

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-30 03:21:10 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3fa082e0.40064537@news>
Source record: 18584

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>:

> I take it a while back when a Atari 800 was supposedly hosting a website
>was mainly a gag eh? :)

I think that it was real, it was either an APE'd Atari800 or connected
through SLIP and a linux box.

---
Shawn Jefferson
(fix reply to for email)

# 5872. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-30 05:08:20 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <3fa09c33.88885000@news.charter.net>
Source record: 18585

Emulating the behavior or characteristics of something is not a
copyright violation. I know Apple tried to say that about Windows but
it doesn't make it so. Emulators are not inherently using up any
copyrights. Now the ROM files are another story.

On Fri, 07 Feb 2003 20:11:30 +0100, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote:

>Well,
>how can Thomas violate the licence of Atari 800?? Atari 800 does not
>have any LEGAL licence, at least not from the copyright holder
>(Atari/Infogrames itself!). And since Atari 800 does not have the
>(legal/official) right to emulate any Atari related hardware or
>software, how can the authors of Atari 800 make complaints about
>Thomas?!? Both are violating the copyright laws, the Atari 800 (DOS,
>WIN, PLUS, etc.) authors did it in the first place (not asking anyone
>for the legal rights to emulate Atari) and Thomas did it thereafter.
>meaning both are guilty for the same reasons, thus they should not thow
>stones on anyone...
>
>
>Just think of a thief who steals some items in a warehouse. Now another
>thief steals these items from the first. it would be very ridiculous if
>the first thief then walks to the police complaining about the
>second... -Andreas.
>
>
>
>
>William Kendrick schrieb:
>>
>> Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:
>> <snip>
>> >
>> > I personally didn't expect that it would be any trouble for anyone if I
>> > would just demand to contact me before making changes to the source, but
>> > aparently this is already demanded too much. I never had any commercial
>> > plans with it, my licence conditions even forbid commercial distribution
>> > to begin with. I tried to be as open with the sources as possible while
>> > also keeping an eye on the code quality and setting the route for a long
>> > term development that ends now earlier than I expected it to end.
>>
>> This is the problem. You "tried to be as open ... as possible,"
>> but in doing that, you violated the license of Atari800!
>>

>> As Petr said, many people examined the source to atari++ that you released,
>> and posted comparisons between it and the current (and some older versions)
>> of Atari800. The resemblance could not have simply been coincidence!
>>
>> If you wish to use GPL'd code and release it under another license,
>> you CAN... but you MUST get permission to do so from the copyright holders!!!
>>
>> You can't just do it and say "Oh, but I wanted it to be better and it's still
>> 'open.'" There's no clause in the GPL that says anything about your rights
>> to re-use GPL'd code under another 'open' license that you make up yourself...
>> (not without getting permission)
>>
>> <snip>
>> > Sorry for the bad news guys, but such is life.
>>
>> It's very sad that you're being so stubborn about this.
>>
>> -bill!

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

# 5873. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-30 05:30:12 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <3fa19f99.89755406@news.charter.net>
Source record: 18586

It is not a no no. Emulation is not a copyright violation. Where
does this false rumor come from? Emulation is well established as not
being a violation of copyright.

Those that insist that emulation is a copyright violation, please site
the relevant law or precedent. I can tell you right now Apple lost to
Windows, IBM lost to (I think it was Phoenix) over BIOS, And Intel
doesn't even try to say AMD can't have compatible operability (right
down to the register).

So for example, an AMD CPU which works just like an Intel one is
perfectly legal as long as the circuit mask or microcode is all
independent. The fact that it BEHAVES like an Intel chip doesn't mean
a thing. Likewise, an emulator BEHAVES like the real thing but does
not get there the same way as the original and is also legal. The ROM
files are protected by copyright and agreements can be enforced if the
rights holder chooses to bother, which is questionable itself on
something so old as Atari 8bit ROMs.

On 08 Feb 2003 10:50:38 GMT, dunxuk@aol.com (DunxUK) wrote:

>>
>>If the claim is about the hardware, that's another matter, of course, and
>>I can't say that I know precisely what IP protections on the 6502, GTIA,
>>etc., exist.
>
>AFAIK WDC still manufacture 6502s and hold the IP on it. MOS originally
>*patented* its operation and instruction set in 1975 (and licensed Rockwell
>etc. to make it) and that is now with WDC too. Emulating the 6502 without
>permission is definitely a no-no legally, but it would surely be up to WDC to
>raise a civil case, it would not be a criminal issue. Would that put the
>Atari800 license in question..?

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

# 5874. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-30 05:46:40 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <3fa2a59b.91293265@news.charter.net>
Source record: 18587

Okay so I'm slow to get around to posting. ;-)

On Wed, 29 Oct 2003 11:31:03 -0500, rodsmith@nessus.rodsbooks.com (Rod Smith) wrote:

>They are. There was a big brouhaha about it in February, but it was
>resolved by Thomas changing the license to his code to a variant on the
>MPL, IIRC. SgtSilicon was replying to a post that's almost nine months
>old, as revealed by the attribution:
>
>>> On Wed, 05 Feb 2003 02:27:56 GMT, shawnjefferson@shaw.caREMOVEPLS
>>> (Shawn Jefferson) wrote:

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

# 5875. Re: Pinging my Atari: Atari Ethernet Cart and Contiki Progress...

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-30 05:57:25 UTC
From: david_p@istop.com
Message-ID: <94241D67davidpistopcom@66.11.168.195>
Source record: 18588

shawnjefferson@shaw.caREMOVEPLS (Shawn Jefferson) wrote in
<3fa082e0.40064537@news>:

>"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>:
>
>> I take it a while back when a Atari 800 was supposedly hosting a
>> website
>>was mainly a gag eh? :)
>
>I think that it was real, it was either an APE'd Atari800 or connected
>through SLIP and a linux box.
>
>---
>Shawn Jefferson
>(fix reply to for email)
>

For details on the Atari 800 web server (and the BASIC program) look no
further than http://kl.net/atari/

Strictly speaking, it wasn't a web server, as there was no effort on the
part of the Atari to parse the incoming connection (not RFC compliant).
But that will come soon enough...

David Paterson

# 5876. Re: 5 1/2 inch floppy disks

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-30 06:39:11 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <3fa3b1fd.94462953@news.charter.net>
Source record: 18589

Has to be a 360KB drove, not a 1.2MB drive.

On 29 Oct 2003 15:35:44 -0800, iquitted@collegeclub.com (Jeremy Bell)
wrote:

>I have a lot of old 5 1/2" Atari 800XL disks that I'd really like to
>convert to disk images that I can use on Rainbow, or another Atari
>emulator, on my Mac. I have a friend who is letting me use her old
>PC, which has a 5 1/2" drive (and Windows 3.1). I found a program
>called SpartaRead that's supposed to enable you to read Atari disks on
>a PC, but whenever I try to get it to read my disks, it says,
>READ_SECTOR Error #6, READ_SECTOR Error #2, READ_SECTOR Error #4.
>I've tried several different disks, and it says that for all of them.
>
>I'm wondering if maybe my friend's computer doesn't have the right
>kind of 5 1/2" drive. If it doesn't, how can I get a drive that will
>read my Atari disks, but work on a PC (or Mac)? Is there some way I
>can connect my old Atari disk drive to the computer?
>
>thank you.
>
>jeremy

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

# 5877. Two 8086 Assembly Language Questions..

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-30 07:22:01 UTC
From: madhumita0609@yahoo.co.in
Message-ID: <e128276e.0310292322.48f0e76@posting.google.com>
Source record: 18590

Two 8086 Assembly Language Questions..

Hi Friends,

can anyone help me with this : I am unable to do my 2nd Sem
assignments ..

1>Write a 8086 assembly language subroutine that can be used for
passward matching.

Interface/call this subroutine from a C program.

2>Write a program in 8086 assembly language that accept two floating
point numbers from the screen in format:

ddddEsee

where,

dddd are four decimal digits

E is exponent symbol

s is sign

ee contains exponent value.

A decimal is assumed prior to four decimal digits.For example a number
45 in the above format will be:4500E+02.The program adds the two
numbers if the exponent value is same,otherwise issues an error
message"Exponent does not match".

Thanks,

Madhumita

# 5878. Re: 5 1/2 inch floppy disks

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-30 08:44:20 UTC
From: Sidney Cadot <sidney@jigsaw.nl>
Message-ID: <bnqj10$g5e$1@news.tudelft.nl>
Source record: 18591

Hi Jeremy,

> I have a lot of old 5 1/2" Atari 800XL disks that I'd really like to
> convert to disk images that I can use on Rainbow, or another Atari
> emulator, on my Mac. I have a friend who is letting me use her old
> PC, which has a 5 1/2" drive (and Windows 3.1).

It depends whether you want to convert 180K double-density disks (these
can be read quite easily on a PC drive), 127K 'enhanced density' disks
(not possible, as far as I know), or 90K 'single density' disks
(possible, but non-trivial).

For the latter, check out the comments at the bottom of my atari page:

http://ch.its.tudelft.nl/~sidney/atari/

The very best solution is to get a SIO2PC cable that allows you to
connect an Atari drive to a PC via the serial port; this works very well.

Regards,

Sidney

# 5879. Re: 5 1/2 inch floppy disks

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-30 08:58:50 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bnqjsa$kd0$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 18592

Hi,

> I have a lot of old 5 1/2" Atari 800XL disks that I'd really like to
> convert to disk images that I can use on Rainbow, or another Atari
> emulator, on my Mac. I have a friend who is letting me use her old
> PC, which has a 5 1/2" drive (and Windows 3.1). I found a program
> called SpartaRead that's supposed to enable you to read Atari disks on
> a PC, but whenever I try to get it to read my disks, it says,
> READ_SECTOR Error #6, READ_SECTOR Error #2, READ_SECTOR Error #4.
> I've tried several different disks, and it says that for all of them.

I'd say the best you can do is to buy or build a SIO-2-PC cable and
connect the 1050/810 drive to the PC, then build disk images by either
running Matthias Reichl's AtariSIO on the PC, or directly an emulator
that can boot off an Atari floppy, e.g. atari++.

> If it doesn't, how can I get a drive that will
> read my Atari disks, but work on a PC (or Mac)?

I suppose the only drive that can really read these formats is the original
Atari one. PC drives (or rather, PC floppy controllers!) seem to have trouble
to understand anything but the standard PC format.

> Is there some way I
> can connect my old Atari disk drive to the computer?

Clearly, see above. Even directly to an emulator.

So long,
Thomas

# 5880. Re: Atari emulator

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-30 09:02:16 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bnqk2o$kd0$2@mamenchi.zrz.TU-Berlin.DE>
Source record: 18593

Hi,

> I'm interested in writing a 'special purpose' Atari 800 emulator. Can
> someone suggest the documents I need to understand the Atari hardware
> well enough to write an emulator?

I suggest "De Re Atari", and the documents at the Atari Historic Society, specifically, the atari internal documentation for the chip set. Personally, also used a very good german book "Das Atari Profibuch" I can highly recommend if you speak german.

Plus, "Use The Source, Luke!". Most emulators are open source projects and you can read how they work (but beware of the GPL. For a non-GPL'd, see here: www.math.tu-berlin.de/~thor/atari++).

So long,
Thomas

# 5881. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-30 09:16:44 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bnqkts$kd0$3@mamenchi.zrz.TU-Berlin.DE>
Source record: 18594

Hi,

> It is not a no no. Emulation is not a copyright violation. Where
> does this false rumor come from? Emulation is well established as not
> being a violation of copyright.

That was actually not the claim; neither whether it is/was a "copyright violation" (in a strict sense) to begin with. The problem is rather about licences (namely, "contracts" between the author and the user that extend the rights of the user beyond that granted by the copyright law). In this specific case, about the GPL licence which grants users the right to use the original source, but does not grant users the right to choose any other licence for "derived work". ("The GPL virus") I personally disagree with this part heavily, not with the open source part, though that is a completely different topic and should not be discussed here.

To be specific, the question was/is whether atari++ is a "derived" product from the atari800 emulator, and the opinions about this point disagree, to state this as neutral as possible. After all, I think this conflict was settled to, as I hope, the best of both sides, and I see little reason to start the discussion all over again.

> The ROM files are protected by copyright and agreements can be
> enforced if the rights holder chooses to bother, which is
> questionable itself on something so old as Atari 8bit ROMs.

Clearly. The original ROM images are copyrighted, and so is their source. I clearly agree that a work-alike of the ROMs is not under the copyright of Atari and its current owner. (Thus, I had little trouble of putting a ROM emulation code into the atari++)

Anyhow, we're here entering the realm of the legal system which is in itself not always as logical as it could. I personally tend to feel (fear?) that too often the party with the better lawyer (and, thus, more money) gets the "right" on their side, but that's another question yet again that should remain unanswered in this group.

So long,
Thomas

# 5882. Re: Two 8086 Assembly Language Questions..

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-30 09:20:04 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bnql44$kd0$4@mamenchi.zrz.TU-Berlin.DE>
Source record: 18595

Hi,

> Two 8086 Assembly Language Questions..

Sorry, wrong group. We speak here "6502". (-;

> 2>Write a program in 8086 assembly language that accept two floating
> point numbers from the screen in format:

The 8086 does not provide a FPU (unless one is connected to the chip
externally, but that's not said here), and thus, you'd had to do all
the math yourself. Unless you have an environment that provides floating
point in the described format (as for example, the Atari Math Pack ROM),
have "good luck". (And please, do your homework yourself... ;-)

So long,
Thomas

# 5883. Re: Two 8086 Assembly Language Questions..

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-30 12:17:27 UTC
From: kryten_droid <kryten_droid@ntlworld.com>
Message-ID: <ds7ob.1053$mV1.241901@newsfep2-win.server.ntli.net>
Source record: 18596

"Madhumita" <madhumita0609@yahoo.co.in> wrote in message
news:e128276e.0310292322.48f0e76@posting.google.com...
> Two 8086 Assembly Language Questions..
>
> Hi Friends,
>
> can anyone help me with this :
> I am unable to do my 2nd Sem assignments ..

The solution is do your own damn homework and learn.

If you are to lazy to do it, why should anyone else.

# 5884. ADV: Atari Thank You Gift!

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-30 12:21:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0310300417130.30134-100000@onyx.spiritone.com>
Source record: 18497
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

OK, I'm keeping this short. For Thanksgiving, I have a Thank You Gift for
my Customers! Find out about it at the Link below or call (503)256-9974!!
http://www.aracnet.com/~atari/specials.htm Atari Thank You Specials!

http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

## 5885. assembly language on modern pc's

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-30 17:29:34 UTC
From: kev <kevin@kevin.net>
Message-ID: <4fi2qvog1nuq9n449b502idljlbfijntog@4ax.com>
Source record: 18498

I remember the assembler editor cartridge and writing some minor assembler programs as a teenager on my Atari 400 and later 130xe. Just wondering, do people still write software this way? It seems to me that in the pc world higher level languages are used.

thanks

kvn

# 5886. Re: assembly language on modern pc's

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-30 18:01:05 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <Blcob.8793$RQ1.2066@newsread3.news.pas.earthlink.net>
Source record: 18499

"kev" <kevin@kevin.net> wrote in message
news:4fi2qvog1nuq9n449b502idljlbfijntog@4ax.com...
>
> I remember the assembler editor cartridge and writing some minor
> assembler programs as a teenager on my Atari 400 and later 130xe.
> Just wondering, do people still write software this way? It seems to
> me that in the pc world higher level languages are used.

I have kind of switched hobbies away from programming in the last couple of years.

That being said, yes but it takes a different form now.

Typically I examine the obj/asm code output by any compiler. There is a big lie, that compiler writers are so smart a normal human being can not improve on their code. I've done this with both Borland Turbo C and gnu C and found code that can be further optimized. It is only important for time critical code, but a decent assembly programmer can still outperform the worlds best compiler writers.

There are tricks people use with high level languages to get them to perform better, but I find these to be esoteric at best and confusing at worst.

# 5887. Re: C++?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-30 22:11:19 UTC
From: TXG/MNX <txg01@xs4all.nl>
Message-ID: <3fa18c9c$0$58700$e4fe514c@news.xs4all.nl>
Source record: 18500

What do you need ?

The pc version of cc65 or the 8-bit software...?

The 8-bit compilers can be download of the ftp server I am running
atari.xs4all.nl read for more info in the 8-bit FAQ.

TXG/MNX

"Bootstrap Bill" <wrcousert@yahoo.com> wrote in message
news:3RUnb.2238$Ub4.1819@twister.socal.rr.com...
>
> "TXG/MNX" <txg01@xs4all.nl> wrote in message
> news:3fa00959$0$58706$e4fe514c@news.xs4all.nl...
> > Hmm there is no C++ compiler but:
> >
> > On the 8-bit computer:
> >
> > - ACE 'C'
> > - Deep Blue 'C'
> > - Lightspeed 'C'
> > - CC65
> >
> > Cross compiling and still supported :
> > - CC65 http://www.cc65.org
> >
> Do you know of an alternate download site? My ISP doesn't have their DNS
> info set up correctly, and they don't seem interested in fixing it.
>
>

## 5888. Re: C++?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-30 23:48:30 UTC
From: Bootstrap Bill <wrcousert@yahoo.com>
Message-ID: <irhob.10824$CZ5.7808@twister.socal.rr.com>
Source record: 18501

"TXG/MNX" <txg01@xs4all.nl> wrote in message
news:3fa18c9c$0$58700$e4fe514c@news.xs4all.nl...
> What do you need ?
>
> The pc version of cc65 or the 8-bit software...?
>
The PC version of cc65.

## 5889. Re: 5 1/2 inch floppy disks

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-30 23:55:33 UTC
From: iquitted@collegeclub.com
Message-ID: <bba8af7b.0310301555.4e8bb5fc@posting.google.com>
Source record: 18502

Thanks everyone for all the info; it was very helpful. Now I just
need to know where I can buy one of those SIO-2-PC cables. Any ideas?

jeremy

# 5890. Re: Atari 1090XL and other equipment

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-31 00:10:49 UTC
From: Bootstrap Bill <wrcousert@yahoo.com>
Message-ID: <dMhob.10826$CZ5.2180@twister.socal.rr.com>
Source record: 18503

"Don Schoengarth" <atari1040st@sbcglobal.net> wrote in message
news:3FA05CAE.8080805@sbcglobal.net...
> There are still a couple of days left to bid on the Atari 1090 XL
> Expansion System.
> Check it out along with other Atari items at:
>
http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=atari1040
st%40sbcglobal.net&include=0&since=-1&sort=3&rows=50
>
>
> Thanks, Don
>

Has anyone considered possibly buying one of these things so they can be
reverse engineered and mass produced?

# 5891. Re: Two 8086 Assembly Language Questions..

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-31 00:22:23 UTC
From: Mo <momo@atariland.com>
Message-ID: <3Xhob.7443$D87.3947@twister.austin.rr.com>
Source record: 18504

I would try comp.sys.tandy there are alot of 8086 guru's there.
Good luck, and it never hurts to ask.
Mo

"kryten_droid" <kryten_droid@ntlworld.com> wrote in message
news:ds7ob.1053$mV1.241901@newsfep2-win.server.ntli.net...
> "Madhumita" <madhumita0609@yahoo.co.in> wrote in message
> news:e128276e.0310292322.48f0e76@posting.google.com...
> > Two 8086 Assembly Language Questions..
> >
> > Hi Friends,
> >
> > can anyone help me with this :
> > I am unable to do my 2nd Sem assignments ..
>
> The solution is do your own damn homework and learn.
>
> If you are to lazy to do it, why should anyone else.
>
>
>
>

## 5892. Re: 5 1/2 inch floppy disks

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-31 02:14:13 UTC
From: oes <oes@deja.com>
Message-ID: <Vzjob.83438$Go5.1450170@twister.tampabay.rr.com>
Source record: 18505

A few good reputable people to buy sio2pc cables from:

www.atarimax.com

www.atariage.com (look under their store)

www.sunmark.com

"Jeremy Bell" <iquitted@collegeclub.com> wrote in message
news:bba8af7b.0310301555.4e8bb5fc@posting.google.com...
> Thanks everyone for all the info; it was very helpful. Now I just
> need to know where I can buy one of those SIO-2-PC cables. Any ideas?
>
> jeremy
>

# 5893. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-31 03:17:14 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <3fa2d097.1259593@news.charter.net>
Source record: 18506

On 30 Oct 2003 09:16:44 GMT, Thomas Richter
<thor@cleopatra.math.tu-berlin.de> wrote:

>Hi,
>
>> It is not a no no. Emulation is not a copyright violation. Where
>> does this false rumor come from? Emulation is well established as not
>> being a violation of copyright.
>
>That was actually not the claim; neither whether it is/was a
>"copyright violation" (in a strict sense) to begin with. The problem

Actually I (thought I )was specifically responding to a claim that
emulation is in itself a copyright violation issue. The argument was
basically that the original authors of Atari800 (who GPLd it) are
hipocritical to be concerned with Thomas's (your) violation of the
GPL, while they themselves violate the copyright by merely emulating
the Atari. I say this is an invalid argument, since there is nothing
violated by emulation, and therefore their position is not a
hipocritical one.

I am aware of what the over-all thread was about. And in case anyone
cares, my position on that is I would have liked to see them not get
all over Thomas (you) in the 1st place, but do not deny it was their
right (provided Thomas (you) had in fact lifted source code, which I'm
not prepared to weigh in on one way or the other).

So to sum up....

Thomas, I thought it was great what you were trying to do. Emulation
is legal, both for you and the original Atari800 authors. The ROMS
are copyrighted but legally distributed in XFRMER. Once you have
ROMS, you may plug them into whatever you have in the house; even your
toaster if it gets you something out of it.

Peace.

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

# 5894. Re: Two 8086 Assembly Language Questions..

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-31 03:27:36 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <3fa3d62f.2692234@news.charter.net>
Source record: 18507

Good advice is to study harder. Just looking for someone to do the
assignments is weak. And it's also not related to Atari8. If you
have legitimate questions regarding part of your assignment, I suggest
you try an x86 group or assembly group.

On 29 Oct 2003 23:22:01 -0800, madhumita0609@yahoo.co.in (Madhumita)
wrote:

>Two 8086 Assembly Language Questions..
>
>Hi Friends,
>
>can anyone help me with this : I am unable to do my 2nd Sem
>assignments ..
>
>1>Write a 8086 assembly language subroutine that can be used for
>passward matching.
>
> Interface/call this subroutine from a C program.
>
>2>Write a program in 8086 assembly language that accept two floating
>point numbers from the screen in format:
>
>ddddEsee
>
> where,
>
> dddd are four decimal digits
>
> E is exponent symbol
>
> s is sign
>
> ee contains exponent value.
>
>A decimal is assumed prior to four decimal digits.For example a number
>45 in the above format will be:4500E+02.The program adds the two
>numbers if the exponent value is same,otherwise issues an error
>message"Exponent does not match".
>
>
>Thanks,
>
>Madhumita

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

## 5895. Re: 5 1/2 inch floppy disks

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-31 04:17:53 UTC
From: kvan@madbbs.com
Message-ID: <4508e45e.0310302017.4183cc45@posting.google.com>
Source record: 18508

iquitted@collegeclub.com (Jeremy Bell) wrote in message
news:<bba8af7b.0310301555.4e8bb5fc@posting.google.com>...
> Thanks everyone for all the info; it was very helpful. Now I just
> need to know where I can buy one of those SIO-2-PC cables. Any ideas?
>
> jeremy

Nick Kennedy was the inventor of the SIO2PC cable. You can check out
his website at <http://www.tcainternet.com/wa5bdu/sio2pc.htm> for
instructions on how to build one. You can also check E-Bay, they
sometimes have them for sale.

Regards,
Kvan

## 5896. *PING* still no sign of Ron Hamilton (oldatarian) ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-31 04:38:56 UTC
From: rtdos <status@rtdos.info>
Message-ID: <AHlob.52347$ao4.143541@attbi_s51>
Source record: 18509

anyone know how to get a hold of him personally ? (outside email and other
web means) ?

does he still post thru the email list outta poland ?

--
*** REPLY REQUESTED WHEN CONVENIENT ***

Woodzy (sysop at rtdos dot com)
http://www.rtdos.com

# 5897. Re: Two 8086 Assembly Language Questions..

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-31 06:18:43 UTC
From: madhumita0609@yahoo.co.in
Message-ID: <e128276e.0310302218.4849745@posting.google.com>
Source record: 18510

```
Hi Friends,

can anyone help me with this : Please check if it i s correct.

1>Write a 8086 assembly language subroutine that can be used for
passward matching.

Interface/call this subroutine from a C program.

Here is my solution :

;ALGORITHM :

=> Initialise variables
=> accept password
=> check password
=> If password correct then display message
"You are allowed to access all facilities"
else display "Please try again"

;REGISTERS : Uses CS, DS, ES, AX, DX, CX, SI, DI

DATA SEGMENT

PASSWORD DB 'FAILSAFE' ; Source String

PASSWORD DB 'FEELSAFE' ; Destination String

MESSAGE DB 'You are allowed to access all facilities'

MESSAGE1 DB 'Please try again'

DATA ENDS

CODE SEGMENT

ASSUME CS : CODE, DS : DATA, ES : DATA

MOV AX, DATA

MOV DX, AX ; Initialise data segment register ; as destination
string is
; considered to be in extra
; segment

LEA SI, PASSWORD ; Load source pointer

LEA DI, DESTSTR ; Load destination pointer

MOV CX, 08 ; Load counter with string length
```

```
CLD ; Clear direction flag

REPE CMPSB ; Compare the 2 strings
; byte by byte

JNE NOTEQUAL ; If not equal, jump to
; NOTEQUAL

MOV AH, 09 ;else display message

MOV DX, OFFSET MESSAGE;

INT 21h ; Display the message

NOTEQUAL : MOV AX,4C00h ; interrupt function to halt

INT 21h

CODE ENDS

END START
```

---

The above code can be written in C and interfaced with parameter passing as
follows:

```
PUBLIC PASSWD

.MODEL small, C

.CODE

PASSWD PROC switch : word

MOV AX, DATA

MOV DX, AX ; Initialise data segment register ; as destination
string is
; considered to be in extra
; segment

LEA SI, PASSWORD ; Load source pointer

LEA DI, DESTSTR ; Load destination pointer

MOV CX, 08 ; Load counter with string length

CLD ; Clear direction flag

REPE CMPSB ; Compare the 2 strings
; byte by byte

JNE NOTEQUAL ; If not equal, jump to
; NOTEQUAL

MOV AH, 09 ;else display message
```

```
MOV DX, OFFSET MESSAGE;

INT 21h ; Display the message

NOTEQUAL : MOV AX,4C00h ; interrupt function to halt

INT 21h

PASSWD ENDP

END
```

The C program to test the above code is as follows

```
#include<stdio.h>

int passwd(char pass[]);

main()

{
char pass[8];
int val=0;

printf("Enter password:");
scanf("%s" , pass);
fflush(stdin);

val = passwd(pass);

if(val=0)
printf("Please try again...");
else
printf("You are allowed to access all facilities...");

}

int passwd(char *s1)
{

char pass1[]= {"FAILSAFE"};
char pass2[]= {"FEELSAFE"};

char *s2, *s3;
s2=pass1;
s3=pass2;

printf("Checking Password.........");

while((*s1 == *s2) || (*s1 == *s3))
{
if((*s1 == '\0') || (*s2 == '\0') || (*s3 == '\0'))
return (0);

s1++;
s2++;
s3++;
```

}

return (1);
}

I am unable to find a solution for the following :

2>Write a program in 8086 assembly language that accept two floating point numbers from the screen in format:

ddddEsee

where,

dddd are four decimal digits

E is exponent symbol

s is sign

ee contains exponent value.

A decimal is assumed prior to four decimal digits.For example a number 45 in the above format will be:4500E+02.The program adds the two numbers if the exponent value is same,otherwise issues an error message"Exponent does not match".

Thanks,

Madhumita

# 5898. Re: 6809

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-31 06:32:00 UTC
From: Nearl J Icarus <nj_toothenbecker@hotmail.com>
Message-ID: <7mnob.64453$B_2.42320@okepread02>
Source record: 18511

In article <awMnb.1933$Ub4.1500@twister.socal.rr.com>, wrcousert@yahoo.com says...
>
>I seem to remember a 6809 board being made for the Apple 2. Plus, there was
>a Z80 card for the Color Computer, also a very different CPU from the 6809.
>Are you sure this couldn't work?

They made Z-80 cards for the Apple ][. All it does is make the Apple a dumb terminal for the software you're running on the Z-80, like CP/M. Which CoCo, IIRC, only the CoCo III used the 6809.

# 5899. Re: Atari 8-bit graphics prgs

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-31 06:35:22 UTC
From: Nearl J Icarus <nj_toothenbecker@hotmail.com>
Message-ID: <hpnob.64468$B_2.13943@okepread02>
Source record: 18512

In article <WDSlb.12117$5c2.3429@okepread03>, rahbart@cox.net says...
>
>
>I think I have Technicolor dreams somewhere..

You wouldn't be the Docrotcod of the old OKC BBS days, would you?

# 5900. Re: Turbo BASIC uncommon in the US?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-31 06:51:41 UTC
From: Nearl J Icarus <nj_toothenbecker@hotmail.com>
Message-ID: <BEnob.64541$B_2.61598@okepread02>
Source record: 18513

In article <fcd76a9e.0310201033.7ddbf09@posting.google.com>,
zothen@my-deja.com says...

>The question is : Was Turbo BASIC unknown in the US/Canada ?

Don't recall how I first ran across it, but the compiler was written in
German. 8-) Couldn't tell you what year it was either. I ran across it in
Oklahoma, so it must have been fairly well known. When fads finally get here,
you know they're finished with any where else.

# 5901. Re: Where is Ray Kassar today?

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-31 06:57:19 UTC
From: Nearl J Icarus <nj_toothenbecker@hotmail.com>
Message-ID: <TJnob.64589$B_2.6399@okepread02>
Source record: 18514

In article <5e1e20b14003a9023a7bd92b68685774@news.teranews.com>,
j70141@hotmail.com says...
>
>
>I am curious. Whatever happened to that carpet salesman, Ray Kassar, who
>screwed Atari up backwards and forwards?

Hopefully he is in a very, very warm place.

# 5902. Re: Atari 1090XL and other equipment

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-31 13:29:03 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bntkhv$ct5$1@news1.nivel5.cl>
Source record: 18515

```
i've been thinking on buy some of those things..
but first i need an usa mailbox :o)
```

"Bootstrap Bill" <wrcousert@yahoo.com> escribi&#65533; en el mensaje
news:dMhob.10826$CZ5.2180@twister.socal.rr.com...
>
> "Don Schoengarth" <atari1040st@sbcglobal.net> wrote in message
> news:3FA05CAE.8080805@sbcglobal.net...
> > There are still a couple of days left to bid on the Atari 1090 XL
> > Expansion System.
> > Check it out along with other Atari items at:
> >
>
http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=atari1040
> st%40sbcglobal.net&include=0&since=-1&sort=3&rows=50
> >
> >
> > Thanks, Don
> >
>
> Has anyone considered possibly buying one of these things so they can be
> reverse engineered and mass produced?
>
>
>

# 5903. Re: Atari 1090XL and other equipment

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-31 14:38:32 UTC
From: kev <kevin@kevin.net>
Message-ID: <dss4qv0r4ploaov3v97o3sqss33u7b0vdv@4ax.com>
Source record: 18516

<wrcousert@yahoo.com> wrote:

>
>Has anyone considered possibly buying one of these things so they can be
>reverse engineered and mass produced?
>
>

Is there anything that would work with the 1090? Does it just add
extra 800xl exapansion slots or are the expansion slots on the 1090
different?

kvn

# 5904. Re: Atari 1090XL and other equipment

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-31 15:14:03 UTC
From: Don S <atari1040st@sbcglobal.net>
Message-ID: <Xns94254B56B772Eatari1040stsbcglobal@64.164.98.50>
Source record: 18517

"Bruce" <No-Spam@Ivn.cl> wrote in news:bntkhv$ct5$1@news1.nivel5.cl:

> i've been thinking on buy some of those things..
> but first i need an usa mailbox :o)
>
>
>
> "Bootstrap Bill" <wrcousert@yahoo.com> escribi&#65533; en el mensaje
> news:dMhob.10826$CZ5.2180@twister.socal.rr.com...
>>
>> "Don Schoengarth" <atari1040st@sbcglobal.net> wrote in message
>> news:3FA05CAE.8080805@sbcglobal.net...
>> > There are still a couple of days left to bid on the Atari 1090 XL
>> > Expansion System.
>> > Check it out along with other Atari items at:
>> >
>>
>
http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=atari1040
>> st%40sbcglobal.net&include=0&since=-1&sort=3&rows=50
>> >
>> >
>> > Thanks, Don
>> >
>>
>> Has anyone considered possibly buying one of these things so they can be
>> reverse engineered and mass produced?
>>
>>
>>
>
>

Where are you located? I have no problem with you bidding on the items as
long as you pay the shipping costs.
Don

# 5905. Re: Atari 8-bit graphics prgs

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-31 16:11:45 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <YRvob.17603$5c2.14988@okepread03>
Source record: 18518

That would be me! I was hoping I would run into someone sooner or later!

Thomas

"Nearl J Icarus" <nj_toothenbecker@hotmail.com> wrote in message
news:hpnob.64468$B_2.13943@okepread02...
> In article <WDSlb.12117$5c2.3429@okepread03>, rahbart@cox.net says...
> >
> >
> >I think I have Technicolor dreams somewhere..
>
> You wouldn't be the Docrotcod of the old OKC BBS days, would you?
>

# 5906. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-31 18:23:26 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bnu9ap$k4h$1@sparta.btinternet.com>
Source record: 18519

Hey assmuch, "SgtSilicon"

You may have noticed that the post you whinge about is over 5 months old,
the argument has been fought and its dead and buried, so now who's stirring
it.

"SgtSilicon" <foolspicedham_melbo_jon@hotmail.com> wrote in message
news:3fa05e02.7428156@news.charter.net...

> You must be trying to cause an argument or flame war. I much prefer
> ads to flame wars for damn sure. In this age of megabit broadband (or
> even modem) I don't consider his ads to be much of a problem to
> dispense with. Why do you complain so about it when it's literally
> milliseconds of download time?
>
>
> On Sat, 31 May 2003 10:35:49 +0000 (UTC), "Steve Sweet"
> <steve.sweet@btopenworld.com> wrote:
>
> >Oy Fuck face
> >
> >How come you only address your supporters, face your critics as well arse
> >munch.

--

Regards, Steve S.

# 5907. Re: Atari 1090XL and other equipment

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-31 21:43:48 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bnuhhj$lca$1@news1.nivel5.cl>
Source record: 18520

Santiago/Chile
I guess the way of payment would be paypal

"Don S" <atari1040st@sbcglobal.net> escribi&#65533; en el mensaje
news:Xns94254B56B772Eatari1040stsbcglobal@64.164.98.50...
> "Bruce" <No-Spam@Ivn.cl> wrote in news:bntkhv$ct5$1@news1.nivel5.cl:
>
> > i've been thinking on buy some of those things..
> > but first i need an usa mailbox :o)
> >
> >
> >
> > "Bootstrap Bill" <wrcousert@yahoo.com> escribi&#65533; en el mensaje
> > news:dMhob.10826$CZ5.2180@twister.socal.rr.com...
> >>
> >> "Don Schoengarth" <atari1040st@sbcglobal.net> wrote in message
> >> news:3FA05CAE.8080805@sbcglobal.net...
> >> > There are still a couple of days left to bid on the Atari 1090 XL
> >> > Expansion System.
> >> > Check it out along with other Atari items at:
> >> >
> >>
> >
>
http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=atari1040
> >> st%40sbcglobal.net&include=0&since=-1&sort=3&rows=50
> >> >
> >> >
> >> > Thanks, Don
> >> >
> >>
> >> Has anyone considered possibly buying one of these things so they can
be
> >> reverse engineered and mass produced?
> >>
> >>
> >>
> >
> >
>
> Where are you located? I have no problem with you bidding on the items as
> long as you pay the shipping costs.
> Don

# 5908. Re: 6809

Newsgroup: comp.sys.atari.8bit
Date: 2003-10-31 23:04:51 UTC
From: Bootstrap Bill <wrcousert@yahoo.com>
Message-ID: <nUBob.25218$Ub4.7755@twister.socal.rr.com>
Source record: 18521

"Nearl J Icarus" <nj_toothenbecker@hotmail.com> wrote in message
news:7mnob.64453$B_2.42320@okepread02...
> In article <awMnb.1933$Ub4.1500@twister.socal.rr.com>, wrcousert@yahoo.com
> says...
> >
> >I seem to remember a 6809 board being made for the Apple 2. Plus, there
was
> >a Z80 card for the Color Computer, also a very different CPU from the
6809.
> >Are you sure this couldn't work?
>
> They made Z-80 cards for the Apple ][. All it does is make the Apple a
dumb
> terminal for the software you're running on the Z-80, like CP/M. Which
CoCo,
> IIRC, only the CoCo III used the 6809.
>

All Color Computers used the 6809, though some have been upgraded with
6309's

# 5909. Re: 5 1/2 inch floppy disks

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-01 02:50:26 UTC
From: iquitted@collegeclub.com
Message-ID: <bba8af7b.0310311850.10b4f036@posting.google.com>
Source record: 18522

I was reading about those sio-2-pc cables on the net, and I came
across something called a 1050-2-PC cable. The atari drive I have is
a 1050. Should I get that instead? What's the difference?

jeremy

## 5910. Re: 5 1/2 inch floppy disks

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-01 03:06:42 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <ZrFob.17639$5c2.4499@okepread03>
Source record: 18523

The 1050 to PC allows you to hook your Atari disk drive to your pc to copy,
create images, and whatnot. It doesn't allow you to interface to your 8bit.
I would start with sio2pc and use the Ape software from Steve Tucker.

Thomas

"Jeremy Bell" <iquitted@collegeclub.com> wrote in message
news:bba8af7b.0310311850.10b4f036@posting.google.com...
> I was reading about those sio-2-pc cables on the net, and I came
> across something called a 1050-2-PC cable. The atari drive I have is
> a 1050. Should I get that instead? What's the difference?
>
> jeremy

# 5911. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-01 10:42:11 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1067683236@rtfm.mit.edu>
Source record: 18524
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 28, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

# 5912. Re: 5 1/2 inch floppy disks

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-01 12:42:52 UTC
From: Mo <momo@atariland.com>
Message-ID: <gTNob.17379$W84.3979@twister.austin.rr.com>
Source record: 18525

The 1050toPC cable is a hundred times more useful to me. It makes quick work of making real floppies to use on your 8 bit. Honestly, I hardly ever use my SIO2PC cable. APE has a utility to use the 1050 to PC (also known as Prosys cable), at least the old DOS version does- I don't know about the windows version. If given a choice, I would stick with the 1050toPC cable.
Mo

"Docrotcod" <rahbart@cox.net> wrote in message
news:ZrFob.17639$5c2.4499@okepread03...
> The 1050 to PC allows you to hook your Atari disk drive to your pc to
copy,
> create images, and whatnot. It doesn't allow you to interface to your
8bit.
> I would start with sio2pc and use the Ape software from Steve Tucker.
>
> Thomas
>
> "Jeremy Bell" <iquitted@collegeclub.com> wrote in message
> news:bba8af7b.0310311850.10b4f036@posting.google.com...
> > I was reading about those sio-2-pc cables on the net, and I came
> > across something called a 1050-2-PC cable. The atari drive I have is
> > a 1050. Should I get that instead? What's the difference?
> >
> > jeremy
>
>

## 5913. Re: Memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-01 17:39:49 UTC
From: rewoolley <rewoolley@alamedanet.net>
Message-ID: <3fa3f54e$0$9404$2c56edd9@news.cablerocket.com>
Source record: 18526

The ramdisk is 256K of the 512K total. The system memory is 128K, used 64K at a time (you can reboot with the old system memory in a protected bank.... allows you to snapshot all of the system RAM). The cartridge, PBI and OS take up the last 128K - pretty wasteful, but it gives you complete control over the code in each of these "ROMs". Actually, the GAL programming can be easily changed to make it just a 512K ramdisk if you want. There are lots of possibilities.

Bob

"Docrotcod" <rahbart@cox.net> wrote in message
news:uAYmb.16674$5c2.7340@okepread03...
> That sounds like the one i'm wanting to do. How much of a ramdisk does
your
> have?
>
> Thomas
>
> "rewoolley" <rewoolley@alamedanet.net> wrote in message
> news:3f9c4ab9$0$9403$2c56edd9@news.cablerocket.com...
> > Was it the one that I did - on retrobits? I have a lot of information on
> > that one. The latest version holds the OS, internal cartridge, ramdisk
and
> > system memory in the battery-backed ram.
> >
> > Bob
> >
> > "Docrotcod" <rahbart@cox.net> wrote in message
> > news:n%1mb.12210$5c2.6216@okepread03...
> > > I saw on a website where someone had a ram upgrade in his Atari. It
was
> a
> > > daughterboard and had a battery for constant backup. I really would
> like
> > to
> > > put this upgrade in. Anyone have any information on this? Thanks!
> > >
> > > Thomas
> > >
> > >
> >
> >
>
>

# 5914. Re: Windows based A-8 assembler

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-01 17:46:28 UTC
From: phozz bare <phozz@nowhere.com>
Message-ID: <newscache$vbponh$we2$1@lnews.actcom.co.il>
Source record: 18527

ASSI is here: http://members.aol.com/MacFalkner/atari/assi/index_e.htm
Stay away from it though, it has bugs and errors in the documentation and
the author won't answer my emails.

Does anyone know of a Windows-based 6502 assembler that supports local
labels in the same way that MAE supports them? The rules to support this are
simple: Labels starting with '?' are local. Local labels are valid in the
range between two regular labels. Other assemblers seem to have local labels
but you need to declare local regions explicitly (groan, I don't want to go
over my existing code declaring thousands of regions!).

Basically my goal is to get Ice-T, originally written in MAE, to compile on
my PC and generate an object file that is bit-for-bit identical to the
current version. Why bother, you ask? Dunno, but it's a worthy goal :)

-Itay

"The Undead Mechanic" <davidb81@earthlink.net> wrote in message
news:yjOlb.2362$I04.1061@newsread4.news.pas.earthlink.net...
>
> "TXG/MNX" <txg01@xs4all.nl> wrote in message
> news:3f9698ae$0$58712$e4fe514c@news.xs4all.nl...
> > Hmm, look for DASSI and ASSI in a search engine this is a disassembler &
> > assembler running under windows 9x
>
> Did it, and all I got was German sites.
> --
> David Bowden
> The Undead Mechanic.
>
> AIM & Yahoo: UndeadMechanic
>
> SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* earthlink *DOT* net
> http://home.earthlink.net/~davidb81/
> http://www.livejournal.com/users/undeadmechanic
>
>

# 5915. Re: Atari 600XL mods

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-01 17:49:39 UTC
From: rewoolley <rewoolley@alamedanet.net>
Message-ID: <3fa3f79c$0$9408$2c56edd9@news.cablerocket.com>
Source record: 18528

The jack solders into the unused section of the board that was designed to hold it. The only alteration you need to make to the computer is to drill a 5/8" hole in the back of the case for access to the jack. You can just add the stock parts to the motherboard or do a custom hack to produce the video signals.

I am not sure that I could find the 600XL that I did....

Bob

"Tim" <tjlazer@nospam.mail.com> wrote in message
news:vprapisamsui29@corp.supernews.com...
> I am wanting to perform some mods on my Atari 600XL. The 64k upgrade, and
> the 5-pin monitor jack mod. The memory upgrade looks straight forward,
but
> the monitor jack upgrade puzzles me. I am worried that I may trash my
600XL
> trying to install a jack. Has anyone perfomed this mod? And if so do you
> have pics for me to get an idea on where you installed the jack?
>
> Thanks
> Tim
>
>

## 5916. Atari Technical User Notes

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-01 18:18:22 UTC
From: "C. Bond" <cbond@ix.netcom.com>
Message-ID: <3FA3F910.810AF2FC@ix.netcom.com>
Source record: 18529

Can anyone tell me if the above document is available on-line anywhere?

Thanks.

--
Democracy: The triumph of popularity over principle.
--
http://www.crbond.com

# 5917. Re: 5 1/2 inch floppy disks

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-01 23:42:48 UTC
From: kvan@madbbs.com
Message-ID: <4508e45e.0311011542.4cff650a@posting.google.com>
Source record: 18530

iquitted@collegeclub.com (Jeremy Bell) wrote in message
news:<bba8af7b.0310311850.10b4f036@posting.google.com>...
> I was reading about those sio-2-pc cables on the net, and I came
> across something called a 1050-2-PC cable. The atari drive I have is
> a 1050. Should I get that instead? What's the difference?
>
> jeremy

Hi Jeremy,

I refer you again to my previous post regarding this subject. Nick
Kennedy also developed the 10502PC cable and describes it's
construction and useage at this site:
<http://www.tcainternet.com/wa5bdu/1050.txt>

regards,
kvan

# 5918. XE Game System

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-02 03:53:25 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <Md%ob.18801$5c2.10890@okepread03>
Source record: 18531

Well crap... I just cleaned out my XEGS and opened it up and looked at the insides. Didn't really do anything other than take a peek. Hooked it up. And now it flashes the blue screen with garbage. When it does come up, it just goes to 'ready' and will lock up if you enter a command. It tried to boot off of the disk once and now it won't attempt that. Any ideas? Could I be using the wrong P/S? (I'm just using one I found that powers my 800xl)

Thomas

# 5919. SCRAM

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-02 05:58:48 UTC
From: Jasen Rogers <jasen.rogers@texasrogers.com>
Message-ID: <LfWdncK7dJuKADmiRVn-jw@comcast.com>
Source record: 18532

I am looking for a game called SCRAM. It was a nuclear power plant simulator. Has anyone seen it for sale or download? Thanks! I used to have it for the 800, but I can't seem to find it.

# 5920. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-02 08:01:52 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <3fa49f8e.98029234@news.charter.net>
Source record: 18533

5 months or not, I still stand by what I said. Your initial greeting
says a lot about you I might add. You are still as enlightened as
ever, so it is still a point worth making. Did that confuse you? You
might want to seek some professional help for that. It's sad when IQ
challenged intellects resort to anger, lashing out and cursing to try
and compensate.

BTW... don't bother responding as I'm through with you until you get
some help. Just get some professional psychiatric help.

On Fri, 31 Oct 2003 18:23:26 +0000 (UTC), "Steve Sweet"
<steve.sweet@btopen-2-viri-world.com> wrote:

>Hey assmuch, "SgtSilicon"
>
>You may have noticed that the post you whinge about is over 5 months old,
>the argument has been fought and its dead and buried, so now who's stirring
>it.
>
>"SgtSilicon" <foolspicedham_melbo_jon@hotmail.com> wrote in message
>news:3fa05e02.7428156@news.charter.net...
>
>> You must be trying to cause an argument or flame war. I much prefer
>> ads to flame wars for damn sure. In this age of megabit broadband (or
>> even modem) I don't consider his ads to be much of a problem to
>> dispense with. Why do you complain so about it when it's literally
>> milliseconds of download time?
>>
>>
>> On Sat, 31 May 2003 10:35:49 +0000 (UTC), "Steve Sweet"
>> <steve.sweet@btopenworld.com> wrote:
>>
>> >Oy Fuck face
>> >
>> >How come you only address your supporters, face your critics as well arse
>> >munch.

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

# 5921. Re: SCRAM

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-02 13:50:43 UTC
From: kev <kevin@kevin.net>
Message-ID: <og2aqvcbbbhcfss3lr3kqhb3fdmek57aau@4ax.com>
Source record: 18534

On Sat, 01 Nov 2003 23:58:48 -0600, Jasen Rogers
<jasen.rogers@texasrogers.com> wrote:

>I am looking for a game called SCRAM. It was a nuclear power plant
>simulator. Has anyone seen it for sale or download? Thanks! I used to
>have it for the 800, but I can't seem to find it.

is that your real email address? I'll send you a copy via email. I
have the original CASSETTE version as well if you are interested in
that.

kvn

# 5922. Re: SCRAM

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-02 19:24:58 UTC
From: Mo <momo@atariland.com>
Message-ID: <eScpb.21397$qo4.1567@twister.austin.rr.com>
Source record: 18535

I don't suppose you could scan the manual for that and make it available?
I've had the game for some time, but I can't find a manual for it on the net
anywhere. Thanks,
Mo

"kev" <kevin@kevin.net> wrote in message
news:og2aqvcbbbhcfss3lr3kqhb3fdmek57aau@4ax.com...
> On Sat, 01 Nov 2003 23:58:48 -0600, Jasen Rogers
> <jasen.rogers@texasrogers.com> wrote:
>
> >I am looking for a game called SCRAM. It was a nuclear power plant
> >simulator. Has anyone seen it for sale or download? Thanks! I used to
> >have it for the 800, but I can't seem to find it.
>
>
> is that your real email address? I'll send you a copy via email. I
> have the original CASSETTE version as well if you are interested in
> that.
>
>
>
> kvn

# 5923. Re: SCRAM

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-02 19:44:11 UTC
From: kev <kevin@kevin.net>
Message-ID: <kinaqv0bbkkj6q6bd9a1l6eg90m4ps1tq2@4ax.com>
Source record: 18536

On Sun, 02 Nov 2003 19:24:58 GMT, "Mo" <momo@atariland.com> wrote:

>I don't suppose you could scan the manual for that and make it available?
>I've had the game for some time, but I can't find a manual for it on the net
>anywhere. Thanks,
>Mo

I need to do some digging to find it. I'd be happy to scan it.

kvn

# 5924. Re: SCRAM

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-02 22:57:53 UTC
From: Mo <momo@atariland.com>
Message-ID: <RZfpb.20465$W84.18510@twister.austin.rr.com>
Source record: 18537

I would really appreciate it, that games a little tricky without
instructions.
Mo

"kev" <kevin@kevin.net> wrote in message
news:kinaqv0bbkkj6q6bd9a1l6eg90m4ps1tq2@4ax.com...
> On Sun, 02 Nov 2003 19:24:58 GMT, "Mo" <momo@atariland.com> wrote:
>
> >I don't suppose you could scan the manual for that and make it available?
> >I've had the game for some time, but I can't find a manual for it on the
net
> >anywhere. Thanks,
> >Mo
>
> I need to do some digging to find it. I'd be happy to scan it.
>
>
> kvn

# 5925. Re: SCRAM

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-03 02:44:07 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <8s-dnbnSJe-SXDiiRVn-jA@comcast.com>
Source record: 18538

hey, I do have the scram.atr file too.
damn, why can't I find the manual? I have a hardcopy around here
somewhere......and as an ms-word document.
I thought I had the .doc file on my PC, but I can't find it.
I originally snagged it off of the internet somewhere A WHILE AGO.

-bob
Start Cutting Right Away, Man.

"Jasen Rogers" <jasen.rogers@texasrogers.com> wrote in message
news:LfWdncK7dJuKADmiRVn-jw@comcast.com...
> I am looking for a game called SCRAM. It was a nuclear power plant
> simulator. Has anyone seen it for sale or download? Thanks! I used to
> have it for the 800, but I can't seem to find it.
>

## 5926. another M.U.L.E. page.

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-03 02:54:26 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <1LOdnbNBGfbgXjiiRVn-vA@comcast.com>
Source record: 18539

yeah, mule was/is one of my all-time favorites. I know I'm not alone when I say that!

so I made sure I put some MULE stuff on my site.....my salute to a favorite.

Does the new atari 800 windows emulator allow play over the internet?

I'd love to play m.u.l.e. with 4 players from home over the internet!

http://home.comcast.net/~zabagar/muleweb.html

-mahalo,
rob

# 5927. Re: 5 1/2 inch floppy disks

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-03 07:39:55 UTC
From: j131@op.dot.pl
Message-ID: <bo50ob$g7h$1@korweta.task.gda.pl>
Source record: 18540

In article <bba8af7b.0310311850.10b4f036@posting.google.com>, iquitted@collegeclub.com (Jeremy Bell) wrote:
>I was reading about those sio-2-pc cables on the net, and I came
>across something called a 1050-2-PC cable. The atari drive I have is
>a 1050. Should I get that instead? What's the difference?
>
>jeremy

let me also point out that the cable for use with ARFD software and SIO2PC software (in diagnostic mode) - direct hookup of 1050 to PC - is different than the cable used with APE/ProSys - same hookup.

I usually call the first type of cable 1050-2-PC while the latter should be called ProSystem.

For more information you may see also my page:
http://j131atari.webpark.pl

j131

# 5928. Re: Dungeon Master project

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-03 12:37:13 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3FA64BF9.C612B631@students.uni-mainz.de>
Source record: 18541

Er well,
I do not own an Atari ST nor an Amiga computer (nor a C64). Thus I
cannot send you any ST or amiga graphics. but a well known friend of
mine (Thimo Graef) already used some Dungeon Master and Bard`s Tale
graphics in his (german) RPG "Castle Blackthorne". I can send you a
copy of this game - afaik, thimo converted the C64 and ST graphics into
gr. 9 +11 (256 color, extremely low resolution format on the XL). I
guess the ST and C64 (or any ST or C64 emulator) are able to make
screenshots and save them as GIF, IFF, BMP or other formats. With a good
converter (e.g. apacview to convert GIF into Apac format) one can easily
convert these non-XL formats into any A8 format... greetings, Andreas.

P.S.: E-mail me, if you are interested in a copy of "Castle of
blackthorne"...

Vidar Olavesen schrieb:
>
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> skrev i melding
> news:3F9FF38F.E10CEA17@students.uni-mainz.de...
> > Well,
> > why not steal some graphics (i.e. convert them) from other Computers,
> > like C64, Atari ST and Amiga for this project ?!? Nowadays there are
> > lots of converters available for GIF, BMP, JPG, IFF, Degas, TIF, etc.,
> > so that Gr. 8, Gr. 15, HIP, RIP, TIP, RGB and many other formats are no
> > big problem... -Andreas.
> >
> > P.S.: Better a new game with "stolen" graphics, than no new game...
>
> That might be a good idea. Is Dungeon Master on ST graphics easily
> accessible ? If you can extract the walls and monsters, please do and send
> me a picture and I see if that's something I can use. I am more keen on
> doing my Shining Force type game, but whatever I get the time to do, I'll
> try to start it up again!
>
> Take Atarian care

## 5929. ARFD (?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-03 13:18:25 UTC
From: llppwhite@aol.comnsp
Message-ID: <20031103081825.23865.00000141@mb-m17.aol.com>
Source record: 18542

Had not heard of this before seeing a very recent reference. Also, could not find much info about it (nothing in the FAQs). What does it do? Has anyone used it?
Larry

# 5930. Re: ARFD (?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-03 14:36:46 UTC
From: j131@op.dot.pl
Message-ID: <bo5p5u$gj7$1@korweta.task.gda.pl>
Source record: 18543

In article <20031103081825.23865.00000141@mb-m17.aol.com>, llppwhite@aol.comnsp (LarryWhite) wrote:
>Had not heard of this before seeing a very recent reference. Also, could not
>find much info about it (nothing in the FAQs). What does it do? Has anyone
>used it?

http://pvb.free.fr/Atari/Atari_Index.htm

It is a PC (w32 actually) program.
You can manipulate ATR files with it.
It can also read real Atari floppies using 1050-2-PC cable.

j131

# 5931. Re: SCRAM

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-03 15:56:23 UTC
From: kev <kevin@kevin.net>
Message-ID: <h9ucqvs4cseg3bk8edg22ij46ecq2n5hto@4ax.com>
Source record: 18544

On Sun, 2 Nov 2003 21:44:07 -0500, "Z.Beeblebrox"
<the.z.guy@comcast.net> wrote:

>hey, I do have the scram.atr file too.
>damn, why can't I find the manual? I have a hardcopy around here
>somewhere......and as an ms-word document.

I was just thinking back about 20 years ago and I remember going
through the scram listing to figure out how they made the screen shake
back and forth... Once I got that down, it provided no end in
entertainment value, my friend up the street with an 800xl almost
killed me when I had him convinced his brand new atari was broke...

It was a simpler time back then...

I remember Scram pretty well... you need to cool the reactor core by
pulling the three lines up and down.. the idea is to keep everything
running smoothly so you dont get a meltdown. This is not really an
exciting game.

kvn

# 5932. Re: another M.U.L.E. page.

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-03 19:45:02 UTC
From: Hans <no_spam@secretdomain.com>
Message-ID: <vqdc1umrqnl158@corp.supernews.com>
Source record: 18545

MULE was terrific, and still is. I still enjoy playing it, although playing against 3 bots is far too easy.

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message news:1LOdnbNBGfbgXjiiRVn-vA@comcast.com...
> yeah, mule was/is one of my all-time favorites. I know I'm not alone when I
> say that!
>
> so I made sure I put some MULE stuff on my site.....my salute to a favorite.
>
> Does the new atari 800 windows emulator allow play over the internet?
>
> I'd love to play m.u.l.e. with 4 players from home over the internet!
>
> http://home.comcast.net/~zabagar/muleweb.html
>
> -mahalo,
> rob
>
>

# 5933. Atari Emulation HELP needed

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-03 19:56:38 UTC
From: Hans <no_spam@secretdomain.com>
Message-ID: <vqdcnmco79ilba@corp.supernews.com>
Source record: 18546

Hello all. I searched through the postings here and didn't see this one addressed, although I'm sure it has been many times in the past.

I am trying to play Ali Baba and the 40 Thieves (the RPG one, not he Arcade one), but am having trouble booting it. I am familiar with C64 emulation, but not Atari. I have XFormer 2000 and boot it up in 800XL mode just fine, but how do I get the emulator to open the .ATR file?

Should I have unzipped the ATR file? If not, do I need to save it somewhere particular in order to play it?

Any help to this n00b question would be so much appreciated. I have many, many fond memories of playing this game.

# 5934. Re: Windows based A-8 assembler

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-03 21:49:48 UTC
From: uz@spamtrap.musoftware.de
Message-ID: <shi6ob.qba.ln@news.musoftware.de>
Source record: 18447

phozz bare <phozz@nowhere.com> wrote:
> Does anyone know of a Windows-based 6502 assembler that supports local
> labels in the same way that MAE supports them? The rules to support this are
> simple: Labels starting with '?' are local. Local labels are valid in the
> range between two regular labels.

ca65 has such labels. The default start character is '@' instead of '?', but
you can change that with the .localchar directive.

Regards

Uz

--
Ullrich von Bassewitz uz@spamtrap.musoftware.de
22:48:12 up 1 day, 6:14, 12 users, load average: 0.03, 0.06, 0.02

# 5935. Re: SCRAM

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-03 23:42:00 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <KKudnSEOxPZCejui4p2dnA@comcast.com>
Source record: 18448

that's funny you mention "making the screen shake back & forth".
I was always "Deconstructing" programs to find good bits I could use in my
own games.
I don't recall where I picked the "screen shake" from, but I did use it in a
basic game I wrote....
.....ah, fond memories.....

-rob

"kev" <kevin@kevin.net> wrote in message
news:h9ucqvs4cseg3bk8edg22ij46ecq2n5hto@4ax.com...
> On Sun, 2 Nov 2003 21:44:07 -0500, "Z.Beeblebrox"
> <the.z.guy@comcast.net> wrote:
>
> >hey, I do have the scram.atr file too.
> >damn, why can't I find the manual? I have a hardcopy around here
> >somewhere......and as an ms-word document.
>
> I was just thinking back about 20 years ago and I remember going
> through the scram listing to figure out how they made the screen shake
> back and forth... Once I got that down, it provided no end in
> entertainment value, my friend up the street with an 800xl almost
> killed me when I had him convinced his brand new atari was broke...
>
> It was a simpler time back then...
>
> I remember Scram pretty well... you need to cool the reactor core by
> pulling the three lines up and down.. the idea is to keep everything
> running smoothly so you dont get a meltdown. This is not really an
> exciting game.
>
>
>
>
>
> kvn

# 5936. Re: Where is Atari BASIC stored?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-04 04:03:08 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3FA724FC.C4E8D6DD@cswebmail.com>
Source record: 18449

Sidney Cadot wrote:

> Never had a 400/800, but IIRC the 800 has only 48KB, not 64KB. The 800
> XL does have 64K and you can switch off the ROM in software, both for
> the BASIC ROM between A000-BFFF and the other ROM between C000-FFFF;
> furthermore, you can map the 'hidden' 2K under the memory chips into
> $5000-$57FF, enabling the selftest-rom. The 130 XE had 64KB which could
> be mapped into RAM using bank switching following pretty much the same
> technique.
>

The 800 can have 64K(1 64K or 2 32K cards). Mine usually has a 32K and a 128K card in it. But like the XL/XE, the top 16K is switched out for the hardware and OS roms. The 16K of ram under this can be used. I have a game that uses it as a small ramdisk for about 26 level data files.

The 130XE has 128K ram, the top 64K is banked(4 * 16K) in normally, though I think that is what you meant.

Rick D.

# 5937. Re: Atari Emulation HELP needed

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-04 09:01:26 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bo7pt6$5ts$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 18450

Hi,

> I am trying to play Ali Baba and the 40 Thieves (the RPG one, not he Arcade
> one), but am having trouble booting it. I am familiar with C64 emulation,
> but not Atari. I have XFormer 2000 and boot it up in 800XL mode just fine,
> but how do I get the emulator to open the .ATR file?

Depends on the emulator. In case for mine (www.math.tu-berlin.de/~thor/atari++)
you'd first need to unzip the file (unless it is a .gz, which can be read
directly without any unzipping), then go into the menu and "insert it" into
the first disk drive. Then perform a couldstart, that's also on the menu.

To get to the menu, press and hold the mouse button. The disk menu is far to
the right. The coldstart is somewhere in the middle.

So long,
Thomas

## 5938. Wizard and the Princess

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-04 10:06:01 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <dSKpb.1857$uv1.1589@nntpserver.swip.net>
Source record: 18451

Could anybody who has played this game, "Wizard and the Princess", post a review in comp.sys.atari.8bit, please?

Anders

# 5939. FA: ATARI ANTIC Magazines 1983-1990

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-04 13:16:01 UTC
From: john_bonham_80@yahoo.com
Message-ID: <e41705e3.0311040516.3856f89b@posting.google.com>
Source record: 18452
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.st

Please click the link below to view:

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&include=0&userid=lrandnr&sort=3&rows=25&since=-1&rd=1

## 5940. Waking the dead!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-04 21:51:18 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <jcVpb.291$643.83@okepread03>
Source record: 18453

Come on people! I love getting on comp.sys.atari.8bit and reading about the glory and splendor that is the Atari 8bit!! Let's hear some convo! Rah rah rah! Long live(d) the Atari! Let's do some 'posting'! (Remember that term from the BBS days? Posting!)

Thomas

# 5941. Re: Waking the dead!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-05 03:43:50 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <vqgsdrn4dpsga1@corp.supernews.com>
Source record: 18454

(posting gets swen virus sent to you.)
Uhm.
I wrote a doc for SCRAM, still have it if anyone wants
it. I think I describe the game well enough to play it, but
I certainly didn't type in the whole instruction book.

What happened to that site that had game solutions?
I lost my urls that I had collected.
It was a really nice site, 100s of solutions/docs. Some
were just describing how to play, others were instructions how to complete
the game, like in text adventures.

But I ramble.

Oh, I got a new game, I wrote. Sorta simple, but can be entertaining. A
two dice game. You try to reach a target score before the computer does.

## 5942. *PING* still no sign of Ron Hamilton (oldatarian) ?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-05 23:51:48 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0037b6e2@fmlynet.org>
Source record: 18458

FamilyNet Newsgate

Not all that old. He used to be on here all the time. I would like to
know what happened to him as well.

Doctor Clu

> From: "rtdos" <status@rtdos.info>

> anyone know how to get a hold of him personally ? (outside email and other
> web means) ?

> does he still post thru the email list outta poland ?

> --
> *** REPLY REQUESTED WHEN CONVENIENT ***

> Woodzy (sysop at rtdos dot com)
> http://www.rtdos.com

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

## 5943. Waking the dead!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-06 00:01:10 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0037b6e4@fmlynet.org>
Source record: 18457

FamilyNet Newsgate

Hehehe... I haven't swung back to the atari 800 yet, but I have considered some nice things. First off, the garage is coming along nicely. Figure out there might be a good place for the 800.

I picked up a Barco 600 projection unit for $10 at the first Saturday sidewalk sale. I would love to get Star Raiders projected on like a wall. :) However, the projection unit has a nine pin RGB port, and a six connection RGB array. :(

So now I am looking for some way, a rare VCR, something that will convert RGB to A/V. (like the Atari 800 monitor port has).

Really would love to have a whole wall of Star Raiders. I think I have wanted to see that again since it was on a projection television that I first saw the Atari 400 and Star Raiders back in '77. Wow...

Doctor Clu

> From: "Docrotcod" <rahbart@cox.net>

> Come on people! I love getting on comp.sys.atari.8bit and reading about
> the glory and splendor that is the Atari 8bit!! Let's hear some convo! Rah
> rah rah! Long live(d) the Atari! Let's do some 'posting'! (Remember that
> term from the BBS days? Posting!)

> Thomas

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

# 5944. FS: New+boxed ATARI XL/XE cartridge games

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-06 01:11:09 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <f16cbc23.0311051711.cb652af@posting.google.com>
Source record: 18455

Hi,

I offer the following ATARI XL/XE cartridge games by ATARI.

All the games are boxed and new , still factory-sealed in original shrinkwrap.

The games are US/English versions , they work on NTSC and PAL systems - there are no PAL-NTSC differences as known on the ATARI 2600.

I can ship worldwide :

$7 1 game surface mail (slow)
$9 1 game air mail (fast)
$14 for a package of up to 15 games as surface mail (slow , 3-8 weeks)
$32 for a package of up to 40 games as surface mail (slow , 3-6 weeks)
$23 for a package of up to 8 games as Air Mail (fast , a few days)
$33 for a package of up to 15 games as Air Mail (fast , a few days)
$48 for a package of up to 40 games as Air Mail (fast , a few days)

Europe : please ask

Please note : Paddles/Joysticks/Keyboard Controllers weigh about 3 times as much as 1 game.

And "Eastern Front" weighs as much as 2 games because of instructions and map , Gato,Star Raiders 2 and Tennis about 1.5* as much as the other games.

I can accept PAYPAL.Cash for very small orders or money orders/checks for bigger orders (because of bank fees).

Please note : The XL games in silver boxes - Millipede/Robotron etc. work on all ATARI computers - ATARI 400,800,XL machines,XE machines.

The XEGS carts - such as Rescue on Fractalus , Archon etc. require at least 48K of memory , some - like Airball - only work with 64K , so these games may not be compatible with the ATARI 400/800 , but will work on ATARI 800 XL/800 XE , 65 XE/130 XE , 1200 XL and XE Gamesystem and 600XL with 64K memory.

Mathias Graef

ulrich_sternaxe@gmx.de or lord-chaos@t-online.de

XEGS carts are the cartridge games in the blue XEGS boxes.They work on ATARI 800 XL , 800 XE , 65 XE , 130 XE and 1200 XL and the XE Gamesystem.

Some require 64K, so they woni¿½t run on the ATARI 800.

If you want to see pictures of the gamesi¿½ boxes,instructions and carts,
please use the links.

List :

Ace of Aces $7 XEGS cart

www.classic-videogames.com/c/aceofaces.jpg

Airball $8 XEGS cart

www.classic-videogames.com/c/airball.jpg

Archon $6 XEGS cart

www.classic-videogames.com/c/archon.jpg

Ballblazer $5 XEGS cart

www.classic-videogames.com/c/ballblaz.jpg

Crimebuster $7 XEGS cart

www.classic-videogames.com/c/crimebu.jpg

Crossbow $3 XEGS cart

www.classic-videogames.com/c/crossbow.jpg

Davidi¿½s Midnight Magic $5 XEGS cart

www.classic-videogames.com/c/davidmm.jpg

Desert Falcon $5 XEGS cart

www.classic-videogames.com/c/desertxl.jpg

Eastern Front 1941 $7

www.classic-videogames.com/c/eastern.jpg

Final Legacy $5

www.classic-videogames.com/c/finleg.jpg

Gato $5 XEGS cart

www.classic-videogames.com/c/gato.jpg

Hardball $5 XEGS cart

www.classic-videogames.com/c/hardball.jpg

Joust $5

www.classic-videogames.com/c/joust.jpg

Loderunner $7 XEGS cart

www.classic-videogames.com/c/loderun.jpg

Millipede (large box) $4

www.classic-videogames.com/c/milligr.jpg

Millipede (small box) $4

www.classic-videogames.com/c/millikl.jpg

Moon Patrol $6

www.classic-videogames.com/c/moonxl.jpg

One on One Basketball $5 XEGS cart

www.classic-videogames.com/c/oneonone.jpg

Pole Position $5

www.classic-videogames.com/c/polexl.jpg

Rescue on Fractalus $8 XEGS cart

www.classic-videogames.com/c/rescue.jpg

Robotron 2084 $6

www.classic-videogames.com/c/robotoron.jpg

RS Football $7

www.classic-videogames.com/c/rsfoot.jpg

Star Raiders 2 $6 XEGS cart

www.classic-videogames.com/c/starrai2.jpg

Thunderfox $5 XEGS cart

www.classic-videogames.com/c/tfox.jpg

Tennis $5

www.classic-videogames.com/c/tennisxl.jpg

Disk :

Mickey in the Great Outdoors $3

www.classic-videogames.com/c/mickey.jpg

Microsoft BASIC $10 (heavy box ,weighs as much as 9
cart games)

www.classic-videogames.com/b/msbasic.jpg

Cassette

Scram $4

www.classic-videogames.com/b/scram.jpg

Touch Typing $5

www.classic-videogames.com/b/touchty.jpg

Mathias

# 5945. Re: Atari Emulation HELP needed

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-06 06:00:03 UTC
From: kvan@madbbs.com
Message-ID: <4508e45e.0311052200.46077835@posting.google.com>
Source record: 18456

"Hans" <no_spam@secretdomain.com> wrote in message
news:<vqdcnmco79ilba@corp.supernews.com>...
> Hello all. I searched through the postings here and didn't see this one
> addressed, although I'm sure it has been many times in the past.
>
> I am trying to play Ali Baba and the 40 Thieves (the RPG one, not he Arcade
> one), but am having trouble booting it. I am familiar with C64 emulation,
> but not Atari. I have XFormer 2000 and boot it up in 800XL mode just fine,
> but how do I get the emulator to open the .ATR file?
>
> Should I have unzipped the ATR file? If not, do I need to save it somewhere
> particular in order to play it?
>
> Any help to this n00b question would be so much appreciated. I have many,
> many fond memories of playing this game.

Check out this website for instructions on how to use the XFormer 2000
then if you have any questions, send me an email:
<http://www.emulators.com/xformer.htm>. Also note, you may have to
boot up in the 800 mode not the 800xl.

Rergards,
kvan

# 5946. ADV: Atari Thank You Gift!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-06 07:58:24 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0311052352040.2296-100000@onyx.spiritone.com>
Source record: 18459
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

OK, I'm keeping this short. For Thanksgiving, I have a Thank You Gift for
my Customers! Find out about it at the Link below or call (503)256-9974!!
http://www.aracnet.com/~atari/specials.htm Atari Thank You Specials!

http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 5947. Re: Old game - "Prisoner 2" - solve?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-06 14:02:19 UTC
From: Rubywand <rubywand@swbell.net>
Message-ID: <3FAA5463.A263FCDF@swbell.net>
Source record: 18460
Cross-posted to: rec.games.int-fiction,comp.sys.apple2,comp.sys.atari.8bit,comp.emulators.apple2

Darkstar writes ...
>
> Hello,
>
> I'm curious to know if anyone has ever solved the early 1980s game
> called "Prisoner 2" (Apple II and Atari 8-bit, I think). It was written
> by David Mullich and produced under the Edu-Ware label, I believe. I'm
> not even sure if it is possible to solve it, as most things in the game
> don't really seem to have a purpose. Does anyone have a solution for
> this? I did a search on Google and Google Groups, but to no avail.
>

My dad and I played Prisoner 2 years ago and managed to win. It's actually a pretty well designed adventure game.

Having the docs helps. You can find a scan from the original documentation plus a review on GS WorldView:

http://apple2.org.za/gswv/a2zine/Docs/Prisoner2_docs.txt

Rubywand

## 5948. 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-06 15:49:05 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <K4uqb.944$643.644@okepread03>
Source record: 18461

Picked a couple of 130xe's off of Ebay the other day. One was listed as working and the other listed as not. Pretty much was correct. The working one I had to remove c304 for high speed serial operation and also swap the power switch with the non-working one. The old was was stiff and intermittent. I fired up the second 130xe and it goes straight to self test. Most of the memory test fails. I opened up the unit and removed the RF Shield. The 24947 chip has been apparently replaced. The soldering was really messy. I cleaned it up but I still get the ram errors. Any ideas?

Thomas

## 5949. DSDD diskettes available

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-07 03:24:09 UTC
From: rewoolley <rewoolley@alamedanet.net>
Message-ID: <3fab15cc$0$9404$2c56edd9@news.cablerocket.com>
Source record: 18462

I found a supplier with 5 1/4 DSDD diskettes. I paid $40 including shipping, for 500 disks. They have paper sleeves but otherwise work just fine. They are new - look like gov't surplus - good quality - shrink wrapped 10 to a box. He has many, many more....

"I Do have as many as you need. If you would like to
place an order Call 1-800-400-6634 ask for Parker."

This guy is also on ebay, but is very hard to find.

So, if you want to stock up for the duration, give him a call!

Bob

# 5950. Re: another M.U.L.E. page.

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-07 05:27:21 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <072d2f7837360f2409874c1db5135961@news.teranews.com>
Source record: 18463

Have you won the game against 3 bots on the highest level? It took a lot of work, but I was finally able to do it.

"Hans" <no_spam@secretdomain.com> wrote in message news:vqdc1umrqnl158@corp.supernews.com...
> MULE was terrific, and still is. I still enjoy playing it, although playing
> against 3 bots is far too easy.
>
> "Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
> news:1LOdnbNBGfbgXjiiRVn-vA@comcast.com...
> > yeah, mule was/is one of my all-time favorites. I know I'm not alone when
> I
> > say that!
> >
> > so I made sure I put some MULE stuff on my site.....my salute to a
> favorite.
> >
> > Does the new atari 800 windows emulator allow play over the internet?
> >
> > I'd love to play m.u.l.e. with 4 players from home over the internet!
> >
> > http://home.comcast.net/~zabagar/muleweb.html
> >
> > -mahalo,
> > rob
> >
> >
>
>

# 5951. Re: New 5200 titles (Klax, Adventure 2) - XL ports?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-07 06:32:20 UTC
From: bangbond@comcast.netHORMEL
Message-ID: <XsCdnb9FaanpoTaiRVn-vA@comcast.com>
Source record: 18464
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

In article <zIGcnYqA-onEhoqiXTWJjA@io.com>,
Kendrick Kerwin Chua <kendrick@io.com> wrote:

>-KKC, who just bought a copy of Checkered Flag for no reason. It'll go
>nicely with my worn-out Tempest 2K cartridge and my unopened copy of White
>Men Can't Jump. :)

WMCJ is much better with the Team Tap and multiplayer. And NBA Jam TE is
far better than WMCJ. I haven't played either in awhile...tho Jam was
great 4-player fun and probably the best iteration. I am mostly
nonplussed by basketball overall. But two player NBA Jam on the Genesis
ages ago hooked me on the arcade aspect. Recently I've really been
enjoying 2-player NBA Street 2 on the GC. Mostly just button mashing on
my part but it sure is purty. Thanks for making me think of T2K. I need
to try and pick up a cheap Nuon N501 deck for Xmas so I can finally play
the T3K and Logitech pad I've been hoarding...

--
0----------------------------------------------------------------------0
| http://www.unrealtournament2003.com | Have You Played Atari Today? |
0----------------------------------------------------------------------0

# 5952. Re: another M.U.L.E. page.

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-08 02:33:14 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <u7SdnSjhDKiIyzGiRVn-iQ@comcast.com>
Source record: 18465

```
3 bots (mechtron) on the highest level (tournament) ?
If I played a human, it would be a good battle for 1st.
Any other life-form, and I'd wipe 'em up every time!!!

-z-
(the purple gollumer)

"Steve S" <j70141@hotmail.com> wrote in message
news:072d2f7837360f2409874c1db5135961@news.teranews.com...
> Have you won the game against 3 bots on the highest level? It took a lot
of
> work, but I was finally able to do it.
>
> "Hans" <no_spam@secretdomain.com> wrote in message
> news:vqdc1umrqnl158@corp.supernews.com...
> > MULE was terrific, and still is. I still enjoy playing it, although
> playing
> > against 3 bots is far too easy.
> >
> > "Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
> > news:1LOdnbNBGfbgXjiiRVn-vA@comcast.com...
> > > yeah, mule was/is one of my all-time favorites. I know I'm not alone
> when
> > I
> > > say that!
> > >
> > > so I made sure I put some MULE stuff on my site.....my salute to a
> > favorite.
> > >
> > > Does the new atari 800 windows emulator allow play over the internet?
> > >
> > > I'd love to play m.u.l.e. with 4 players from home over the internet!
> > >
> > > http://home.comcast.net/~zabagar/muleweb.html
> > >
> > > -mahalo,
> > > rob
> > >
> > >
> >
> >
>
>
```

# 5953. Re: another M.U.L.E. page.

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-08 07:15:22 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <a68084d9275987e9524e14dc447dcb26@news.teranews.com>
Source record: 18466

I wasn't able to do it myself until I decided to be really nice to them. I supplied all their food and energy and did it quite cheaply.... at first. After a while, I jacked the price as high as I could, while still providing all the food and energy that everyone needed...

It wasn't long before the computer turned everything over to mining and it was rare that anything was used for food and energy.

Then, in about the last 3 rounds or so, I cut the supply. No food, no energy, no production. It is usually the last three rounds that the computer starts to clean up and build themselves up around me, so the deprival of food and energy in these rounds is really really hard on them.

One thing I never did get though, why is it that in the very last round, the computer does no buying or selling at all? Even when the price is outrageously high.
"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:u7SdnSjhDKiIyzGiRVn-iQ@comcast.com...
> 3 bots (mechtron) on the highest level (tournament) ?
> If I played a human, it would be a good battle for 1st.
> Any other life-form, and I'd wipe 'em up every time!!!
>
> -z-
> (the purple gollumer)
>
> "Steve S" <j70141@hotmail.com> wrote in message
> news:072d2f7837360f2409874c1db5135961@news.teranews.com...
> > Have you won the game against 3 bots on the highest level? It took a
lot
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> > work, but I was finally able to do it.
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> > "Hans" <no_spam@secretdomain.com> wrote in message
> > news:vqdc1umrqnl158@corp.supernews.com...
> > > MULE was terrific, and still is. I still enjoy playing it, although
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> > > against 3 bots is far too easy.
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> > > "Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
> > > news:1LOdnbNBGfbgXjiiRVn-vA@comcast.com...
> > > > yeah, mule was/is one of my all-time favorites. I know I'm not alone
> > when
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> > > > say that!
> > > >

> > > > so I made sure I put some MULE stuff on my site.....my salute to a
> > > favorite.
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> > > > Does the new atari 800 windows emulator allow play over the
internet?
> > > >
> > > > I'd love to play m.u.l.e. with 4 players from home over the
internet!
> > > >
> > > > http://home.comcast.net/~zabagar/muleweb.html
> > > >
> > > > -mahalo,
> > > > rob
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# 5954. Atari 8-Bit Computers: Frequently Asked Questions

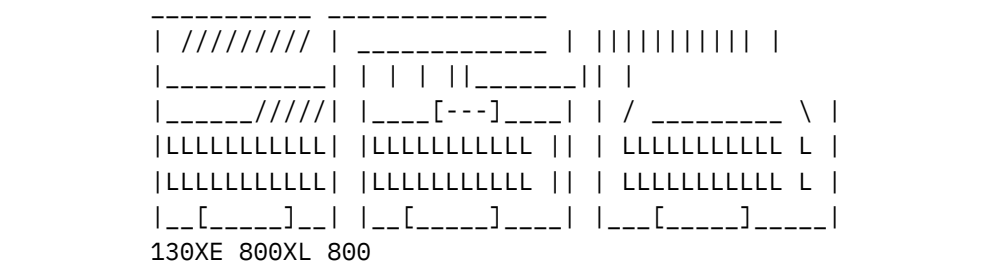
Newsgroup: comp.sys.atari.8bit
Date: 2003-11-08 11:06:20 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/faq_1068289512@rtfm.mit.edu>
Source record: 18467
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: October 17, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Frequently Asked Questions List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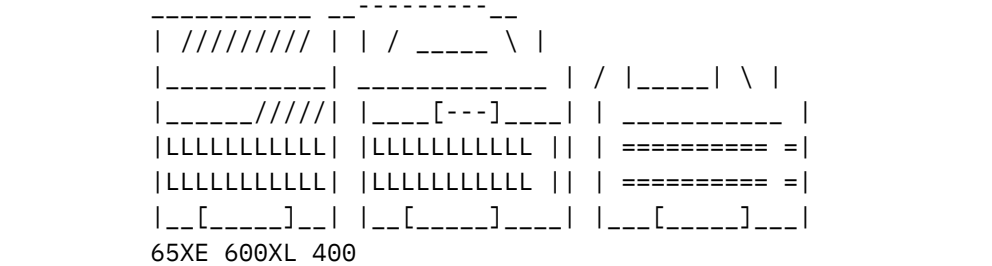
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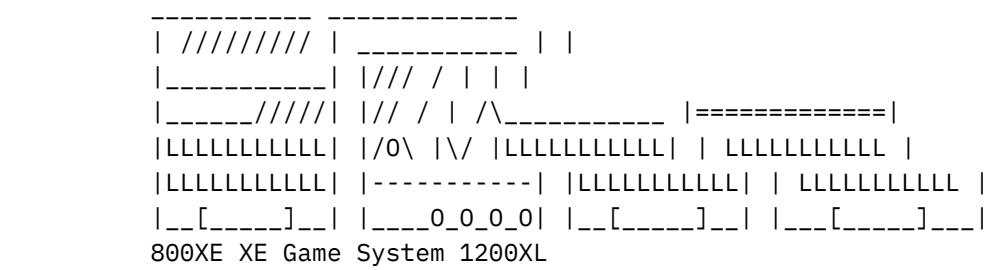
800XE XE Game System 1200XL

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:hunmanik@earthlink.net

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* For other 8-bit Atari related FAQs please see the "Welcome FAQ": *
* *
* http://www.faqs.org/faqs/atari-8-bit/welcome/ *
* *
* which is posted to news:comp.sys.atari.8bit every 7 days. *
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UPDATES SINCE PREVIOUS POSTING
2003.10.17 1.13 additional info from Thomas Richter added
2003.10.09 8.10,8.11,8.12 updated to versions 2.10 by Andreas Magenheimer

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0.1) Table of contents

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Subject: 1.1) What is an Atari 8-bit computer?

Based in Silicon Valley in the U.S.A., the company known as Atari produced a line of home computers from 1979 to 1992 often referred to collectively as the "Atari 8-bits," the "8-bit Ataris," the "400/800/XL/XE series," etc.

The computers included the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

These machines competed in the marketplace most directly with the likes of the Commodore 64 series, the Apple II series, the Texas Instruments TI99/4A, and the Radio Shack Color Computer, among others. Of these, the 8-bit Atari is most similar to the Commodore 64.

In marketing their computers to the public, Atari always had to contend with their company history and reputation as a maker of video games. While the 8-bit Atari computers in their heyday were technically quite comparable if not superior in the worlds of home and business personal computing, they also live up to the name "Atari" with a huge library of video games which were often outstanding for their time.

The 8-bit Atari computers do not use the same cartridges or floppy disks as any other Atari platforms, such as the 2600 Video Computer System (VCS), the 5200 SuperSystem, the 7800 ProSystem, or the ST/TT/Falcon computers. All of these but the 5200, however, do share the same joystick/controller hardware port.

The 5200 SuperSystem is actually nearly identical to the 8-bit computers internally, yet cartridges for the 5200 and the 8-bit computers cannot be exchanged, primarly due to the physically different cartridge ports.

Here are some of the performance specifications of the 8-bit Atari computers:

(Some of the rest of this section by Bill Kendrick)

CPU: 6502 (MOS Technology)

CPU CLOCK SPEED:
NTSC machines: 1.7897725 MHz
non-NTSC machines: 1.773447 MHz

SCREEN REFRESH RATE:
59.94 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines

GRAPHICS MODES:

| ANTIC Mode # | CIO/BASIC Graphics # | Type | Display Resolution (full screen) | Number of Colors |
|---|---|---|---|---|
| 2 | 0 | Char | 40 x 24 | 1 * |
| 3 | - | Char | 40 x 19 | 1 * |
| 4 | 12 ++ | Char | 40 x 24 | 5 |
| 5 | 13 ++ | Char | 40 x 12 | 5 |
| 6 | 1 | Char | 20 x 24 | 5 |
| 7 | 2 | Char | 20 x 12 | 5 |
| 8 | 3 | Map | 40 x 24 | 4 |
| 9 | 4 | Map | 80 x 48 | 2 |
| A | 5 | Map | 80 x 48 | 4 |
| B | 6 | Map | 160 x 96 | 2 |
| C | 14 ++ | Map | 160 x 192 | 2 |
| D | 7 | Map | 160 x 96 | 4 |
| E | 15 ++ | Map | 160 x 192 | 4 |
| F | 8 | Map | 320 x 192 | 1 * |
| F | 9 + | Map | 80 x 192 | 1 ** |
| F | 10 + | Map | 80 x 192 | 9 |
| F | 11 + | Map | 80 x 192 | 16 *** |

* 1 Hue; 2 Luminances
** 1 Hue; 16 Luminances
*** 16 Hues; 1 Luminance
+ require the GTIA chip. 1979-1981 400/800's shipped with CTIA
++ Not available via the BASIC GRAPHICS command in 400/800's.

GRAPHICS INDIRECTION (COLOR REGISTERS AND CHARACTER SETS):
Nine color registers are available. Each color register holds any of 16 luminances x 16 hues = 256 colors. (Four registers are for player-missile

graphics.

Character sets of 128 8x8 characters, each with a normal and an inverse video incarnation, are totally redefinable.

PLAYER-MISSILE GRAPHICS: (byte height and OR corrections from Piotr Fusik)
Four 8-bit wide, 120 or 240 byte high single color players, and four 2-bit wide, 120 or 240 byte high single color missiles are available. A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to OR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection.

DISPLAY LIST INTERRUPTS (DLI's):
Screen modes can be mixed (by lines) down the screen using the Display List - a program which is executed by the ANTIC graphics chip every screen refresh:

All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via DLI's.

SCROLLING:
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.

SOUND:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution, 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.

A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was (fortunately!) rerouted through the normal audio output, and the keyclick can be disabled.

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Subject: 1.2) What is the Atari 400?

Released along with the 800 in 1979, the 400 was the low-end model of the two. The only 8-bit Atari with a membrane keyboard rather than a full-stroke keyboard. One of the few 8-bit Ataris lacking a composite monitor port. Originally released with just 8K RAM, but most were sold with 16K RAM. Atari sold the Atari 400 48K RAM Expansion Kit, which required a little soldering, to dealers only.

Only the 400 and 800 8-bit Atari models have four controller (joystick) ports.

Early 400 units include the CTIA chip; later units include the GTIA chip, also present in all later 8-bit Ataris.

The 1982 Atari catalog calls the 400 "The Basic Computer".

The 400 was discontinued in 1983.

During development the 400 was known internally as "Candy."

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Subject: 1.3) What is the Atari 800?

Released along with the 400 in 1979, the 800 was the high-end model of the two. The 800 is the only 8-bit Atari with a Right Cartridge slot, in addition to the Left Cartridge slot as present on all 8-bit Ataris. Originally released with just 8K RAM, many were sold with 16K, later on 48K was standard.

The 800 is also the only 8-bit Atari with a four-slot modular design, where the first slot holds the CX801 (CX801-P for PAL machines) 10K ROM module, and the other three slots hold combinations of CX852 8K or CX853 16K RAM modules.

Only the 400 and 800 8-bit Atari models have four controller (joystick) ports.

Early 800 units include the CTIA chip; later units include the GTIA chip, also present in all later 8-bit Ataris.

The 800 was discontinued in 1983.

During development the 800 was known internally as "Colleen."

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Subject: 1.4) What is the Atari 1200XL?

Released as a big brother to the 400/800 in 1982, the 1200XL now uses Atari's slightly customized 6502C microprocessor, and includes a full 64K RAM. The 1200XL was the first 8-bit Atari with just 2 controller ports. In addition, the 1200XL includes 4 programmable Function keys and a Help key, 4 LEDs, built-in diagnostic and graphics demonstration programs, and probably the favorite keyboard of any 8-bit Atari computer. Clicks previously outputted through the built-in speaker are now heard from the television or monitor's speaker. The revised 16K Operating System offers many new features, including an alternate International Character Set.

The 1200XL was the biggest single step forward in development of the 8-bit Atari platform, but the corresponding software compatability problems hurt its popularity.

The 1200XL lacks separate chroma video signal, and also lacks the +5 Volts power on pin 10 of the SIO port.

The 1200XL was discontinued in 1983.

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Subject: 1.5) What is the Atari 600XL?

Released in 1983 as a replacement for the 400, the 600XL is the low-end version of the 800XL. The 600XL/800XL include most of the features of the 1200XL minus the Function keys and the demo program. But both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems

offer the Parallel Bus Interface (PBI), providing fast parallel access to the heart of the computer. The 600XL has 16K RAM.

The 600XL can be expanded from 16K to 64K with the Atari 1064 Memory Module.

Rarely, some late-model 600XLs were sold with 64K RAM. These may have only appeared in Canada. The box had a round gold foil sticker reading:
"64k Memory -- Now with a full 64k of memory built-in."

Normally boots with Atari BASIC (Revision B) enabled;
Hold down [Option] on startup to boot without BASIC.

The North American/NTSC 600XL does not include a composite monitor port;
The European/PAL 600XL includes the monitor port, but this lacks the chroma video signal.

The 600XL was discontinued in 1985.

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Subject: 1.6) What is the Atari 800XL?

Released in 1983 as a replacement for the 800 and 1200XL, the 800XL is the high-end version of the 600XL. The 600XL/800XL include most of the features of the 1200XL minus the Function keys and the demo program. But both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Bus Interface (PBI), providing fast parallel access to the heart of the computer. The 800XL contains 64K RAM.

Normally boots with Atari BASIC (Rev. B, or late models with Rev. C) enabled;
Hold down [Option] on startup to boot without BASIC.

The 800XL lacks separate chroma video signal (exeception next paragraph).

There was a late version of the 800XL in Europe, called 800XLF. The 800XLF includes a redesigned motherboard (the XE design) and contains FREDDIE for memory management and has chroma output. BASIC is Revision C.

Though Atari never disclosed sales figures, the 800XL was likely the most-sold of all 8-bit Atari computer models.

The 800XL was discontinued in 1985.

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Subject: 1.7) What is the Atari 65XE?

Released in 1985 as a replacement for the 600XL, the 65XE is the low-end version of the 130XE. The 65XE is nearly identical to the 800XL in features, minus the PBI. Many European (PAL) 65XE's include the ECI port, but no North American (NTSC) 65XE's include the ECI port. All XE computers also include the FREDDIE memory management chip.

Normally boots with Atari BASIC (Revision C) enabled;
Hold down [Option] on startup to boot without BASIC.

The 65XE was discontinued in 1992.

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Subject: 1.8) What is the Atari 130XE?

Released in 1985 as a replacement for the 800XL, the 130XE is the high-end version of the 65XE. The 130XE offers 128K RAM, plus the FREDDIE memory management chip, supporting the unique (but rarely used) ability for the 6502 and the ANTIC to independently access RAM banks. In addition, the 130XE replaces the PBI port with the Enhanced Cartridge Interface (ECI), continuing the powerful feature of a fast parallel port.

Normally boots with Atari BASIC (Revision C) enabled;
Hold down [Option] on startup to boot without BASIC.

The 130XE was discontinued in 1992.

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Subject: 1.9) What is the Atari 800XE?

Unseen and unknown in North America, the 800XE was sold in eastern Europe. The 800XE is identical in features to the European version of the 65XE, including the ECI port. The 800XE could also be described as a 64K version of the 130XE.

Normally boots with Atari BASIC (Revision C) enabled;
Hold down [Option] on startup to boot without BASIC.

Jindrich Kubec writes, "The problematic Chinese 800XEs with GTIA problems were manufactured in 1992."

The 800XE was discontinued in 1992.

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Subject: 1.10) What is the Atari XE Game System?

In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system. It offers the convenience of a detachable keyboard and built-in Missile Command game, while offering 64K RAM and full compatibility with the 65XE. It was packaged with the Light Gun, and the Flight Simulator II and Bug Hunt cartridges.

Keyboard connected/no cartridge:
boots to Atari BASIC
Keyboard connected/no cartridge/[Select] held down at startup:
boots to Missile Command
No keyboard connected/no cartridge:
boots to Missile Command
No keyboard connected/no cartridge/[Select] held down at startup:
boots from disk drive
No keyboard connected/no cartridge/[Select]+[Start] held down at startup:
boots from tape drive

[Option] held down at startup = BASIC on
[Option] not pressed at startup = BASIC off
(opposite from all other XL/XE machines)

Andreas Magenheimer writes:
Tip: The confused XEGS Atarian should use the XEGS manager by Mat*Rat
(Mathew Ratcliff). This assumes one knows at least how to boot a disk
with the XEGS...

James Bradford offers:
There is only 1 32K ROM in the XEGS, it has the OS, BASIC (Rev C) and
Missile Command on it.

The XE Game System was discontinued in 1992.

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Subject: 1.11) What are the 6502, ANTIC, CTIA/GTIA, POKEY, and FREDDIE chips?

Some of the following text is taken from De Re Atari (Atari#APX-90008), a book published by Atari through the Atari Program Exchange (APX) and copyright 1982 by Chris Crawford, et al. See http://www.atariarchives.org/dere/ where the full text of De Re Atari is now available online.

The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM, ROM, and a PIA. However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA, and POKEY. These chips were designed by Atari engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

6502 Central Processing Unit (CPU)
====
While the 400/800 models contain a generic 6502B CPU (a faster version of the original 6502A microprocessor), all of the XL/XE models contain Atari's customized 6502C chip.

On the Atari, there are two microprocessors, ANTIC and the 6502. To allow them to coexist, ANTIC must shut off the 6502, a process called DMA. The 6502B supports DMA, but in Atari's implementation, it required 4 chips. The 6502C has an extra line called HALT. It is controlled by ANTIC which uses it whenever it needs the data/address bus. The HALT line is on pin 35 of the Atari 6502C and must be pulled high for the chip to work.

ANTIC
=====
ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves

this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

Frank Schuster writes (6/1/02):
the patent for the ANTIC processor:

U.S. Patent 4,296,476 October 20, 1981 for a "Data processing system with programmable graphics generator". Inventors listed: Steven T. Mayer; Jay G. Miner; Douglas G. Neubauer; Joseph C. Decuir

CTIA/GTIA
=========
CTIA ("Color Television Interface Adapter") / GTIA ("George's Television Interface Adapter") is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missile graphics, and collision detection.

Early 400/800 models included CTIA, later 400/800 models and all later 8-bit Ataris included GTIA.

In BASIC, type POKE 623,64 [RETURN] and if the screen blackens, you have the GTIA chip. If it stays blue, you have the old CTIA chip.

By the way, apparently no CTIA-equipped Ataris were shipped to Europe.

Clay Halliwell provides this tidbit:
A bit of trivia: CTIA 400/800s artifact in blue/green, GTIA 400/800s artifact in green/blue, and all XL/XEs artifact in red/blue.

Jerry Jessop explains why French Ataris produce fewer colors:
I will tell you why it only has monochrome out, because it's SECAM and a SECAM GTIA was never produced. The PAL GTIA is used in France and the Lum outputs are run into an onboard encoder to produce a "psudo" color depending on the Luminance output, composite only. This is why a SECAM VCS or 800 has nowhere near the same number of colors (16) availible as a PAL or NTSC unit (256).

The FGTIA was never completed as the market size did not warrant the expense. The largest SECAM market is not France but the Soviet Union (former) and in 80-84 sales of these items there were not possible.

Frank Schuster writes (6/1/02):
..here a summary of Atari patents covering technical parts of the GTIA / CTIA or at least the steps of development to it. I found them by following the references made in the "newest" patent 4,324,401 which at the end stands for the GTIA.

U.S. Patent 4,324,401 April 13, 1982 for a "Method and system for generating moving objects on a video display screen". Inventors listed: David R. Stubben, Lyle V. Rains. References: 4,116,444; 4,107,665

U.S. Patent 4,189,728 February 19, 1980 for an "Apparatus for generating a plurality of moving objects on a video display screen utilizing associative memory". Inventor listed: David R. Stubben. References: 4,116,444; 4,045,789

U.S. Patent 4,116,444 September 26, 1978 for a "Method for generating a plurality of moving objects on a video display screen". Inventors listed: Steven T. Mayer; Ronald E. Milner. References: 4,016,362; 3,793,483

U.S. Patent 4,107,665 August 15, 1978 for an "Apparatus for continuous variation of object size on a raster type video screen". Inventors listed: Steven T. Mayer; Ronald E. Milner

U.S. Patent 4,045,789 August 30, 1977 for a "Animated video image display system and method". Inventor listed: Stephen D. Bristow. References: 3,793,483

U.S. Patent 4,016,362 April 5, 1977 for a "Multiple image positioning control system and method". Inventors listed: Stephen D. Bristow; Steven T. Mayer. References: 3,793,483

U.S. Patent 3,793,483 February 19, 1974 for a "Video Image Control System for Amusement Device". Inventor listed: Nolan K. Bushnell

POKEY
=====
POKEY (means "POT and KEY" as in the paddles and keyboard) is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

The USPTO granted U.S. Patent 4,314,236 to Atari on February 2, 1982 for an "Apparatus for producing a plurality of audio sound effects" - POKEY. Inventors listed: Steven T. Mayer, Ronald E. Milner

FREDDIE
=======
The 65XE/130XE/800XE/XEGS contain a small additional LSI called FREDDIE, a RAM address multiplexer. According to James Bradford, "FREDDIE is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. FREDDIE also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a FREDDIE but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from FREDDIE, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS

goes to. A14 and A15 then go to FREDDIE for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say FREDDIE does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO FREDDIE) and an extra 8 RAM chips."

And more recently James Bradford has written:
FREDDIE is just a memory decoder and timer. It replaces several chips in the 800XL. The small chip near FREDDIE does all the bank selection. CO25953. One line from FREDDIE, Ras (or is it cas?) goes to this chip, Halt and the bank /processor select lines go into this same chip and ras (cas?) comes out. A pin for each bank. If I remember correctly, refresh also goes into this small chip. It would be quite easy to make an 800XL work just like a 130XE with this chip since Ras (Cas?) is required by ALL dynamic RAM.

======
Technical data sheets and schematics for the ANTIC, GTIA, and POKEY chips are available on Curt Vendel's web site, thanks to permission from Hasbro's Atari Interactive Division's release of this data. See the TIFF scans:
http://www.atari-history.com/articles.html
Keith Howell has converted the hi-res TIFFs into clean HTML:
http://www.howell1964.freeserve.co.uk/Atari/800XL/Atari_800XL.htm

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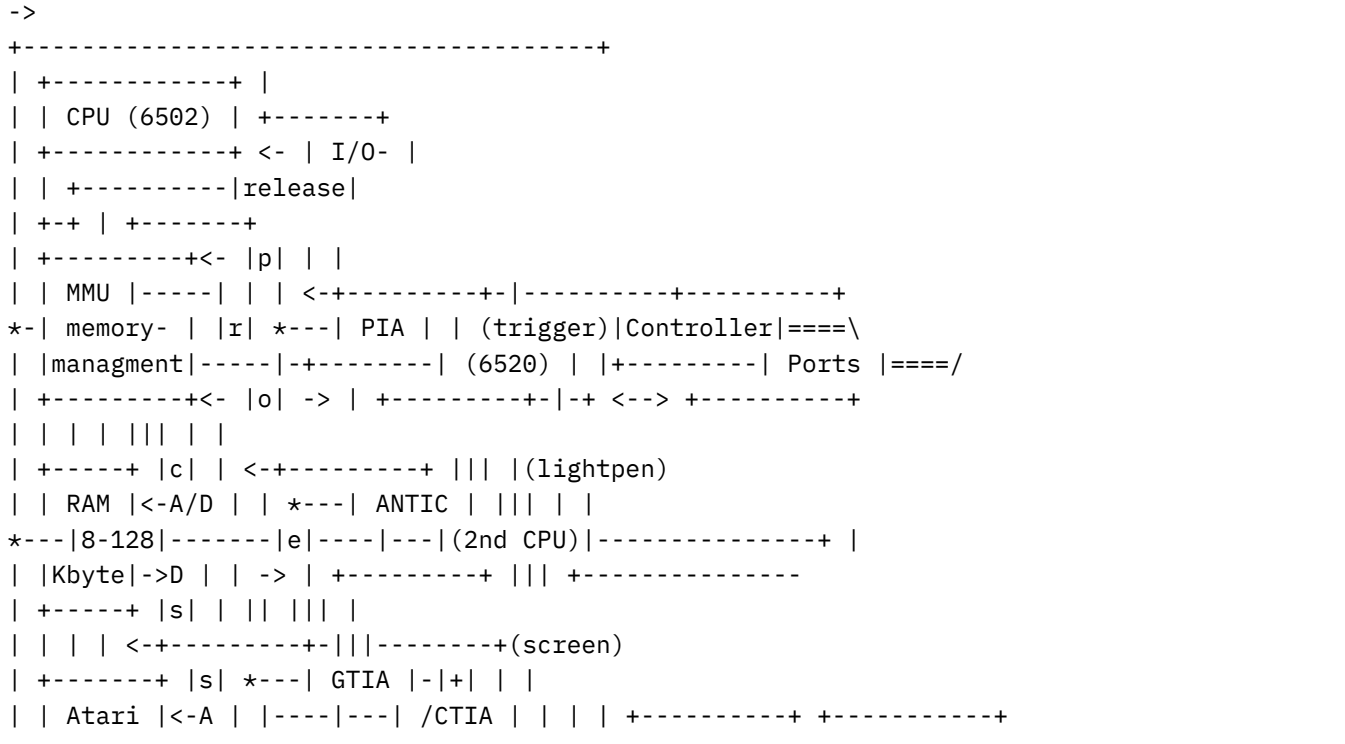
Subject: 1.12) What is the internal layout of the 8-bit Atari?

ASCII art by Thomas Havemeister.



- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos ) - modem

NOTES
* RAM: 400/800: 8K, 16K or 48K standard
600XL:16K standard
1200XL/800XL/65XE/800XE/XEGS: 64K standard
130XE:128K standard
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502B, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE/many PAL 65XE only
* Some late XE's use a 68B21 for PIA; PIA is 6520/6520A on all others

The following are most of the team who originally designed the 400/800.
Credit for providing this information for the FAQ goes to:
Doug Neubauer (by way of James Finnegan), Jerry Jessop, Scott Emmons

VLSI HARDWARE:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators - Partner in "Cyan Engineering"
Lawrence D. Emmons - Also one of the creators - Partner in "Cyan Engineering"
Joe Decuir - ANTIC and system and creator
???A French guy - ANTIC logic designer

George McLeod - CTIA and GTIA logic design
Doug Neubauer - POKEY logic design
Mark Shieu - POKEY chip design
Steve Stone - POKEY layout design
Steve Smith - Technician for ANTIC and GTIA
Delwin Pearson - Technician for POKEY

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Subject: 1.13) What issues surround NTSC vs PAL versions of the 8-bit Atari?

Contributors to this section:
Wayne Booth, Graham Thornton, Brent Buescher Jr., Thomas Richter, Jindroush

Some quick definitions first:

NTSC standard: Abbreviation for "National Television Standards Committee"
TV signal standard used in North America, Central America, a number of South American countries, and some Asian countries, including Japan.
525 lines per frame
60 half-frames per second (interlaced) = 60 Hz
Complete frame refreshed 30 times per second

PAL: Acronym for "phase alternation by line"
TV signal standard used in the United Kingdom, much of the rest of western Europe, several South American countries, some Middle East and Asian countries, several African countries, Australia, New Zealand, and other Pacific island countries.
625 lines per frame
50 half-frames per second (interlaced) = 50 Hz
Complete frame refreshed 25 times per second.

PAL-M: A modified version of PAL, used in Brazil.

SECAM: Acronym for "systeme electronique couleur avec memoire"
TV signal standard used in France, eastern European countries, the former USSR, and some African countries.
625 lines per frame
50 half-frames per second (interlaced) = 50 Hz
Complete frame refreshed 25 times per second.

Now then, how do the differences among 8-bit Atari computers designed for the different world television signal standards affect users trying to use software written elsewhere in the world?

The 50Hz vertical refresh frequency of PAL machines translates into more vertical blank interrupt (VBI) time for demos and other computation-intensive graphics software, when compared to the time available for VBIs on NTSC machines with the faster 60Hz refresh frequency. So PAL demos and games that won't work on NTSC machines are usually returning from a VBI too late. Some also attempt to use more vertical resolution ("longer" display lists) than an NTSC display can handle.

Note that the reverse is also true. Software using VBIs will run more slowly
on a PAL Atari than on an NTSC Atari.

Replacing the NTSC ANTIC chip in an NTSC Atari with a PAL ANTIC changes the
screen refresh rate to 50Hz, allowing most of the PAL-only European software
to run on a North American NTSC Atari. However, make sure your display device
can support a 50Hz PAL signal first! North American Atari users can also
obtain and use real European PAL Atari machines, with the same caveat
concerning the display device.

Bottom line:
Software written for NTSC machines (North America) will (almost) always work
on PAL machines (Europe), but software designed on PAL machines won't
necessarily work on NTSC machines.

Jindroush contributes: (2/26/02)
Could there be a program which runs on NTSC Atari and not on PAL Atari?
Yes, if it uses some precise timing copy protection (probably based on
vblank timing). Examples of these are Transylvania and The Quest by
Penguin Software.

Thomas Richter mentions another NTSC vs PAL issue:
Another point is that the popular pseudo-colors used in the ANTIC-F
(Graphics 8) mode are not colorful at all when displayed on a PAL TV, because
of differences in the color encoding for the TV. The schematics of
the XL computers include however a hack how to change the PAL version to
the NTSC version (the PAL versions include two crystals, one with 5/4th of
the frequency of the other. One is used for the system clock, the other for
the color clock), but I never dared to apply it.

And on 10/16/03 Thomas Richter answered a related question this way:
>> Note that it's typically not too hard to get an NTSC Atari to run in PAL
>> by just swapping out the ANTIC chip.
>>
>> Unfortunately, some demos actually check the OS ROM for a particular
>> value to see if it's a PAL machine or not, and then refuse to run if
>> they are. *grumble* I'd rather have a warning than a refusal. :^P

> As far as I am aware, the only value to tell a PAL from a NTSC machine is in
> GTIA. Maybe swap that one as well and see what you get

Absolutey correct, GTIA keeps the PAL/NTSC register and the Os rom reads it
from there. However, besides the GTIA PAL and NTSC machines differ in other
aspects. For example, on PAL machines an additional oscillator of 5/4 of the
main frequency is present to generate the color frequencies needed to drive
GTIA. There is no such circuit in NTSC Ataris. Besides, this factor of 5/4 is
also the reason why you don't get "artifacted colors" on PAL machines (or,
at least, not very good ones.)

---

Subject: 1.14) What are the pinouts for the various ports on the Atari?

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
o o o o o
o o o o
6 7 8 9 CX22 trackball meanings from Steve Wallace:
1. (Joystick) Forward Input X Direction
2. (Joystick) Back Input X Motion
3. (Joystick) Left Input Y Direction
4. (Joystick) Right Input Y Motion
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Serial I/O (SIO) Port (all machines):
2 12
o o o o o o
o o o o o o o
1 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready (not on 1200XL)
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Monitor Jack (all but 400, N. American 600XL, XE Game System, SECAM systems):
3 1
5 4
2
1. Composite Luminance (Composite Video on 600XL)

2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL(most),1200XL; grounded on 600XL)

Monitor Jack, SECAM systems: (thanks Jer Sobola)
V

5 1
3
4 2

6
1 +12V DC 5mA max
2 Audio 1 output
3 Audio 2 output
4 Video output
5 GND
6 +5V 100mA max
Amplitude Audio 2 is about 6 times closer than Audio 1

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND

31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

Enhanced Cartridge Interface (ECI) (130XE, 800XE and many PAL 65XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Keyboard Port (XE Game System only):
1 8
o o o o o o o o
o o o o o o o
9 15
1. KR2 Keyboard Response 8. K2 Keyboard Scan
2. K3 Keyboard Scan 9. Ground
3. K4 Keyboard Scan 10. Not Connected
4. K5 Keyboard Scan 11. Ground
5. KR1 Keybaord Response 12. Not Connected
6. K0 Keyboard Scan 13. Trigger 2
7. K1 Keyboard Scan 14. 5 VDC
15. 5 VDC

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Subject: 2.1) What video display devices can I use with my Atari?

Contributors to channel output variations list:
Jon Levy, Rene de Bie, Sysop Fox-1

Most 8-bit Atari computers put out video signals in two places:

1) Radio-Frequency (RF) signal, either one VHF channel, or two VHF channels selectable by a switch on the computer. Variations depend primarily on the part of the world that the particular version of the computer was desgined for.

Most North American computers: VHF channels 2-3 switch-selectable.
channels 3-4 switch selectable also reported
European computers: VHF channels 3-4 switch-selectable,

or no switch (what channel?) both reported
UK computers: VHF channel 36, no switch,
or channels 38-39 switch selectable both reported
Australian computers: VHF channel 1 (400/800: channels 1-2 selectable)

Any further clarifications would be appreciated!

Accessories needed:
a) RF Cable. (RF=radio frequency--video and audio signals in the same line)
On the 400/800 models, the RF Cable does not detach from the computer.
The output end of the cable is an RCA male connector.

b) TV Switch Box. Includes an RCA female connector for RF signal input from
the Atari, input connector(s) for your TV attenna and/or cable TV
company, and 75- and/or 300-ohm VHF output connector(s) for connection to
the VHF input on the television. (Radio Shack carries a suitable TV
Switch Box.)

2) A proprietary 5-pin DIN Monitor Jack, which includes two video signals:
a) Composite video.
b) Y/C Video, also known as S-Video:
separate composite luminance (Y) and chrominance (C) signals.

Exceptions among the computer models:
-the 400 and North American 600XL lack the Monitor Jack.
-the XE Game System includes an RCA-style jack in place of the Monitor Jack,
providing a plain composite video signal only.
-the Monitor Jack on the 600XL, 800XL(most) and 1200XL lacks the separate
chrominance signal. (But it exists internally, and can be restored to the
monitor jack via hardware modification.)

The pinout for the Atari Monitor Jack is in the pinouts sections of this FAQ
list.

The typical Atari Monitor Cable includes the male 5-pin DIN connector on one
end, and two RCA male connectors on the other end. One of the RCA connectors
will carry the monophonic sound signal, and the other will carry the composite
video signal. Color composite monitors were common in the mid-80's, but these
days many televisions have an RCA female composite video input connector which
works fine with the Atari.

You may find an Atari Monitor Cable where the video signal carried on the
second RCA connector is not the composite video signal, but the composite
luminance signal. These cables are for use with monochrome composite video
monitors (usually green or amber).

The ideal Atari Monitor Cable includes 3 RCA male connectors on the output
end, carrying the sound signal, the composite luminance signal, and the
composite chrominance signal. Only the best composite monitors include
separate chrominance and luminance inputs. Commodore produced many fine
monitors of this type, popular with Atari users.

Lonnie McClure provides this information on suitable Commodore monitors:
1701, 1702, 1802, CM-141, 1080, 2002, 1902, 1902A*, 1084**, 1084S**

* The 1902A used a DIN connector for chroma/luma, which makes cabling a
bit more of a problem. The composite and audio connectors are standard
RCA jacks, however.

** The 1084 and 1084S had more than one version. Some used the a DIN
connector for chroma/luma connections, like the 1902A, while some used
standard RCA jacks.

The 1902 and 1902A are very different in appearance. The original 1902
shares the same slightly rounded front case design as the 1080 and 2002,
while the 1902A is has a rather square case design, and was manufactured
by Magnavox (as were some of the 1084 and 1084S versions).

The separate composite chrominance and luminance signals that the Atari puts
out comprise what the world has since come to call Y/C video or S-video.
S-video connectors are normally Mini4. It is possible to build a cable, or
purchase several adapters, that can allow you to utilize the separate Y/C
signals generated by the Atari with a television (or other display device)
that provides a standard S-video Mini4 input jack. This is the ultimate
display option for the 8-bit Atari. Clarence Dyson has a nice page about
such a project at http://www.wolfpup.net/atari/svideo.html .

Adapters also exist that will take in composite video or s-video, and output a
conversion of the signal as a standard VGA video signal. These are often
known as a "VGA converter" or "Scan doubler." With such a device, the 8-bit
Atari can be used with a standard PC VGA monitor. One such adapter is the
Cheese Video Box, http://www.avtoolbox.com/vd-660.htm . An earlier popular
device was the JAM!! from AIMS Lab.

SCART - an acronym for Syndicat des Constructeurs d'Appareils Radiorecepteurs
et Televiseurs - is a 21-pin universal connecting cable/socket system used for
audio/video components in Europe. The cables transmit RGB, composite video,
S-Video, mono and stereo sound. SCART, which is also known as PERITEL,
EURO AV BUS and EUROCONECTOR, is common throughout Europe, particularly in
France, England, Germany, Switzerland, and Scandinavia. SCART is also very
popular in the Russian Audio Video market. It is possible to interface the
Atari's composite video signal, along with the audio signal, through a SCART
connector, though there have been few reports of people actually doing this.

Keith Howell has a nice page on some of these topics:
http://www.howell1964.freeserve.co.uk/Atari/800XL/Atari_800XL_Video.htm

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Subject: 3.1) What are the Atari 410, 1010, XC11, and XC12 Program Recorders?

The Atari Program Recorders provide storage and retrieval of programs
and data on cassette tape. In addition to the digital track that stores
computer data, a second audio track is provided to play music or voice
as the program runs.

Data transmission rate: 600 bits per second.
Data storate capacity: 100,000 bytes per 60-minute cassette.
Track configuration: 4 track, 2 channel (digital data and audio track)

410 Program Recorder
- early Japan version had a carrying handle
- most versions made in Hong Kong
- 410a--Taiwan version
- built-in SIO cable - must end SIO daisy chain
- power - plugs directly into wall (most versions)
- "410P" version (rare). Karl Heller writes:
"It came in the white 410 box with an Atari yellow/orange paper slip
stating which power supply to use with it."

1010 Program Recorder
- Chelco version has Stop/Eject, then Pause buttons
- Sanyo version has Pause, then Stop/Eject buttons
- two SIO ports

XC11 Program Recorder
- has a built-in SIO cable and one SIO port

XC12 Program Recorder
- built-in SIO cable - must end SIO daisy chain
- Information on the Turbo 6000 Baud Interface and the Chaos Loader:
http://www-user.tu-chemnitz.de/~sgl/atari/turb6000/turb6000.htm

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Subject: 3.2) What other cassette recorders can I use with my Atari?

Firstly Atari themselves put out several models beyond the 410/1010/XC11/XC12,
generally only known in eastern Europe:

XCA12 Program Recorder -in same case as XC12...Poland
CA12 Program Recorder -in same case as XC12...Poland
image: http://romualdl.multimania.com/images/atari/ca12.jpg
XL12 Program Recorder -XC12 w/slight changed design. Czech/Slovak/Poland
XC13 Program Recorder -XC12 which was "T2000 ready". Czech/Slovak/Poland

For more information on the Turbo 2000 (T2000) and SuperTurbo modifications to
Atari program recorders, with speeds up 9600 baud, see
http://jindroush.atari.org

Unlike other microcomputer systems of the time, it was very unusual to use
anything but Atari brand program cassette recorders. One third-party product
released was the:

Compu-Mate, by General Electric (GE, G.E.)
Includes external interface module, a power cord/adapter, and SIO cable.
No second SIO port - must be at end of SIO chain.

---

Subject: 3.3) How do I run a program from cassette?

To run an Atari BASIC program from cassette:

1. Place the cassette in the recorder.
2. Press REWIND of FORWARD, if necessary, to bring the tape to the position
where the program is located.
3. Boot the computer to the Atari BASIC READY prompt.
4. There are several possibilities for the next step, depending on how the
program was saved, and whether you want to run the program or just load
it into RAM. Enter one of the following four commands:
a. CLOAD loads programs saved with CSAVE
b. LOAD "C:" loads programs saved with SAVE "C:"
c. ENTER "C:" loads programs saved with LIST "C:"
d. RUN "C:" loads&runs programs saved with SAVE "C:"

] Relative efficiency of the three cassette tape recording techniques:
] CSAVE/CLOAD - most efficient - fastest saves/loads - tokenized files
] SAVE "C:"/LOAD "C:" - middle efficiency - middle speed - tokenized files
] LIST "C:"/ENTER "C:" - least efficient - slowest - straight ATASCII

5. The computer will "beep" as a signal for you to press PLAY on the recorder.
6. Press the RETURN key on the computer keyboard, and the program will load
into the computer.
7. Press STOP on the recorder when loading has finished.
8. Unless you entered RUN "C:" above, now enter the command: RUN

To run an Atari BASIC or machine language program from cassette upon startup:

1. Place the cassette in the recorder
2. Press REWIND of FORWARD, if necessary, to bring the tape to the position
where the program is located.
3. Turn on the computer while holding down the START key.
But if your computer has Atari BASIC built-in and you're running a machine
language program, hold down both the START key and the OPTION key.
4. The computer will "beep" as a signal for you to press PLAY on the recorder.
5. Let go of the START/OPTION button(s).
6. Press the RETURN key on the computer keyboard, and the program will load
into the computer.
7. Press STOP on the recorder when loading is complete and the program is
running.

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Subject: 3.4) What are the Atari 810, 815, 1050, and XF551 Disk Drives?

Section includes contributions by Andreas Magenheimer, TXG.

The Atari Disk Drives provide storage and retrieval of programs
and data on 5.25" floppy disks.

==> Atari 810 --- a 5.25" floppy disk drive
The least common denominator for the Atari. One mode of operation:
1) Single-Sided, Single-Density--
FM 40 tracks x 18 sectors/track x 128 byte/sector = 90K capacity
19.2Kbps transfer rate. 288RPM.

The 810 includes a 6507 microprocessor.
Shipped with DOS 1 (very early) or DOS 2.0S
earlier MPI version- push button door opening for disk access
later Tandon version- lift door, like a garage door disk access
two SIO ports
accessories from Atari:
CX8100 Atari 810 Blank Diskettes (5 per box)
CX8111 Atari 810 Formatted Diskettes II (5 per box)
CX8202 Atari 810/815 Blank Diskettes (5 per box, certified for double density)

Third-party upgrades for the 810:
810 Archiver -- copy many copy-protected programs
Happy 810 -- Happy Backup, Warp Speed 52Kbps, 18 sector buffer
810 Fast Chip by Binary 10%-40% faster
810 Turbo by Neanderthal Computer Things (NCT) -- double-density
see: http://www.qnet.com/~dons/810T.html

==> Atari 815 Dual Disk Drive --- dual 5.25" floppy disk drives in one unit
Were produced (all hand-built), but are very rare. One mode of operation.
Per drive:
1) Single-Sided, Double-Density--
MFM 40 tracks x 18 sectors/track x 256 bytes/sector = 180K capacity
19.2Kbps transfer rate. 288RPM.
The 815 includes a 6507 microprocessor.
Shipped with DOS 2.0D
MPI mechanism version- push button door opening for disk access
Tandon mechanism version- lift door, like a garage door disk access
accessories from Atari:
CX8202 Atari 810/815 Blank Diskettes (5 per box, certified for double density)
Stephen Knox writes (12/28/02):
I believe the story on the 815s was Atari didn't want to release them due to
severe QA problems with the drive but they had so many preorders they had to
release something. I think they filled the preorders and then cancelled the
model - Most of them got returned due to problems.

==> Atari 1050 --- a 5.25" floppy disk drive
Same as the 810, plus Dual-Density capability. Two modes of operation:
1) Single-Sided, Single-Density, 90K, 810 compatible
2) Single-Sided, Dual-Density, otherwise known as "Enhanced Density" because
it is not true double-density--
MFM 40 tracks x 26 sectors/track x 128 bytes/sector = 128K capacity
19.2Kbps transfer rate. 288RPM
The 1050 includes a 6507 microprocessor.
Shipped with DOS 2.0S, DOS 3, or DOS 2.5
DIP switches: Black & white left: Drive 1
Black right, white left: Drive 2
Black left, white right: Drive 3
Black & white right: Drive 4
Third-party upgrades for the 1050 (all add a true SSDD 180K capability):
US Doubler (ICD) SS SD/ED/DD UltraSpeed (US) 54Kbps, sector skewing
Happy 1050 SS SD/ED/DD Warp Speed 52Kbps, 36 sector buffer,

Happy Backup. also read/write 180K 5.25" MS-DOS floppies
I.S. Plate (Innovated Software) SS SD/ED/DD Ultra/Warp (USD/Happy clone)
Hyper Drive (Chaos! Computers) SS SD/ED/DD Warp Speed 52Kbps (Happy clone)
Super Archiver (CSS) SS SD/ED/DD UltraSpeed 54Kbps (US Doubler clone)
Super Archiver II(CSS)SS SD/ED/DD UltraSpeed 54Kbps (US Doubler clone)
Cheer-Up 1050 SS SD/ED/DD Warp Speed 52Kbps (Happy clone)
Speedy 1050/Mini-Speedy SS SD/ED/DD Warp Speed 78,000Baud (Happy clone),
8kbytes
(Klaus Peters) Track/Cache buffer, built-in DOS and/or HSS-Copy;
Super Speedy 1050 SS SD/ED/DD Warp Speed 96,000Baud (Happy clone),192K RAM
SuperMax 1050 SS SD/ED/DD UltraSpeed 52Kbps (US Doubler clone)
Lazer 1050 SS SD/ED/DD Warp Speed and UltraSpeed 54Kbps
Engl-Turbo-1050 SS SD/ED/DD Turbo Speed approx. 70,000 Baud (uses
(german Turbo) Sector skewing that differs from USDoubler)

Rich Mier professes:
You've been plugging and unplugging the SIO cable with the 1050 power pack plugged in, right? That's a no-no. Most of the time it's Okay, but about 1 in 10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C. at the right, rear of the main board. A 14 pin DIL chip. Actually it is an array of 5 transistors.

Unplug the power pack from the 1050, then unplug the SIO cable. Power can be ON on the CPU. The problem has to do with the secondary winding of the Power Pack. Remember, the problem only occurs 1 out of 10 - 20 times that you do it, not all the time.

It doesn't really matter if the 1050 Transformer has power on or off, it 'Might' happen if plugged into the 1050. It is really bad on 810's.

One thing, if the system has been turned off for, oh say, 5 - 10 minutes it won't matter. By then all the capacitors should be bled(sc?) to 0 volts.

==> Atari XF551 --- a 5.25" floppy disk drive. Four modes of operation:
1) Single-Sided, Single-Density, 90K, 810 compatible
2) Single-Sided, Enhanced-Density, 128K, 1050 compatible
3) Single-Sided, Double-Density, 180K, Percom & other 3rd parties compatible
4) Double-Sided, Double-Density--
MFM 80 tracks x 18 sectors/track x 256 bytes/sector = 360K capacity
Writes "backwards" to the second side of the disk, when compared to a two-sided "flippy" disk with SSDD 180K format on each side
High speed 38400 bps burst mode usable only with SpartaDOS X, SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2.
Rotaton rate: 300RPM. Since all other Atari-specific drives run at 288RPM, this results in rare compatibility issues. Specifically, these commercial disks do not load in, and can be damaged by, the XF551:
- Flight Simulator II (subLOGIC)
- Blue Max (Synapse)
- Bank Street Writer (Broderbund). Conflicting reports about this one.
8040 cpu + external ROM or 8050 cpu with internal ROM
Shipped with DOS 2.5 or DOS XE.
DIP switches: Both dips down: Drive 1

Left down, right up: Drive 2
Left up, Right down: Drive 3
Left and Right up: Drive 4
Chinon-built XF551-cannot read/write/format backside if no timing hole
Mitsumi-built XF551--can read/write backside if to timing hole, if formatted
Third-party upgrades for the XF551:
CSS XF Single Drive Upgrade--3.5", 720K floppy drive replacement
also read 720K 3.5" MS-DOS disks
see
http://www.nleaudio.com/css/products/XFsingdrup.htm
CSS XF Dual Drive Upgrade--add 3.5" drive w/o losing the 5.25" drive
also read 720K 3.5" MS-DOS disks
see
http://www.nleaudio.com/css/products/XFdualdrup.htm
CSS XF551 Enhancer--overcomes sensor for index hole, create flippy disks
see
http://www.nleaudio.com/css/products/XF551enh.htm
CSS XF Update--replace drive OS, adds UltraSpeed
see
http://www.nleaudio.com/css/products/XFupdate.htm
Hyper-XF-OS--avaiable for 5.25" or 3.5" floppy versions; uses sector skewing
and UltraSpeed (but no track buffer!); can use disk partitions
(2 on 5.25", 4 partitions on 3.5") with mixed Densities (S/E/D)
or standard 360kbytes (5.25") / 720kbytes (3.5"); can
theoretically read/write ST/PC 720k disks (software is missing!)
OS created by Stefan Dorndorf/Germany;
XF-Speedy--replaces the 8040 CPU with a 65C02 + ROM + Memory

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Subject: 3.5) What other floppy disk drives can I use with my Atari?

Major contributors to this section: Glenn M. Saunders, Tomasz M. Tatar,
James Bradford, Konrad M. Kokoszkiewicz, Don Schoengarth, Andreas Magenheimer

SS=Single-Sided SD=Single-Density, 90K/disk side
DS=Double-Sided ED=Enhanced-Density, 128K/disk side
DD=Double-Density, 180K/disk side

Printer port=has a standard DB25 parallel printer port,+ maybe a print buffer
Master=includes drive controller, can add additional,non-Atari-specific drives

Top transfer rate=19.2Kbps unless stated otherwise

Floppy disk drives designed for the 8-bit Atari computers:
Atari 810 SS SD
Atari 1050 SS SD/ED
Atari XF551 DS SD/ED/DD, 38.4Kbps burst mode
Access Unlimited ATAR88-1 SS SD master
Access Unlimited ATAR40-1 SS SD/DD master
Amdek AMDC I SS SD/DD uses flippy Amdisk III 3" disk/carts,printer
port,master

Amdek AMDC II SS SD/DD dual drives, printer port, master
AS SN-360 DS SD/ED/DD
Astra 1620 SS SD/DD dual drives
Astra 2001 SS SD/DD dual drives
Astra Big-D DS SD/DD dual drives
Astra The One DS SD/DD, printer port
B&C 810 SS SD, optional Happy Warp Speed 52Kbps
Concorde C-221M SS SD/DD master
Concorde C-222M DS SD/DD master
CSS Floppy Board, for the Black Box, master, support PC 720K and 1.44MB 3.5"
drives, support PC 1.2MB and 360kB 5.25" drives,
also read/write 5.25" and 3.5" MS-DOS disks
see: http://www.nleaudio.com/css/products/floppy.htm
High-Density Disk Interface (HDI) a PCB master,connect up to 4 standard drives
Indus GT SS SD/ED/DD, Synchromesh mode usable with SpartaDOS X
and DOS XL only. 72Kbps under SpartaDOS X, 37Kbps under DOS XL. Z-80 cpu
RAM-Charger--expansion card contains 64K RAM + software, for CP/M support
KARIN MAXI DS SD/ED/DD/QD
L.E. Systems LEDS5-01 SS SD/DD master, 134.4Kbps, 800 only
CP/M expansion: 4MHz Z80, 64K RAM
L.E. Systems LEFDC-04 SS SD Four drives, copies a disk in 22 secs, 800 only
L.E. Systems LEFDC-08 SS SD Eight drives, copies a disk in 22 secs, 800 only
LDW Super 2000 SS SD/DD, 19.2Kbps or 67Kbps
image: http://romualdl.multimania.com/images/atari/super2000.jpg
LDW CA2001 SS SD/DD, 19.2Kbps or 38.4Kbps "California Access"
image: http://romualdl.multimania.com/images/atari/ca2001.jpg
LDW CA2002 DS SD/ED/DD,19.2Kbps,70Kbps w/SpartaDOS. "Calif. Access"
Micro MainFrame MF-1681 SS SD/DD, printer port, 4K to 54K printer buffer,
hard disk firmware included, master, Z-80 CPU w/ 16K to 64K RAM for CP/M,
TRSDOS, MaxiDOS A, and OASIS. see: http://www.qnet.com/~dons/mmf.html
Micro MainFrame MF-1682 dual drives version of MF-1681
Percom RFD40-S1 SS SD/DD, master
Percom RFD40-S2 SS SD/DD dual drives, master
Percom RFD44-S1 DS SD/DD, master
Percom RFD44-S2 DS SD/DD dual drives, master
(80-track RFDs hinted at
http://www.atarimagazines.com/v1n2/newproducts.html
Percom AT88 SS SD, master
Percom AT88-S1 PD SS SD/DD, printer port, master
Percom AT88-S2 PD SS SD/DD dual drives, printer port, master
Rana 1000 SS SD/ED/DD, stand alone disk formatting
RCP 810 SS SD
San Jose Computer Special Edition 810 SS SD, optional Happy Warp Speed 52Kbps
SWP ATR8000 4MHz Z80, 16K RAM, RS232, master, printer port
or 4MHz Z80, 64K RAM, RS232, master, printer port, CP/M 2.2
options: 128K or 256K CO-POWER-88 with MS-DOS; CP/M-86
TOMS 720 DS SD/ED/ID/DD/QD/ID printer port, MYDOS 4.50 on ROM, 70Kbps
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB

- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
- known as Toms-Turbo Drive, Turbo format and speeder is compatible
with german Engl-Turbo-1050; (tools will work with both drives);
TOMS 710 DS SD/ED/ID/DD/QD/ID printer port, MYDOS 4.50 on ROM, 67Kbps
one more format: double sided, 80 tracks, IBM (720 KB)
also TOMS Navigator on ROM (like Norton Commander);
known as Toms-Turbo drive; Turbo format and speeder is compatible
with german Engl-Turbo-1050; (tools will also work with both drives);
Trak AT-1 SS SD/DD master.upgrade: printer port+4K/16K buffer
Trak AT-D1 SS SD master, printer port, 4K print buffer.upgrade:16K
Trak AT-D2 SS SD/DD master, printer port, 4K print
buffer.upgrade:16K
Trak AT-D4 DS SD/DD, printer port, print buffer
Trak Champ SS SD master
Trak Champ2 SS SD/DD master
Trak AT-S1 SS SD/DD slave
XFD601B DS SD/ED/DD 70kbps,Top Drive,Synchromesh,UltraSpeed,XF551 compat.
XFD602B dual DS SD/ED/DD 70kbps,Top Drive,Synchromesh,UltraSpeed,XF551 compat

While any standard "slave" drive will work with "master" drives listed above,
the following are slave drives marketed specifically to Atari users:
Access Unlimited ATAR88-A1 SS SD slave
Access Unlimited ATAR40-A1 SS SD/DD slave
Concorde C-221S SS SD/DD slave
Concorde C-222S DS SD/DD slave
Percom RFD40-A1 SS SD/DD slave
Percom AT88-A1 SS SD/DD slave
RCP 100 DS SD/DD, slave
RCP 200 DS SD/DD dual drives, slave

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Subject: 3.6) What kinds of 5.25" floppy disks can I use with my Atari drives?

Russ Gilbert writes:
If you're talking standard computer store, you can't use those 5 1/4" disks. I
mean you can't use high density disks. They must be double density to use
with the 1050. Almost all double density 5 1/4" disks have a hub ring, high
density disks don't have the hub ring.

RHamiIton5 elaborates: (5/12/01)
The Atari 8 drives do not have write heads and circuity which can handle the
type of oxide coating used on the high density floppy media; they cannot write
reliably to them. The hub ring has just become a sort of marker to distinguish
the high density from the standard double density diskettes.

Way back in your apple days of '79-'82, most disks were hubless and only the
really premium brands offered hubs to prevent slippage and out of round
problems; you could even buy little kits for adding you own hub rings.

When the home computer swell really hit around '83 and price wars began, hub rings became common on good disks and eventually became standard down to include most generic bargain diskettes.

The introduction of high density 5.25's required a different coercivity (= magnetizability) to get more bits in a smaller space and suitable electronics to do it. These disks were produced hubless; was it a differentiating label or just unnecessary because of stronger mylar construction? Anyone?

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Subject: 3.7) How can I use a hard drive with my 8-bit Atari?

Atari never produced hard drives for the 8-bit Atari, but a variety of options have been produced over the years. No common DOS version was written with drives the size of hard drives in mind, and very few 8-bit Atari users have owned hard drives for the Atari. Yet, if you're serious about it, a hard drive can make a tremendous addition to your system!

A couple of these options are hard drives designed specifically for the 8-bit Atari computers; the rest are interfaces designed to let you attach an industry standard SASI, SCSI, or IDE type hard drive. Customized software (OS, DOS) is often involved as well.

Larry White contributed to some of these descriptions.
Additional Corvus info from an eBay auction by Ben Corr, 7/03.

==> Corvus hard drive (5MB, 10MB, or 20MB)
Attaches via joystick ports 3 & 4 on the Atari 800 only.

-- Corvus Integrator Board - alows access to the Corvus Disc without the Corvus software, so that any DOS that uses standard SIO calls will work.

-- Corvus Multiplexer - used to network up to 8 Ataris to one Corvus Drive

- Corvus Mirror card - back up the drive's contents onto video tape

==> SupraDrive Atari Hard Disk, by Supra, later K-Products. 10MB or 20MB.
includes external Hard Disk Interface
Some limitations on drive type and size and total number of drives in sys.
Attaches via PBI, or ECI with adapter.
See: http://www.atarimagazines.com/v5n6/Supradrivefor8Bit.html
Maybe still available from Bob Klaas?

==> BTL Hard Disk System
BTL 2001 Connector for 600XL/800XL PBI
BTL 2002 Connector for 130XE/800XE/65XE ECI
BTL 2004 SASI Hard Disk Adapter
See: http://www.atarimagazines.com/v5n12/BTLHardDisk.html

==> Multi I/O (MIO) interface, by ICD. Includes:
- Parallel printer interface
- Serial interface, for modem or serial printer. will handle 19.2Kbps
- 256K or 1 MB RAM, for RAMdisk or printer spooler
- SASI/SCSI interface, supports up to 8 controllers.

Limited to drives with 256-byte sectors.
Attaches via PBI, or ECI with adapter.

==> CSS Black Box interface
RS-232 Serial Modem Port (19.2Kbps) w/ hardware flow control,
Parallel Printer Port,SASI/SCSI Hard Disk Port, Operating System Enhancements,
optional 64K printer buffer. Supports drives with 512-byte sectors.
PBI/ECI device. Available: http://www.nleaudio.com/css/products/black.htm

==> SmartIDE project by Bob Woolley
Uses 256 of the normal 512 byte sectors. Point-to-point wiring project.
Articles and software at http://www.wolfpup.net/atari/atari.html

==> IDE Hard Drive Interface 1.0
By Konrad M. Kokoszkiewicz (Draco) and Jacek Zuk
PBI device. Logical sector length: 256 or 512 bytes
Availability???

==> Fine Tooned Engineering (FTe) Multi I/O II (MIO II) interface
An IDE interface. Several exist, but it was never really released

==> msc-IDE Controller
created by Steve Birmanns and Matthias Belitz
* real device for the parallel-port (PBI/ECI) of the Atari XL/XE
* up to 240 partitions per harddisk supported
* emulates D1: until D9: of disk devices (access to 9 partitions at one time)
* full bootable from any partition (with standard XL-OS)
* write protectition capability
* supports master/slave configuration
* more than 30 KB/s file access with SPARTA-DOS 3.2 gx (reading)
* more than 10 KB/s file access with SPARTA-DOS 3.2 gx (writing)
* software partially supports CD-ROM and ZIP drives.
Sold out.
http://www.birmanns.de/atari/

==> Gary Morton's BadSector"A" Project
Wants to connect his IDE drive to the SIO bus.
http://www.alma.demon.co.uk/Atari/AtariProjects.html

==> MyIDE interface and software by Mr.Atari, Sijmen Schouten
Point-to-point wiring project. Different units for 800 and XL, including a
cartridge version for the XL.
http://home.wanadoo.nl/mr.atari/

==> SIO2IDE, by Marek Mikolajewski (MMSoft)
The SIO2IDE is a simple interface that allows you to attach any IDE Disk
Drive to your 8-bit Atari computer. Latest interface version has the
following main features:

* ATARI side:
- uses standard Atari SIO at a speed of 19200 baud
- works with Atari High Speed SIO (US and Happy) at a speed of 52000 baud
- emulates Atari disks D1: to D8:

- can be used with any Atari DOS and OS
- can be used without any problems with other SIO devices (disk drivers, printers, modems, SIO2PC, second SIO2IDE etc)
- can be easy installed inside your Atari with 2.5' laptop HD
- is easy to configure via special fdisk.com utility software (changing disks sequence and active directory)
* IDE device side:
- all IDE ATA/ATAPI devices can be used: Disk Drives (2.5' and 3.5'), CD-ROMs, Compact Flash cards etc.
- supports PC file systems, FAT16 and FAT32
- supports CD file system, ISO9660
- supports ATR disk images (SD, DD up to 16MB)
- supports directory change (multiconfig)
- is easy to configure, many text configuration files (sio2ide.cfg) can be stored in different directories
- disk configuration can be checked by special checkfs.exe PC utility
NOTE: checkfs.exe does NOT work with HDD connected via USB port
- standard disk utilities can be used (defrag.exe, scandisk.exe etc)
* USB port side:
- interface works as Mass Storage Class device (removable drive)
- no drivers are needed for Windows 2K, ME, XP
- driver for Win98 is included in this SIO2IDE package

http://www.atari.cuprum.com.pl/sio2ide.htm

==> Nathan Hartwell's IDE projects
http://www.magelair.com/

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Subject: 4.1) What are the Atari 820, 822, and 825 Printers?

The following printers were produced by Atari and styled to match the 400/800 computers.

Atari 820 Printer:
- 40-column impact printer
- 5x7 dot matrix
- 40 characters per line, upper & lower case alpha
- horizontal and vertical alphanumeric characters
- 6507 microprocessor, 6532 RAM I/O chip, 2K ROM
- 40 characters per second
- uses Standard Roll Paper/adding machine paper

Atari 822 Thermal Printer: ( = Trendcom Model 100 )
- 37 characters per second
- 10 characters per inch
- 40 characters per line, upper/lower case and point graphics
- 5x7 dot matrix

Atari 825 80-Column Printer ( = Centronics 737 )
- 3 character sets:
monospaced 7x8 dot matrix at 10 characters per inch

monospaced condensed at 16.7 cpi
proportionately spaced Nx9 dot matrix at avg of 14 cpi (N=6..18)
- all characters can be elongated (printer double width)
- characters per line: 80 at 10 cpi; 132 at 16.7 cpi
- speed: 50 cps at 10 cpi; 83 cps at 16.7 cpi; 79 cps avg. proportional
- print buffer: 1200 dot columns
- paper: roll, fanfold, or cut sheets
- requires Atari 850 Interface Module or equivalent

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Subject: 4.2) What are the Atari 1020, 1025, 1027, and 1029 Printers?

The following printers were produced by Atari and styled to match the XL series computers.

Atari 1020 Color Printer:
( = Commodore 1520 / Oric MCP40 / Tandy/Radio Shack CGP-115 /...; made by ALPS)
- 4-color graphics: (black, red, blue, green). optional 8-pen rainbow package
- alphanumberics and X,Y plotting capability
- 10 cps (40-column mode)
- 20, 40 and 80-column modes
- horizontal and vertical alphanumerics, English and International chr sets
- water soluble ink pen technology
- 4-pen barrel print head
- microprocessor
- paper: standard roll paper (40 column width)
- AtariGraphics cassette software included

Atari 1025 80-Column Printer: ( = Okidata ML80 )
- 40 cps (80-column 10 cpi mode)
- 5 cpi expanded (40 col), 10 cpi (80 col), 16.7 cpi condensed (132-col)
- 5x7 character dot matrix
- buffer: 132 chrs at 16.7 cpi, 80 chrs at 10 cpi
- paper: roll,fanfold,single sheets. optional:roll paper holder, tractor feed

Atari 1027 Letter Quality Printer: ( = Mannesmann Tally Riteman LQ.)
- fully formed characters, prestige elite 12)
- 12 characters per inch (80 columns)
- 20 characters per second
- single sheets or roll paper

Atari 1029 Programmable Printer ( by Seikosha)
- 7-pin dot matrix, same as Commodore MPS-801
- Released for Europe & Canada (not USA)
- Rich_N_Feymus says:
I think its a SEIKOSHA GP500, but not 100% sure. However, the Commodore MPS-801 ribbons should be much easier to find.
- The Tandy DMP 110 is another model reported to be the same as the 1029.

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Subject: 4.3) What are the Atari XMM801 and XDM121 Printers?

The following printers were produced by Atari and styled to match the XE series computers.

Atari XMM801 Printer: ( = SHINWA CP80 )
- 80 columns, dot matrix
- friction feed or pin feed
- pica 10 cpi, double width pica 5 cpi, elite 12 cpi,double width elite 6 cpi, condensed 16.5 cpi, double width condensed 8.25 cpi
- Ribbon: Commodore 1526 and the Mannesman-Tally Spirit 80

Atari XDM121 Printer:
- 80 column, daisy wheel--letter quality
- underlining, subscripts, superscripts
- friction feed paper
- Ribbon: Silver Reed CF130, Olivetti ET201,ET221,Nu-Kote NK136

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Subject: 4.4) What other printers can I use with my Atari?

Some third-party printers were marketed for use with the Atari 8-bit computers:

Alphacom 42 + Atari interface cartridge
- requires 850 Interface or equivalent
- thermal
- 4 1/2" width paper
- supports complete ATASCII character set

Axiom AT-100 / Seikosha AT-100 / Seikosha GP-100A Graphic Printer
- built-in Atari interface, cable and connector, 2nd SIO port for daisy-chain
- dot matrix
- early model 30-cps, later version 50 cps
- Graph-AX graphics software package

Axiom GP-550AT (by Seikosha)
- built-in Atari interface, cable and connector, 2nd SIO port
- dot matrix
- 86 cps draft, 43 cps NLQ
- Graph-AX graphics software package

Axiom GP-700AT (by Seikosha)
- built-in Atari interface, cable and connector, 2nd SIO port
- 4 hammer print heads, 4-color ribbon cartridge
- 25 colors
- 50 cps
- Graph-AX graphics software package

Epson HomeWriter 10
- plug-in cartridge interface for the Atari
- 80 column dot-matrix printer
- draft quality printing at 100 cps and near letter quality at 16 cps

General Electric GE 3-8100 / TXP 1000
- GE Printer Interface Module for Atari
- dot-matrix
- 50 cps draft, 25 cps NLQ

Okidata Okimate 10 Personal Color Printer
- available Plug 'n Print Interface for Atari
- a thermal printer.
- single-sheet or tractor-feed paper.
- 26 colors
- 240 words per minutes

Beyond the above printer models, most any "industry-standard" line printer can work well with the Atari. For many years, most printers marketed for home use could be classified into one of two categories: parallel or serial interface. Parallel line printers are much more commonly used than serial line printers, with the Epson MX/FX/LX series defining the market.

The most common way to use an industry standard printer with the Atari has been to attach it through the 15-pin 8-bit parallel port of the Atari 850 Interface Module or equivalent (such as the ICD P:R: Connection). One gotcha here is that the 850's parallel port is DB15, where the PC world ended-up standardizing on a DB25 configuration. So you need to find or build a cable that provides the DB15 connector for the Atari end (and Centronics-type parallel connector on the printer end) when attaching a standard parallel printer to the Atari through an Atari 850 or equivalent.

Many 3rd-party disk drives for the Atari (along with the XEP80 Interface Module) do include a DB25 parallel printer port, rendering the need for an Atari-specific printer cable unnecessary.

The Atari 850 Interface Module and equivalents also provide standard DB9 serial RS232C ports, permitting use of standard serial line printers with the Atari. But this is much less common than parallel, both in the Atari world and in the industry at large.

Some folks have connected more modern inkjet and laser printers with parallel connections to the 8-bit Atari with success. Graphics printouts from the Atari may be less than ideal (look for a printer with an Epson MX/FX/LX printer series emulation mode), but these types of printers should work fine for plain text output if they can handle simple line print jobs. Anyone want to contribute their experiences to be included here?

Bob Woolley wrote on Sun, 14 Apr 2002:
I use HP LaserJet 4Ps on my Ataris. They are one of the last front panel selectable cheap printers - from which you can select your default fonts, etc. The newer laser printers can only set fonts and operating modes thru the interface, not impossible, but not as easy as selecting on the panel. This does allow you to print just about any point size of the internal fonts in the printer on your Atari.

Either way, you really have to do a little work to get properly formatted output from a word processor. I have managed to use the proportional font setting with AtariWriter and printer driver creation utilities to get good

results.

Mathy van Nisselroy provides an AtariWriter printer driver for the HP LaserJet
here: http://www-users.rwth-aachen.de/mathy.van_nisselroy/stuff.htm

Modern printers designed for home markets now tend to provide USB connectors.

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Subject: 5.1) What are the Atari 830, 835, 1030, XM301, and SX212 Modems?

A MODulator/DEModulator translates digital information from your computer into
acoustic tones that can be sent and received, from modem to modem, via
standard telephone lines.

Atari produced several modems for use with the 8-bit Atari computers:

Atari 830 Acoustic Modem: ( = Novation 'CAT' )
- a stand-alone, acoustically coupled, frequency shift keying (FSK) modem
- up to 300 bits per second
- Bell 103/113 modem compatible
- requires Atari 850 Interface Module or equivalent

Atari 835 Direct Connect Modem:
- 300 bps
- Bell 103/113 modem compatible

Atari 1030 Direct Connect Modem:
- 300 bps
- Bell 103/113 modem compatible
- built-in ModemLink software.
- 2 SIO ports

Atari XM301 Modem:
- 300 bps
- Bell 103/113 modem compatible
- with XE Term disk software
- permanent SIO cable, must be at end of SIO chain
- draws its power from the computer via SIO

Atari SX212 Modem:
- SIO & DB25 RS232 serial ports, must be at end of SIO chain
- 1200 baud
- Bell 103/113/212A modem compatible
- rarely with SX-Express! disk software.

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Subject: 5.2) What other modems can I use with my Atari?

Some third-party modems were marketed for use with the Atari 8-bit
computers:

==> Microconnection, by Microperipheral Corp.
300 bps, Bell 103 compatible, T-SMART software, pulse dialing (not touch tone)

Four versions:
buss-decoding version does not require 850 Interface or equivalent, includes
DB25 parallel printer interface, with or without autodial
Plain version requires 850 Interface or equivalent, with or without autodial
and autoanswer

==> MPP-1000C, by Microbits Peripheral Products
300 baud, joystick port 2, Smart Terminal cartridge

==> MPP-1000E, by Microbits Peripheral Products
300 baud, joystick port 2, Smart Term software
From: "Steven J Tucker" Sun, 13 Jan 2002 16:14:38 -0500
The 1000E..had this strange problem in that it could never hang up the phone

==> MPP-1200A, by Microbits Peripheral Products
Released? Vaporware?
1200 bps, joystick port 2

==> 300 AT, by Supra (same as MPP-1000E)
300 baud, joystick port 2, Smart Term software

==> 1200 AT, by Supra
1200 baud, Hayes compatible, connects to SIO via SupraVerter/R-Verter cable,
Smart Terminal software

==> Volksmodem, by Anchor Automation
300 baud, 'F' Cable permits connection to joystick port 2

==> Q-MODEM, by Quantum Microsystems
300 baud, two SIO connectors, QuanTerm disk or cartridge

Beyond the above modem models, most any "industry-standard" external serial modem can work well with the Atari. These have been commonly sold for PCs for many years. The Hayes Smartmodem more or less defined the market for these, initially.

One common way to use an industry standard external serial modem with the Atari is to connect it to the SIO port via an Advanced Interface Devices (A.I.D., later Supra) R-Verter Serial Bus Modem Adapter cable, or equivalent.

The other common way to use an industry standard external serial modem with the Atari is to attach it through the 9-pin RS232C serial port of the Atari 850 Interface Module or equivalent (such as the ICD P:R: Connection). One gotcha here is that the serial port on the 850 is DB9 female, where the PC world ended up standardizing on a DB9 male connector for this purpose. But gender converters are readily available.

For using modems at speeds of 2400 bps and up with the Atari, it will be useful to have an understanding of data flow control. Here is a definition of flow control from www.modems.com:

Often, one modem in a connection is capable of sending data much faster than the other can receive. Flow control allows the receiving modem to tell the other to pause while it catches up. Flow control exists as either software,

or XON/XOFF, flow control, or hardware (RTS/CTS) flow control. With software flow control, when a modem needs to tell the other to pause, it sends a certain character, usually Control-S. When it is ready to resume, it sends a different character, such as Control-Q. Software flow control's only advantage is that it can use a serial cable with only three wires. Since software flow control regulates transmissions by sending certain characters, line noise could generate the character commanding a pause, thus hanging the transfer until the proper character (such as Control-Q) is sent. Also, binary files must never be sent using software flow control, as binary files can contain the control characters. Hardware, or RTS/CTS, flow control uses wires in the modem cable or, in the case of internal modems, hardware in the modem. This is faster and much more reliable than software flow control.

Some 2400 bps modems, and probably all modems with 9600 bps speed capabilities and up, normally use V.42 standard error correction and V.42bis standard data compression. But V.42 requires either software or hardware flow control, and V.42bis requires hardware flow control (and V.42 error correction).

Hardware flow control is not available with the Atari 850's serial ports.

As a result, just before dialing out with your Atari telecom software, it's usually desirable, if not necessary, to disable your modem's flow control.

The Hayes modem command to disable flow control looks like:
AT&K0

The top speed of the Atari 850's serial ports is 9600 bps.

Clay Halliwell offers a tip on utilizing 9600 bps through the 850 Interface:
On 11 Feb 1996, Marc G. Frank said:

> I'm having problems getting a modem attached to my Atari 850 to
> communicate at 9600 baud. When I set my communications program to 2400
> baud, everything works fine. However, when I set it to 9600 baud, the
> modem echoes my characters but doesn't act on them. That is, at 2400,

The problem with the 850 is that some of them (like mine) don't produce a PERFECT 9600 baud signal. As a result modems can't train on it, and while they will echo characters back, for some nitpicky reason they won't pick up on the "AT" attention code.

The solution is to do all your dialing at 2400 baud, but set the S37 register to force the modem to try to connect at 9600. Then switch your Atari to 9600 after connecting.

Through the use of an ICD MIO or a CSS Black Box, it is possible to utilize modems at speeds up to 14.4 Kbps (V.32bis) at full speed with no loss of data. The serial R: device handler for the Black Box supports hardware flow control natively. Optional for the Black Box, but essential for the MIO, is the HyperSpeed handler by Len Spencer.

Hyperspd.arc is available at http://members.aol.com/lenspencer/atari8.htm

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Subject: 6.1) What is the Atari 850 Interface Module?

While the Atari's SIO and controller ports did not conform to established
industry standards, Atari produced the 850 Interface Module to address this
issue. The 850 connects to the SIO port on the Atari, and provides:

- four 9-pin serial EIA RS232C ports
- One 15-pin 8-bit parallel Centronics-type port

Many "industry standard" (of the time) printers, modems, and various other
devices can be used with the Atari computer in combination with an 850
Interface Module.

Early 850's are in an all metal (black) case, but most are in a plastic beige
case matching the 400/800 computers. Other features:
- programmable baud rate on any port, including:
75, 110, 134.5, 150, 300, 600, 1200, 1800, 2400, 4800, and 9600 bps;
baudot speeds of 60, 66, 75, 100 words per minute
- uses standard ASCII. Baudot support for radio-teletype (RTTY).

PINOUTS

850 R1: Serial port DB9P:
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

850 R2: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

850 R3: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

850 R4: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

850 P: Parallel port DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4
5. D3 + 5
6. D4 + 6
7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +
10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

Because the 850 was relatively expensive, provided more capabilities than the average user was looking for, and was at times unavailable from Atari despite high demand, there were many 3rd-party interfaces designed to provide some compatible subset of the 850's features. Perhaps the most prominent example of such a product is the P:R: Connection from ICD.

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Subject: 6.2) What is the Atari XEP80 Interface Module?

This text written by Thomas Raukamp.

Since the development of the Atari 8-bit line of computers in 1979, users wanted better text displays than the default 40x24. There has been some attempts to satisfy this need, like the Austin-Franklin board or the Ace 80/80xl cartridge. For more informations about these modifications read The Atari 8-bit Hardware Upgrade FAQ from David A. Paterson.

The Atari XEP80 Interface Module is Atari's entry to the 80 column field. It lets a XL, XE, 400 or 800 computer system display a full 80 columns across your monitor screen. The XEP80 provides a 256-character wide by 25-line display window. Up to 80 characters are displayed horizontally at once, and you can scroll horizontally all the way to the 256th character, depending on the application you're running. The XEP80 is connected to your system via a joystick port.

The XEP80 Module interprets commands from the computer for screen display or output to a printer. The module is supplied with an industry-standard 8-bit parallel port so you can connect a parallel printer to your Atari 8-bit (I even use a HP LaserJet IV on my 130XE ;) ).

All programs that use the standard screen call (E:) should be compatible with the XEP80 Module. The software provided by Atari supports a 320x200 graphics mode - this mode only support direct bit images. Note that you can't use all of the standard graphic capabilities of the Atari anymore.

Although Atari recommends a monochrome monitor for usage with the XEP80, it runs fine with any type of composite monitor. The output looks great on my Commodore 1084 for example.

Along with the module comes a software-package containing an AUTORUN.SYS file, which is the XEP80 handler. If you want to use the module with an application that is compatible with the XEP80, which has it's own AUTORUN.SYS file, you can append the application's AUTORUN.SYS on the module's AUTORUN.SYS.
**********
Editors for the XEP80:
AtariWriter 80 by Atari
TurboWord by MicroMiser
emacs subset by Stan Lackey
MAE and its previous standalone editor ED

XEP80 P: Parallel port:
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

---

Subject: 6.3) What accessories did Atari produce for their 8-bit computers?

This should be a complete list of Atari "CX" accessories, two or three digit numbers, marketed for use with the 8-bit computers.

CX30-04 Paddle Controller Pair
CX40-04 Joystick Controller Pair
CX40 Single Joystick Controller
CX41 Joystick Repair Kit
CX22 Trak-Ball Controller
CX23 Kid's Controller
CX24 Pro-Line Joystick
CX42 Remote Control Wireless Joysticks
CX50 Keyboard Controller Pair
CX70 Light Pen (beige; the original Atari light pen)
CX75 Light Pen (+ Atarigraphics cartridge)
CX77 Touch Tablet ( + AtariArtist cartridge)

CX78 Joypad (shipped with the 7800 in Europe)
CX80 Trak-Ball
CX81 I/O Data Cord (5 ft)
CX82 Monitor Cable (Black and White Monitor)
CX85 Numerical Keypad ( + software Handler on diskette)
CX86 Printer Cable (included with 825 Printer)
CX87 Interface/Modem Cable (included with 830 Acoustic Modem)
CX88 Interface/Terminal Cable (null modem)
CX89 Monitor Cable (Color Monitor)
CX418 The Home Manager Kit (Personal Financial Management, Home Filing Manager
-or- Family Finances, The Home Filing Manager)
CX419 The Bookkeeper Kit/Atari Accountant (The Bookkeeper disk, CX85 keypad)
CX481 The Entertainer (Star Raiders, (Missile Command or Pac-Man), 2
joysticks)
CX482 The Educator (410, BASIC cart., States & Capitals cassette)
CX483 The Programmer (BASIC, BASIC Ref. Manual, BASIC Self-Teaching Guide)
CX484 The Communicator (850, 830, TeleLink I cart.)
CX488 The Communicator II (835, TeleLink II cart.)
????? The Arcade Champ (Pac-Man, Qix, 2 joysticks, cartridge storage case)
????? The BASIC Tutor I (Inside Atari BASIC book,Invitation to Programming
2&3)
CX852 8K RAM Memory Module (for 800 computer)
CX853 16K RAM Memory Module (for 800 computer)
XG-1 Light Gun (+ Bug Hunt cart.)

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Subject: 6.4) What "vaporware" computers/peripherals were never released?

Atari was a HUGE company, dominating Silicon Valley, and included a massive
research and development department which famously designed many, many
products that never saw the light of day. Here is a brief listing of many
Atari hardware model designations known to have existed internally to the
company, but which were never sold and are extremely rare (if they ever
existed at all). For definitive information on unreleased Atari products,
see:

Atari Historical Society, http://www.atari-history.com/ (Curt Vendel)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
800D (Developers Bus System)
1000 Sweet 16 Project, lower end model. Became the 1200XL
1000-X Sweet 16 Project, higher end model. Became the 1200XL
1200 1200XL internally, many slight cosmetic differences
1200XLS 1200XL Show prototype, top-mounted cartridge slot
600 early 600XL, all black case, joyports on the left, missing PBI
800XL brown prototype
800XLD low-cost 1450XLD,no modem&speech,include disk drive
controller&FREDDIE
800XLCR Cost Reduced, with CGIA chip ("Keri"), which is a combined GTIA&ANTIC
900XLF early name for 65XE
1250XLD Earlier name for the 1450XLD

1400XL brown prototype
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL 1400XL plus room for 2 internal 5.25" drives (controller not
included)
1450XLD 1400XL plus 5.25" floppy drive (Epson SD521 360K disk drives)
1600XL Amiga/Amiga-like.Now appears that 1850XLD was the model name for this
1650XLD to use 1450XLD case and 1200XL keyboard
1850XLD "Mickey" Atari clone of the Amiga Lorraine
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMY sound chip

Atari 8-bit vaporware peripherals: (note some are more vaporous than others)
1027 PLUS -daisy-wheel, 80 columns
1053 -looks like a 1050, but supports DS/DD 360K format
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1060 CP/M Add-On Module -"SweetPea" Z-80 CPU, 64K RAM, CP/M 2.2, 80 col
display
1090 XL Expansion System-5 PBI slots, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor (Goldstar)
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XF351 -a 3.5" drive.
XC35 -an XF551 with a 3.5" mechanism
XTM201 -non-impact printer
XTC201 -XE Thermal Color Printer

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Subject: 6.5) What are the power requirements for my Atari components?

Thanks to Matthias Belitz for the European
data in this section. I need more international help!

As with the rest of this FAQ list, please let me know if any of this
information conflicts with the units you have.

The most important information is the voltage (in volts) required, and
whether you need a transformer (AC output) or an adapter (DC output).
The power (in voltamps or watts) and current (in amperes) specifications
of the original equipment as presented here should be regarded as
minimum values. Higher-than-specified power and current capacities are
entirely usable, and often preferable because such supplies run cooler
and last longer.

Direct Current (DC):
Power (in watts) = current (in amps) * voltage (in volts)

Alternating Current (AC):
Apparent Power (in voltamps) = current (in amps) * voltage (in volts)
Effective/True Power (in watts) = current (in amps) * voltage (in volts)
* (cosine of the angle of lag)

N O R T H A M E R I C A INPUT = 115-120 V AC, 50/60Hz
==========
AC supplies (external transformers)
9 V AC 5.4 VA (600 mA) Atari#CO62195/CO17539
1030

9 V AC 4.5 VA (500 mA) Atari#CO61516
1010

9 V AC 15.3 VA (1.7 A) Atari#CO14319
400,800,822,850,1010,1200XL

9 V AC 18 VA (2.0 A) Atari#CA014748/CA016804
400,800,822,850,1010,1200XL,810

9 V AC 31 VA (3.4 A) Atari#CO17945
400,800,822,850,1010,1200XL,810,1020,1050,XF551

9 V AC 50 VA (5.6 A) Atari#CA017964
400,800,822,850,1010,1200XL,810,1020,1050,XF551

9.5 V AC 40 VA (4.2 A) Atari#CO61636
1027,1090XL

20 V AC 6.6 VA (330 mA) Atari#CO60479/CA060535
835

20 VAC 8 VA (400 mA) Novation#901017
830

24 V AC 3.6 VA (150 mA) Atari#CA016751
830

DC supplies (external adapters)
5 V DC 1.0 A (5.0 W) Atari#CO70042
600XL,65XE,XE Game System

5 V DC 1.5 A (7.5 W) Atari#CO61982/CA024814
600XL,800XL,65XE,130XE,XE Game System
4 varieties, detailed by Ben Poehland in Current Notes v10n9 Nov 1990:
Type I: The Beauty Queen, 1983-84, made in Hong Kong
matches XL hardware, repairs easy
Type II: The Ugly Clunker, 1984-85, made in Taiwan
all black, external RF interference supression box,
entirely permanently sealed, unrepairable
Type III: The Black Beauty, 1985, made in Taiwan, uncommon
like Type I but all black, simplest design/easiest repairs
Type IV: The Peanut, 1985-?, made in Taiwan
black with silver plate, difficult/tedious repairs

6 V DC 300 mA (1.8 W) Atari#???????
"410P"

9 V DC 500 mA (4.5 W) Atari#CO16353/CA014034/CO10472/CX261
XEP80,SX212,2600 (center positive)

9.3 V DC 1.93 A (18 W) Atari#CO18187
Indus GT,5200

11.5 V DC 1.95 A (22 W) Atari#CA019141
Indus GT,5200

5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297/DV1450
1400XL,1450XLD

E U R O P E (and elsewhere?) INPUT = 220/240 V AC, 50 Hz
==========
AC supplies (external transformers)
9 V AC 4.5 VA (0.5 A) Atari#CO61516/34 (UK)
1010

9.3 V AC 15.44 VA (1,66 A) (Atari# not printed)/FW 6799
400,800,822,850,1010,1200XL

9 V AC 27 VA (3.0 A) Atari#CO60592-34 (UK)
400,800,822,850,1010,1200XL,810,1020,1050,XF551

DC supplies (external adapters)
5 V DC 1.8 A (9.0 W) Atari#CO61763-107
600XL,800XL,65XE,130XE,800XE,XE Game System

5 V DC 1.5 A (7.5 W) Atari#CO61763-34 (UK)
600XL,800XL,65XE,130XE,800XE,XE Game System

5 V DC 1.5 A (7.5 W) Atari#CO61763-11
600XL,800XL,65XE,130XE,800XE,XE Game System
two ones with the same part number, but different cases and different
input Values :#1, 65XE (Poland, made in Taiwan), Input 22 VA
#2, 800XL, Input 26 VA

8.5 V DC Atari#CO61605
600XL,800XL,65XE,130XE,800XE,XE Game System

M O R E I N F O
==========
These draw their power from the SIO +5 V:
XM301 (60 mA),XC11,XC12,ICD P:R: Connection,Wizztronics MidiMax,R-Verter

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410 (except "410P"),815,820,825,1025,1029,XMM801,XDM121

OTHER:
The ICD Multi I/O (MIO), all versions, can use both AC and DC supplies, BUT:
stick to voltages of at least 6.2-7.2 V.
On 2003.09.01 James Bradford wrote: "Doesn't matter what polarity the
centre is, the MIO has a fullwave bridge rectifer in it.
AC would be better because the diodes would be used half the time."
Indus GT: see Atari#CO18187 or CA019141 above

Rana 1000: 9 VAC 3.4 AMPS
MPP1000C modem: 9 V DC 200 mA (1.8 W)

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Subject: 6.6) What graphic tablets were produced for the Atari?

This section by Andreas Magenheimer.

- Atari Touch Tablet by Atari (came with Atari Artist cart., Micro Illustrator compatible),
- Koala Pad by Koala Industries (came with Koala/Micro Illustrator cart.);
- Powerpad by Chalkboard Inc. (came without software!); the following carts were available separately for the Powerpad: Micro Illustrator, Leo's Lectric, Micro Maestro, The Programmers Kit, Logic Games, Bear Jam (as refered to Antic, September 1984);
- Animation Station by Suncom (came with Micro-Illustrator cart.);

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Subject: 6.7) What lightpens were produced for the Atari?

This section by Andreas Magenheimer.

- Atari Lightpen (came with Atari Graphics cart.; it produces pictures with 127 sectors in length, thus not Micro-Painter, nor Micro-Illustrator compatible; however appropriate converter programs can be found in the public domain, e.g. the Rapid Graphics Converter);
- Edumate Lightpen (came with a disk with 6 Basic programs; a program called Peripheral Vision was available separately from Future House);
- Tech-Sketch-Lightpen (came in two versions: a) the cheaper version which included a disk with Basic programs only and b) the more expensive version which included the disk with Basic programs and the Micro-Illustrator cartridge);
- MC-Pen-Lightpen (came with a disk with 4 Basic programs);
- Reston Lightpen (came with ???);

Note: these infos were taken from Antic, September 1984; I am not sure, if all these items were really available as listed...

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Subject: 6.8) What lightguns were produced for the Atari?

This section by Andreas Magenheimer.

- Atari LG-1 Lightgun (came in two versions: a) complete with XEGS, keyboard, joystick, power supply, tv-cable, Lightgun, FS II cart and Bug Hunt cart all in one package and b) in a separate package, containing the Lightgun and the Bug Hunt cartridge); thats's why Bug Hunt does not have its own package, it was always included with the Lightgun package and/or the complete XEGS package...
- BEST Lightgun by Best Electronics (a sort of selfmade (?) Lightgun);

- Sega-Lightgun (normally not Atari compatible; but can be converted
into an Atari compatible lightgun easily);
- other lightguns (most of these have to be converted)...

Note: After having 3-4 Atari and at least one (converted) Sega lightgun,
it is my personal impression, that the Atari lightgun merely works ok
on/with TV-sets (and not at all with a monitor), whereas the Sega lightgun
works alright on TV's and (most) monitors. Since I never had a Best
lightgun I cannot comment on this one... (Andreas Magenheimer);

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Subject: 6.9) What paddles were produced for the Atari?

This section by Andreas Magenheimer.

- Atari Paddles (usually a pair of Paddles);
- Telegames Paddles (available as a) a single paddle and b) a pair
of paddles);
- Reston Paddles (available as a) a single paddle and b) a pair
of paddles);
- and many others...

Note: Both single and duo (pair) paddles are compatible to each other,
using only one port-connector (only one joystick port). Thus, with a pair
of paddles you can connect up to 4 paddles (2 pairs) to the XL/XE models
and up to 8 paddles (4 pairs) to the Atari 400/800 models.

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Subject: 6.10) What voice/sound synthesis hardware was produced for the Atari?

This section by Andreas Magenheimer.

- Voice-Box II by The Alien Group (a software and hardware package);
- 1400XL/1450XLD Voice Synthesizer (built-in chip inside the extreme rare
Atari 1400XL/1450XLD models);
- Talk is Cheap by Ed Stewart, Antic Volume 2 Number 4, July 1983,
pages 64-66; hardware schematics only (a test/demo program is
mentioned in the text, but not printed in the magazine!);
- Cheap-Talk by Lee Brilliant, Analog Computing, issue 29, April 1985,
pages 59-67; hardware schematics and software demos, for example
"First Words");
- many other voice synthesizers (mostly selfmade and based on a chip by
National Semi Conductor);

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Subject: 6.11) What sound-digitizers/samplers were produced for the Atari?

This section by Andreas Magenheimer.

- Parrot (2-Bit) by Alpha Systems, Anthony Ramos;
- Parrot-2 (2-Bit or 4-Bit?) by Alpha Systems, Anthony Ramos;
- 2-Bit Replay (2-Bit) by 2Bit-Systems Ltd.

- Sound N'Sampler (2-Bit) by Ralf David;
- Sound Digitiser (2-Bit) by Ralf David;
- Sound-Meister (2-Bit) by Irata;
- Sound-Digitizer (2-Bit) by Irata;
- Digitales Mikrofon (2-Bit) by Compyshop;
- Voice-Master (2-Bit) by Covox Inc.;
- Analog-Sample-Processor (2-Bit) by Steven Lashower (Analog Magazine);
- Atari-Sound-Sampler (2-Bit) by Andreas Binner and Harald Schoenfeld (german Atari magazin 1/1989, pages 44-49, complete with schematics, documentation, sample-program and assembler-source);
- Alphasys-Sound-Sampler cart. (4-Bit) by ANG/Mirage (released as a mono version; a stereo (two Pokeys!) version was promised/planned, but afaik never released);
- ARGS-XE-Sampler (8-Bit) by ABBUC regional group ARGS (only one or two prototypes exist, alas the hardware was never released due to lack of (sampling/digitizing) software; maybe a good idea for the hardware and software experts out there!);
- and many others ...

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Subject: 6.12) What sound-enhancement upgrades were produced for the Atari?

This section by Andreas Magenheimer.

a) enhancements for stereo-sound:

- POPS, polyphonic-pokey-sound by Lee Brilliant (stereo-support with one Pokey!); refer to Analog Computing, issue 66, november 1988, pages 54-60; only 1-2 programs exist for this mod., see: 8.14 stereo-software for the Atari;

- stereo with two Ataris (and thus 2 Pokey chips); use computer/pokey 1 for the left channel and computer/pokey 2 for the right; no special hardware required for this trick (but specially programmed software!); see also: 8.14 stereo-software for the Atari;

- stereo with 2 Pokey chips (in one Atari!); refer to an article written by Chuck Steinman (which probably appeared in Atari classic?) on how to upgrade your Atari internally with a second Pokey chip; or ask Freddy Offenga for a deluxe-stereo-version, that uses a PCB instead of the piggy-back method. For a list of software that supports this mod. see also: 8.14 stereo-software for the Atari;

- Stereo-Blaster and Stereo-Phaser by Portronic/AMC-Verlag, these were hardware add-ons that connected via the monitor jack to the Atari and gave you "another" monitor jack and 2 cinch connectors to connect to the monitor and/or the hifi-system; various small paddles (4-10, depending on the model you have) make it possible to change amplitudes, frequencies, etc. and thus generate a "pseudo-stereo" sound. These add-ons also amplified the sound and thus made quality recordings of Atari sounds much easier. Alas, these hardware add-ons were quite expensive and thus not many (less than 100) were sold. Therefore no

special software is required, every A8 sound can be changed or enhanced to "simulated-stereo"...

- Stereo-Blaster-Pro, a hardware add-on by Portronic/AMC-Verlag similar to Stereo-Blaster and Stereo-Phaser, but programmable! This add-on had only 1 small paddle, to amplify the sound-volume; the stereo-sound could be generated via two simple Poke-Statements, a demo-disk therefore was included. Alas, not many items were sold and afaik no-one else programmed stereo-software for it. See also: 8.14 stereo-software for the Atari...

b) other sound enhancements:

- Covox-Sound-Enhancement, originally developed in Poland; with some electronic parts and pieces you can upgrade your Pokey's abilities, to playback any digitised/sampled sound with 8-Bit resolution, instead of its usual 4-Bit digi/sample playback resolution (see also 8.14).

- SID-upgrade, the SID is the standard sound-chip in the C64 computers. Some polish freaks/nerds have found a way to include it into an A8, but allthough I have seen quite a lot of pictures (for example at atariarea.nostalgia.pl) with this mod. and already found 1 or 2 programs that detect it (for example System Info 2.x by Draco), I have not yet found any schematics for this upgrade. Anyway, it exists, and with some programming skills it would surely be possible to write programs then, that playback SID sounds on those Ataris which have this upgrade installed...

- Amie/Amy sound-chip, the Amie sound-chip was originally produced by Atari and installed into the 65XEM computer. Alas, it was never available to the public and only very few prototypes of this 65XEM (maybe less than 10?) do exist. Besides of that RUMOURS say, that Atari had quite some problems with this soundchip and never finished it completely/successfully. If the rumours are true, then this soundchip provided many more sound channels, more octaves and even more and better sound power than two Pokeys together (for more infos take a look at this URL: )

- guess there are dozens of other sound enhancements, for example sound cards (like Adlib, etc.), sound-chips, midi-interfaces, etc. that could be attached or converted to the A8; I won't name them all here...(A.M.)

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Subject: 6.13) What MIDI enhancements are there for the Atari?

This section by Andreas Magenheimer and Mathy van Nisselroy.

Midi is standard on the Atari ST computers, because it is built-in into these computers. Nevertheless, Midi was long before the arrival of the ST computers on the market and thus, it is no surprise that there are even midi-interfaces and enhancements for the classic 8Bit Ataris. The following "types" do exist:

- "Midi-Mate" and "Midi-Track" by Hybrid Arts (USA), comes with hardware + software, see reviews & tests in Antic, Analog and other magazines. MidiTrack requires 48k RAM, MidiTrack II 64k RAM and MidiTrack III 128k RAM (XE compatible, not Axlon compatible). MidiMate features MIDI IN+OUT and SYNC IN+OUT ports, but lacks a second SIO plug. MMS (MIDI Music System) is a MIDI version of AMS, also sold by Hybrid Arts and comes with AMS to MMS converter software...

- "MIDI Master" by 2-Bit Software (UK), comes with hardware+software. Features MIDI IN+OUT ports, an extra SIO plug, but no SYNC ports. See also reviews and ads in (New) Atari User...

- "MIDI interface" by DIGICOMM (UK), comes with hardware + 'example programs'. Features MIDI IN, THRU and OUT ports. There`s no word about a second SIO plug or any SYNC ports. See also reviews and ads in (New) Atari User...

- "MIDIMAX" by Wizztronics (UK), comes with hardware and software. Features MIDI IN+OUT ports and a second SIO plug. The MMS software that comes with MidiMax requires 48k RAM and is fully compatible to the Hybrid Arts hardware+software. This means, one can use the software with both Midi-interfaces or use the interfaces with the software of both vendors...

- "Atari-Midi-Interface" by Karlheinz Metscher (appeared in the german magazine Computer Kontakt June/July 1986, pages 69-75, complete with documentation, schematics and its first program "Midi-Receiver"; in Computer Kontakt October/November 1986 appeared the second program, called "Midi-Disk" - a Midi Recorder and Player program);

- "Midi-Interface for Atari XL/XE" by Ireneusz Kuczek (appeared in the german ABBUC magazine, issue 65, pages 3-6); the paper-mag. includes a schematic for the midi-interface and some translated descriptions for the software (translated from polish to german language), whereas the disk-magazine contains the midi-programs "Midiplay Version 1.3" by I. Kuczek, "Midi-Recorder Version 1.2" by I.Kuczek, "Rec to Mid" by I. Kuczek (a converter program for the IBM-PC!), "Midi-Sequencer V.1.15" by Maciej Sygit and "Midi-Pattern-Editor MPE V.2.3" by Radek Sterba. These programs and many additional demo sounds are also available in the ABBUC PD library (PD numbers 625-632).

- guess there are several other (selfmade) midi-interfaces for the Atari 8Bit available, alas they also require a keyboard or synthesizer and self-created (or downloaded) midi-sounds can only be played back via such a midi-interface and the affore mentioned keyboard/synthesizer. As of yet, it seems there exists no midi-player program, that can playback any midi-sound via the Atari Pokey chip, nor any converter program, which can convert *.MID sounds into other Atari sound formats (that could be played back on the Atari then)...

---

Subject: 6.14) What graphics enhancements are there for the Atari?

This section by Andreas Magenheimer.

- some 80 column interfaces made by Atari and third parties. Allthough
these interfaces are there to provide a better text display with 80
chars. per line, they can somehow be used as a simple graphic
enhancement; think I have seen a graphic demo for the XEP-80 device
somewhere, that used a higher graphic resolution in Gr. 0 or Gr. 8
and also provided some animation (not only text, but also graphics),
alas I don`t remember the name of that demo...;
- the ultra-rare 1090XL box and probably graphic cards for it (who-ever
owns this item, doesn't use it, who-ever would like to have + use it,
doesn't own it or cannot afford it!);
- more seriously: Antic and GTIA upgrade by Chuck Steinman. Afaik, an
article about that topic appeared in Atari Classic, since I do not own
it, I can merely speculate that it adds a second Antic and GTIA for
higher resolution and/or more colours...;
- many selfmade upgrades, using graphic chips or graphic cards from other
computers...

---

Subject: 6.15) What types of memory upgrades are there for the Atari?

This section by Andreas Magenheimer.

Just a short overview here, for a more detailed description (table), see
also 8.10 kinds of atari ramdisks (and 8.11 + 8.12 for programs that
support or require a ramdisk). The following memory enhancements do exist:
- Atari 400/800: ramdisks on memory boards, that fit into the normal
Atari 800 memory slots (Axlon and Mosaic types);
- Atari XL/XE: a) internal memory enhancements:
- piggy-back versions,
- professionel PCB versions,
- SIMM-module versions;
b) external memory enhancements:
- via XL-Parallel-Bus,
- via XE-Cart.port+ECI,
- Flash-ROM cart. versions,
- other Cartridge versions,
- RAM-Card versions,
- SIO-cartridge versions,
- ...
Note that many of these XL/XE memory enhancements are just hobbyist or
selfmade-projects. Most versions which use newer PC technologies
(Flash-ROM cart., RAM-Card, SIO-cart., etc.) are still under development!

---

Subject: 6.16) What networking hardware is there for the Atari?

This section by Andreas Magenheimer.

In the late 80`s and early 90`s an american "firm" called Dataque
developed some networking-computer-hardware to link two or more Ataris

together, so that multiplayer games are possible, where each user has its own computer and tv/monitor screen. The hardware was/is computer independant and will run fine on any Atari 8Bit computer (whereas most software for it will only work on XL/XE computers). During a 3-4 year period of development two different hardware add-ons were developed:

a) Gamelink-1: This hardware was developed in 1989/90. It links two computers together via the joystick ports. It is limited to a maximum of 2 computers and thus 2 or 6 players, meaning one free port per XL/XE computer and 3 free ports per 400/800 computer. However, the few existing games for this hardware merely support 2 players, no matter, which computer you have...

b) Gamelink-2: This hardware was developed in 1991/92. It links 2 to 8 computers together via the SIO-port. One computer will then act as the master and has to boot up the software (from tape, disk, harddisk, etc.) first. Then all other "slave" computers connect to it and boot off of this master computer (one after another of course). In Europe we call this device "Multilink", mostly because of the games written by Bewesoft (Jiri Bernasek) called Multi-Dash, Multi-Race, Multi-Worms. A two-computer link-network can easily be done with one SIO cable, just open the end of the SIO cable and exchange cables number 3 and 5. You now have an easy two-computer (2-4 players) network-cable.

For some available software, that supports this networking-computer hardware, see 8.16 which programs support networking computer hardware...

---

Subject: 6.17) Can I attach an ISA card to the Atari?

Yes, RoBu (Roland Buhler) of the Stuttgart ABBUC Regional Group has produced project plans for an ISA-Bus Interface for Atari 800XL/130XE Computer, ARGS.
http://www.stud.uni-karlsruhe.de/~un55/Hardware/ISA-Interface/ReadME.html

Carsten Strotmann has released sourcecode showing how to access a Hercules video card with the ISA-Bus Interface.
http://www.strotmann.de/twiki/bin/view/APG/PgmFardwDriverHerc

---

Subject: 7.1) What versions of the Atari Operating System (OS) are there?

Most of this section by permission from:
http://www.student.kun.nl/f.offenga/atari.htm or
http://members.chello.nl/taf.offenga/atari.htm

Atari 8-bit Operating Systems
~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Version 3.3, 6/27/1999.
By Freddy Offenga (taf.offenga [at] chello.nl (replace " [at] " with "@")
~~~~~~~~~~~~~~~~~~~~~~~~~~~~

400/800 10kB OS roms
~~~~~~~~~~~~~~~~~~~

Rev. TV Date CRC-32 Part Nr(s)
~~~~ ~~~~~ ~~~~~~~~~~ ~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~
A NTSC (?) (?) (?)
A PAL (?) 0x72b3fed4 CO15199, CO15299, CO12399B
B NTSC (?) 0x0e86d61d CO12499B, CO14599B, 12399B
B PAL (?) (?) (?)

XL/XE 16kB OS roms
~~~~~~~~~~~~~~~~~~

Rev. System Date CRC-32 Part Nr(s)
~~~~ ~~~~~~ ~~~~~~~~~~ ~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~~
10 1200XL 10/26/1982 0xc5c11546 CO60616A, CO60617A
11 1200XL 12/23/1982 (?) CO60616B, CO60617B
1 600XL 03/11/1983 0x643bcc98 CO62024
2 XL/XE 05/10/1983 0x1f9cd270 CO61598B
3 800XE 03/01/1985 0x29f133f7 C300717
4 XEGS 05/07/1987 0x1eaf4002 C101687

(?) This information is missing. If someone can supply this info,
please write me an e-mail.

NOTES:
The 400/800 O.S's consist of three ROMs (two 4kB and one 2kB).
The 1200XL contains two ROMs for the OS (8k each), XL/XE's use a single
16k ROM and the 16k XEGS OS is stored in a 32k ROM (together with 8k
BASIC and 8k for Missile Command).

Origins of ROM information
~~~~~~~~~~~~~~~~~~~~~~~~~~
400/800 rev.A NTSC Could exist, since the PAL version exists and
rev.A is mentioned in the rev.B source code.
james adds (3/8/01):
Did exist! My parents bought me an Atari 400 w/ 410 back in 1981 for
entertainment when I was badly injured in a motorcycle accident. A
year or so later I paid good money ($40 USD or so?) to have the OS A
upgraded to OS B.
400/800 rev.A PAL All info found in two Atari 400's and Atari 800
ROM module CX801.P
400/800 rev.B NTSC Information from a ROM dump and the rev.B source
listing. The part numbers were listed in the
catalog from 'Best Electronics'. According to
'Mapping the Atari' rev.B ROMs have a 'B' at the
end of the part number, therefore I figure these
part numbers are from rev.B.
400/800 rev.B PAL Could exist, since the NTSC version exists and
there's some conditional PAL/NTSC assembly in
the rev.B source code
1200XL rev.10 PAL/NTSC All info found in an Atari 1200XL. The XL/XE
rev.2 source code refers to it as rev.10.
~~~~~~~~~~~~~~~~~~~~~~~~~~

'Best Electronics' calls it rev.A.
1200XL rev.11 PAL/NTSC Refered to rev.11 by the XL/XE source code.
'Best Electronics' calls it rev.B.
XL/XE rev.1 All info found in an Atari 600XL
XL/XE rev.2 All info found in an Atari 800XL
XL/XE rev.3 All info found in an 800XE
XL/XE rev.4 All info found in an Atari XE Game System

O.S. Authors and dates
~~~~~~~~~~~~~~~~~~~~~
The following info is from the Atari XL/XE rev.2 source code.

Revision A (400/800)
D.Crane / A.Miller / L.Kaplan / R.Whitehead

Revision B (400/800)
Fix several problems.
M.Mahar / R.S.Scheiman

Revision 10 (1200XL)
Support 1200XL, add new features.
H.Stewart / L.Winner / R.S.Scheiman /
Y.M.Chen / M.W.Colburn 10/26/82

Revision 11 (1200XL)
Fix several problems.
R.S.Scheiman 12/23/82

Revision 1 (600XL/800XL)
Support PBI and on-board BASIC.
R.S.Scheiman / R.K.Nordin / Y.M.Chen 03/11/83

Revision 2 (600XL/800XL)
Fix several problems.
R.S.Scheiman 05/10/83
Bring closer to coding standard (object unchanged)
R.K.Nordin 11/01/83

Vapour-ware
~~~~~~~~~~~
The following OS roms originate from rare Atari 8-bit systems.
Since I don't own any of these (unfortunately), I don't have much
information about these roms. Who can help me?

I've got two 16K rom dumps from the 1450XLD. Both ID's are rev.3.
The first dated 3/23/1984 comes from the 'Pooldisk Too' CD-ROM
(filename: 1540os3.v0) and the second dated 6/21/1984 was send to
me by Nir Dary (filename: os1450.128). Main differences between
these two are in the first 3K ($C000 - $CBFF).

The XL/XE OS rev.3B is from an Atari from Arabia. It's probably based
on rev.3. There are changes in the fonts (Arab characters) and several
patches in the code. More info at:

http://www.savetz.com/vintagecomputers/arabic65xe/

Rev. Found in Size CRC-32 Date
~~~~ ~~~~~~~~ ~~~~~ ~~~~~~~~~~ ~~~~~~~~~~
3 1450XLD 16kB 0x0d477aa1 3/23/1984
3 1450XLD 16kB 0xd425a9cf 6/21/1984
3B 65XE 16kB 0xf0a236d3 7/21/1984

References
~~~~~~~~~~
- The modified september Atari 400/800 computer operating system
listing, revision B, (c)1982 Atari.
- The Atari O.S. source code rev.2, (c)1984 Atari.
- Atari XL addendum Atari home computer system operating system
manual: supplement to Atari 400/800 technical reference notes.
- Best Electronics, catalog of Atari 8-bit parts.
- Mapping the Atari, revised edition, Ian Chadwick, Compute! books
publication, 1985.

Credits
~~~~~~~
Special thanks to Nir Dary for the rev.2 source code, rom dumps and
the 1200XL. It's in good hands.

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
More info on what is maybe either the 1985 or 1987 XL/XE OS versions listed
above. From ST*ZMAGAZINE #36, Sept. 1, 1989 (as reprinted in PSAN Nov 89):
by Mark Elliot, Innovative Concepts
The following changes have been incorporated in the 130XE computer.

The O.S. has minor changes like:
A) The MEMORY TEST (from SELF TESTS) tests the extra 64K now! (in 4 squares)
B) Also, the MEMORY TEST checks the first 48K over TWICE as fast as before!
C) The KEYBOARD TEST has the F1-F4 keys missing on top. (function keys),
although the code that interprets them is probably there (like XEGS).
D) Also, it types out "COPYRIGHT 1985 ATARI" at the keyboard test, when all
tests are done. (compared to COPYRIGHT 1983 ATARI, before)
E) And, the O.S. chip itself, is on a 27256 EPROM, but only half of it is
used! (comprared to the original, which was on a 16K x 8 ROM, 27128 comp.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

------------------------------

Subject: 7.2) What is the ATASCII character set?

ASCII is an acronym for the American Standard Code for Information
Interchange. Pronounced ask-ee, ASCII is a code for representing English
characters as numbers, with each letter assigned a number from 0 to 127. For
example, the ASCII code for uppercase M is 77. Most computers use ASCII codes
to represent text, which makes it possible to transfer data from one computer
to another.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

The 8-bit Atari computers use a modified version of the ASCII character set called Atari ASCII, or ATASCII.

David Moeser produced this nice translation table.
Piotr Fusik corrected the description of Atari character 5.

ASCII TRANSLATION TABLE -- IBM & ATARI 8-BIT (ATASCII)
======================================================

SECTION ONE: CONTROL CHARACTERS
===============================

DECIMAL ATARI IBM <----> ATARI ASCII
-HEX NAME KEY GRAPHICS CHARACTER FUNCTION
======= ==== === ===================== ========
0 00 NUL ^, none heart Null
1 01 SOH ^A smiley |- Start of header
2 02 STX ^B [smiley] right | Start of text
3 03 ETX ^C heart (9:00) End of last text
4 04 EOT ^D diamond -| End of transmission
5 05 ENQ ^E club (9:30) Enquiry
6 06 ACK ^F spade / Acknowledge (handshake)
7 07 BEL ^G rain dot \ Bell
8 08 BS ^H doorbell L triangle Backspace
9 09 HT ^I o low-R-sq. Horizontal tab
10 0A LF ^J [doorbell] R triangle Line feed
11 0B VT ^K Mars hi-R-sq. Vertical tab
12 0C FF ^L Venus hi-L-sq. Form feed
13 0D CR ^M note high bar Carriage return
14 0E SO ^N 2 notes low bar Shift out
15 0F SI ^O sun low-L-sq. Shift in
16 10 DLE ^P R pennant club Data link escape (break)
17 11 DC1 ^Q L pennant (3:30) Device #1 (P:)
18 12 DC2 ^R V arrows -- Device #2
19 13 DC3 ^S !! cross Device #3 (deselects P:)
20 14 DC4 ^T paragraph cloudy Device #4 (stop)
21 15 NAK ^U section low block Negative acknowl. (error)
22 16 SYN ^V short - left | Synchronous idle
23 17 ETB ^W base-V-arrs.low T End of block
24 18 CAN ^X up arrow hi perp. Cancel memory (in buffer)
25 19 EM ^Y DN arrow left half End medium (tape drive)
26 1A SUB ^Z R arrow (3:00) Substitute
27 1B ESC EE L arrow escape Escape
28 1C FS E^- (3:00) up arrow File separator
29 1D GS E^= ice needles DN arrow Group separator
30 1E RS E^+ up triangle L arrow Record separator
31 1F US E^* DN triangle R arrow Unit separator
32 20 SPC bar space space Space

SECTION TWO: SPECIAL CHARACTERS
===============================
127 7F DEL ETB home plate R pennant Deleted
155 9B EOL RETURN box, etc. Atascii end of line

(only at end of paragraphs or last column for data)
13,10 EOL ENTER ^M^J IBM end of line
(at end of every 80-column screen line)
13 EOL ENTER ^M (or ^M and null) Unix end of line

KEY TO ABBREVIATIONS:
====================
^ = control key L = left hi = upper
S = shift key R = right low = lower
E = escape key UP = points up [ ] = inverse
BS = backspace DN = points down V = vertical
TB = tab key sq = square perp = perpendicular
(time) = position of hands on a clockface

Where possible, descriptions of graphics characters are taken
from standard symbols used in mathematics, weather, astronomy, etc.
Note: Different computer platforms, operating systems, programs,
printers, etc. will produce different graphics characters.

SECTION THREE: KEYBOARD CHARACTERS
==================================

DECIMAL IBM ATARI DECIMAL IBM ATARI
-HEX KEY CHAR. KEY CHAR. -HEX KEY CHAR. KEY CHAR.
======= === ==== === ==== ======= === ==== === ====
32 20 bar space bar space 80 50 P P P P
33 21 S1 ! S1 ! 81 51 Q Q Q Q
34 22 S' " S2 " 82 52 R R R R
35 23 S3 # S3 # 83 53 S S S S
36 24 S4 $ S4 $ 84 54 T T T T
37 25 S5 % S5 % 85 55 U U U U
38 26 S7 & S6 & 86 56 V V V V
39 27 ' ' S7 ' 87 57 W W W W
40 28 S9 ( S9 ( 88 58 X X X X
41 29 S0 ) S0 ) 89 59 Y Y Y Y
42 2A S8 * * * 90 5A Z Z Z Z
43 2B S= + + + 91 5B [ [ S, [
44 2C , , , , 92 5C \ \ S+ \
45 2D - - - - 93 5D ] ] S. ]
46 2E . . . . 94 5E S6 ^ S* ^
47 2F / / / / 95 5F S- _ S- _
48 30 0 0 0 0 96 60 ` ` ^. `
49 31 1 1 1 1 97 61 a a a a
50 32 2 2 2 2 98 62 b b b b
51 33 3 3 3 3 99 63 c c c c
52 34 4 4 4 4 100 64 d d d d
53 35 5 5 5 5 101 65 e e e e
54 36 6 6 6 6 102 66 f f f f
55 37 7 7 7 7 103 67 g g g g
56 38 8 8 8 8 104 68 h h h h
57 39 9 9 9 9 105 69 i i i i

```
58 3A S; : S; : 106 6A j j j j
59 3B ; ; ; ; 107 6B k k k k
60 3C S, < < < 108 6C l l l l
61 3D = = = = 109 6D m m m m
62 3E S. > > > 110 6E n n n n
63 3F S/ ? S/ ? 111 6F o o o o
64 40 S2 @ S8 @ 112 70 p p p p
65 41 A A A A 113 71 q q q q
66 42 B B B B 114 72 r r r r
67 43 C C C C 115 73 s s s s
68 44 D D D D 116 74 t t t t
69 45 E E E E 117 75 u u u u
70 46 F F F F 118 76 v v v v
71 47 G G G G 119 77 w w w w
72 48 H H H H 120 78 x x x x
73 49 I I I I 121 79 y y y y
74 4A J J J J 122 7A z z z z
75 4B K K K K 123 7B S[ { ^; spade
76 4C L L L L 124 7C S\ | S= |
77 4D M M M M 125 7D S] } E^< left-turn
78 4E N N N N 126 7E S` ~ EBS L pennant
79 4F O O O O 127 7F none house ETB R pennant
```

---

Subject: 7.3) What is Atari BASIC?

BASIC is an acronym for Beginner's All-purpose Symbolic Instruction Code. Developed by John Kemeney and Thomas Kurtz in the mid 1960s at Dartmouth College, BASIC is one of the earliest and simplest high-level programming languages, incorporating components of FORTRAN and ALGOL.

In 1978 Atari contracted with Shepardson Microsystems, Inc (SMI) to create a version of BASIC for their upcoming home computers. The following worked together on the project, which resulted in Atari BASIC:

Paul Laughton (author of Apple DOS) - project leader, co-primary contributor
Kathleen O'Brien - co-primary contributor
Bill Wilkinson - floating point scheme design
Paul Krasno - implemented the math library routines following guidelines supplied by Fred Ruckdeschel (author of the acclaimed text, BASIC Scientific Subroutines)
Bob Shepardson - Modified IMP-16 Assembler to accept special syntax tables Paul invented
Mike Peters - keypuncher/computer operator/junior programmer/troubleshooter

Three Revisions of Atari BASIC were produced: A, B, and C:
A - cartridge produced for use with the 400/800/1200XL
B - built-in to the 600XL/800XL, also produced on cartridge
C - built-in to the 800XL(late models)/65XE/130XE/800XE/XE Game System, also produced on cartridge.

In order to find out what version you are running, at the READY prompt,
enter "? PEEK(43234)"

If the result is: You have Revision: Atari Part#:
162 A CO12402/CO14502
96 B CO60302A
234 C CO24947A

On versions A, B, and C, Greg Miller writes:
"Rev A had a number of bugs, not just the commonly described crash bug.
Rev B fixed most (maybe all, I don't remember) of these, but in the
process, they added a new bug. You see, the crashes were caused by a bug
in one of OSS's memory move routines. When the bug was fixed, the fix
mistakenly applied to a routine that actually worked in Rev A, causing the
new lockup problem.

Rev C differs in only a few bytes. AFAIK, the only change was to remove
the alteration made to the routine that was broken by Rev B.

Also concerning versions A, B and C, Russ Gilbert writes (3 Jul 2002):
"I've got an opinion on this, my opinion is wrong to 95% of Atari users.

B is a re-compile of A. C is a 12 byte patch to B.

I've used Atari BASIC for a millenium (?). B has less hangs and
ridiculous stuff like losing DIMs and stuff. C hangs like a lot. I must
admit I don't have very much experience with C as I go back to B after
using C for a short time.

I prefer B. I know its foibles. Just LIST, NEW, ENTER, SAVE every 5 or
6 SAVEs. Also, 0 REM will help with ENTERs that aren't working (put a
immediate 0 REM line before you ENTER.)"

------------------------------

Subject: 7.4) What are Atari DOS 1, DOS 2.0S, DOS 3, DOS 2.5, and DOS XE?

Here are short descriptions of the various Disk Operating Systems (DOS)
versions produced by Atari for use with their 8-bit computers.

The original Atari DOS shipped with all 810 disk drives from 1979-1981. It
consists of a single file, DOS.SYS, which is loaded into memory from disk on
startup.
At the top of the menu screen it reads:
DISK OPERATING SYSTEM 9/24/79
COPYRIGHT 1979 ATARI
Unless you are a collector, you probably have no reason to work with DOS 1.
The DOS 1 disk is labeled: Atari 810 Master Diskette (CX8101).

DOS II Version 2.0S was shipped with all 810 disk drives, and early 1050 disk
drives, from 1981-1983. It consists of two files:
DOS.SYS is loaded into memory from disk on startup
DUP.SYS, which contains the DOS menu, is loaded only when needed.
MEM.SAV can be employed to preserve the contents of memory to disk when
DUP.SYS is loaded, so that the data can be restored to memory when exiting

from the DOS menu. DOS 2.0S supports Atari's proprietary single-sided, single density 90K 5.25" floppy disk format only. DOS 2.0S represents the lowest common denominator of Atari DOS versions--you can be assured than any Atari disk drive for the 8-bit Atari can work with disks formatted with DOS 2.0S. The DOS 2.0S disk is labeled: Atari 810 Master Diskette II (CX8104).

DOS II Version 2.0D was shipped with the rare Atari 815 Dual Disk Drive. Supports double-density disk drives; also supports single-density disk drives. The DOS 2.0D disk is labeled: Atari 815 Master Diskette (CX8201).

DOS 3 shipped with 1050 disk drives from 1983-1985. It was created in part to take advantage of the 1050's Dual-Density capability, by employing a single-sided, enhanced-density 128K 5.25" floppy disk drive format. Atari called this format "dual-density," but the Atari community quickly came to refer to this format as "enhanced-density" to better differentiate it from widely available 3rd-party truly double density disk drives and supporting versions of DOS. DOS 3 uses a disk format incompatible with DOS 2.0S. It included a utility to convert files from DOS 2.0S to DOS 3, but not back again. It used disk space less efficiently than DOS 2.0S. For these reasons and others, DOS 3 was not widely accepted by the Atari community, and like DOS 1 is not generally used except for curiosity's sake.
The DOS 3 disk is labeled: Master Diskette 3 (DX5052).

DOS II Version 2.5 shipped with 1050 disk drives and early XF551 disk drives from 1985-1988. DOS 2.5 represented Atari's relenting to the masses, returning to DOS 2.0S compatability. DOS 2.5 very closely resembles DOS 2.0S, with just a few features added. It supports both DOS 2.0S single-density 90K formats, as well as an enhanced density 128K format for use with the 1050 disk drive. DOS 2.5 also includes a RAMdisk utility for use with the 128K 130XE computer, a utility to convert files from DOS 3 disks back to DOS 2.5, and other disk utilities. DOS 2.5 is just about as universal among Atari users as DOS 2.0S.

DOS XE shipped with XF551 disk drives from 1988-1992. Like DOS 3, DOS XE introduced a whole new format for Atari floppy disks; but unlike DOS 3, DOS XE also preserved general compatability with DOS 2.0S/2.5. DOS XE supports the full capabilities of the double-sided, double density 360K per 5.25" floppy disk XF551 disk drive, including that drive's high-speed burst mode. DOS XE also fully supports the 90K SS/SD capability of the 810 disk drive, the 128K SS/ED capability of the 1050 disk drive, the 180K SS/DD capability of most 3rd-party disk drives for the Atari, and a RAMdisk for use with the 130XE. Date-stamping of files is supported. DOS XE requires an XL or XE computer; it is not compatable with the 400/800 computer models. Even though DOS XE was critically well-received, and represented a substantial jump in capabilities over DOS 2.5, its arrival came so late in the crouded realm of Atari and 3rd-party DOS versions that it never achieved much acceptance among real users, and is now relegated to the same status as DOS 1 and DOS 3 before it. Before its release, DOS XE was widely known as "ADOS."

---

Subject: 7.5) What are MyDOS, SpartaDOS, and other popular DOS versions?

Section includes contributions by Andreas Magenheimer (most DOS 2 clone descriptions).

Atari DOS versions are very popular, but many 3rd-party DOS versions have also been developed over the years. Of these, MyDOS and SpartaDOS seem to be the most-used today.

MyDOS 4.53
==========
MyDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support, along with many other "high-end" features.

MyDOS 4.53/3 was released as freeware by David R. Eichel on 1/1/90. Defaults to a 3 character file length/free sector count instead of MyDOS's normal 4. Supports multiple AUTORUNs at boot up (*.AR0 through *.AR9). Supports Axlon RAMdisks.

MyDOS 4.53/4 is the same as 4.53/3, but uses a minimum of four characters in the sector count just like most versions of MyDOS.

MYDOS 4.51 was developed by Wordmark Systems (Charles Marslett). Source code is available as "abandonware" at: http://www.wordmark.org/

MYDOS 4.50 was released on 11/28/88, developed by C. Marslett & R. Puff
http://www.nleaudio.com/css/files/MYDOS45M.ARC

Mathy van Nisselroy's MyDOS page:
http://www-users.rwth-aachen.de/mathy.van_nisselroy/mydos.htm

SpartaDOS 3.2, 3.3, X (4.22)
============================
SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MyDOS disks.

There are many versions available. Hopefully this list will help keep them all straight.

SpartaDOS X (SDX) cartridge
---------------------------
Greatly enhanced/expanded compared to disk- based SpartaDOS; completely different source code. Several versions produced:
4.22 11-05-95 released by Fine Tooned Engineering (FTe)
4.21 7-10-89 released by ICD
4.20 2-06-89 released by ICD
4.19 1-16-89 released by ICD
4.18 10-29-88 released by ICD
4.17 ?-?-88 released by ICD

SpartaDOS Pro 3.3a, 3.3b, and 3.3c - 1994-
----------------------------------
The SpartaDOS Pro 3.3 versions were developed by Stephen J. Carden, based upon a dissembled copy of the older (more stable?) 3.2c release from ICD.
-- SpartaDOS Pro Ver 3.3a 3-Nov-94 -- Added MUX support and MS-DOS Commands. Highspeed SIO routines NOT included. Recommended for use in emulators (especially Xformer) only.

-- SpartaDOS Pro Ver 3.3b 25-Dec-95 -- Has two different SIOV handlers, one for the MUX and one for the MIO.
-- SpartaDOS Pro Ver 3.3c 1995 -- Looks at your system and by checking it determines what CIO handler to load, and has MS-DOS command set. Black Box, MUX, and MIO are fully supported, though none of these are required.
-- SpartaDOS Pro Ver 3.3c 19-Dec-97 -- the same 3.3c produced on a 16K ROM cartridge by Video 61.
-- SpartaDOS Pro Ver 3.3d -- exists, but is not in general release

According to Lance Ringquist:
K-Products contracted FTe to develop SpartaDOS Pro 3.3 for exclusive use and distribution with K-Products' BBS Express! Pro, to provide this BBS system with the most stable platform possible. As Video 61 now owns the rights to BBS Express! Pro, SpartaDOS Pro 3.3 is therefore now a product of Video 61.

According to Stephen Carden:
The SpartaDOS Pro 3.3 versions were never owned by K-Products, and are technically shareware owned by FTe, although FTe had no connection with the specific development of the 3.3 versions.

SpartaDOS 3.2g and 3.2gx - Dated 6/4/94.
---
Last official disk-based versions, released as shareware by Fine Tooned Engineering (FTe), who had purchased the rights from ICD. 3.2g is the primary version; 3.2gx differs only in that it locates the disk buffers under the OS to save RAM. 3.2gx is intended for use in systems that include a PBI device (MIO, Black Box); it is not compatible with BASIC XE or any other programs using RAM under the OS.

First shareware release from FTe: 3.2f.

Earlier major releases from the original developer, ICD: 3.2d, 3.2c, 2.3, 1.1.

Only the SDX cartridges and the original version 1.1 are compatible with the 400/800 computer models; SpartaDOS 2.x, and 3.x require an XL/XE.

Many disk-based SpartaDOS versions are available for download here, Thunderdome, kept by SysOp Fox-1:
http://www7.brinkster.com/atari/ataridl/sdsys.htm

One source of SpartaDOS documentation is Russ Gilbert's page at:
http://my.en.com/~russg/

BW-DOS 1.30 and BW-DOS Update #2 - Released: 12/95 ("BeWe")
==========
Another popular, powerful DOS is BW-DOS, freeware by Jiri Bernasek. (it is pronounced "Bay Vay Dos") which is SpartaDOS compatible. Does not use any speeder internally, but comes with external XF551 speeder. Supports 4 drives and Ramdisk, comes with Ramdisk driver for XE compatible Ramdisks up to 1Megabyte; supports 4 densities: a) Single (90k), b) Enhanced/Medium (130k), c) Double (180k) and d) DSDD (360k); does not use any RAM under OS ROM; unlike SpartaDOS most commands are external, thus the DOS is only 5kbytes short; supports a PAL clock (made by ABBUC regional group "ARGS"); comes with many

great utilities (which can also be used with SpartaDOS); paper printed German and disk printed English docs are avaiable; latest version 1.3 is avaiable as Freeware...

The other DOS varieties mentioned below are all, like MyDOS, Atari DOS-2 clones and thus DOS-2 compatible; avaiable as PD or Freeware...

TOP-DOS 1.5+
============
Carolyn Hoglin writes:
This superior DOS was written by R. K. Bennett of Eclipse Software in Sunnyvale, CA. It was based on Atari DOS, but with many, many more features. It fully supports my double-density, double-sided Astra drives, automatically sensing the proper density and sidedness of both drives 1 and 2. (MYDOS only seemed to do that on drive 1.) Also supported are large ramdisks for Axlon, Mosaic, etc. The latest version was TOP-DOS 1.5+, which came with an excellent manual explaining how to use its powerful capabilities.

SuperDOS 5.1
============
supports 4 formats SD/ED/DD/DSDD; supports 256k Xtra RAM/RD; supports 4 speeders: Happy+Speedy+XF551+US Doubler and its compatibles; has an AUX.SYS file with option to use / not use RAM under OS ROM; has unfortunately a very slow Ramdisk;

BiboDOS 5.4 and 6.4
===================
3 versions avaiable, one without speeder - 5.4NT, one with Happy/Speedy support 5.4HS and one with XF support 6.4XF; supports 4 formats / up to 360k; supports 256k Xtra Ram / RD; the DUP.SYS uses RAM under OS ROM, thus Turbo-BASIC must load without DUP;

Turbo-DOS 2.1
=============
Master-Disk produces 4 different versions: 2.1NT without speeders, 2.1HS for Happy/Speedy, 2.1XF for XF551 and 2.1EX for 3 speeders: Happy+Speedy+XF551; supports 256k Xtra RAM / RD and supports use of batchfiles; has converter for DOS 3 and DOS 4; supports 4 formats, up to 360k; does not use RAM under OS ROM; DUP uses a Command Processor; all commands are avaiable via HELP key; works with XL/XE computers only, does not load/boot on Atari 400/800 no clue why;

---

Subject: 7.6) How do I modify Atari DOS to support more than two drives?

Russ Gilbert writes:

DOS 2 type DOSes default to two drives.
Boot DOS and BASIC.
? PEEK(1802)
if it is 3 then you only recognize two drives.
To get the 3rd drive, poke 1802,7. Then go to dup.sys (type DOS)

and write system files. Next time you boot that DOS, you'll recognize
3 drives.
If you want four drives, poke 1802,15.

---

Subject: 7.7) Are there Graphical User Interfaces (GUIs) for the Atari?

Contributors: Andreas Magenheimer, Mathy van Nisselroy, Kathleen Ferrante

- Diamond GOS version 1 (a cart and a PD demo-disk-version do exist), version 2 (cart only), version 3 (cart only); plus some applications (painter program, text program, etc.); Diamond GOS has been made freeware by the author Alan Reeve;

- G.O.S., the Graphic operating system by Total Control systems; two different versions are avaiable (I call them GOS 1 and GOS 2) and they are PD;

- G.O.E., the Graphic Operating Environment also by Total Control Systems (this one merely works under Sparta DOS, not with Bewe-DOS and not at all with DOS 2.x); so far I have found 3 different versions (GOE 1,2,3) with some applications (graphic/painting program, etc.); PD;

- S.A.M., the Screen Aided Management (unfortunately it has the same name as SAM, the software aided mouth) from PPP/Germany. It is avaiable in two different versions: a) the type-in listing from Atari magazin and/or the Lazy finger disks (which are PD!) or b) the commercial version 2.0 which has many add-ons and can still be bought from Dean Garaghty/UK or PD-World-Versand/Germany; This GUI merely works correct under DOS 2.5 and Medium/dual density, however...

- BOSS-XL, the XL-Desktop from Mirko Sobe; written in Turbo-BASIC; freeware; http://www.atarixle.de/

- BOSS-XE, the XE-Desktop from Mirko Sobe; written in Turbo-BASIC;freeware, http://www.atarixle.de/

- BOSS-X the newest desktop version from Mirko Sobe, needs an 128k+ Computer (128k or more memory), supports MyDOS up to 16MB and MyDOS subdirs...; still written in Turbo-BASIC; many applications and drivers; freeware; http://www.atarixle.de/

- XL-TOS a small and "cheap" GUI version from Atari magazin (i.e. a type-in listing; the BASIC file, which consists of many data lines creates a short object code file); unfortunately this GUI only looks good, it loads almost nothing... PD;

- ST-TOS a small BASIC program, that looks like a GUI; it can merely load BASIC files and do a few DOS commands, like lock, unlock, delete and such... (PD)

- BASIC desktop, a GUI written in BASIC just as a sample, what can be done with an 8-bit computer; this one loads BASIC and text files (maybe also ML files); PD;

- DCS, the desktop construction set from Tom Hunt; there are 3 different versions avaiable, a) for DOS 2.5, b) for MyDOS andc) for Sparta-DOS; I have tested the Sparta DOS version, which worked with batchfiles and could easily load some ML files, text files and BASIC files (which were already on the DCS disk); it also works with high densities and/or hard disk partitions up to 16MB and supports subdirs of course; hmm, freeware or shareware ?!?

- ATOS - GUI by Tom Hunt/Closer To Home. http://cth.dtdns.net/atos/
1) Lets you use any demo or intro as a screen saver!!
2) Works with all Atari hardware, BB, MIO and Hard drives, SpartaDOS support
3) Lets you run files like full games and demos and then
return back to the desktop. It uses Overlays.

- Atari Desktop by ABC software (Poland), includes editors, converters, file copiers, sector copy, tape+turbo tape copy, small games, CMC finder and player and much much more; works with 64k RAM and keyboard input; disk manuals only in polish language...

- Windows XL a Turbo-BASIC GUI with some nice add-ons, like calculator, editor and other things. written in 1986-1988 by Joerg Forg.

- there are a lot more GUI programs, however many of them are written in BASIC or Turbo BASIC and are very restricted; most of them merely look like a GUI but need to much memory for everyday use. Thats why most users still prefer those DOS or Gamedos (Gameloader, Multiloader, etc.) programs...

---

Subject: 7.8) What should I know about modem device handlers?

In order to use a modem on the Atari, a modem software handler, or R: device handler, must be loaded into memory.

There are several families of R: handlers, corresponding to the different ways in which a modem may be attached to the Atari.

Except for family #7 below, these handlers are used in one of two ways. Either they are (A) loaded into memory from DOS just before running the main terminal application, or (B) the terminal program is appended to the handler, so that in practice, a single file is loaded from DOS which contains both the R: device handler and the application itself.

1) 835/1030/XM301 modems. Atari-only modems, interface via SIO

2) MPP/Supra modems. Atari-only modems, interface via joystick port

3) R-Verter cable. Connect standard Hayes-type modems via SIO
/ SX212 modem. A Hayes-compatible modem, interface via SIO

4) SWP ATR8000 interface. Standard Hayes-type RS232 modems via this interface.

Richard Anderson writes (Oct 2 02):
Mine originally came with a driver program; and, I believe, a BASIC program to set up the driver from BASIC. Later they shipped with a special version of MyDOS with the R: handler built in.

5) 850 Interface/P:R: Connection, internal

This type of "mini handler" simply loads the R: device handler code from a ROM chip inside the RS232 serial interface. A long beep is heard through the speaker when the handler is loaded into the computer's RAM.

Many varieties of DOS for the Atari include an explicit provision for loading this type of R: handler into memory from the 850 or compatible interface.

Also, this type of R: handler is automatically loaded when any 8-bit Atari computer is turned on with a P:R: Connection or powered 850 connected, but no powered disk drive is present.

6) 850 Interface/P:R: Connection, external

Used with the 850/P:R: Connection in place of these interfaces' built-in handlers.

7) MIO/Black Box interfaces, internal

These interfaces utilitize the PBI or ECI parallel ports on the Atari. They include their own R: handlers in ROM, using no computer RAM at all.

8) MIO/Black Box interfaces, external: Len Spencer's Hyperspeed

This handler is "optional" for the Black Box, but "essential" for the MIO in order to take full advantage of the high-speed hardware handshaking capabilities of these two interfaces.

Hyperspd.arc is available at http://members.aol.com/lenspencer/atari8.htm

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Subject: 8.1) What programming languages are available for the Atari?

QS FORTH info from Winston Smith, 3/03

Much work on the FORTH section by MCurrent 4/03, based primarily on:
http://www.strotmann.de/twiki/bin/view/APG/LangForth from Carsten Strotmann

This section is by Freddy Offenga.

What programming languages are available for the Atari?

Revision : 1.8
Date.... : 2002-10-13

==========
The goal is to give information about all available languages
for the Atari 8-bit computer. This information includes:
title, last version, author, date and a short description.
It would also be nice to know how to get it and where to get
more information (like reference cards, reviews and such).

Author: Freddy Offenga
Email : taf.offenga [at] chello.nl (replace " [at] " with "@")
URL : http://members.chello.nl/taf.offenga/atari.htm

==========

There are quite a lot! To get some structure in this section it's
divided into the following categories;

a) ASSEMBLER
b) BASIC
c) C
d) PASCAL
e) LISP
f) FORTH
g) PILOT
h) LOGO
i) All the rest

The following format is used:

- Language titel (medium)
version, year : version, year
author/company : author/company
available..... : where/how to get it
package....... : programs, documentation
features...... : main features
Description.

The question marks (?) indicate that more information is
required about that topic.

Credits
=======
- The Multi-lingual Atari, Analog magazine 45, August 1986
- A bunch of manuals
- Some copy-pasted lines from the Atari 8-bit newsgroup
- umich (University of Michigan Atari archive)
- David Wyn Davies (PL65)
- Kevin Savetz (APX titles)
- Maury Markowitz
- Michael Current
- JT (ValForth)
- Andreas Magenheimer

Revision history
================

1.8
Thanks to Adreas Magenheimer for these updates:
- Added "Mesa-Forth"
- Added "130XE Assembler 4.32"
- Updated "SynAssembler"

1.7
Thanks to Maury Markowitz for these updates:
- Updated "A BASIC Compiler"
- Added "Der BASIC Compiler", "MMG BASIC Compiler"

- Added "Frost BASIC", "TT-BASIC XL"

1.6
Synchronized with Atari 8-bit FAQ May-2002 :
- Added "X-Assembler"
- Added "CTH Fast Basic"
- Added availability for "Deep Blue C"
- Added availability for "Atari Pascal"
- Ignored changes "Kyan Pascal" (need more info)
- Updated "ValForth"
- Updated "Extended fig-Forth"
- Updated "fun-Forth"
- Added "Extended WSFN"
- Removed e-mail addresses
- Added availability for "A65"
- Updated "PL65"

1.0 .. 1.5
Changes not noted.
Old versions are available on request.

a) ASSEMBLER

- 130XE Makro Assembler (disk)
version, year : 4.32, ?
author/company : Torsten Karwoth
available..... : freeware, ABBUC PD #297
package..... : assembler, editor, menu, monitor,
batch enhancement, linker/packer
features..... : macros
Two pass 6502 assembler with integrated menu, editor
and monitor shell for 128KB RAM Ataris. Source format
is derived from Atmas Makroassembler.

- 130XE+ Makro Assembler (disk)
version, year : 2.2, 1992
author/company : Torsten Karwoth
available..... : freeware, ABBUC PD #368
package..... : assembler, editor, menu, monitor,
batch enhancement, linker/packer
features..... : macros
New version with 128KB - 1088KB RAM support.
Two pass 6502 assembler with integrated menu, editor
and monitor shell. Needs extra RAM banks. Source
format is derived from Atmas Makroassembler.

- A65 (disk)
version, year : ?, 1989
author/company : Charles Marslett, WORDMARK Systems
available..... : abandonware, http://www.wordmark.org/
package..... : assembler, manual
features..... : source include

Two pass 6502 assembler. Source format is based on the
Atari Macro Assembler. Assembler source included.

- Alfasm, Turbo-Assembler/16 (disk)
version, year : 1.0, 1990
author/company : Jeff Williams, DataQue Software
available..... : ?
package..... : assembler, docs
features..... : source include
Two pass 6502/65816 assembler.

- Atari Assembler/Editor (cart)
version, year : ?, 1981
author/company : Atari
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : -
Two pass 6502 assembler with integrated editor/monitor

- Atari Macro Assembler (disk) (CX8121)
version, year : 1.0C, 1981
author/company : Atari
available..... : ?
package..... : assembler, editor, debugger, manual
features..... : macros, source include
Two pass 6502 assembler.

- ATasm (disk)
version, year : 0.92, 1999
author/company : Mark Schmelzenbach
available..... : umich
package..... : assembler
features..... : macros, source include, optionally target .XFD
disk images and machine state files (Atari800 / Atari800Win),
conditional assembly. Two pass 6502 portable cross assembler.
Highly compatible with MAC/65.

- Atmas Makroassembler (disk)
version, year : 2, 1985
author/company : Peter Finzel, Hofacker
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : macros
Two pass 6502 assembler with integrated editor/monitor.

- Bibo Assembler (disk)
version, year : ?, 1986
author/company : Compy-shop
available..... : ?
package..... : assembler, editor, monitor
features..... : source include, data include
Two pass 6502/65c02 assembler with integrated editor/

monitor.

- Datasm/65 assembler (disk)
version, year : 2.0, 1981
author/company : DataSoft Inc.
available..... : ?
package....... : assembler, editor, menu, manual
features...... : -
Two pass 6502 assembler.

- EASMD (disk)
version, year : 1.0, 1981
author/company : OSS
available..... : ?
package....... : assembler, editor, monitor
features...... : ?
Two pass 6502 assembler with integrated editor/monitor.

- Fast Assembler (disk)
version, year : 1.5, 1995
author/company : MMMG Soft
available..... : ?
package....... : assembler, editor, disassembler
features...... : ?

- Kasm65 (disk)
version, year : 2.51, 1997
author/company : Ken Siders
available..... : shareware, umich
package....... : assembler, editor, linker, docs
features...... : macros, relocation, source include,
conditional assembly
Two pass 6502 assembler. Relocatable object files are
compatible with ra65. Source format is derived from
the Atari Macro Assembler.

- MAC/65 Macro Assembler (disk|cart)
version, year : 2.00, 1982
author/company : Stephen D. Lawrow, OSS
available..... : ?
package....... : assembler, editor, monitor, manual
features...... : macros, source include
Two pass 6502 assembler with integrated editor/monitor.
Mac/65 is a direct descendant of the Atari Assembler/
Editor (via EASMD).

- MAE (disk)
version, year : .96, 1996
author/company : John Harris
available..... : umich
package....... : assembler, menu, editor, monitor, docs
features...... : macros, source include, data include,

conditional assembly
Two pass 6502/65816 assembler with integrated editor/
monitor. Extra RAM supported.

- NASM65 (disk)
version, year : ?, 1992
author/company : Nat!
available..... : ?
package....... : assembler, linker, librarian
features...... : macros, relocation, source include
One pass 6502 portable cross assembler (initially for
the ST). Highly compatible with MAC/65.

- PC-65 (disk)
version, year : 1.0 beta, 1996
author/company : Jan Feenstra & Freddy Offenga
available..... : -
package....... : assembler
features...... : macros, source include, data include,
boundary directive
Two pass 6502 cross assembler for the PC. The source
format is highly compatible with the ST-65 assembler.

- Quick Assembler (disk)
version, year : 1.0, 1990?
author/company : JBW, Avalon?
available..... : ?
package....... : assembler, editor, menu, debugger
features...... : source include
Two pass 6502 cross assembler with integrated editor.
Very user friendly menu environment.

- Ra65 (disk)
version, year : 1.0, 1989
author/company : John R. Dunning
available..... : public domain, umich
package....... : assembler, linker, librarian
part of cc65 (c-compiler)
features...... : ?

- Synassembler (disk|cart)
version, year : ?, 1982
author/company : Steve Hales, Synapse Soft
available..... : http://www.atariland.com/members/oldatarian/
package....... : assembler, editor, monitor, manual
features...... : source include
Two pass 6502 assembler.

- ST-65 (disk)
version, year : ?, 1991
author/company : A. Stauffenberg, F. Offenga
available..... : -

package..... : assembler, menu shell, manual
features..... : macros, conditional assembly,
source include, data include,
boundary directive
Two pass 6502/65c02 cross assembler for the Atari ST
written in 68000 assembly. As far as I know this is
the first assembler with the boundary directive.

- X-Assembler
version, year : 2.4, 2001
author/company : Piotr Fusik
available..... : freeware
package..... : assembler, docs
features..... : conditional assembly, source include,
binary include, pseudo commands,
pseudo addressing modes
Two pass 6502 cross assembler for PC. The source
format is backward compatible with Quick Assembler.

b) BASIC

- A BASIC Compiler (?)
version, year : 1.05, 1987
author/company : Monarch Data Systems
available..... : ?
package..... : BASIC compiler
features..... : ?

- Advan BASIC (disk)
version, year : ?, ?
author/company : Advan Language Designs
available..... : ?
package..... : BASIC compiler
features..... : ?

- Atari 800 Basic (disk)
version, year : 1.0, 1981
author/company : Microsoft
available..... : ?
package..... : ?
features..... : ?

- Atari BASIC (cart)
version, year : Rev.C, 1983
author/company : Atari
available..... : standard ROM in Atari XL/XE
package..... : BASIC interpreter, manual
features..... : pretty plain BASIC implementation

- Atari Microsoft BASIC II (cart)
version, year : ?, 1991
author/company : Atari

available..... : ?
package....... : BASIC interpreter
features...... : ?

- BASIC A+ (disk)
version, year : 3.05, 1981
author/company : OSS
available..... : ?
package....... : BASIC interpreter
features...... : ?

- BASIC XL (cart)
version, year : ?, ?
author/company : OSS
available..... : ?
package....... : BASIC interpreter
features...... : ?

- BASIC XE (cart)
version, year : ?, 1985
author/company : OSS
available..... : ?
package....... : BASIC interpreter
features...... : ?

- CTH Fast Basic (disk)
version/year : ?
author/company : Tom Hunt/Closer to Home
avaiable.......: PD, Freeware or Shareware;
package........: language plus several test files
and examples; english docs;
features.......: faster than Atari Basic, not much
slower than TB, does not use Ram under OS;
avaiable at Tom Hunt's homepage or elsewhere...

- Der BASIC Compiler (?)
version, year : ?, 1983
author/company : Datasoft
available..... : ?
package....... : BASIC compiler
features...... : ?

- Frost BASIC (?)
version, year : 1.04, 1985
author/company : Frank Ostrowski, Happy Computer
available..... : ?
package....... : BASIC interpreter, compiler
features...... : ?
Version of Turbo Basic XL that runs on 48k machines (400/800).

- MMG BASIC Compiler 2.0 (?)
version, year : 2.0, 1984

author/company : Special Software Systems
available..... : ?
package....... : BASIC compiler
features...... : ?
It appears that this is a newer version of Der BASIC Compiler,
licensed to some other company.

- TT-BASIC XL (disk)
version, year : 2.11, 1985
author/company : Frank Ostrowski, Happy Computer
available..... : ?
package....... : BASIC interpreter, compiler
features...... : ?
Published in the German magazine "Happy Computer".
Appears to be a newer version of Turbo Basic XL.

- Turbo Basic XL (disk)
version, year : 1.5, 1985
author/company : Frank Ostrowski, Happy Computer
available..... : ?
package....... : BASIC interpreter, compiler (V1.1)
features...... : ?
Published in the German magazine "Happy Computer".

c) C

- ACE C (disk)
version, year : ?
author/company : John Palevich & Ralph Walden
available..... : ?
package....... : ?
features...... : ?
This is a newer version of 'Deep Blue C'.

- C/65 (?)
version, year : ?
author/company : OSS
available..... : ?
package....... : ?
features...... : ?
Probably derived from Dr.Dobbs "Small C". Compiles to 6502
code which emulates the 8080 instruction set.

- C65 (?)
version, year : ?
author/company : Keith Ledbetter
available..... : ?
package....... : ?
features...... : good macro assembler
This compiler does not support structs.

- CC65 (disk)
version, year : 1989
author/company : John R. Dunning
available..... : umich archive,
http://www.umich.edu/~archive/atari/8bit/Languages/Cc65/
package..... : compiler, linker, assembler, librarian
features..... : ?
Public domain compiler. Also used as cross compiler.
Relocatable object linkage files, and the most thorough
K&R C for the 8-bit. Comes with an relocatable assembler.

- CC8 (disk)
version, year : 2.3
author/company : John Palevich & Steve Kennedy
available..... : ?
package..... : Compiler
features..... : ?
ACE C with more "real" C support (e.g. arrays of pointers
to structs). Requires ACE C runtime libs and linker.

- Deep Blue C (disk)
version, year : 1.2, 1982
author/company : John Palevich, APX
available..... : http://www.atariarchives.org/APX/showinfo.php?cat=20166
Source code "Deep Blue Secrets" downloadable at
http://www.atariarchives.org/APX/showinfo.php?cat=20179
package..... : Compiler, Linker
features..... : ?
Deep Blue C was originally an independent product, but it
then became available from APX. It converts C to pseudo-
code and then interprets the pseudo code (8080 instruction
set emulation).
Drawn from Ron Cain's public domain C-compiler (Small-C).

- DVC C (disk)
version, year : 1.05, 1985
author/company : Ralph E. Walden
available..... : ?
package..... : Editor, Compiler, Optimizer, Linker
features..... : Quite user friendly program
The compiler generates special object files (.CCC)
which can be optimized and linked. The package uses a
special DOS called DVC DOS which contains runtime stuff.

- LightSpeed C (disk)
version, year : 1.08, 1986
author/company : Clearstar Softechnology
available..... : ?
package..... : Compiler, Optimizer, Linker
features..... : ?
Runs under CLI DOS's and MENU DOS's.

- Tiny-C
version, year : ?
author/company : OSS
available..... : ?
package....... : ?
features...... : ?
First sold C compiler by OSS. This compiler was used to
compile itself! First true language "bootstrap" on any
8-bit machine (it was also available for Apple and CP/M
machines). Derived from Dr.Dobbs "Small C". Compiles to
6502 code which emulates the 8080 instruction set.

d) PASCAL

- Atari Pascal (disk)
version, year : 1.0, 1982
author/company : APX
available..... : APX-20102
Information at http://www.atariarchives.org/APX/showinfo.php?cat=20102
package....... : ?
features...... : ?
Needs two drives.

- Draper Pascal (disk)
version, year : 2.1, 1989
author/company : Norm Draper
available..... : ?
package....... : ?
features...... : ?

- Kyan Pascal (disk)
version, year : 1986
author/company : Kyan Software, APX
available..... : ?
package....... : editor, compiler, linker, macro-assembler
and manual
features...... : ?
Kyan Pascal would run off a single floppy. The Atari (APX)
version needs two drives. A version which runs entirely in
128k should be available too.

e) LISP

- INTER-LISP/65 (disk)
version, year : 2.1, 1981
author/company : Special Software Systems, DataSoft
available..... : ?
package....... : ?
features...... : ?

f) FORTH

- ES-FORTH
version, year : 1.2, 1984

author/company : The English Software Company
available..... :
http://www.strotmann.de/twiki/bin/view/APG/LangForthESForth
package..... : ?
features..... : says Carsten Strotmann: "Seems to be based an fig-
FORTH,
but with some unique "Words". Works with normal DOS.

- Extended fig-FORTH, (disk)
version, year : 11/10/1981
author/company : Patrick Mullarky, APX
available..... : APX-20029
http://www.atariarchives.org/APX/showinfo.php?cat=20029
package..... : ?
features..... : ?

- Extended fig-FORTH, (disk)
version, year : 1.1 Rev. 2.0, 01/15/82
author/company : Patrick L. Mullarky, APX
available..... : APX-20029
http://www.atariarchives.org/APX/showinfo.php?cat=20029
http://www.strotmann.de/twiki/bin/view/APG/LangForthFigOneOne
package..... : ?
features..... : ?

- fig-FORTH (disk)
version, year : 1.0D
author/company : ?
available..... :
http://www.strotmann.de/twiki/bin/view/APG/LangForthFigOneZeroD
package..... : ?
features..... : ?

- fig-FORTH
version, year : 1/26/81 and 4/01/82 releases
author/company : Steven R. Calfee "Team FORTH"
available..... : ?
package..... : ?
features..... :
http://www.atariarchives.org/APX/showinfo.php?cat=unknown_fig

- fig-FORTH
version, year : 4/10/82
author/company : Peter Lipson / Robin Ziegler "Team FORTH"
available..... : ?
package..... : ?
features..... : based on 4/1/82 release of fig-FORTH by Steve Calfee

- fig-FORTH
version, year : 5/5/82 - 10/16/82
author/company : Harald Striepe "Team FORTH"
available..... : ?

package..... : ?
features..... : based on 4/10/82 release of fig-FORTH by Lipson/Ziegler

- fig-FORTH, Antic (disk)
version, year : 1.4S REV.H, 18Jun85
author/company : John Stanley/Antic Magazine "Team FORTH"
available..... :
http://www.strotmann.de/twiki/bin/view/APG/LangForthAntic
package..... : ?
features..... : based on 10/16/82 release of fig-FORTH by Striepe

- fun-FORTH (disk)
version, year : ?
author/company : Joel Gluck, APX
available..... : APX-20146
http://www.atariarchives.org/APX/showinfo.php?cat=20146
package..... : ?
features..... : ?

- Grafik-FORTH
version, year : 1990
author/company : RAI Production
available..... :

http://www.strotmann.de/twiki/bin/view/APG/LangForthGraphicForth
package..... : ?
features..... : based on fig-FORTH 1.4S and TURBO-GRAPHICS-SYSTEM 256

- MesaForth
version, year : 12/03/81
author/company : ?
available..... :
http://www.strotmann.de/twiki/bin/view/APG/LangForthMesa
package..... : language, source code, documents, examples
features..... : based on 6502 fig-Forth. The major difference is in
the size of the screen on disk (512 bytes instead of
1024 bytes). Runs under ATARI DOS 2.0S.

- QS FORTH
version, year : 1.0, 3/27/81
author/company : James Abanese / [QS] Quality Software
available..... : http://www.strotmann.de/twiki/bin/view/APG/LangForthQS
package..... : Editor, Assembler, I/O routines
Single Density 5.25 Floppy and Manual in Binder
features..... : Editor, Assembler, I/O Routines. based on fig-FORTH.

- turbo-4th
version, year : January 1985
author/company : Steven R. Calfee
available..... : ?
package..... : ?
features..... : compatible with fig-FORTH and Team FORTH. It's fast.

Not threaded, it is a true compiler

- ValForth (disk)
version, year : 1.1, 1982
author/company : Valpar International
available..... : ?
package..... : (8) disks in the set including: 1)master disk,
2)display formatter, 3)text compression and auto text formatting,
4)valDOS-I, 5)valDOS-II, 6)player-missile graphics, character editor and
sound editor, 7)general utilities and video editor, 8) Turtle &
valGraphics and advanced floating point routines.
features..... : based on fig-FORTH

- X-FORTH
version, year : 26 Jan 2003
author/company : Carsten Strotmann
available..... : http://www.strotmann.de/twiki/bin/view/APG/ProjXForth
package..... : binary, source, disk image with samples & editor
features..... : aims to be compatible with new ANSI standard.
works with normal DOS.

g) PILOT

- Atari PILOT (cart)
version, year : 1980
author/company : Atari
available..... : ?
package..... : ?
features..... : ?

h) LOGO

- Atari LOGO (cart)
version, year : 1983
author/company : LCSI, Atari
available..... : ?
package..... : ?
features..... : ?

i) All the rest

- Action! (cart)
version, year : 1983
author/company : OSS
available..... : ?
package..... : compiler, editor, monitor and library
features..... : fast compiler which generates good code
Needs cartridge for runtime procedures. A PD runtime
library is also available.
All variables are static, so recursive routine calls
are not possible. No floating point type (though a
PD library should make this possible). No arrays of
objects (arrays of POINTERS to objects are possible).

- Extended WSFN, WSFN = Which Stands For Nothing
version, year : ?
author/company : Harry Stewart, APX
available..... : APX-20026
package..... : ?
features..... : ?
Info at http://www.atariarchives.org/APX/showinfo.php?cat=20026

- Quick (disk)
version, year : 2.0, 1990
author/company : Raindorf Soft
available..... : ?
package..... : ?
features..... : ?
This is the "poor man's Action!". Same restrictions as
Action! apply also to Quick. Further restrictions are:
only simple assignment expressions, no records and no
pointers.

- PL65 (disk)
version, year : 1.0, 1987
author/company : Noahsoft
available..... : commercial, Extremely rare.
package..... : compiler, editor, library, sample game
features..... : Similar features to Action with same restrictions.
Highly flexible language that includes inline assembler features and
pointers. Robust and well-engineered editor. Does not require
additional runtime library - automatically generated and included in
the compiled code during compilation.

- Test Computer Language (disk)
version, year : 2.2, 1985-1990
author/company : D.Firth
available..... : public domain, ?
package..... : compiler and editor
features..... : ?

---

Subject: 8.2) What cartridges were released for the Right Slot of the 800?

Contributors: Gene, Larry White, others

Austin Franklin Austin 80 Console Software
Eastern House KISS
Eastern House Monkey Wrench
Eastern House Monkey Wrench II
Geminisoft/Sar-An Magic Dump
Geminisoft Magic Dump II
Radical Systems Cartridge Maker (eprom burner)
Block (first right cart/first "backup" program hardware device)
R-Time 8 ICD (battery-backed clock, for left or right cart slots)
Real Time Cartridge Sunmark, http://www.sunmark.com/

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Subject: 8.3) What games support 4 or more simultaneous players?

contributors to this section:
Jeff M Lodoen, Vidar \"Hawk\" Olavesen, Pat Mulvey,
Steven E. Posey (Party Quiz), Andreas Magenheimer

a) The following games support 3 simultaneous players:
(2 players via joystick, 1 player via keyboard)

- Dynakillers by GMG/Slovakia (Freeware!)
- Blastermind by Numbercruncher/Germany (Freeware!)
- M.U.L.E. cracked+changed by CSS/Germany (pirate copy!)
- some more PD and commercial games...

b) The following games support 4-joystick head-to-head play:
(Only the 400 and 800 computer models sport 4 controller ports)

- Asteroids cart. by Atari,
- Basketball cart. by Atari,
- Dandy disk by APX,
- M.U.L.E. disk by ECA,
- Maze War disk or cart. by ???,
- Silicon Warrior disk or tape by Epyx,
- Survivor disk or cart. by Synapse,
- Major League Soccer cart. by Thorn EMI,
- Major League Hockey cart. by Thorn EMI,
- Volleyball by ???
(PD game written in Atari BASIC);
- Tank Battle by ??? from Antic magazine
- Roadblock by Brian Holness from Compute! magazine
- Battle Room (CIA vs. KGB) a PD game by SNACC
- Aliens a PD-game by ??? using an altered Dandy program
(the Dandy font and thus the graphics were changed, however,
the levels remain the same and can be used in both games);
- Sky Warrior by ??? from ROM magazine, June 1984 ***
- Depth Warrior by ??? from ROM magazine, Aug. 1984 ***
- Yellow-Brick-Road by ??? from ROM magazine, Feb. 1984 ***

*** these programs are reported to be 4-player programs, I'm
not sure if they are meant to be 4-players simultaneously
or 4-players - one after another (try to find out!);

c) The following games support 8 players on the 400/800 or 4 on the other
computer models, using the 2 controllers-per-port CX30 Paddle controllers:

- Super Breakout by Atari,
- Worms by Electronic Arts
(has nothing to do with the PC game!)

d) The following game supports 4 players on all machines, using special
4-button keypad controllers linked together with RJ-11 jacks (standard
phone jacks) to a box with 2 joystick port connectors:

- Party Quiz by Suncom

e) The following programs support multi-joystick games, using extra
hardware called Quadrotron (from the german Atari magazin 2/1989):

- test program for 4 joysticks (and assembler source);
- Quadro-Tron by H.Schoenfeld (4-player Tron-clone);

f) The following programs support multi-joystick games, using extra
hardware called Multijoy (multijoy4 for up to 4 players, multijoy8
for up to 8 players and multijoy16 for up to 16 players; originally
developed by Raster/Radek Sterba, but also available from ABBUC):

- Cervi by R.Sterba (up to 8-players Snake-clone);
- Multijoy by R.Sterba (up to 4 players Tetris-clone)
- Bremspunkt by T.Butschke (up to 4 players Car-race);
- Sheep by F.Dingler (up to 8 players Sheep-race);
- Cards by F.Dingler (up to 8 players grab-a-card-game);
- Ice-Hockey by F.Dingler (up to 8 players Icehockey-game);
- Quadrotron-M4 by R.Sterba (patched Quadro-Tron for Multijoy);
- Shoot Em' All by R.Sterba (16 players shooting-game)

---

Subject: 8.4) What programs run only on the 400 and 800 models, and why?

The following are reported as incompatible with models other than the
original Atari 400/800. Most probably do work on XL/XE's if you use a
translator to run the original 400/800 OS on your XL/XE. (Alas, most
translator-versions are limited to disk access, thus booting/loading
a tape [and especially a cartridge] can be difficult sometimes...A.M.)

Apple Panic Broderbund
Aquatron Sierra On-Line
Astro Chase First Star Software / Parker
Atari Word Processor Atari
(this is not the same as AtariWriter!)
Atlantis (some versions!) Imagic
Attack at EP-CYG-4 (by Bram) Romox
Bandits Sirius Software
BearJam Chalkboard Inc.
Boulders And Bombs CBS
Chicken Synapse
Demon Attack Imagic
Disk 50
Dreadnaught Factor, The Activision
Drelbs Synapse
Forbidden Forest Cosmi
(later versions by different companies work ok on XL/XE!)
Fort Apocalypse Synapse
(cart version is 400/800 only! tape+disk versions work ok on XL/XE!)
Galahad And The Holy Grail APX
(Downloadable from http://www.atariarchives.org/APX/showinfo.php?cat=20132)
Go Hayden

Gorf Roklan
Jawbreaker II
Jet Boot Jack English Software
(can be found on various tapes/disks; at least the re-release
version by Byte Back works alright on XL/XE computers!)
Juggler IDSI
K-Razy Antiks K-Byte
K-razy Kritters CBS Software
K-razy Kritters K-Byte
Kangaroo Atari prototype
KoalaPainter Koala
Leo's 'Lectric Paintbrush Chalkboard Inc.
Leo's Links Chalkboard Inc.
Letter Perfect LJK Enterprises
LogicMaster Chalkboard Inc.
Lunar Leeper
Mario Bros. ('83) Atari
Maze Epyx
MicroMaestro Chalkboard Inc.
Monkey Wrench Eastern House
Monster Maze Epyx
Ms. Pac-Man Atari
(has problems with newer XE/XEGS computers!)
M.U.L.E.(early release only) Electronic Arts
Nautilus Synapse
Pac-Man Jr. Atari prototype
Picnic Paranoia Synapse
Pool 1.5 IDSI
Pool 400 IDSI
Protector II Synapse
Rack 'Em Up Rocklan
Shamus Synapse
Slime Synapse
Snapper Silicon Valley Systems
Space Dungeon Atari
Squish 'Em Sirius
Super Pac-Man Atari prototype
Text Wizard
Zaxxon (early release only!) Datasoft

Konrad M.Kokoszkiewicz writes:

XL/XE software won't work on 400/800 if:

1) it uses shadow RAM at $C000-$CFFF and $D800-$FFFF
2) it uses RAM expansions at $4000-$7FFF controlled by PORTB $D301
3) it uses specific XL OS functions (like JNEWDEVC)
4) it uses illegal XL OS addresses.
5) it uses European Charset :)

Andreas Magenheimer adds:
To get an overview or see a chart of OS changes from the 800 to the XL
line, refer to Antic magazine Volume 3, Number 2 (June 1984), pages 10-14;
Also note, that some software will not work correct (or not at all) on
newer XE/XEGS versions (which have a new OS with a new version number,
a new selfttest/memory-test/keyboard-test, larger RAM chips, etc. etc.);

---

Subject: 8.5) What programs make use of the Light Gun or a light pen?

Bertrand M. (LEXX) writes:

- Bug Hunt cart. by Atari;
- Barnyard Blaster cart. by Atari;
- Crossbow cart. by Atari;
- Crimebuster cart. by Atari;
- Operation Blood disk by ANG/Mirage;
- Operation Blood II - Special Forces disk by ANG/Mirage;
- Light Gun Blaster (PD from Page 6);
- enhanced Lightgun Blaster (PD from Pedrokko);
- Gangsterville disk by Linda Soft
(an italian game written in BASIC);
- maybe a couple more...

James Bradford mentions:
"On the 400, the light gun /pen will only work in joystick port 4."
This renders much light gun and light pen software unusable on the 400.

Andreas Magenheimer adds:
All Lightgun games can be used with a lightpen (which is not as accurate
as a Lightgun however). And all lightpen programs can be used with a
lightgun. thus add:

- Atari Graphics cart. by Atari
(a painting/drawing program);
- Matrix a PD game by Dave Oblad
(a 4-wins or 5-wins clone!)
- Alien Invaders disk by R.Gore (available from DGS);
- Bembelwo a PD game by Thorsten Butschke
(a sort of golf/minesweeper game, written in Quick);
- Sharp Shooter by Mat*Rat a PD game from Analog,
(also available on cart from Video 61/Lance Ringquist);
- Lightgun Shooter by ??? from ABBUC mag.
(a simple shooter game, at least PD!)
- Flyshot or Flyshoot a PD game by Kemal Ezcan
(a Turbo BASIC game from ZONG, the KE Soft magazine);
- Geisterschloss game+editor disk by KE Soft;
- Lightpen Doodle by ??? from Antic magazine;
- some more PD programs and utilities for Lightpen or Lightgun;

---

Subject: 8.6) What programs have a track ball mode or support a mouse?

Contributors: Andreas Magenheimer, Mirko Sobe

Title Keystroke Required
------------- --------------------
- Missile Command by Atari CTRL-T
- Slime by Synapse [T]
- Shanghai by Activision choose controller type: ST mouse !
(plug it into port 2; if you do not
have one, you have to reboot!!)
- Bombdown by Roemer of Uno choose between Joystick, Amiga
mouse, ST mouse or CX85 numeric
keypad (use port 2 for any mice)
- Minesweeper by Raindorf-Soft use an ST mouse in port 2
- The Brundles by KE-Soft use an ST mouse in port 2
- The Brundles Editor by KE-Soft, PD use an ST mouse in port 2
- Geisterschloss by KE-Soft, PD choose Lightgun (port 1) or ST
mouse (port 2)
- Vanish (ZONG, Vol. 5+6/1993); use an ST-mouse in port 2
- Hong Kong (ZONG, Vol. 5+6/1993); use an ST-mouse in port 2
- Maus-DOS (ZONG 5+6/1993); use an ST-mouse in port 2
- Faecher-Patience (ZONG 1/1993); use an ST-mouse in port 2
- Macao (Zong 5+6/1994); use an ST-mouse in port 2
- Multi-Mouse manager (PD) drivers for mice, TB, etc.
- Multiplayer 2.1 by Madteam supports ST + Amiga mouse in port A
- Unriagh I (german PD adventure) has drivers for ST mouse+Joystick
(stick=port 1, mouse=port2)
- Unriagh II (german PD adventure) has drivers for ST mouse+joystick
(stick=port 1, mouse=port 2)
- little Calculator (AMC-Verlag, PD) uses ST-mouse only (port 2)
- big UPN calculator (PD) uses ST mouse, TB, Touch tab. and
joystick; (there are different COM
files, rename the one you wish to
use to *.EXE; all drivers use port
1 - if I remember correctly)
- Operation Blood (ANG/Mirage) press mouse fire or Select to start
in ST mouse mode (port 2)
- Operation Blood 2 / Special Forces press mouse fire or Select to start
(ANG/Mirage) in ST mouse mode
- Sprint XL (ABBUC Jahresgabe 1992) uses an ST mouse in port 2
- M.O.S. (ABBUC magazine) uses an ST mouse in port 2
- Diamond GOS (Reeve software) all three versions support an ST
mouse in port 2
- S.A.M. (Power per Post) german GUI, supports an ST mouse in
port 2
- G.O.E. (TCS) supports an ST mouse in port 1
- BOSS-X (MS-Software, Mirko Sobe) supports ST-Mouse in Port 2

RE: Missile Command, Andreas writes:
there are many different versions available... I know the old Atari 800
cart version, which works correct with Joystick and Trakball, but not at
all with a mouse. The newer XL version works with Mouse, trackball and
Joystick, also the newest (built-in) XEGS version of MC. But, there is

also a tape version (and maybe a disk version) of MC available. I am not sure if this tape version behaves like the old 800 version or like the newer XL and XE/XEGS versions...

And about mice, Andreas adds:
Maybe you did not know, there is a little difference between Trackball and ST-mouse. Although MC works with both input devices does not mean, they are the same. they are not !! Connect the TB to an ST computer and you see: it does not work at all !! You have to do a small conversion to convert the TB to an ST mouse. (Plans are avaiable from ABBUC, Germany).

---

Subject: 8.7) What programs have a paddle(s) or Koala Pad mode?

Andreas Magenheimer contributes:

- Super Breakout (Atari) breakout clone
- Live Wire (Analog) tempest clone
- Live wire 2 (Analog) tempest clone
- Planetary Defense (Analog)
- Pong (Antic) Pong clone
- Pong (Analog) Pong clone
- Super Ball (Compy Shop Magazin) Breakout clone
- Arkanoid (Taito/Imagic) Breakout clone
- Koala/Micro-Illustrator (Island graphics/Koala Ware) graphics program
- Chiseler (Antic or Analog) a breakout clone
- Slime (Synapse) a slimy shooter...
- Chicken (Synapse) catch the chicken eggs...
- One on One (Compute!) a breakout/warlords clone
- Paratroop Attack by David Plotkin
- all Pinballs created with the P.C.S.
(use left paddle trigger for left flipper and right paddle trigger for right flipper; or simply use a joystick and left/right/fire button);
- many more Pong and Breakout clones
(forgot their names, maybe someone can help here!)
- many more programs (which I do not remember right now!)

for Koala Pad only: - Micro-Illustrator / Koala Painter
- other Koala Pad painters or programs

---

Subject: 8.8) What programs have a CX85 Numerical Keypad mode?

Andreas Magenheimer contributes:

- Bombdown (Roemer of Uno);
- The Bookkeeper (Atari);
- Multi mouse Management (PD);
- UPN calculator (PD);
- Ball Harbour (Zong 8/1992);
- The Big Quest (Zong 7/1992);

- Blob (Zong 2/1992);
- Bomber Jack (KE-Soft);
- Catch (Zong 6/1992);
- Code table (Zong 11+12/1993);
- CX-85-Driver (Zong 7+8/1994);
- CX-85-Keycode-driver (Zong 7+8/1995);
- Donald (by KE-Soft);
- Drag (by KE-Soft);
- Dragon Fire (Zong 1/1993);
- Gravitar (Zong 4/1992);
- Hungry Goblin (Zong 5/1992);
- Invaders (Zong 5+6/1993);
- Joshi (Zong 3+4/1993);
- Lasermaze (by KE-Soft);
- Lost in the Antarctic (Zong 2/1992);
- Mampfman (Zong 8/1992);
- Minipac (Zong 3/1992);
- Minipac 2 (Zong 6/1992);
- Money Raider (Zong 2/1992);
- Monster Tracking (Zong 9/1992);
- Oblitroid (by KE-Soft)
- Pac-Man (Zong 11/1992);
- Schlumpf/Smurf (Zong 5/1992);
- Slurp (Zong 3/1992);
- Techno Ninja (by KE-Soft)
- Transsylvania (Zong 3+4/1993);
- Viro-Mania (Zong 2/1993);
- Zador XL (by KE-Soft)
- Zador II (by KE-Soft)
- many more games from KE-Soft and Powersoft;
(forgot their names, help needed!)

---

Subject 8.9) What programs have a Touch tablet mode?

Andreas Magenheimer writes:

- Atari Artist (Atari) graphics program
- Pixel Artist Deluxe 1.3 (PD) graphics program
- The Brundles (KE-Soft) Lemmings clone
- Musorqua (Analog computing) educational program
- many more (which I do not remember right now!)

---

Subject: 8.10) What kinds of RAMdisks can be set up on the Atari?

This section by Andreas Magenheimer.

8.10 Atari Ramdisks - An (incomplete) Overview:
[This is version 2.10 from October 2003]

Right from the start of the Atari 8-bit computer era in the late 70`s, Atari users wanted to have as much RAM as possible (or as their purse could afford). Having a 16k machine with a tape device was nice and cheap, but having full 48k or 64k and a floppy drive was much nicer (and very expensive). Thus many Atari users began to create selfmade RAM extensions and enhancements, just to save some money. Also a lot of firms provided extra RAM, RAM enhancements, RAM extensions and Ramdisks. Besides Atari there were (and still are) quite a lot of producers, manufacturers, distributors and authors of such RAM enhancements...

This "short" and incomplete overview does not provide any docs or manuals, but gives some info about the various Ramdisks on the market. Since these notes are written by me, they will merely contain the information I have. And as you all can see - it is still incomplete. So any help and extra info, as well as corrections, are very welcome. It would be nice to see this text & info growing. For now let us start here, the info-section is divided into 8 groups:

1) Name (Name of the RD, e.g. Megaram 2 or Rambo XL or MIO, etc.);
2) Vendor/Author (or distributor, manufacturer, producer, etc.);
3) Size (size of the Ramdisk only; NOT the full computer memory);
4) [Bankswitching] Area (for XL/XE computers usually 4000-7FFF);
5) Banks (hexadecimal input count, as in MyDOS or RAMDTEST.BIN);
6) Control Bits (which bits are used to control the Rambanks);
7) Port (control Port - usually Port B for XL/XE machines);
8) Notes (any extra info, comments, miscelleanous things, etc.);

If you wish to add any other type of info, let me know. The above information should be enough for most programmers to support a RD in their programs (especially to support more than just one type of RD). Hopefully future programs will take care about this info or just use a small setup program to setup any kind of RD. Now let me begin:

---

A) Atari 400/800 Ramdisks:

Name Vendor Size Area
Banks Bits Port Notes

- Axlon Axlon/Atari 64k 4000-7FFF
0 thru 3 0,1 (CFFF) plug-in-board
Note: total memory = 96kbytes (32k RAM + 64k RD);

- Axlon Axlon/Atari 128k 4000-7FFF
0 thru 7 0,1,2 (CFFF) plug-in-board
Note: total memory = 160kbytes (32k RAM + 128k RD);

- 288k800 D.Byrd and others 256k 4000-7FFF
0 thru 15 0,1,2,3 (CFFF) selfmade-board
Note: total memory = 288kbytes, Axlon compatible;

- 544k800 various authors 512k 4000-7FFF
0 thru 31 0,1,2,3,4 (CFFF) selfmade-board

Note: total memory = 544kbytes, Axlon compatible;

- 1056k800 various authors 1024k 4000-7FFF
0 thru 63 0,1,2,3,4,5 (CFFF) selfmade-board
Note: total memory = 1056kbytes, Axlon compatible;

- 2080k800 various authors 2048k 4000-7FFF
0 thru 127 0,1,2,3,4,5,6 (CFFF) selfmade-board
Note: total memory = 2080kbytes, Axlon compatible;

- 4128k800 various authors 4096k 4000-7FFF
0 thru 255 0,1,2,3,4,5,6,7 (CFFF) selfmade-board
Note: total memory = 4128kbytes, Axlon compatible;

=> Note that all so-called Axlon "compatible" (256k-4096k) Ramdisks
normally do not homebank when RESET is pressed (a fix should be
available somewhere), whereas original Axlon Ramdisks do homebank
properly !! (Special thanks to Lee Barnes for this note !!)

- Mosaic RAMpower by Mosaic Electronics is actually a Ramboard, that
enhances the memory of your Atari 800; avaiable in 3 sizes: 16k,
32k and 64k (where max. 52k can be utilized from 64k). Looks like
these are no Ramdisks, just (normal/main) RAM enhancements. But maybe
the 64k Ramboard can be patched in some way to gain a small 16k or
32k Ramdisk (48k RAM + 16k RD or 32k RAM + 32k RD) ?!?

- ...

---

B) Atari XL/XE Ramdisks:

Name Vendor Size
Area Bits Port
Banks
Notes

=> Note that bit 4 is always used in all Port B type memory upgrades to
turn on the CPU's access to the extended memory. Thus, it is not reported
in bit use tables as a used bit as it does not control which bank gets
switched into the 4000-7FFF region. This seems to be a standard convention
as the majority of ramdisk users don't want bit 4 counted as a control bit.
And it's not a control bit - its the 'on' bit. Likewise, bit 5 is the 'on'
bit for ANTIC's access to the extended memory for 'compatible' (to 130XE)
machines as well. If bit 5 does show up in a bit use table, one can only
assume that this is an incompatible machine which doesn't have or use ANTIC
access at all. In that special case, bit 5 is then available for use in
switching in the various banks and thus gets counted as a control bit in
bit use tables. (Special thanks to Lee Barnes for this note !!)

- 130XE-Ramdisk Atari 64k
4000-7FFF 2,3 B ($D301)
Banks: E3,E7,EB,EF;
Notes: old=8kbyte chips (west), new=32kbyte chips (east);

XE`s made in China have faulty GTIAs => replace them!;
XE`s and XEGS made in China also have a new OS which causes
some incompatibility problems (try: Encounter / disk version
by Novagen or try: Muad`Dib-Demo by Hurek, etc.); just replace
the new OS with an older XL/XE one if you want less trouble!;
standard Atari RD - available with all XE-compatible ramdisks;
Antic access: YES! Atari Basic: YES! XL/XE Selftest: YES!;

- 192k-600XL Compyshop 128k
4000-7FFF 2,3,? B ($D301)
Banks: e3,e7,eb,ef,a3,a7,ab,af;
Notes: early CS upgrade version for 600XL only!;
afaik this was a piggy-back version...;
Antic access: no! Atari Basic: YES! XL/XE Selftest: YES!;

- 320k-800XL Compyshop 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2b,2f,63,67,6b,6f,a3,a7,ab,af,e3,e7,eb,ef;
Notes: afaik this was a piggy-back version...;
Antic access: no! Atari Basic: YES! XL/XE Selftest: YES!;

- 320k-130XE Compyshop 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2b,2f,63,67,6b,6f,a3,a7,ab,af,e3,e7,eb,ef;
Notes: afaik this was a piggy-back version with sep. Antic!;
(XE meant 130XE only! this excluded 65XE and 800XE!);
Antic access: YES! Atari Basic: YES! XL/XE Selftest: YES!;

- 512k XL various authors 448k
4000-7FFF 2,3,4,5,6,7 B ($D301)
Banks: ef,eb,e7,e3,cf,cb,c7,c3,af,ab,a7,a3,8f,8b,87,83
6f,6b,67,63,4f,4b,47,43,2f,2b,27,23;
Notes: This 512k upgrade is not the same as the one thats on the
British Underground. That one dont work, I had to fix it years ago.
The new version will replace the 64k main RAM with 512k RAM, thus
you gain 64k RAM and 448k Ramdisk. (A.M.: Afaik, it has the same
problems as the 256k RAM enhancements [with 64k RAM and 192k Ramdisk],
meaning *some* programs will try to use the main RAM as rambanks...)
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!;

- A.M. Ramdisk Atari Magazin 256k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: manual and schematics, as well as a parts list can be found
in german Atari Magazin 2/1987 (includes a Basic test program!);
bugfixes and updates in Atari Magazin 3/1987, 4/1988 and 5/1988;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!;

- Bob Woolley`s Atari 1200XL 1MB upgrade 960k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: EF, ED, EB, E9, E7, E5, E3, E1
CF, CD, CB, C9, C7, C5, C3, C1

AF, AD, AB, A9, A7, A5, A3, A1
8F, 8D, 8B, 89, 87, 85, 83, 81
4F, 4D, 4B, 49, 47, 45, 43, 41
2F, 2D, 2B, 29, 27, 25, 23, 21
0F, 0D, 0B, 09, 07, 05, 03, 01
Notes: this upgrade uses 64k as main RAM and 960k as Ramdisk;
Selftest: Yes!, Basic: "no" (not built-in), Antic access: no! ;

- Mathy`s RD M.v.Nisselroy 1024k
4000-7FFF 0,1,2,3,6,7 B ($D301)
Banks: EF EE ED EC EB EA E9 E8 E7 E6 E5 E4 E3 E2 E1 E0
AF AE AD AC AB AA A9 A8 A7 A6 A5 A4 A3 A2 A1 A0
6F 6E 6D 6C 6B 6A 69 68 67 66 65 64 63 62 61 60
2F 2E 2D 2C 2B 2A 29 28 27 26 25 24 23 22 21 20
Notes: uses a PC-SIMM (30-Pin-SIMM), pin-switching in RD: 4,5;
XL/XE/XEGS: Selftest+Basic=YES, XEGS: Missile Command=YES!;
no use of any switches!; Antic access: YES!; (CS-compatible!);

- Megaram 1 Klaus Peters 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: used 16kbyte Chips x16 (very big/huge pcb);
originally designed (and maybe produced?) by Ralf David;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Megaram 2 Klaus Peters 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: uses 128kbyte Chips x2 (much smaller pcb);
originally designed (and maybe produced?) by Ralf David;
newer MegaRAM version; fully compatible to Megaram 1;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Megaram 1,2 => 512k B.Pahl 512k
4000-7FFF 2,3,5,6,7 B ($D301)
Banks: 03,07,0B,0F,23,27,2B,2F,43,47,4B,4F,63,67,6B,6F,
83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: upgrade for Megaram 1 or 2 to 512kbytes (which means
a total of 576kbytes memory); requires a small pcb (in
connection with the existing Megaram 1 or 2 pcb) and the
following chips: 2x 414256 (RAM), 1x 74LS138 plus some more
wires inside the computer; additionally one may install a
switch to switch down to 320k or even 64k (no RD!) if needed;
advantage: more RAM, Basic still there, 26AE & 8ACE banks...;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Megaram 3 Klaus Peters 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: uses 256kx4 Chips (514256-70); fully compatible to
K.P./R.D. Megaram 1+2; originally designed by Ralf David;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Megaram 3 Klaus Peters 1024k
4000-7FFF 2,3,6,7 B ($D301)
0,1 (or switches) B ($D600)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
$D600: F3,F7,FB,FF...
Notes: uses 1Mx4 Chips (514400-70); can be a) 1 Ramdisk of 1 Mb
or b) 2 Ramdisks of 512kb each or c) 4 Ramdisks of 256kb each;
uses four switches; the 1MB mode seems to be very incompatible!!;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

=> Note that all XL-type Megaram-Ramdisks (Megaram 1, 2, 3)
have Refresh bugs/problems which can be solved quite easily
with one 74LS08 chip (see ABBUC magazine 63, pages 19+20);
None of the Megaram Ramdisks do have the separate Antic access
built-in, but XE-types can be upgraded easily for this mode!!;

- Newell Newell Ind. 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: a) older version: 83,87,8B,8F,C3,C7,CB,CF,E3,E7,EB,EF;
b) newer version: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: replaces the 8 RAM 4164 with 8 RAM 41256 and thus uses
64k as main RAM and 192k as Ramdisk/extra RAM (therefore some
RD-testers will see 240k memory or 15 RD-banks which is untrue!);
the older 256k Newell version was not compatible to Rambo XL,
Buchholz and Peterson, since these were not available then;
Newell was earlier on the market than Rambo and Peterson,
while early Buchholz Ramdisks used 32k banks instead of 16k
banks; all this changed with the appearance of the 130XE
and thus Buchholz designed 16k Rambanks and finally Newell
256k Ramdisks became Buchholz/RamboXL/Peterson compatible !!
Atari Basic: YES! XL/XE Selftest: YES! Antic access: YES!

- Newell Newell Ind. 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: uses 8 pc. 1Mx1 Chips (511000-80); Basic: To be able to
select the internal Basic, connect a toggle switch between ground
and the motherboard where PB1 was removed (PIA `Hole' 11). The
switch is not much different than the Option Key, and I found it
more versatile. (Wes Newell) => see also ABBUC mag. 29, page 6+7;
Atari Basic: yes/no! XL/XE Selftest: YES! Antic access: YES!

=> Note that so-called "Newell-compatible" Ramdisks (clones or
selfmade ones...) most likely do NOT have Antic access, due to
the lazyness of its creators or their intentions of simply not
needing it. However, original Newell Ramdisks created and sold
by Wes Newell do have the separate Antic access !!

- Newell Newell Ind. 4096k
4000-7FFF 0,1,2,3,4,5,6,7 B ($D301)

Banks: 00,01,02,03,04,05,06,07,08,09,0A,0B,0C,0D,0E,0F
10,11,12,13,14,15,16,17,18,19,1A,1B,1C,1D,1E,1F
20,21,22,23,24,25,26,27,28,29,2A,2B,2C,2D,2E,2F
30,31,32,33,34,35,36,37,38,39,3A,3B,3C,3D,3E,3F
40,41,42,43,44,45,46,47,48,49,4A,4B,4C,4D,4E,4F
50,51,52,53,54,55,56,57,58,59,5A,5B,5C,5D,5E,5F
60,61,62,63,64,65,66,67,68,69,6A,6B,6C,6D,6E,6F
70,71,72,73,74,75,76,77,78,79,7A,7B,7C,7D,7E,7F
80,81,82,83,84,85,86,87,88,89,8A,8B,8C,8D,8E,8F
90,91,92,93,94,95,96,97,98,99,9A,9B,9C,9D,9E,9F
A0,A1,A2,A3,A4,A5,A6,A7,A8,A9,AA,AB,AC,AD,AE,AF
B0,B1,B2,B3,B4,B5,B6,B7,B8,B9,BA,BB,BC,BD,BE,BF
C0,C1,C2,C3,C4,C5,C6,C7,C8,C9,CA,CB,CC,CD,CE,CF
D0,D1,D2,D3,D4,D5,D6,D7,D8,D9,DA,DB,DC,DD,DE,DF
E0,E1,E2,E3,E4,E5,E6,E7,E8,E9,EA,EB,EC,ED,EE,EF
F0,F1,F2,F3,F4,F5,F6,F7,F8,F9,FA,FB,FC,FD,FE,FF
Notes: uses 8 pc. 4Mx1 Chips (541000-80); made by Newell, later by
FTE; seems to be very incompatible to existing software and
bankswitching cartridges (OSS, Atari, etc.), because normal RAM at
4000-7FFF is NOT available - only extra Ram/Ramdisk banks. With one
PIA chip there is simply no bit left to switch between main RAM and
extra RAM / Ramdisk. But with the installation of a second PIA chip
one would be able to do so. Furthermore one may use (almost) any
setup or banks he likes then (with a second PIA chip one could
control up to 256 Megabytes of RAM). Basic: To be able to select the
internal Basic, connect a toggle switch between ground and the
motherboard where PB1 was removed (PIA `Hole' 11). The switch is not
much different than the Option Key, and I found it more versatile.
(Wes Newell); OS: It is possible to maintain OS bankink using 4 Megs.
It requires moving the OS into RAM before any banking of that Bit
occurs. Use MOVEOS File on the [Newell-Software-] Disk. (Wes Newell)
Atari Basic: no! XL/XE Selftest: no (?) Antic access: no!

- Peterson 256k S.Peterson 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to Buchholz, Rambo XL and newer Newell versions;
replaces the 8 RAM 4164 with 8 RAM 41256 and thus uses 64k as main RAM
and 192k as Ramdisk (most RD-testers will therefore see 240k memory);
Antic access: no!, Atari Basic: YES!, XL/XE Selftest: YES!

- Peterson 320k S.Peterson 256k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to TOMS (?), incompatible to Compyshop!;
there are still the 64k main RAM plus this 256k extra RAM;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Peterson 576k S.Peterson 512k
4000-7FFF 1,2,3,5,6 B ($D301)
Banks: 81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF,

C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF;
Notes: should be fully compatible to TOMS-Ramdisk (?);
Atari Basic: no! XL/XE Selftest: YES! Antic access: no!

- Peterson 1088k S.Peterson 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: fully compatible to Newell and TOMS (?) Ramdisks;
Atari Basic: no! XL/XE Selftest: YES! Antic access: no!

=> Note that (separate) Antic access can be done to all Peterson
and compatible XE-type Ramdisks; just refer to Ed Bachman`s fine
article (supplied with the manual for the Wedge) on how to
update/upgrade your Peterson or compatible Ramdisk for Antic access;
(Afaik only XE-type computers can be upgraded for separate Antic
access, since XL-type computers don`t have the Freddie and Gate
Array chips; the Freddie chip controls the Gate-Array chip; the
Gate-Array chip is responsible for the separate Antic mode...)

- Quarter-Mega-XL C.Buchholz 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF (=newer version);
Notes: compatible to Peterson, Rambo XL and newer Newell versions;
replaces the 8 RAM 4164 with 8 RAM 41256 and thus uses 64k as main RAM
and 192k as Ramdisk (therefore most RD-testers will see 240k memory);
older versions were designed for 32k banks, but with the appearance of
the 130XE as the new standard, the design had been changed to 16k banks;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Rambo XL ICD 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to Buchholz, Peterson and newer Newell versions;
replaces the 8 RAM 4164 with 8 RAM 41256 and uses 64k as main RAM and
192k as Ramdisk (therefore most RD-testprograms will see 240k memory);
built in Atari Basic: YES!, XL/XE Selftest: YES! Antic access: no!

- Rambo=>512k Dan Schmid 512k
4000-7FFF 2,3,5,6,7 B ($D301)
Banks: 00,04,08,0C,20,24,28,2C,40,44,48,4C,60,64,68,6C, (Basic
80,84,88,8C,A0,A4,A8,AC,C0,C4,C8,CC,E0,E4,E8,EC; on??)
Notes: this "project" should upgrade a Rambo XL to 576kbytes;
the docs were found on Pooldisk Too (SUBDIR: ACE/Acec202 a+b);
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no (?)

- Satantronic`s 1MB PC-SIMM Ramdisk 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F

81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: Extended RAM is not available from BASIC. But with a small
patch it is possible to access 512 KB from Basic. This is compatible
with 256 KB and 1024 KB SIMM modules. There also exists some light
modified version of this RD with some switches for better
compatibility with some "old" software. (XI of Satantronic);
Atari Basic: no! XL/XE Selftest: YES! Antic access: no!

- TOMS-RD T.O. + M.S. 256k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: made+standard in Poland; supported in most polish demos;
should be fully compatible to A.M. and Scott Peterson Ramdisks (?);
Atari Basic: YES!, XL/XE Selftest: YES!, Antic access: no (?);

- TOMS-RD T.O. + M.S. 512k
4000-7FFF 1,2,3,5,6 B ($D301)
Banks: 81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF,
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF;
Notes: should be fully compatible to S.Peterson Ramdisk (?)
Atari Basic: no! XL/XE Selftest: YES! Antic access: no! (?)

- TOMS-RD T.O. + M.S. 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: should be compatible to Newell & S.Peterson (?)
Atari Basic: no! XL/XE Selftest: YES! Antic access: no (?)

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C) Parallel-Bus-Devices:
(600XL/800XL = parallel bus, XE = cart-port + ECI and/or adapter)

- Turbo Freezer XL Bernhard Engl 256k
4000-7FFF 2,3,4,5,6 B ($D301)
Banks: E3,E7,EB,EF,93,97,9B,9F,A3,A7,AB,AF,B3,B7,BB,BF;
Notes: The Turbo Freezer XL is an external device for the XL-PBI
with its own Operating-Sytem. It has a built-in Freezer, Monitor
and DOS. The Antic access for the RD can simply be built with one
wire from CPU to PBI. The RD Access works with Port-Bits 2,3 for
Bank Switching, Bits 4,5 for Groups and Bit 6 for "Mode-Select".
PortB D7 = Selftest (0=on)
D6 = Mode (1 = XE, 0 = Groups)
D5 = XE: ANTIC-Access (0 = on), Groups: Group H
D4 = XE: CPU-Access (0 = on), Groups: Group L
D3 = Bank Number H
D2 = Bank Number L
D1 = BASIC ROM (0 = on)

D0 = OS ROM (0 = off)
Atari Basic: YES! XL/XE Selftest: YES! Antic access: optional;

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- missing info for the following Ramdisks:
other Bob Woolley Ramdisks, more 600XL Ramdisks, Rambo XL (512k by
ICD), some Irata Ramdisks, MIO, as well as many other types;
- (?) means: info is missing or I am not absolutely sure about this
information; so this has to be verified by other Atarians;

For this 20th edition special thanks and credits go to: Lee Barnes,
Russ Gilbert, Mathy van Nisselroy, Erhard Puetz, Mathias Reichl,
Ron Hamilton, Wes Newell, Guy Ferrante, XI of Satantronic, Bernhard
Pahl and Walter Lojek for sharing their info with me. Also thanks to
John Picken for writing an excellent article about ramdisks and
cartridges (especially about bank-switching, which both devices can
do). And thanks to Jindrich Kubec (Jindroush) for presenting this fine
article on his homepage... Finally thanks to Michael Current for
publishing/including this "spam" in his A8FAQ and all the nice Atarians
at comp.sys.atari.8bit for their help and patience. -Thank you Folks !!-
Well, thats it for today - there is still a lot of information missing,
I know, but any help is appreciated. If you have some more information
or other things that might help, let me know. Please do also send
corrections since there will always be some updates and corrections
nescessary. Atarian Greetings - Andreas Magenheimer.

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Subject: 8.11) What programs support a RAMdisk?

This section by Andreas Magenheimer.

8.11 Ramdisk-supporting Software:
(This is Version 2.10 from October 2003)

Well, I will only list those programs here that have BUILT-IN! ramdisk
support. Why? Simply, because most if not all PD programs can support
a RD, as soon as the user a) has a certain DOS or RD driver or b) has
a special OS inside the computer or c) has any kind of special and
non-standard hardware. Just one example: With the use of QMEG+ OS it
is possible to freeze ZORK (or any other protected / unprotected program)
into the RD, then re-direct the RD as being drive 1 and finally boot
Zork off of the Ramdisk, allthough Zork does not support a RD in any way.
The same funny things can be done to other copy protected programs and
especially to unprotected public domain programs... Now, let me begin:

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A) DOS programs:

a) Name(s) b) Author(s)
c) RD-type(s) d) max. size

- Atari DOS 2.0 (Atari Corp.) OSS/Atari;
a) Axlon-RDs (selfmade drivers!) 128k;
b) XE-RDs (selfmade drivers!) 130XE (=64k);
(there are some more selfmade RD-drivers available!)

- Atari DOS 2.5 (Atari Corp.) OSS/Atari;
a) 130XE-RD (standard driver!) 64 kbytes;
b) XE-RDs (selfmade drivers!) max. 2x128 kbytes;
c) Axlon-RDs (selfmade drivers!) 128 kbytes;
(there are very many selfmade RD-drivers available!)

- DOS 3.0 (Atari Corp.) ???/Atari;
=> there should be some selfmade drivers for 130XE Ramdisks (and
maybe Axlon), but I have not yet seen any (nor used DOS 3);

- DOS 4.0 (Atari/Antic) Michael Barall;
=> there should be some selfmade drivers for 130XE Ramdisks (and
maybe Axlon), but I have not yet seen them (nor used DOS 4);

- Bewe-DOS Bewesoft/J.Bernasek;
a) XE-RDs (standard driver!) up to 1024 kbytes;
b) Rambox (standard driver!) up to 256 kbytes;
(Bewe-DOS is compatible to Sparta-DOS but does not use the RAM
under the OS ROM! many tools can be used under both DOS versions);

- Bibo DOS Compyshop/E.Reuss;
a) XE-RDs (standard driver!) up to 256 kbytes;
b) other RDs (selfmade drivers!) up to 256 kbytes;

- DOS II+D Version 6.x Stefan Dorndorf;
a) XE-RDs (standard driver!) max. 2x128 kbytes;
b) Rambox (selfmade drivers!) up to 256 kbytes;

- DOS-XE (Atari Corp.) ???/Atari;
a) 130XE-RD (standard driver!) 64 kbytes;
b) other RDs (really?!?) unknown;
=> has the same author as the unpopular (Atari) DOS 3.0 !!;
(in the Atari scene it is as unpopular as DOS 3 and DOS 4!);

- DOS-XF (Atari Germany) Reitershan Comp.
=> similar in function to Turbo-DOS 2.1XF (but with a nice
DOS 2.0 / 2.5 DUP-menu! ) => see Turbo-DOS !!

- My-DOS 4.5x Wordmark/R.Puff+C.Marslett
a) XE-RDs (standard driver!) up to 1024 kbytes;
b) Axlon-RDs (standard driver!) up to ??? kbytes;
c) other RDs (MIO, BB, etc.) up to 1024 kbytes?;

- Smart-DOS Version 6.1 Ron Bieber;
a) XE-RDs (selfmade drivers!) up to 64 kbytes;
b) Axlon-RDs (selfmade-driver!) up to 128 kbytes;

- Sparta-DOS 1.x (400/800) ICD;
a) Axlon-RDs (??? drivers) up to 128 kbytes;
b) other RDs (??? drivers) up to ??? kbytes;

- Sparta DOS 2.x, 3.x (XL/XE) ICD / FTE;
a) XE-RDs (standard drivers!) up to 1024 kbytes?;
b) others (MIO, BB, etc.) up to 1024 kbytes?;
(maybe also RD-drivers for up to 16 Megabytes ?!?)

- Sparta DOS 3.3x (XL/XE) Stephen J. Carden;
=> see Sparta DOS 2.x and 3.x !!
(especially made for use with BBS-Express-Pro!)

- Sparta DOS X / 4.x (XL/XE cart.) John Harris/FTE;
=> see Sparta DOS 2.x and 3.x !!
(maybe with RD-driver for up to 16 Megabytes ?!?)

- Super DOS 2.x Paul Nichols;
a) XE-RDs (standard driver!) up to 128 kbytes;
b) Axlon-RDs (standard driver!) up to 128 kbytes;

- Super DOS 5.x Paul Nichols;
a) XE-RDs (standard driver!) up to 256 kbytes;
b) Axlon-RDs (standard driver!) up to 128 kbytes;

- Top-DOS 1.x R.K. Bennett
a) Axlon-RDs (standard driver!) up to 128 kbytes;
b) 130XE-RD (standard driver!) 64 kbytes;
c) other RDs (Mosaic?! driver!) up to ??? kbytes;

- Turbo-DOS 1.x, 2.x Reitershan Comp.;
a) XE-RDs (standard driver!) up to 256 kbytes;
b) other RDs (MIO, Irata, etc.) up to 256 kbytes;

- X-DOS 2.x Stefan Dorndorf;
a) XE-RDs (standard driver!) up to 256 kbytes;
b) other RDs (selfmade drivers!) up to 256 kbytes;

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B) Non-DOS programs:

a) Name(s) b) Author(s)
c) supported memory d) RD-type(s)

- A-Base 130XE (TOOL) ??? (author unknown);
64k, 128k 130XE-Ramdisk;

- ABBUC-Magazine-Intro 52 (DEMO) Karolij N./Heaven
64k, 128k 130XE-Ramdisk
(has different intros on 64k / 128k machines!)

- ABBUC-Magazine-Intro 55 (DEMO) Karolij N./Heaven
64k, 128k 130XE-Ramdisk
(with different intros on 64k / 128k machines!)

- Adalmar (GAME) F.Buettner (PPP);
64k, 128k 130XE-Ramdisk;

- Alphasys-Sample-Software (TOOLs) (Mirage+ANG);
a) 64k, 128k 130XE-Ramdisk;
b) 320k 26AE = YES!, 8ACE = ???;
(there are several programs for 64k or 128k memory; there
is also one -and only one- program for 320k Ataris)

- Anime 4ever (DEMO) Sente-Software-Group;
64k, 320k 26AE ???, 8ACE ??? ;
(on 64k Ataris all pics load from disk, on 320k Ataris from Ramdisk)

- A.R.-The Dungeon (GAME) P.Price/Datasoft;
48k, 64k, 128k 130XE-RD;

- A-Text (TOOL) ??? (author unknown);
64k, 128k 130XE-RD;

- Atari-Writer-80 (TOOL) (Atari);
48k, 64k, 128k 130XE-RD;

- Atari-Writer-Plus (TOOL) (Atari);
48k?, 64k?, 128k 130XE-RD;

- Basic-XE (TOOL) OSS/ICD/FTE
64k, 128k 130XE-RD;

- Bop N'Wrestle (GAME) (Mindscape)
64k, 128k 130XE-RD
(on 64k Ataris the floppy will never stand still!)

- [The] Brundles (GAME) A.R.+C.S.S. (KE-Soft);
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;
(merely copies the levels into the RD and loads them from there;
if you don't want to play all 100 levels at once, 64k is enough!)

- Datei 4.x (database TOOL) Norbert Schlia;
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;

- Desktop Atari (TOOL) H.B.S.F
64k, 128k RAM 130XE-RD;
(the Key "7" in the Main Menu copies the whole program into the RD)

- Diskcomm. 2.x, 3.x (TOOL) Robert "Bob" Puff;
a) extra RAM (answer with Yes) detects up to 10 banks (hex.)?;
b) Ramdisk (answer with No) all DOS 2, My-DOS and Sparta RDs;
(Ramdisk size depends on the DOS and RD driver you are using, i.e.
with TurboDOS up to 256k, with MyDOS or Sparta maybe up to 1 Megabyte)

- Diskworker 130XE (Tools) PETSOFT
64k, 128k RAM 130XE-RD;

- Extended-Atari-Basic (TOOL) ??? (author unknown);
64k, 128k (RAM under OS-ROM!) 130XE-RD;

- Extended-Turbo-Basic (TOOL) ??? (author unknown);
64k, 128k (RAM under OS-ROM!) 130XE-RD;

- Fampy 2.3 (Bootdisk; TOOL) Friday-Soft/W.Freitag;
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;

- Fampy 6.1i+ (ML-File; TOOL) Friday-Soft/W.Freitag;
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;

- Grafik+Sound Demo (DEMO) Dendrit-Soft/P.Sabath;
(48k?) 64k, 128k 130XE-Ramdisk;

- Howfen-DOS 3.x, 4.x (TOOL) ??? (author unknown);
48k, 64k, 128k and more 130XE-RD and more;

- Howfen-Tape-to-Disk (TOOL) ??? (author unknown);
48k, 64k, 128k and more 130XE-RD and more;

- Human Torch & The Thing Questprobe (SAGA+Marvel);
48k/64k, 128k RAM 130XE-Ramdisk
(The main program or some pics will be copied to the Ramdisk)

- Inertia 2.9 (TOOL) Mad Team;
a) 64k RAM (16k only) 16k usable memory (1 bank);
b) 128k RAM (16k+64k) 130XE-Ramdisk; (5 banks);
c) 320k RAM (16k+256k) 26AE & 8ACE RDs (17 banks);

- I.K. Plus Demo (GameDEMO) ??? (authors unknown)
a) 64k RAM only graphics;
b) 128k RAM graphics + sound;

- Megablast 1 (GAME) Thorsten Karwoth;
64k, 128k 130XE-Ramdisk;

- Midi-Mate II (Tool) Hybrid Arts;
64k, 128k 130XE-Ramdisk;

- Midi-Pattern-Editor (TOOL) Raster/Radek Sterba;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE-RDs?;

- Midi-Player (TOOL) Ireneusz Kuczek;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE RDs?;

- Midi-Recorder (TOOL) Ireneusz Kuczek;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE RDs?;

- Midi-Sequencer (TOOL) Maciej Sygit;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE RDs?;

- MSC-IDE interface software (TOOLs) M.Belitz+S.Birrmanns;
64k, 128k 130XE-Ramdisk
(some programs/drivers use the Ramdisk, if no Ramdisk is
available, they will use & erase the RAM area 4000-7FFF)

- [The] Muppet-Movie (DEMO) Mad Team;
64k, 128k 130XE-Ramdisk;
(on 128k Ataris some pics are loaded from the Ramdisk)

- [The] Page Designer (TOOL) XLent
64k, 128k 130XE-Ramdisk;

- Paperclip II (TOOL) Batteries Included;
48k?, 64k, 128k 130XE-Ramdisk;

- Questprobe featuring Spiderman - see: Spiderman;
(afaik, THE HULK does not support 128k RAM);
- Questprobe featuring Human Torch and Thing - see Human Torch;

- Spiderman Questprobe (SAGA+Marvel);
48k/64k, 128k RAM 130XE-Ramdisk;
(The main program or some pics will be copied to the Ramdisk)

- Sweet Fantasy (DEMO) Tight;
64k, 128k 130XE-Ramdisk;
(on 128k machines the gr.9 pics are loaded from the ramdisk,
on 64k Ataris the gr.9 pics are loading from the disk drive);

- Syncalc "+" (TOOL) Synapse;
48k, 64k, 128k RAM and more Axlon-Ramdisks;

- Synfile "+" (TOOL) Synapse;
48k, 64k, 128k RAM and more Axlon-Ramdisks;

- Synhome "+" (TOOL) Synapse;
48k, 64k, 128k RAM and more Axlon-Ramdisks;

(other programs by Synapse should also support Axlon-Ramdisks)

- Textpro 5.x (TOOL) Ronnie Riche;
48k, 64k, 128k and more 130XE-RD, 26AE & 8ACE RDs;
(here the RD-bank Macros *.ADN and/or *.BNK will require extra RAM
/ Ramdisk; simply don`t use them if you merely have 48k or 64k !!)

- The Browser (TOOL) CTH / Tom Hunt;
64k, 128k and more all Sparta-DOS Ramdisks;

- The Top-3 Demo (DEMO) W.F.M.H.;
64k, 128k 130XE-Ramdisk;
(the dancing girl -"Veronika"- supports 64k and 128k memory!)

- Typesetter XL/XE (TOOL) XLent;
64k, 128k 130XE-Ramdisk;

- [The] X-Files Shpoon;
64k, 128k, 320k 130XE-RD, 26AE or 8ACE RDs?;

- thats all I remember right now...

Note: - Axlon means any Axlon compatible Ramdisk;
- 130XE means 128k memory (64k RAM + 64k RD);
- AE means 192k memory (64k RAM + 128k RD);
- 26AE means 320k memory (64k RAM + 256k RD)
=> Compyshop types (and compatibles, like Mathy`s RD);
- ACE means 256k memory (64k RAM + 192k RD)

=> Newell, Buchholz, Peterson, Rambo XL (and compatibles);
- 8ACE means 320k memory (64k RAM + 256k RD)
=> Newell?, TOMS, Peterson, Rambo XL? (and compatibles);
- ? means I am (generally) unsure -or:- I am not sure if
the given information is correct (just check it out!);

Thats all for now. Thanks and credits go to Russ Gilbert, Lee Barnes
Bernhard Pahl and Mathy van Nisselroy for sharing some info with me.
Any further help or info is welcome !! -Andreas Magenheimer.

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Subject: 8.12) What programs require a RAMdisk?

This section by Andreas Magenheimer.

8.12 Atari-programs that require Extra-RAM / Ramdisk:
[This is version 2.10 from October 2003]

A) Non-Demo-Programs:

a) name(s): b) author(s):
c) memory (min.): d) RD-Type(s):
e) notes

- 130XE-(Bank-)Tester (TOOL) various authors (PD);
128k memory (64k RAM + 64k RD) 130XE-Ramdisk (E3,E7,EB,EF);
(1 block with 4 banks, overall: 4 banks);

- 192k-Memory-Tester (TOOL) various authors (PD);
192k memory (64k RAM + 128k RD) A,E Ramdisk blocks;
(2 blocks each with 4 banks, overall: 8 banks);

- 256k-Memory-Tester (TOOL) various authors (PD);
256k memory (64k RAM + 192k RD) A,C,E or 8,A,E blocks;
(3 blocks each with 4 banks, overall: 12 banks);

- 320k-Memory-Tester (TOOL) various authors (PD);
320k memory (64k RAM + 256k RD) 8,A,C,E or 2,6,A,E blocks;
(4 blocks each with 4 banks, overall: 16 banks);

- 576k-Memory-Tester (TOOL) various authors (PD);
576k memory (64k RAM + 512k RD) (overall: 32 banks);
(8 blocks x 4 banks -or- 4 blocks x 8 banks);

- 1088k-Memory-Tester (TOOL) various authors (PD);
1088k memory (64k RAM + 1024k RD) (overall: 64 banks);
(4 blocks x 16 banks for Mathy van Nisselroy`s RD and maybe others);
(8 blocks x 8 banks for Newell, Peterson, TOMS and compatibles);
(16 blocks x 4 banks should also be possible, but do not exist yet!);

- 2112k-Memory Tester (TOOL) Satantronic`s XRAM 0.18;
2112k memory (64k RAM + 2048k RD) (overall: 128 banks);
(8 blocks x 16 banks -or- 16 blocks x 8 banks);

- 4160k-Memory-Tester (TOOL) ??? (authors unknown);
4160k memory (64k RAM + 4096k RD) (overall: 256 banks);
(16 blocks x 16 banks, means blocks 0-F each with banks 0-F);
(note: with 1 PIA chip the main RAM 4000-7FFF is not available!);

- 8256k-Memory-Tester (TOOL) ??? (authors unknown);
8256k memory (64k RAM + 8192k RD) (overall: 512 banks);
(afaik, this upgrade requires 2 PIA chips or some uncool tricks!);

- 16448k-Memory-Tester (TOOL) ??? (authors unknown);
16448k memory (64k RAM + 16384k RD) (overall: 1024 banks);
(afaik, this upgrade requires 2 PIA chips or some uncool tricks!);

=> Note that 2MB-16MB extra RAM / Ramdisks are very uncommon
in the Atari scene! These upgrades were once sold by ICD and
Newell (maybe a few ones also by FTE) and of course they were
and still are selfmade by some crazy Atarians. It is not clear
if there is any software (games, apps., demos) available, that
supports these mega-upgrades fully. Afaik, only few Atarians
have and use them, mostly users of mailboxes / BBS`es...;

- APC-Archiver 1.0 (TOOL) LBS/APC;
320kbytes minimum memory 26AE = no!, 8ACE = YES!;
(It seems like this program does not work on Ataris which have
more than 320kbytes of RAM, i.e. it crashes on my 576k Atari)

- APC-Packer 1.1 (TOOL) LBS/APC;
320kbytes minimum memory 26AE = no!, 8ACE = YES!;
(It seems like this program does not work on Ataris which have
more than 320kbytes of RAM, i.e. it crashes on my 576k Atari)

- Atari Writer Plus Super Menu Ken Siders;
a) AWP + Super Menu 128k RAM 130XE-Ramdisk;
b) AWP-XE + Super Menu 256k RAM 26AE = ???, 8ACE = ???;

- ATOS/ATari Operating System (TOOL) CTH / Tom Hunt;
64k RAM + 16MB-HDD-Partition all Sparta-DOS Ramdisks;
(the standard system is configured for a 16MB harddisk partition,
however it is possible to change this and use an Atari with a big
floppy drive and/or ramdisk; but this requires quite some work!)

- Audio/Studio Master ANG/Mirage;
minimum 320k RAM 26AE = YES!, 8ACE = ???;
(the program is a part of the 4Bit A/D converter software!)

- Boot-Majster (TOOL) Electron;
128k RAM 130XE-Ramdisk;

- Boss-X - Version 10.x (TOOL) MS-Soft / Mirko Sobe;
128k RAM and more all DOS 2 und MyDOS RD`s;

- Boss-XE - Version 8.x (TOOL) MS-Soft / Mirko Sobe;
128k RAM and more all DOS 2 und MyDOS RD`s;

- CAD-XE (TOOL) (HAPS-PD 0350);
128k RAM 130XE-Ramdisk;

- Castle of Blackthorne (GAME) L.o.D. / Thimo Graef;
128k RAM 130XE-Ramdisk;

- Cavepack (Game) KE-Soft / Kemal Ezcan;
XE-Version = 128k RAM 130XE-Ramdisk;

- Computer Baseball (GAME) Douglas Blackwell
128k RAM 130XE-Ramdisk

- Degas-View-XE (Tool) Mat*Rat / Mathew Ratcliff;
128k RAM 130XE-Ramdisk;

- Diskettenverwaltung 130XE (TOOL) (ABBUC PD 86);
(database 130XE) 128k RAM 130XE-Ramdisk;

- Draw XE (TOOL) (ABBUC PD 387);
128k RAM 130XE-Ramdisk;

- Dream Vision (TOOL) (ABBUC PD 480);
(IFF-Viewer) 256k RAM 26AE = YES!! ; 8ACE = ??? ;

- Filemanager/Filecopiers (TOOLS) various authors (PD);
128k=> 1 floppy is enough Sparta and DOS 2.x RD`s;

- Fraktale & Colorprint (TOOLS) (ABBUC PD 349); P.Woetzel;
(fractals & colorprint) 128k RAM 130XE-Ramdisk;

- Gizmo`s Castle (GAME) Black Panther / M. Kugler
XE-Version = 128k RAM 130XE-Ramdisk;

- Grafik-Zeilen-Editor (TOOL) (HAPS PD 0296);
(graphic-line-editor) 128k RAM 130XE-Ramdisk;

- Hi-Res Designer (TOOL) (HAPS PD 0015);
(gr.8 drawing program) 128k RAM 130XE-Ramdisk;

- Hires-Dump (TOOL) (ABBUC PD 113);
(gr.8 print-program) 128k RAM 130XE-Ramdisk;

- Inertia 4.5 (MODplayer TOOL) MadTeam
a) 128k RAM 130XE-Ramdisk
b) more than 128k RAM 26AE = YES!, 8ACE = YES!;

- Kaiser II (GAME) Phoenix Softcrew / C.Strotmann;
a) 64k RAM Version any 64k XL/XE computer;
b) 128k RAM Version 130XE-Ramdisk;
c) 320k RAM Version 26AE = YES!, 8ACE = YES!;
(this game comes in 3 separate versions; plays good on 64k
computers, but needs less disk-swaps on bigger machines !!)

- Kassettencopy (TOOL) (ABBUC PD 466); J.Gernreich;
(Cass.copy) Copy64 = 128k RAM 130XE-Ramdisk;

- Kemna-Video (TOOL) (ABBUC PD 185);
(intro-creator) 128k RAM 130XE-Ramdisk;

- Koala Slideshow XE (TOOL) Charles Johnson/Analog
128k RAM 130XE-Ramdisk

- Koenigsdiamanten (Game) KE-Soft / Kemal Ezcan;
XE-Version = 128k RAM 130XE-Ramdisk;

- Lightraces (Game) (Power per Post);
XE-Version = 128k RAM 130XE-Ramdisk;

- Macro-Assembler-XE 4.32 (TOOL) (ABBUC PD 297); T.Karwoth;
(older version!) 128k RAM 130XE-Ramdisk;

- Macro-Assembler-XE+ 2.x (TOOL) (ABBUC PD 368); T.Karwoth;
(newer version!) a) 128k RAM 130XE-Ramdisk (MyDOS only!);
b) 128k - 1088k (MyDOS only!) 26AE = YES!! ; 8ACE = YES!! ;
(has a rambank-finder program that can be loaded from Basic or the
menu!; the assembler does not work on a CS ramdisk with refresh bugs!)

- Masher-XE V1.0 ??? (author unknown);
minimum 128k RAM 130XE-Ramdisk;
192k, 256k and max. 320k RAM AE, ACE and max. 8ACE RDs;

- Memdrv10 (RAM-Tester TOOL) Andre 'MacFalkner' Bertram
$D301 all Portbits 16k up to 4 MB (all standard RD`s);
$D600 up to ??? MB (Klaus Peters Megaram 3 Ramdisk)
includes 16k Bankswitching and exotic 32k (Buchholz) Bankswitching

- Menu 130 (TOOL) Les Howarth/Page 6
128k RAM 130XE-Ramdisk

- Midi Mate III Hybrid Arts;
128k RAM 130XE-Ramdisk;

- Minesweeper 1-4 (GAMEs) J.R.Chiko/S.A.S.;
128k RAM (4 game versions) 130XE-Ramdisk

- Mister X (Game) (Power per Post);
128k RAM 130XE-Ramdisk;

- Monitors, Debuggers & more (TOOLS) (HAPS PD 0109);
some programs require 128k RAM 130XE-Ramdisk;

- Multi-DOS 130 (TOOL) Kuchera/Excellent;
128k RAM 130XE-Ramdisk;

- Multi-DOS 320 (TOOL) Kuchera/Excellent;
320k RAM 26AE = ???, 8ACE = ???;
(note that Multi-DOS 130 and 320 are no DOS-Versions, they can
be used as *.CMC players; all the rest is unknown to me...)

- Multi-Tasking-OS (various ABBUC magazines);
128k RAM minimum 130XE-Ramdisk (+ST-mouse);

- MTOS XE (Tool) CTH / Tom Hunt;
128k RAM 130XE-Ramdisk;

- MTOS 256 (Tool) CTH / Tom Hunt;
256k RAM (64k+192k) 26AE = NO!! , 8ACE = YES!!;

- [Der] Neffe (Game) (ABBUC PD 52);
(the Nephew) XE-Version = 128k RAM 130XE-Ramdisk;

- Neo-Tracker (TOOL) EPI/Allegresse;
192k RAM minimum 26AE = ??? , 8ACE = ???;

- [The] Newspaper-Editor (TOOL) (HAPS PD 0294 english!);
XE-Version = 128k RAM 130XE-Ramdisk;

- Oelbaron (Game) ??? (author unknown);
XE-Version = 128k RAM 130XE-Ramdisk;

- Programmverwaltung 130XE (TOOL) (HAPS PD 0434);
(database 130XE) 128k RAM 130XE-Ramdisk;

- Protracker 1.5 (TOOL) MadTeam;
128k RAM minimum 130XE-Ramdisk;

- (various) Ramdisk drivers (TOOLs) various authors (PD);
128k RAM and more XE-RD`s, Axlon-RD`s, etc.;

- Rechnen fuer Kinder (TOOLs) (ABBUC PD 85);
(calculations for children) 128k RAM 130XE-Ramdisk;

- Rund um die Ramdisk (TOOLs) (ABBUC PD 383, HAPS PD 1084);
(RD-testers, etc.) 256k RAM and more various XE-RD`s & Axlon-RD`s;

- Sample-Art-XE Mozart/WSL
a) minimum 128k RAM 130XE-Ramdisk;
b) more than 128k RAM 26AE = ???, 8ACE = ???;
(on my 576k-XL the program has some gr.-bugs and crashes very often!)

- Shrink-XE Peter Fitzsimmons;
min. 128k RAM 130XE-comp.-Ramdisks;

- [The] Small Printery (TOOL) Walter Lojek;
128k RAM or more (up to 1MB) 130XE-Ramdisk (minimum!);

- Snapshot (Tool) ??? (author unknown);
128k RAM 130XE-Ramdisk;

- [The] Sound-Utility (TOOL) CTH / Tom Hunt;
(64k), 128k, 256k, 576k, 1MB 130XE-RD; 8,A,C,E Ramdisks;

- Space Harrier (Game) Sheddy / Chris Hutt;
128k RAM 130XE-Ramdisk;

- Strategy Baseball (Game) (HAPS PD 0302);
128k RAM 130XE-Ramdisk;

- Studio/Audio Master ANG/Mirage
minimum 320k RAM 26AE = YES!, 8ACE = ???;
(the program is a part of the 4Bit A/D converter software!)

- Super-Print-Lab-XE (TOOL) (HAPS PD 0909);
(demo-version) 128k RAM 130XE-Ramdisk;

- System+Memory Tester (TOOLs) various authors (PD);
128k RAM and more XE-RD`s, Axlon-RD`s, etc.;

- T-34 (Game) (ANG / Mirage);
128k RAM 130XE-Ramdisk;

- (various.) Tape-Copiers (TOOLs) various authors (PD);
128k RAM 130XE-Ramdisk;

- Tape-Ramdisk-Drivers (TOOLs) various authors (PD);
128k RAM and more XE-Ramdisks;

- Text-130 (TOOL) B.Russmann;
128k RAM 130XE-Ramdisk;

- Textpro "+" (TOOL) Ronnie Riche;
(e.g. Vers. 4.54+) 128k RAM 130XE-Ramdisk;

- The Code Cruncher (TOOL) Soused Teat / A.Bienias;
128k RAM and more XE-Ramdisks;

- The Cruncher 5.0 (Tool) MSL / Magnus;
128k RAM and more XE-Ramdisks;

- The [Sparta DOS] Wedge (TOOL) Ed Bachman;
128k RAM and more + sep. Antic! XE-RD`s with separate Antic!;

- The Works (Tool) CTH / Tom Hunt;
128k RAM and more 130XE and A,C,E Ramdisks;

- [Die] Wuerttemberger-Disk (TOOLS) (ABBUC PD 361, HAPS PD 1050);
also contains the XE-version of Gizmo`s castle => see Gizmo`s Castle!;

- (various) XE-Sectorcopiers (TOOLs) various authors (PD);
128k RAM and more XE-Ramdisks;

- XE-Utilities (10 XE-TOOLs) (HAPS PD 0031);
128k RAM 130XE-Ramdisk;

- XL-2 (Tool) John K. Picken;
128k RAM and more all Sparta und DOS 2.x RD`s;

- Zargon (german text-adv. GAME) (ABBUC PD 611, HAPS PD 0485);
128k RAM 130XE-Ramdisk;

- [Der] Zeitungsredakteur (ABBUC PD 121, german!);
(newspaper-editor) 128k RAM 130XE-Ramdisk;

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B) Demo-Programs:

- 130XE-Artshow (Koala!) (HAPS PD 0013);
128k RAM 130XE-Ramdisk;
(simply exchange the picture viewer for use with 48k or 64k Ataris!)

- 130XE-Autoshow (Oldtimers!) (ABBUC PD 191, HAPS PD 0637);
(130XE carshow) 128k RAM 130XE-Ramdisk;
(simply exchange the picture viewer for use with 48k or 64k Ataris!)

- 130XE-Demo S.A.G. (Netherlands);
128k RAM 130XE-Ramdisk;
(written in TB; change all D8: entries into D1: for use with 48k and
64k Ataris; exchange Turbo-Basic XL with TB 3.2q, TB 400 or Frost
Basic for use with older 48k Ataris or (most versions of) Sparta-DOS)

- 130XE-Impossible-Demo Rudy Haegemann / V.T.B.;
128k RAM 130XE-Ramdisk;

- Amiga-Boink-XE Bob Armour;
128k RAM 130XE-Ramdisk;

- American Natives Fox-1 / R.Verdaasdonk;
256k RAM all DOS 2 und MyDOS RD`s;

- (X-Files) Animation-Demo Mad Team;
128k RAM ($04 banks / $4b frames) 130XE-Ramdisk;
(the real name of this demo is unknown to me; maybe it is also called
X-Files-Demo, like the X-Files (picture) demo by Sphoon, maybe it has
a different name; on all tested XL/XE Ataris this demo has graphic bugs)

- Animkomials meet Boris Valleyo Animkomials+Boris Valleyo;
128k RAM (gr.9+11 pictures!) 130XE-Ramdisk; (has a setup!);

- Base-33 AIDS / AIDZ;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> hold down SHIFT upon bootup to get to the Setup-menu!)

- Bill-Pie-Demo ??? (maybe Mad Team?);
a) 128k RAM ($1E frames) 130XE-Ramdisk; RD-block E;
b) 192k RAM ($36 frames) RD-blocks A+E (CS, Rambo, etc.);
b) 320k RAM ($4C frames) RD-blocks 8+A+C+E (TOMS, etc.);
(=> this demo chooses the Ramdisk & Setup automatically! users of
a Compyshop or compatible RD can merely see the 192k version!)

- BMW-Animation MS-Soft / Mirko Sobe;
128k RAM 130XE-Ramdisk;

- CES-XE-Demo XANTH (full version);
128k RAM (580 sectors) 130XE-Ramdisk;

- Cogito-Demo AIDS / AIDZ;
192k RAM 26AE = no?! ; 8ACE = YES!! ;

- Comet-Ani MadTeam;
a) 128k RAM ($36 frames) 130XE-Ramdisk; RD-block E;

b) 192k RAM ($6D frames) RD-blocks A+E (CS, Rambo, etc.);
b) 320k RAM ($96 frames) RD-blocks 8+A+C+E (TOMS, etc.);
(=> this demo chooses the Ramdisk & Setup automatically! users of
a Compyshop RD and compatible can merely see the 192k version!)

- Critical-Sound-Demo Innovative;
128k RAM 130XE-Ramdisk;

- Danielle-(Gr.9-TB-)Ani NBS / Bill Kendrick;
a) 64k RAM (499 sectors) Disk = very slowww!;
b) 128k RAM or Harddisk RD/HD = much faster !!;
(=> use your favourite DOS, Turbo-Basic and a RD/HD driver!)

- Edelweiss-Demo A.R. + C.S.S. + S.V.L.;
320k RAM 26AE = YES!! ; 8ACE = yes!? ;
(with 8ACE-RD`s you can see all demo-parts, however the mainpart,
known as the Edelweiss-Digi-Sample is shorter & sounds strange!)

- Ergo-Bibamus Quasimodos;
128k RAM (with Setup!) 130XE-Ramdisk;
(well, for 130XE and compatible Ramdisks no setup needed!)

- Extract-Slideshow Bit Busters / Replay;
128k RAM 130XE-Ramdisk;

- Glasshead / HTPPD A.R. + C.S.S.;
320k RAM 26AE = YES!! ; 8ACE = yes!? ;
(with 8ACE-RD`s the animation uses only A+E blocks and is shorter!)

- Halle 1994b: The Wormhole Magic Arts;
320k RAM 26AE = YES!! ; 8ACE = NO!! ;
(well, this demo does not work at all on 8ACE-Ramdisks!)

- (Atari) Hardware-Demo A.R. + C.S.S.;
320k RAM 26AE = YES!! ; 8ACE = yes!? ;
(with 8ACE-RD`s the animation uses only A+E blocks and is shorter!)

- Igor Demo MadTeam;
a) 128k (Part 1, Part 2) 130XE-Ramdisk;
b) 192k (Part 3) 26AE = YES!! ; 8ACE = YES!! ;
c) 320k (Parts 1+2+3) 26AE = NO!! ; 8ACE = YES!! ;
(=> the demo normally runs a setup for 320k memory; but there are 2-3
batch files for each Setup; goto DOS and install the one you want or
need with the JOB command: JOB @xxxx.BAT [RETURN], then reboot disk)

- Imperial (Sounddemo) Innovative;
320k RAM 26AE = YES!! ; 8ACE = YES!! ;

- Impossible but Real! MacGyver / AIDS;
256k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> press A for 8ACE-RDs, press B for manual setup of other RDs)

- Isolation Demo Masters of Electric City;
128k RAM 130XE-Ramdisk;

- Journey Polynomials
a) 128k RAM ($36 frames) 130XE-Ramdisk;
b) 320k RAM ($96 frames) 26AE = YES!! ; 8ACE = yes!? ;
(=> this demo chooses the Ramdisk & Setup automatically! the demo
has quite some graphic bugs on 8ACE ramdisks, but is viewable!)

- Journey into Sound DGS / Dean Garaghty;
128k RAM 130XE-Ramdisk;

- Khai-Et AIDS / AIDZ;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> hold down SHIFT key upon bootup for the Setup-menu)

- Killer-Whales MadTeam
a) 128k RAM ($2E frames) 130XE-Ramdisk; RD-block E;
b) 192k RAM ($54 frames) RD-blocks A+E (CS, Rambo, etc.);
b) 320k RAM ($94 frames) RD-blocks 8+A+C+E (TOMS, etc.);
(=> this demo chooses the Ramdisk & Setup automatically! users of
a Compyshop RD and compatible can merely see the 192k version!)

- Lajf-Demo MadTeam;
128k RAM 130XE-Ramdisk;

- Landscape-XE-Demo Karl Pelzer;
128k RAM 130XE-Ramdisk;

- Megablast-Sounddemo DGS / Dean Garaghty;
128k RAM 130XE-Ramdisk;

- MTV`s-Danielle see: Danielle-Ani.;

- Nascar-Animation MS-Soft / Mirko Sobe;
128k RAM 130XE-Ramdisk;

- Nonjm-Demo TIGHT;
128k RAM 130XE-Ramdisk;

- Numen-Demo Taquart;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> the newer/updated version has an auto-setup for 26AE & 8ACE RD`s!)

- Owca-Demo Animkomials;
128k RAM 130XE-Ramdisk;

- Owca-2-Demo Animkomials;
128k RAM 130XE-Ramdisk;

- Parrot-X-MAS-Demo Anthony Ramos;
128k RAM 130XE-Ramdisk;

- Pedrokko-Sounddemos Pedrokko (10 Disks / 20 S.);
128k RAM (some demos) 130XE-Ramdisk;

- P.I.T. - Demo Quasimodos;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> a menu appears automatically; setup 15 banks to run the demo!

this demo does not work correct on Ramdisks with refresh-bugs!)

- Raving Vierpz Pentagram;
128k RAM 130XE-Ramdisk;

- Raytracing 320k Elsni/Stephan Elsner;
320k RAM (TB listings!) 26AE = NO!! ; 8ACE = YES!! ;

- Raytracing 1MB Solocoder of A.C.E.;
1088k RAM (K.Peters Megaram 3) works only on K.P.-1MB-RD !!;
(=> Bootdisk with 8 disksides; loading time: approx. 17 minutes!)

- Raytracing Animation Karl Pelzer;
128k RAM 130XE-Ramdisk;

- Revenge of Hacker Rasero Team;
192k RAM (RD-blocks A+E) 26AE = YES!! ; 8ACE = YES!! ;

- Sweet Fantasy TIGHT;
128k RAM 130XE-Ramdisk;

- Sheol Bit Busters;
320k RAM 26AE = NO!! ; 8ACE = YES!! ;
(on 26AE / CS - Ramdisks you will merely receive an error
message like this: sorry, this demo needs 256k of xms RAM)

- Shiny-Bubbles-XE Brian Paul / LACE;
XE-Version = 128k RAM 130XE-Ramdisk;

- Stash-Demo Rasero-Team;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> in the first menu press A for 8ACE Ramdisks or press B for
manual setup of other Ramdisks like Compyshop; in the second menu
press A for 8ACE Ramdisks or C for manual input of Rambanks; don`t
press B -Compyshop- here, since this CS setup is faulty/wrong)

- Starwars-Demo A.R. + C.S.S.;
320k RAM (hold down Option-Key!) 26AE = YES!! ; 8ACE = yes!? ;
(the program checks if Basic is disabled via the Option key, thus
an OS with inverted Basic / Option-key function does not work here!;
with 8ACE-RD`s the animation uses only A+E blocks and is shorter!)

- The Asskicker Shadows Computer Group;
128k RAM 130XE-Ramdisk;

- The Turtles-Demo (Animation!) Ultra-Software;
128k RAM 130XE-Ramdisk;
(the file version by John E. requires 128k, maybe this bootdisk also)

- The Wormhole Magic Arts;
320k RAM 26AE = YES!!, 8ACE = NO!!;
(this demo is part of the Halle Project 1994 demo, side B!)

- Timekeep(er) New Generation;
320k RAM ??? 26AE = NO!! ; 8ACE = YES!! ;

(after loading on an 8ACE-RD be patient! the demo requires some time
for depacking - don`t switch off when you see a black screen, wait!)

- Tit-Demo MadTeam;
256k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> the Setup appears automatically; accept or change it !)

- Too-Hard-2 Animkomials (Rippers!);
128k RAM 130XE-Ramdisk;

- Too-Hard-3 Animkomials (Rippers!);
192k RAM 26AE = YES!! ; 8ACE = YES ;
(=> the Setup appears automatically; accept or change it!)

- Too-Hard-4 Animkomials (Rippers!);
320k RAM 26AE = YES!!, 8ACE = YES!!;
(=> the Setup appears automatically; accept or change it!)

- Total Daze TIGHT;
128k RAM 130XE-Ramdisk;

- Trabant Demo / HTPPD A.R. + C.S.S.;
320k RAM 26AE = YES!! ; 8ACE = yes!? ;
(with 8ACE-RD`s the animation uses only A+E blocks and is shorter!)

- Trip-6-Demo Shadows Computer Group;
128k RAM 130XE-Ramdisk;

- Ultra Taquart;
128k RAM 130XE-Ramdisk;

- Vengeance Excellent;
128k RAM 130XE-Ramdisk;

- Vent Excellent+Pentagram;
128k RAM 130XE-Ramdisk;

- Video Blitz Helvetica Bold;
128k RAM (+sep. Antic!) 130XE-Ramdisk + sep. Antic!;

- WAF-Demo (Side B) ABBUC regional group W.A.F.;
128k RAM (2 Parts!) 130XE-Ramdisk;
(=> here the Raytracing and Vector part require 128k memory!)

- Worms-Demo Datri;
320k RAM 26AE = yes!? ; 8ACE = YES!! ;
(with 8ACE-RD`s you see the complete+bug-free version; with 26AE
RD`s you see a shorter and very buggy version with many deja-vues!)

- X-Demo Mad Team;
320k RAM 26AE = YES!! ; 8ACE = NO!! ;

- Xyberscape-XE Bill Le Masurier;
128k RAM 130XE-Ramdisk;

- Zero-Demo New Generation;
128k RAM 130XE-Ramdisk;

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Notes: - 256k Compyshop-Ramdisks, 256k K.Peters-Megaram 1,2,3
and Mathy`s 1024k RD have/use 26AE Ramdisk blocks;
- afaik all other 192k / 256k Ramdisks have ACE (8CE)
or 8ACE blocks (Newell, Peterson, Buchholz, TOMS, etc.);
- ??? means unknown; TB means Turbo-Basic (XL);
- HTPPD means Hobby-Tronic-Power-Pack-Demo;
- YES!! means the demo works as it should (100% correct);
- yes!? means the demo works but has some bugs or is shorter
(50-80% correct);
- no?! means the demo almost does not work and has many bugs
(10-40% correct);
- NO!! means the demo does not work at all - it refuses to load
or crashes shortly after loading (0% correct);
- sep. Antic means separate Antic access of the Ramdisk;
(only 2 programs seem to exist: Video Blitz & The Wedge);

Thanks and credits go to Russ Gilbert, Bernhard Pahl and Mathy van
Nisselroy for sharing their info with me. Any corrections and/or updates
are welcome... - Andreas Magenheimer

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Subject: 8.13) What voice/sound synthesis software is there for the Atari?

This section by Andreas Magenheimer.

- S.A.M. - the Software Automated Mouth by Don't Ask Software (a
software package; you can find it at Don`s / the author's homepage:
http://www.retrobits.net)
- Softsynth (a PD program, that creates sounds and sound effects via
modulation of the tv/monitor speaker; available from the ABBUC library);
- MOD-Sounds (sound-MODulation, allthough I do not know any software to
create such sounds on an A8, some programs to edit (Protracker) and
playback (Inertia, Modplayer, Neotracker, etc.) these sounds do exist);

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Subject: 8.14) What programs support stereo and upgraded sound?

This section by Andreas Magenheimer.

There is already a lot of stereo software for the upgraded Atari computers
available, of course most of these programs are limited to certain/special
upgrades and merely perform their stereo effects on these items (with
otherwise upgraded or non-upgraded Ataris, the sounds or programs will
only play in mono):

a) software for the various stereo-upgrades:

- stereo with one Pokey (POPS-software): Afaik for this kind of upgrade, there merely exists a patched version of the Pokey player program, I am not sure if there is anything else for it; anyway, refer to Analog Computing, issue 66, november 1988, pages 54 -60;

- stereo with two computers (thus two Pokeys): Afaik for this simple trick there merely exist two programs, they are "Perestroyka" and "Sky Network" by T.Liebich. In order to achieve the stereo effect, you have to boot/load one of these demos on two computers (connected to different TV's or monitors, there is no need to connect the computers to each other!). When done, press 1-5 on the first computer while pressing Shift-1-5 on the second computer. Meaning, if you want to hear the first sound in stereo then press 1 on computer 1 and press Shift-1 on computer 2 simultanously (that`s a little tricky, I know). If you want to hear sound 5 in stereo, then press 5 on computer 1 and Shift-5 on computer 2 simultanously. Tricky at first, but sooner or later you will get the hang of it. Of course you can also connect the two Ataris to a hifi-system, using the sound output of one Atari for the left channel and the sound output of the other Atari for the right channel...

- stereo-sound with Stereo-Blaster Pro (Portronic/AMC): Afaik there was at least one demo disk (early version was single-sided only, later versions were double-sided), that contained some demo-software, namely the simple "Stereo-demos" (by AMC, side 1) and the "Stereoblaster-Demo" (by HU-Soft, side 2 if available). The Stereoblaster demo was written in Turbo-Basic and played back via Compiled-Turbo-Basic, it uses Chaos Music-Composer Sounds (*.CMC) and a few of these provide stereo effects, if equipped with a stereo-blaster-pro and a hifi-system. The simple stereo-demos included some programs written in Atari Basic, for example a (pong-like) bouncing ball and a flying helicopter. Equipped with a stereo-blaster-pro and a hifi-system, one could see the ball bouncing left and right and simultanously hear the sound fx on the left or right channel. The helicopter started at the left side and produced a loud sound on the left channel, when it was flying to the right side, the sound faded on the left channel and got louder on the right channel, until the helicopter disappeared (and the sound completely faded away). There were some more of these simple demos available, but I don`t remember them anymore.

- Stereo with two Pokeys: There already exist dozens of sounds and demos, that support this upgrade, most of these programs were made in Poland, but a few sound-demos were also made in other countries. Anyway, the following programs support stereo via two Pokey chips:

- Alf-Demo by the Unknown Base (Netherlands);
- Alpha-Demo by GMG (Slovakia);
- AMS-Stereo player by ??? (author unknown), USA;
(there are at least two AMS-stereo-players, that let you play *.AMS sounds in true stereo or at least simulated stereo!);
- ARS-Mori 16k Intro by Tristesse (music shortened and ripped from Drunk Chessboard by Infinity!), Poland of course;
- Ballada sound by DJ V / BK (Poland);

- Base 33 by AIDS (msx by Greg, Poland);
- Chaos Music Composer version x.x patched by ??? , Poland;
(=> the original version by Janusz Pelc / LK Avalon is only mono,
but there is a patch available, as well as various patched CMC
versions on the internet; thus *.CMC sounds can be generated in
stereo!);
- (many) *.CMC sounds created by one of the many stereo-versions of
Chaos Music Composer;
- Cogito-Demo by AIDS (Poland)
- Do you see the light? sound-demo by Roemer of UNO (Germany);
- Draconus, patched version by ANG and/or Micro Discount (NL/UK)
(the original version by Zeppelin games is only mono!);
- Drunk Chessboard by Infinity (music by X-Ray!), Poland;
- Dynakillers (Game) by GMG, Slovakia;
- First of All (sound) by Raster, Czech Republic;
- Impossible but Real Demo by MacGyver (Poland);
- King of Aggregat by X-Ray / Slight (Poland);
- Megaplayer Versions 1.6 and 2.0 by MacGyver (Poland)
(=> and thus all *.CMC, *.MPT, *.TMC, etc. sounds played with
this sound-player tool can be heard in true or simulated stereo!);
- Multi-Pro-Tracker 2.4 (various versions) by Jaskier/Taquart?
(=> thus *.MPT sounds can be generated in stereo!), Poland;
- (many) *.MPT sounds created by the stereo-version of Multi Protracker;
- Nazebany by DJ V / BK (Poland);
- Overload sound by X-Ray / Slight (Poland);
- Raster Music Tracker 1.x by Raster, Radek Sterba (a PC program
that creates mono/4-channels or stereo/8-channels *.RMT sounds that
can be played back on the A8 or any Atari 800/XL/XE emulator);
- (most) *.RMT sounds created by Raster Music Tracker;
- Stereo-Patch for Pokey Player by ??? (author unknown)
(=> thus all Pokey-Player / *.V sounds can be heard in stereo!);
- Stereo-Patch for Softsynth by Freddy Offenga (Netherlands)
(=> thus Softsynth will create stereo-sounds!);
- Stereo Patch for World of Wonders by Freddy Offenga (Netherlands)
(World of Wonders is a great Softsynth sound-demo!);
- Still Alive (TMC-sound) by Greg, Poland;
- Time sound by X-Ray / Slight (Poland);
- Theta-Music-Composer version 1.x by Greg (Poland)
(=> thus *.TMC sounds can be generated in stereo!);
- (most) *.TMC sounds created by Theta Music Composer;
- Vanity sound by Kuchara / Excellent (Poland) ;
- Worms (320k-Demo) by Datri, Czech Republic;
- Zybex, patched version by ANG and/or Micro Discount (NL/UK)
(the original version by Zeppelin games is only mono!);
- thats all what I found so far... (A.M.)

b) software for other sound enhancements:

- enhanced-sound with Covox: Afaik this upgrade will playback digitised or
sampled sound in 8Bit resolution rather than in 4Bit resolution. The
following programs support the Covox-Upgrade:

- Inertia 2.9, a MOD-player by MadTeam;
- Inertia 4.5, a MOD player by MadTeam;
- Protracker x.x, a MOD-editor and player by ???;
- NeoTracker 1.x, a MOD+NEO+... player by EPI/Allegresse;
- that's all I have found so far;
note that all programs (except neo-tracker?) will still work with pokey...;

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Subject: 8.15) What games support online action via modem?

This section by Andreas Magenheimer.

- Modem Chess, a PD game in Basic by ???
- Modem-Battleships, a PD game in Basic by ???
- Tele-Chess, a PD game in Basic by ???
- probably some more games...

(I have also seen an advert from GCP in Analog or Antic, that listed
the following games: The City, Cybertank, Cybership, Bio-War, Lords
of Space; I am not sure if they are all available for the Atari, A.M.)

To play these games online, one would not only require an Atari computer,
but also a modem, a modem-driver and/or a terminal program (like Kermit,
Bobterm, Teleterm, A-Term, Ice-T, BBS Express Pro, etc.). See also the
sections 7.8, 10.1 and 10.2 which tell you more about modem/terminal
programs and modem hardware for the Atari...

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Subject: 8.16) What programs support Atari computer networking?

This section by Andreas Magenheimer.

There are two different hardware add-ons which provide a "computer-
network" (two or more Ataris linked together). Thus, there is software
that supports either one or the other hardware (namely Gamelink-1 or
Gamelink-2). The following software supports the networking hardware:

- Gamelink-1 (by Dataque):
- info-text about GL-1 and where to buy it, by Dataque;
- Tic-Tac-Two by J.Potter/Dataque, a tic-tac-toe clone;
- Modem-Battleships, patched by Rick Detlefsen for Gamelink-1;

- Gamelink-2 / Multilink (by Dataque & Bewesoft):
- info-text about GL-2 and where to buy it, by Dataque;
- info text about Maze of Agdagon demo, by Dataque;
- Maze of Agdagon demo (1 player only) by Dataque;
- documentation for Maze of Agdagon (full version) by Dataque;
- Maze of Agdagon (full version, 2-8 players) by Dataque;
- description of multilink/gamelink-2 hardware and schematics by
Bewesoft (two texts, one in czech and one in english; schematics
presented as an Atari Gr.8 picture for a) easy-2-computer hardware
and b) more complicated 2-8 computer hardware);

- Multi-Dash (2-8 players, XL/XE only) by Bewesoft;
- Multi-Race (2-16 players, XL/XE only) by Bewesoft;
- description of "how to program networking games for multilink
[gamelink-2] hardware" (text available in english and czech, with
lots of source codes and OS adresses/variables/...) by Bewesoft;
- Multi-Worms (2-8 or 2-16? players, XL/XE only) by Bewesoft;
- complete + documented source code for Multi-Worms by Bewesoft;
- "starter-kit" module to use in your own networking-games by Bewesoft
(free use of this module is granted by Bewesoft/Jiri Bernasek);

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Subject: 9.1) How can I work with .arc files on my 8-bit Atari?

ARC.EXE for MS-DOS was released by System Enhancement Associates (SEA) around 1985. It will compress and store groups of files as one file, making it easier and quicker to download programs and support files at once. Because of the ease of use and availability of this program, it quickly became the defacto standard for file archives on Intel-based IBM machines. Files compressed and stored with ARC or a compatible utility are normally given the filename extender ".arc".

The 8-bit Atari computers have several software utility options that are fully compatible with ARC.EXE, the most important being:

Super UnArc 2.4 and Super Arc 2.4 - shareware by Bob Puff, released 01/31/89
Available:
http://www.nleaudio.com/css/files/superarc.arc (complete package + docs)

Also, SpartaDOS X includes a fully compatible ARC command for both creating and extracting .arc files.

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Subject: 9.2) What file formats for entire disks/tapes/cartridges are there?

It is now common, especially when working on Windows PCs or Macs, to work with Atari software as files or "images" containing the data from an entire disk, data cassette, or cartridge as duplicated from the native media for the Atari.

Here is a list of file formats, arranged by their associated filename extensions. These are all filename extensions used to name files containing entire 8-bit Atari floppy disk images, cassette tape images, or cartridge images.

.DCM -Image format invented by Bob Puff, for his Disk Communicator 3.2
utility.
Used when working with native Atari hardware.
DISKCOMM is at http://www.nleaudio.com/css/files/DISKCOM.ARC
DCM specs at: http://home.planet.nl/~ernest/diskcomm.zip

.ATR -Image format invented by Nick Kennedy, for his SIO2PC project.
Used with most 8-bit Atari emulators running on other computer platforms. SIO2PC is at http://www.tcainternet.com/wa5bdu/

.XFD -Image format invented by Emulators Inc, for their ST Xformer emulator.
Identical to ATR except without the 16 byte header.
Used with ST Xformer and PC Xformer emulators.
Xformer is at http://www.emulators.com/

.PRO -Image format invented by Steven Tucker, for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.
APE and APE ProSystem are at http://www.atarimax.com/

.SCP -SpartaDOS SCOPY image file. SCOPY was a utility by ICD.

.DI -Image format invented by Kolja Koischwitz & Christian Kruger for their
800XL DJ emulator for the Atari ST.

.CAS -Cassette image format invented by Ernest R. Schreurs, for his
Digital Cassette Image system (includes CAS2SIO, WAV2CAS, and CAS2WAV
MS-DOS utilities. See: http://home.planet.nl/~ernest/

See also:
Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

One tool for converting among all of these disk image formats is:
Acvt v1.07 by Jindrich Kubec, found at http://jindroush.atari.org

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Subject: 9.3) How can I copy my copy-protected Atari software?

Russ Gilbert writes:

Almost all commercial software for the A8 is/was copy
protected. For boot disks, this usually involved a large
number of special formatting that couldn't be copied using
ordinary sector copiers. Usually the boot process involved
checking to see if a certain sector error occurred, then
proceeding. If the error did not occur, the disk was a copy
and would not work.

For carts, usually the method of protection was to write to
the cart area of memory and see if the value changed. If the
value changed, the cart program was in RAM, not ROM and
would fail to operate.

For tapes, again a fair number of schemes were used. Some
varied the speed at which the tape loaded. I'm not familiar
with tape protection schemes.

With all software media (cart, tape, disk), there may be
program encryption, which must be decrypted before the
program can run. This to make more difficult disassembly of
the program.

There were/are a number of products to defeat copy
protection/allow copying of protected software for the A8.
The most common way to defeat copy protection was to

disassemble the software and revise sections of code so that the copy protection was defeated. A software with defeated copy protection is called a 'cracked' software. The basic procedure is to understand how cart/tape/disk software initializes, loads and runs. Usually make a file out of the software and 'follow the code', starting with loading of the program, to decryption to the actual running of the program. Today, it is unnecessary to copy original commercial A8 software because it has already been defeated and may be found at a few ftp sites. (Note umich archive has no commercial/non-shareware software.)

Besides 'cracking' software, there were/are hardware devices to copy commercial protected software. The Happy 1050 and the Archiver, and probably other modifications to the 810, or 1050 allowed 'bit image' copying and reproduction of the special formatting that copy protected disks had. Using these archiving disk drives, a copy of the original disk, including all special formatting and the original code is copied, thus making a copy protected copy, not cracked, just like the original.

For carts, copying could involve cracking or again there were/are products to reproduce the cart and simulate a ROM. Or the cart might be copied and burned on the correct type of eprom, to make a plug in cart. 'The Impersonator', the 'Pill' are two cart copy schemes copy the cart to a file, then don't change the code, but use a 'dummy cart' to fool the software into thinking there is a ROM present.

Basic tools for copying, then cracking, carts and disks are a sector editor and disassembler. Carts are usually most easily dumped using a special OS, like Omnimon, to interrupt the cart and dump memory to disk. There are a few pd cart copiers that have the user plug the cart in when the program is running, I don't believe these pd cart copiers are very good or very wise to use.

So, the basic answer to 'how do I make a copy of my copy protected commercial software' is don't bother. Find it on the net.

There is one exception, in that this 'solution' involves a minimum of effort and is relatively safe. I refer to 'Chipmunk' and 'Black Patch' software to make cracked boot disk copy of commercial disks. HOWEVER, even if you use these two commercial archival tools, be sure you write protect your originals, and be careful not to accidentally write to the original disk.

Finally, I'll mention a very modern (I mean 1997) product. The APE ProSystem, by Steven Tucker, in the registered

version of this shareware allows making disk images called
'Pro' images. APE (Atari Peripheral Emulator) requires a
cable, called the SIO2PC cable, that connects the A8 13 pin
serial port to a serial port on the IBM PC clone. To make
'Pro' images, a special adapter cable is needed, not just
the 'standard' SIO2PC cable. The 'Pro' image can 'capture'
the copy protection of an original commercial disk. The
'Pro' image can then be loaded into an A8 using the APE
registered version software, thus backing up your original
disk software. Note the 'Pro' image will only be of use to
person(s) owning registered APE software and 'Pro' adapter
cable.

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Subject: 10.1) What programs can log in to other computers via modem?

Here are some of the more popular PD/freeware/shareware terminal emulator and
related programs available. Use one of these programs for accessing a dial-up
Bulletin Board System (BBS) with your Atari, or for accessing a dial-up "shell
account" with your Internet Service Provider (ISP). Dial-up shell accounts
are no longer widely available here in the 21st century! (There is no
general-purpose PPP capability for the 8-bit Atari that I am aware of.)

ATAR-Z-MODEM 1.2, 5/29/94, shareware by Larry Black
Emulates: n/a
Text: 40 columns in gr.0
File Xfer: ZMODEM download
Autodial: No
Backscroll buffer: No
Capture-to-disk: no
Summary: Intended to be used as an external ZMODEM receive utility in
conjunction with other terminal programs, especially BobTerm
http://www.umich.edu/~archive/atari/8bit/Telecomm/Protocols/atzmod12.arc

BobTerm 1.22, shareware by Bob Puff
(There's also a 1.23 release that's specific to PC XFormer)
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; best for BBSing
Available: http://www.nleaudio.com/css/ (version 1.21)
ftp://ftp.spudster.org/pub/atari/cth/terminal_programs/BOBTM122.ARC (com only)
http://people.a2000.nl/becotel/archive/bobt123.arc (1.23)

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None

Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus
ftp://ftp.spudster.org/pub/atari/cth/terminal_programs/FLICK051.ARC

Ice-T XE v2.72 (128K XL/XE) or Ice-T 800 v1.1 (48K)
shareware by Itay Chamiel
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: X/Y/ZMODEM download
Autodial: Yes (2.72) or No (1.1)
Backscroll buffer: Yes--8 screens (2.72) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.72) or No (1.1)
Summary: Outstanding flicker-free high-speed VT100 emulation.Recommended!
Available: http://www.cs.huji.ac.il/~itayc/

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: k65v37.arc ; k65doc.arc - docs ; k65src.arc - source

OmniCom by CDY Consulting (David Young)
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Only option combining VT100, XMODEM, Kermit
filename: omnicom.arc

PabQwk 2.0, 1 Feb 1994, shareware by Low-Budget Productions (Pab Sungenis)
Requires: 128K XL/XE
Emulates: n/a
File Xfer: QWK upload/download
Summary: The Professional QWK reader for the Atari 8-bits. (QWK is a
packet format created in the IBM BBS community for reading mail
offline.)
http://people.a2000.nl/becotel/archive/pabqwk20.arc

Term80 1.6 (8.25.95), by CTH Enterprises (Tom Hunt)
Requires: MIO or Black Box
Emulates: ANSI
Text: 80 columns in gr.8
File Xfer: XMODEM receive, YMODEM send/receive
Autodial: Yes

Brackscroll buffer: No
Capture-to-disk: Yes
Summary: Designed for calling IBM ANSI BBSs at the highest possible
speeds supported by the MIO and Black Box (14.4 Kbps)
Available: http://cth.dtdns.net/Featured/term80/term80.html

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Only option for VT100 emulation on the XEP80; 1200bps top speed
filename: vt850b1.arc

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Subject: 10.2) What programs can I use to host a BBS on the Atari?

The 8-bit Atari was particularly popular for hosting a dial-up Bulletin Board System (BBS). Uploading/downloading files, online messaging, even online gaming services can all be hosted on an 8-bit Atari operated as a dial-up BBS.

This section attempts to list all BBS programs for the Atari. Of these, BBS Express! Professional and Carina BBS seem to be programs that stand up well even today.

Contributors to this section include: Winston Smith, Steven Sturza, Chad Hendrickson, Don Fanning, Matt Singer, Pete Davis, Jeff Williams

o AMIS BBS -- The Atari Message Information Service, public domain.
The "granddaddy" of BBS programs for the 8-bit Atari.

The AMIS BBS was written in BASIC by people from the Michigan Atari Computer Enthusiasts. It included designs for a ring-detector. You needed a sector editor and had to allocate message space by hand, hex byte by hex byte.

Several versions of AMIS:
* Standard AMIS
* MACE AMIS - from the Michigan Atari Computer Enthusiasts
* Fast AMIS
* MPP AMIS by Matt Pritchard
* TODAMIS 1.0, for 1030/XM301, 1986, Trent Dudley

o ATABBS -- Rod Roark writes (3/12/03):
This is really straining my memory -- don't recall exactly when I wrote the thing (maybe '80 or '81), but as far as I know ATABBS was the world's first BBS for the Atari 400/800.

I ran it out of my condo in Atlanta on a 48K 400 with an 80K floppy drive and a 300 bps Hayes Smartmodem. The 48K memory module was a third party add-on, not Atari's.

It was written in Atari BASIC with a few bytes of machine
language thrown in.

o ATKeep -- An Atari 8-bit version of CITADEL BBS, by Brent Barrett
ATKeep is a Citadel-like BBS system for eight-bit Ataris. ATKeep runs under SpartaDOS and requires BASIC XE and 128K of RAM. Originally "MBBBS (Message Base Bulletin Board System) 1.0, March 24th, 1986" MBBBS was changed to Atari Keep, or, ATKeep for short, around version the time version 4.0 was released (June 15, 1986).

ATKeep 7.0 finally took the aide and cosysop commands out of a menu section and put them into extended commands, where they belonged. It also added a SYSOP level command set. Users were no longer "users" "aides" or "cosysops," they had become level "A" (SYSOP) through level "Z" (READ ONLY). The system had become extremely complex. Public, hidden OR password protected PRIVATE rooms. Each room now had its own access level (thus keeping people of lower level from getting in EVEN if they knew the room name). Each room was assigned a RWRT (or Read WRiTe status), which determined who could enter messages in it, and whether or not public or private messages, or both were to be allowed.

Before version 7.0, ATKeep only worked with the Atari 1030 or XM301 modems. ATKeep 7.0 was rewritten to accomodate the 850 or PRC interface allowing use of any Hayes compatible modem.

ATKeep version 7.50 was released (1987), was version 8 released?

o BBCS -- Bulletin Board Construction Set, by Scott Brause/Antic, 1985
A machine language program, developed as the Jersey Atari Computer Group (JACG) BBS system.

BBCS was known for it's great flexibility. The sysop was offered easy customization by the use of menus. Many BBSes before it required that you had to actually change the BASIC code in order to customize your BBS.

Unfortunately, it also suffered from a reputation for stability problems.

o BBS Express! -- 1986, Leith Ledbetter/Orion Micro Systems
Written in compiled Action!. 1030/XM301 and 850 versions.

o BBS Express! Professional ("PRO") --
Originally by Keith Ledbetter/Orion Micro Systems, now still a commercial product of Video 61, http://www.atarisales.com
See also http://cth.dtdns.net/pro/pro1.html

Written in 100% machine language.

Requires XL/XE, SpartaDOS 3.2+, hard drive highly recommended, or at least a large ramdisk. R-Time 8 is fully supported.

o Carina BBS -- a shareware product of Shadow Software/David Hunt.
Carina II was originally developed by Jerry Horanoff/CARINA Software Systems

Requires an XL or XE computer, at least 500K of storage capacity (including ramdisk and drives), and SpartaDOS version 2.3 or greater.

Recommended: 192K ramdisk or greater, and an R-Time cartridge.
Fully supported: An MIO interface and a hard drive.

Pete Davis writes (15 Aug 2002):
Carina was a pretty powerful BBS system. Though it was written in BASIC (with a number of machine language routines), it was expandable and had was able to load new BASIC programs with the BBS running. In fact, it was quite modular and would load different sections of the BBS at runtime. I actually used it when I ran a BBS some time back.

Carina 2.6 is available at:
http://www.umich.edu/~archive/atari/8bit/Telecomm/Bbs/carbbs26.arc

Carina is also at:
http://www.aracnet.com/~atari/ftp/car_bbs.arc (download doesn't work for me)

o Carnival BBS -- essentially AMIS with an overlay to allow for private messages and passwords.

o FoReM BBS -- Friends of Rickey Moose BBS. By Matt Singer.
At the time, there were a lot of BBSs around called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed in BASIC and was somewhat crashy. I think that this is the great-grandparent of the FOREM-XE BBSs that survive today.

Matt Singer writes:
FoReM BBS derived from an early AMIS. When multiple message areas were added the name was extended to FoReM 26M. Then, When OSS released BASIC XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most of the Assembler routines (where is he now?).

o FoReM XL BBS -- by Matt Singer.
FoReM BBS updated to take advantage of BASIC XL from OSS.

o FoReM XE BBS -- by Matt Singer
This version of FOREM BBS requires the commercial BASIC XE cartridge in order to run. It is in the public domain and can import and export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only, control ATASCII graphics are reserved for message data-structure bytes).

o FoReM XE Professional BBS / FoReM XEP BBS -- by Len Spencer
A re-write of FoReM XE BBS, last version was 5.4, Jan 5 1993.
FXEP requires an XL/XE computer with at least 128k of memory, the BASIC XE cartridge from OSS/ICD, SpartaDOS 3.2 (this program will NOT work with any other version), and at least 500K of storage.

FXEP is in the public domain, http://members.aol.com/lenspencer/

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston, Massachusetts, USA, area.

"1983: Nite-Lite B.B.S. goes on the air. (Was it running A.M.I.S. ?) It is called "Nite-Lite" because the computer monitor casts an eerie glow about the

room. 1984: Paul Swanson writes his own BBS hosting software for the ATARI 6502 8-bit computer. He names it "Nite-Lite". The Nite-Lite BBS hosting software goes on to be the most successful commercial BBS software ever written for the ATARI 6502 8-bit computer. 1989: Nite-Lite BBS puts in a second line. (MichTron boards eventually take the place of all of the ATARI Nite-Lite boards.)" - Winston Smith

This BBS was the first to support a RAMdisk, which Paul Swanson called a "V:" device for "virtual disk". This BBS was written in Atari BASIC and required a joystick hardware "dongle" device. This was notable as being one of the first Atari 8-BIT BBSs that could actually go for a week without having to be rebooted. Pointers to the message base were kept in an Atari "very long string" (for which Atari BASIC is famous). The BBS would only have problems (for the most part) if this string became corrupted.

o OASIS (the commercial version) / OASIS Jr. (the pd version)
Originally by Ralph Walden, then Leo Newman took it over, followed by Glenda Stocks/Z INNOVATORS, then Alf (Jeff Williams).

All machine language. OASIS is very crash-resistant and comes with a "dial out" screen so that the Sysop can use the BBS as a terminal program to call and fetch files without having to bring the BBS down and reload a terminal program. OASIS supports "Door programs" which it refers to as "OASIS PAL modules". An excellent message system, and a complex file system. It consists of "file libraries" with suites of "file types". There is quite a bit of overhead involved in performing a download (which may be a good thing, as it discourages file hogs). OASIS IV performs networking.

Glenda Stocks writes at http://world.std.com/~snet/glenda.htm :
I purchased the source code rights to OASIS and began marketing the BBS software to Atari 8-bit enthusiasts around the world. I felt that I had the superior BBS software because I had programmed in the ability to run external programs, including online games and user surveys. I also had added color prompts for IBM clone users who called Atari boards running my OASIS software. Sometime in 1991...I sold the rights to OASIS to a man in Canada..

Jeff Williams ("Alf") writes: (12/6/02)
OASIS was around prior to either PRO or BBS Express IIRC. I don't know when exactly it showed up, version 3.09 was the first one I remember seeing. What made it nifty was it was very fast, being all assembler, and having some different features that things like Forem & Carina didn't have. Compared to something like Forem MPP at the time, it was kind of amazing.

Ralph Walden sold it to Glenda Stocks, who chopped it up into modules and sold it as ver 4.7. PRO was out by then, and was a much more complete offering imo.
Glenda wrote some modules for 4.7, but it never really went anywhere because the architecture was so cramped with her changes.

Eventually she gave up and sold me the source. I looked it over and realized it was a mess and nothing was going to happen with it. I worked on a version 5 for a while, but never made much progress.

o SMART BBS -- by Marco Benton.
This program is written entirely in BASIC. It expects to be running under a SpartaDOS environment. This BBS program uses a "modem clock string" rather than an R-Time 8 cartridge in order to retrieve the current time. It also comes with an Atari BASIC game door called "Sabotage".

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Subject: 10.3) How can I read/write 8-bit Atari disks on an MS-DOS PC?

There are several programs that allow an MS-DOS system to work with an Atari-format 5.25" diskette. Each of these work with the Atari SS/DD 180K format, so you'll need an Atari DOS and disk drive capable of this format.

#1 Choice:
AtariDsk V1.2 (c) 95-12-09 by HiassofT (Matthias Reichl)
http://www.horus.com/~hias/atari/

#2 Choice:
MyUTIL by Mark K Vallevand. Based on Charles Marslett's UTIL.
http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/myutil.zip
Includes SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

Other similar utilities:
ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
www.umich.edu/~archive/atari/8bit/Unverified/Diskutils-redist/atario21.arc
SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/sr.arc
UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks.
http://www.wordmark.org/

Here's some advice on using the above utilities from Hans Breitenlohner:

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad Kokoszkiewicz answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width.
The following is generally true in the PC world:

- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

Jon D. Melbo sums it up this way:
So a basic rule of thumb when sharing 360KB floppies among 360KB &
1.2MB drives is: Never do any writes with a 1.2MB drive to a disk that
has been previously written to in a 360KB drive....UNLESS... you only
plan on ever using that disk in the 1.2Mb drive from then on out. Of
course a disk can be reformated in a particular drive any time for use
in that drive. As long as you follow that rule, you can utilize the
backwards compatible 360KB modes that most 1.2MB drives offer.

While the above mentioned utilities work with SS/DD 180K Atari-format disks or
SS/DD 180K SpartaDOS disks, the following combination of utilities has been
used successfully to read SS/SD 90K Atari-format disks. So if you only have
standard Atari 810 and/or Atari 1050 drives, you could look into:

AnaDisk -- now a product of New Technoligies Inc. (NTI)
See: http://www.forensics-intl.com/anadisk.html
The current version is "not made available to the general public" (!)
Previously a product of Chuck Guzis @ Sydex, http://www.sydex.com/
Older versions available: http://ch.twi.tudelft.nl/~sidney/atari/
- Reads/Writes "any" 5.25" diskette

DeAna by Nate Monson
Available: http://ch.twi.tudelft.nl/~sidney/atari/
- converts AnaDisk dump files from Atari format

See http://ch.twi.tudelft.nl/~sidney/atari/ for tips on using this
combination of utilities.

Preston Crow writes:
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.

For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

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Subject: 10.4) How can I read/write MS-DOS PC disks on my Atari?

Several 3rd-party hardware upgrades add the capability of working with
MS-DOS diskettes to your Atari system:

Happy 1050 upgrade for the Atari 1050
-- read/write 180K 5.25" MS-DOS floppies

CSS XF Single Drive Upgrade for the Atari XF551
-- replace the 5.25" mechanism with a 3.5" mech.
-- read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFsingdrup.htm

CSS XF Dual Drive Upgrade for the Atari XF551
-- add 3.5" drive without losing the 5.25" drive
-- read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFdualdrup.htm

CSS Floppy Board, for the CSS Black Box
-- adds support for PC 720K and 1.44MB 3.5" drives to your Atari system
-- adds support for PC 1.2MB and 360K 5.25" drives to your Atari system
-- read/write 5.25" and 3.5" MS-DOS disks in your PC drives with your Atari
see: http://www.nleaudio.com/css/products/floppy.htm

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Subject: 10.5) How do I transfer files using a null modem cable?

This section by Russ Gilbert.

Q: How do I connect two computers using a null modem cable?

A: You need a term program and RS 232 ports on both
computers. The RS 232 ports need to be connected
together using a 'null modem cable'.

For up to 4800 baud, no flow control lines need be
connected. Just cross the transmit and receive lines
and join the grounds together. Transmit is pin #2,
receive is pin #3 and ground is pin #7 on the 25 pin
port. 25 pin #2 goes to Atari #4 (XMT to RCV), 25 pin
#3 goes to #3 on Atari (RCV to XMT) and #5 of 850 goes
to #7 of 25 pin (GND to GND).

The right hand pin on the 'long' side of a female 'D'
connector is #1. There are 13 holes on this 'long'
side, 12 holes on the 'short' side. The numbers go
to the left 1 to 13 then #14 is under #1 and left again
so that #25 is under #13.

Most term programs allow a null connection, without a
carrier detect. Notably, '850 Express!' does not. I have
only used 'Procomm 2.4.3' (the last shareware version of
Procomm) on the PC and BobTerm on the Atari, but other

term programs may work.

To check your null modem connection, start both PC and Atari term programs, set baud to 2400 or 4800 on both computers. No parity, 8 data bits, 1 stop bit on the PC. Be sure to use the correct COM port on the PC. Go to 'terminal' mode and you should now be able to type on either computer and see it on the other screen. To accomplish a file transfer, use Y-modem probably from BobTerm, rather than X-modem. X-modem will often append bytes to a file transfer, an undesirable event. There is also a very nice Z-modem recieve program for the Atari, called ATAR-Z-MODEM by Larry Black for the Atari.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors (Radio Shack) some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modems and plugging in the null modem cable into the two modem cables. This also avoids the confusion of variations in the computer ports. Most computers connect into the modem end via a standard RS232 DB25 connection. With this both ends 25 pin cable, you would cross pins 2 and 3 and connect the #7s together to make a null modem cable.

The SIO port on the Atari cannot be used directly. An 850, P:R: Connection, MIO, Black Box or similar device that provides an RS232 port must be used.

Following are pin assignments for a DB25 pin RS 232 C port.
1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

For higher speed connections, above 4800 or 9600, you need the flow control lines and Atari term software that has flow control built in. You also need an MIO or Black Box, which uses the PBI (parallel bus). A high speed cable would need not only XMT, RCV, and GND, but also flow control lines. I suggest a commercial null modem from computer store to ensure correct lines. A null modem is a small adapter with the correct lines already crossed. I don't know how to correctly connect the CTS, RTS, DTR, DSR, CRX lines for a high speed null modem. With a null modem, you just plug it into the 25 pin

connectors of the two modem cables you might already
have connected to your Atari and PC or Mac. You may need
a straight thru 25 pin gender changer also.

Following is in this FAQ elsewhere, but I summarize here:
(Figure out or look for pin numbers on the ports.) Note
that these are pin assignments, and NOT null modem
connections with the XMT, RCV crossed and GND straight
thru.

Atari 8-bit PC AT 25 PC AT 9 pin
------------------------------------
1. DTR 20 4*
2. CRX 8 1*
3. XMT 2 3
4. RCV 3 2*
5. GND 7 5
6. DSR 6 6
7. RTS 4 7
8. CTS 5 8
9. No connect? shield RI
22 RI

Note: * above indicates the difference between an AT 9 pin
and a Atari 8-bit 9 pin cable connector. eg. If you check
continuity from pin 3 of 25 pin end and it goes to pin
4 of nine pin end, you have an Atari serial cable. If pin
3 of 25 pin goes to pin 2 of 9 pin end, you have a PC
serial cable.
(updated 3/1/99)
(DTE = Data Terminal Equipment ie. your computer.
DCE = Data Communications Equipment ie. your modem.)

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Subject: 10.6) How can my Atari use my PC's HD using SIO2PC or Atari810?

SIO2PC
======
From the SIO2PC home page, written by Nick Kennedy:

SIO2PC is a hardware & software package interfacing the 8-bit Atari to PC
compatible computers.

The original idea was to have the PC emulate Atari disk drives so Atari
programs could be stored on the PC's hard (or floppy) drives. It turned out to
be quite successful. About 95% of my work was in the software, but a hardware
device to convert logic levels was also necessary. This device is now commonly
referred to as an SIO2PC cable.

Features:
- Emulates 1 to 4 Atari disk drives
- Store your Atari files on PC hard or floppy drives

- Boot from the PC, real drive not needed to start-up
- No software or drivers required for the Atari;
no conflicts: use your favorite DOS
- Twice as fast as an Atari 810 drive and more reliable
- Co-exists with real drives in the Atari daisy chain
- Compatible down to the hardware level: use sector copiers, etc.
- Print-Thru captures Atari print-out and routes to PC's printer
- Convert Atari files to PC files and vice versa
- 1050-2-PC version connects PC directly to Atari disk drive

Nick Kennedy
http://www.cswnet.com/~nkennedy/

Another source for building SIO2PC cables is Clarence Dyson's page at
http://www.wolfpup.net/atari/atari.html

Atari810
========
Atari810 1.4d, by Dan Vernon, is a disk drive emulator in the tradition of
SIO2PC, for the Windows NT/2000/XP platform
http://retrobits.net/

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Subject: 10.7) How can my Atari use my PC's HD, printer and modem using APE?

David A. Paterson writes:

"Steven J. Tucker took SIO2PC one better and wrote new software.
The Atari Peripheral Emulator (APE for short):

- lets your PC act as high-speed drives.
- It lets you print to your PC printer.
- And it lets you use your PC modem on the 8-bit."

http://www.atarimax.com/

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Subject: 10.8) How can I connect my 1050 to my PC with the APE ProSystem?

The APE ProSystem goes beyond APE. The ProSystem has two components:

- The program PROSYS.EXE is used to create the protected and unprotected
disk images which are then used by APE.

- The ProSystem hardware is a cable designed to allow direct connection
of a stock 1050 disk drive directly to a PC's serial port for use by the
PROSYS.EXE software.

http://www.atarimax.com/

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Subject: 10.9) What about interoperating with the Apple Macintosh?

Mark L. Simonson keeps a nice set of web pages which he calls "Mac/Atari Fusion: Atari 8-bit Resources for Mac Users." Please visit:

http://www2.bitstream.net/~marksim/atarimac/

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Subject: 10.10) Are there 8-bit Atari tools for the Commodore Amiga?

'551conv', freeware by Achim Hartel:
Converts a real Atari-800-disk, .xfd-image or .atr-image into a real Atari-800-disk, .xfd-image, .atr-image or extracts the files of the disk (-image). All 4 formats of the XF551-station supported: Single, Medium, Double, Quad. Version 1.03.

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Subject: 11.1) How did Atari get its name?

Graham Thornton types:

This article was published in "I/O - The Magazine of the Atari Home Computer Club" in issue 3 - Summer 1983. The magazine was the official mouthpiece of Atari UK. The article was not attributed to any one person. The words are theirs, not mine.

How Atari Got It's Name
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The name Atari actually comes from Japan. And yet the company is most definitely American. Every wondered why? It's an interesting story and one well worth telling.

In 1972 three friends decided to invent and market the first commercially feasible video game. They were Nolan Bushnell, Ted Dabney and Larry Bryan.

To become a partner each man had to submit $100 to the project - a remarkably small sum when you consider the company's success! The next step was to find a name.

Drinking beer and thumbing through the dictionary one day, the three friends came across an interesting entry under "S". The word was Syzygy, or "the straight-line configuration between three celestial bodies". What a perfect name they thought, for three such astronomically talented people!

Now they could get on with the business of inventing games. Their first, Computer Space, was produced and all seemed to be going well.

But then things started to get a little shaky. Larry Bryan decided not to ante up his $100 and pulled out, leaving Bushnell and Dabney to go it alone.

The set up a shop in Santa Clara, California, and incorporated the business. A little later they invented Pong.

Busnell and Dabney applied for the name Syzygy to the Office of the California Secretary of State, which regulates Californian corporations,

but were told that they were too late. The name was already taken.

Following unsuccessful attempts to buy the rights to the name from the first Syzygy corporation, which appeared to be inactive, the friends' solicitor pressed them to think up an alternative.

This proved difficult. BD Inc and DB Inc were tested and then rejected in turn: the first bore too close a resemblance to Black & Decker, the second to Dunn and Bradstreet.

Inspiration occurred at last, once again in an informal atmosphere. Bushnell and Dabney were both keen players of Go, a Japanese strategy game, and their best brainstorming always occurred over a good game and a bottle of beer.

This time, they decided to make a list of several Go words to see if one of them would fly as the new corporate name.

First choice was "Sente", which means "the upper hand" - something that greatly appealed. Second and third choices were "Atari", which has a similar meaning to the English word "check", and "Hanne", an acknowledgement of an over-taking move.

Busnell and Dabney submitted the list once again to the Office of the Californian Secretary of State, which approved "Atari". The rest is history.

When the company name changed, Bushnell and Dabney decided to update the logo too. They incorporated the "S" from Syzygy and the "A" from Atari into the new design.

It was not until later, as the company became increasingly successful, that an advertising agency designed the slicker and now famous Atari logo - the "fuji" or stylised "A" design.

---

Subject: 11.2) What is the History of Atari?

Here is a very condensed history of Atari, centered around their 8-bit computers.

1972
Atari Inc. is formed by Nolan Bushnell, incorporated on Tuesday, June 27. Atari created the first coin-operated arcade video game with the introduction of Pong. The video game industry was launched and has shaped pop culture ever since.

1976
Warner Communications acquires Atari Inc.

1977
Atari launches the Video Computer System (VCS), later known as the 2600, giving
birth to home video game systems.

1978
In December, Atari announces the Atari 400 and 800 personal computers, using the 6502 microprocessor.

1979
Atari files with the USPTO for a patent for a "Data processing system with programmable graphics generator" (the 400/800 computer system) on January 8, 1979. Inventors listed:
Mayer, Steven T. (Auburn, CA);
Miner, Jay G. (Sunnyvale, CA);
Neubauer, Douglas G. (Santa Clara, CA);
Decuir, Joseph C. (Mountain View, CA)

The Atari 400 and Atari 800 Home Computers debut at the Winter Consumer Electronics Show (CES) in early January.

Jerry Jessop writes:
"The first official small shipment of the 400/800 was on August 29th 1979. These were hand built pilot run units to Sears that needed to be in stock by Sept. 1 so they could be placed in the big fall catalog. The units were placed in the Sears warehouse and then immediatly returned to Atari after the "in stock" requirment had been meet.

The first "real" consumer units were shipped in Nov. of 79 and were 400's to Sears followed very shortly by 800's."

All Atari computers are tested at the factory by a master computer called the Atari Sentinel System.

1981
From Atari Connection magazine:
"At the National Computer Conference in Chicago on May 5, 1981 Atari announced that the 8K Atari 400 was being discontinued and that the price on the 16K version was being reduced to $399."

The USPTO grants U.S. Patent 4,296,476 to Atari on October 20, 1981 for the 400/800 computer system. Read the full text of the patent here:
http://makeashorterlink.com/?M2561456

November: 400/800's begin shipping with the new GTIA chip in place of CTIA, increasing the palette of simultaneously displayable colors to 256 and adding 3 new graphics modes. CTIA is totally phased out by the end of the year.

Jerry Jessop adds:
"The very first proto systems did have the GTIA, but it had some problems and was not released in the consumer version until 1981. The GTIA was completed before the CTIA."

1982
The introduction of the 1200XL in late 1982 marks the single largest advance in the 8-bit Atari system.

1983
In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL.

1984
Warner Communications sells the Consumer Electronics and Home Computer divisions of Atari Inc. to Tramiel Technologies on Monday, July 2.

Atari Corporation is formed by Tramiel Technologies and its products marketed under the Atari brand.

(
Warner initially retains the arcade division of the former Atari Inc., and renames it Atari Games Corporation. Soon thereafter, Atari Games is a private, independent entity, though Warner remains a major investor.

Atari Games inherits Atari copyrights/trademarks/patents for use in the coin-operated arcade video game market.

1987
Atari Games creates the Tengen label for the purpose of marketing games for home game systems (potentially competing directly with Atari Corp.)

1993
Atari Games is purchased by Time Warner.

1994
Time Warner consolidates Atari Games into Time Warner Interactive. Use of both the Atari Games and the Tengen brands are discontinued.

1996
On March 29, 1996 WMS Industries (Williams, Bally and Midway) completes its purchase of Time Warner Interactive. Upon the sale, Time Warner Interactive adopts the Atari Games name and logo, and Atari Games is made a division of Midway Games.

1998
In April of 1998 WMS spins off to shareholders its entire stake of Midway Games, making Midway Games essentially an independent entity. Atari Games remains a division of Midway Games.

1999
Atari Games releases San Francisco Rush 2049. This turns out to be the last coin-operated arcade game sporting the Atari Games name and logo.

January 2000: Atari Games is renamed Midway Games West, and games produced by the group will sport the Midway Games brand.

June 22, 2001: Midway Games announces it is exiting the coin-operated arcade video game market; its game development efforts will now be focused on games for home game platforms. The Midway Games West division lives on, developing games for home systems for Midway Games.

February 7, 2003: Midway Games shuts down their Midway Games West division.
)

1985
The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985.

According to Atari Explorer magazine, the 130XE was engineered by Jose Valdes.

1987
In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system.

1992
Atari (US) officially dropped all remaining support of their 8-bit computer line on January 1, 1992. (Some 800XE's were still being manufactured in China in 1992.)

1996
On July 31, 1996, in a "reverse merger," Atari Corp. purchased JTS, with the new parent company taking the JTS name while Atari was immediately designated a JTS subsidiary. JTS Corp., with headquarters in San Jose, Calif., was founded in 1994 to design, manufacture and supply enhanced-capacity hard disk drives for the notebook and desktop personal computer markets.

1998
On February 23, 1998, JTS sold its Atari Division to HIACXI Corp., a wholly-owned subsidiary of Hasbro Interactive, Inc., which was a subsidiary of Hasbro, Inc., for $5 million in cash.

(JTS filed for Chapter 11 Bankruptcy Protection on December 11, 1998, and then converted it to Chapter 7 on February 28, 1999)

Hasbro Interactive produced games for several platforms, including PCs running MS-Windows. Some of Hasbro Interactive's games, including several re-makes of classic Atari titles, were marketed under the Atari Interactive name and logo. Atari Interactive was termed "a Hasbro Affiliate."

Games produced by "Atari" under Hasbro ownership included:
Atari Arcade Hits 1 & 2, Breakout, Centipede, Missile Command,
Nerf ArenaBlast, Pong, Q*Bert, The Next Tetris, Atari Greatest Hits

2001
On January 29, 2001 Infogrames Entertainment announced completion of its acquisition of Hasbro Interactive from Hasbro, renaming the subsidiary "Infogrames Interactive." The purchase included the Atari titles and intellectual properties (known at Hasbro as "Atari Interactive").

Between 2001 and 2003 Infogrames placed the Atari brand on some of its "premiere" gaming titles.

2003
Beginning May 7, 2003 Infogrames Entertainment adopts the ATARI brand and registered trademark for all operations, effectively changing the name of the entire company to ATARI.

Additionally, the Company's wholly owned subsidiary, Infogrames Interactive, Inc., which develops many of the game derived from the Hasbro line of board games, changes its name to Atari Interactive, Inc.

TODAY
New York-based Atari, Inc. develops interactive games for all platforms and is

one of the largest third-party publishers of interactive entertainment software in the U.S. The Company's 1,000+ titles include hard-core, genre-defining games such as Driver, Enter the Matrix, Neverwinter Nights, Stuntman, Test Drive, Unreal Tournament 2003, and Unreal Championship; and mass-market and children's games such as Backyard Sports, Nickelodeon's Blue's Clues and Dora the Explorer, Civilization, Dragon Ball Z and RollerCoaster Tycoon. Atari, Inc. is a majority-owned subsidiary of France-based Infogrames Entertainment SA, the largest interactive games publisher in Europe. For more information, visit www.atari.com.

Infogrames Entertainment SA (Euronext: 5257) is the parent company of Atari, Inc., its U.S. subsidiary, and Atari Europe, its European subsidiary. Infogrames Entertainment SA owns 89% of Atari, Inc., which is publicly traded (Nasdaq: ATAR). Infogrames Entertainment SA owns 100% of privately-held Atari Europe. http://corporate.infogrames.com/

==========
End of atari-8-bit/faq
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# 5955. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-08 11:07:02 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1068289512@rtfm.mit.edu>
Source record: 18468
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 28, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

# 5956. Really Great A8 Video Display

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-09 02:31:34 UTC
From: llppwhite@aol.comnsp
Message-ID: <20031108213134.06042.00000385@mb-m02.aol.com>
Source record: 18469

Thought I would share my experiences of my never-ending quest for the "perfect display" from my "Super Video" mod. 130XE. And this is pretty simple -- I have used a variety of video cables, torroids, resistors, etc. trying to ger rid of all vestiges of RFI and other gremlins that add ghosting or "pulsing" (hard to describe) to the video display. I hooked up my system with a brand-new video cable purchased from Universal Radio. This is the type that was sold for Atari and C64's. I don't know when they were manufactured, but they are still very flexible, so I suspect they are relatively recent.

Someone posted a link to Universal a couple of years ago. Since I use S-Video to a VGA convertor, I had to make an RCA to S-Video adapter which is about 6 inches long for the Chroma and Lum. lines. Nothing else changed, and now I *think* I have the perfect display. The display letters are clear and crisp, and there are no distortions of any type visible on the screen. The vertical lines on the screen are gone. And if nothing else, it's probably good to re-post the link to Universal.

Universal Radio (very competitive prices):
http://www.universal-radio.com/catalog/parts/dincable.html

Jameco Electronics now carries quite an assortment of video cables, adapters, etc.at:
http://www.jameco.com

Larry

# 5957. Re: Really Great A8 Video Display

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-09 03:11:48 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <vqrc3lnmo1l966@corp.supernews.com>
Source record: 18470

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20031108213134.06042.00000385@mb-m02.aol.com...
> Thought I would share my experiences of my never-ending quest for the
"perfect
> display" from my "Super Video" mod. 130XE.

Which video mod did you do on yours? I have a spare 130 that I am thinking
of trying one mod on.

I know the best display I have seen is when I hook up my 130 to my Commodore
1902 monitor w/ Chroma and Luma. It looks amazing.

Tim

# 5958. Re: Really Great A8 Video Display

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-09 03:50:36 UTC
From: llppwhite@aol.comnsp
Message-ID: <20031108225036.20259.00000302@mb-m21.aol.com>
Source record: 18471

Hi Tim-

I did the Super Video for the 130XE from Atari Classics now posted at
http://www.geocities.com/atarimods/sv130-1.html

I never had a 1902 -- I had a couple of 1802's and their display was very, very
good. It is a little difficult to compare, but when using a VGA display, you
don't see the "dots" as seen on composite-type displays.

Larry

# 5959. Re: The C64 is just an ATARI 800 rip-off!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-09 15:51:31 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3FAE62D0.8D706A3B@rogers.com>
Source record: 18472
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair

Yawn!!!!

TROLL TROLL TROLL TROLL TROLL TROLL

notice how the loser starts crospossting to try to get everyone hating each other all over again. The LOSER posting this garbage is no doubt a usenet punk who while not out trolling spends all his time beating people over the head about top posting and quoting RFC's to win arguements. Would be a pity for the loser of some cracker got hold of their real email address and ip address and posted it for all to view, not that I'm telling anyone to do that!! I've seen it happen trolls before, wasn't pretty either.

Peter Mollror wrote:

> Commodore stole the ideas behind this 1979 computer and made a crappy
> system in 1982 called the C64!
>
> Incredible that they were not able to make everything better although
> the C64 is 3 years newer which means an eternity in computer business!
>
> Commodore engineers were losers!

# 5960. Re: DSDD diskettes available

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-09 16:06:22 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3FAE6649.11BC7CF3@rogers.com>
Source record: 18473

Hi there

rewoolley wrote:

> I found a supplier with 5 1/4 DSDD diskettes. I paid $40 including shipping,
> for 500 disks. They have paper sleeves but otherwise work just fine. They
> are new - look like gov't surplus - good quality - shrink wrapped 10 to a
> box. He has many, many more....
>
> "I Do have as many as you need. If you would like to
> place an order Call 1-800-400-6634 ask for Parker."
>
> This guy is also on ebay, but is very hard to find.
>
> So, if you want to stock up for the duration, give him a call!
>
> Bob

I gotta few a couple years ago at a garage sale. By a few I mean 2 big cardboard boxes of them for $10. It'll take me ages to go through all that. Makes me remember back in the 80's when they were expensive (especially maxell) and I could never have enough. These days I'm lucky at least I can pop down to active surpus downtown (toronto for you out of towners) and get some new old stock on fuji disks.

# 5961. Re: Wizard and the Princess

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-09 16:10:32 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3FAE6742.6AAB5D62@rogers.com>
Source record: 18474

Hi Anders

Anders Skelander wrote:

> Could anybody who has played this game, "Wizard and the Princess", post a
> review in comp.sys.atari.8bit, please?
>
> Anders

I've got this game, I mail ordered from antic publishing back in 90 or 91 when they had their big sale, just before they closed. Unfortunately I never finished the game and havent played it in a few years. I remember there was one spot, in a desert I think, where I had to get by a snake and could never do it without getting killed.

It reminds me of another similar game I saw on the commodor 64 years ago called "Asteroid" or somethin. It was a science fiction thing where one played an astronaught who had to get ready for and go on a space mission to plant explosives on an asteroid to prevent it from smasing into earth. If any of the mail order dealers around had that one for the Atari 8bits I'd definately have a money order in the mail to them straight away.

# 5962. Re: SCRAM

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-09 16:13:29 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3FAE67F3.E0AD2F15@rogers.com>
Source record: 18475

"Z.Beeblebrox" wrote:

> that's funny you mention "making the screen shake back & forth".
> I was always "Deconstructing" programs to find good bits I could use in my
> own games.
> I don't recall where I picked the "screen shake" from, but I did use it in a
> basic game I wrote....
> .....ah, fond memories.....
>
> -rob

Reminds me of one of my early unfinished projects. I seeing some program in basic where the text scrolled outwards from the middle of the screen to the sides and finished up centered. I went on to trying other things before I fiigured how it was done. I could make it scroll left or right but didnt get it going both ways at the same time.

# 5963. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-09 16:19:49 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3FAE696F.5EA7FC18@rogers.com>
Source record: 18476

Hi everyone

SgtSilicon wrote:

> On 30 Oct 2003 09:16:44 GMT, Thomas Richter
> <thor@cleopatra.math.tu-berlin.de> wrote:
>
> >Hi,
> >
> >> It is not a no no. Emulation is not a copyright violation. Where
> >> does this false rumor come from? Emulation is well established as not
> >> being a violation of copyright.
> >
> >That was actually not the claim; neither whether it is/was a
> >"copyright violation" (in a strict sense) to begin with. The problem
>
> Actually I (thought I )was specifically responding to a claim that
> emulation is in itself a copyright violation issue. The argument was
> basically that the original authors of Atari800 (who GPLd it) are
> hipocritical to be concerned with Thomas's (your) violation of the
> GPL, while they themselves violate the copyright by merely emulating
> the Atari. I say this is an invalid argument, since there is nothing
> violated by emulation, and therefore their position is not a
> hipocritical one.
>
> I am aware of what the over-all thread was about. And in case anyone
> cares, my position on that is I would have liked to see them not get
> all over Thomas (you) in the 1st place, but do not deny it was their
> right (provided Thomas (you) had in fact lifted source code, which I'm
> not prepared to weigh in on one way or the other).
>
> So to sum up....
>
> Thomas, I thought it was great what you were trying to do. Emulation
> is legal, both for you and the original Atari800 authors. The ROMS
> are copyrighted but legally distributed in XFRMER. Once you have
> ROMS, you may plug them into whatever you have in the house; even your
> toaster if it gets you something out of it.
>
> Peace.

This reminds me of a similar brouhahaa back in '87 when Darek Mihocka created
his first apple II emulator to the computes ST magazine. They rejected it
since it ran far slowly than the original, was very buggy, but their main
reason it contained copyrighted rom code from apple. Not long after he

submitted the atari 8bit version which later became xformer, and it was rejected for the same reasons. The easy way around that is simply copy the roms from your own machine, but then if someones running an emulator cause they dont have the original machine anymore?

# 5964. Re: Really Great A8 Video Display

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-09 18:15:49 UTC
From: cmartin@ti.com
Message-ID: <482f186a.0311091015.275e6fc6@posting.google.com>
Source record: 18477

llppwhite@aol.comnsp (LarryWhite) wrote in message
news:<20031108213134.06042.00000385@mb-m02.aol.com>...
> Thought I would share my experiences of my never-ending quest for the "perfect
> Universal Radio (very competitive prices):
> http://www.universal-radio.com/catalog/parts/dincable.html

I think I posted this link back in 99 or 2000. I actually made my own
cable from a MIDI cable and an S-video cable. I did the super-video
mod to one of my 130XEs, and it looks great! However, on a 36" TV
with S-video input, you can see the breaks between color clocks, since
the picture is not blurred. Text is great.

Come to think of it, I no longer have a "stock" 130XE. One has
super-video, one has MyIDE and one has the 130XE/800OS/OmniMon OS
switch.

--Chris

## 5965. Atari 8-bit items

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-09 18:37:48 UTC
From: Chris <capw@eol.ca>
Message-ID: <3FAE8977.4348D37D@eol.ca>
Source record: 18478

Atari 8-bit hardware/software on eBay:

http://cgi.ebay.ca/ws/eBayISAPI.dll?ViewItem&item=2764550871

# 5966. Re: DSDD diskettes available

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-09 18:46:58 UTC
From: llppwhite@aol.comnsp
Message-ID: <20031109134658.08266.00000512@mb-m18.aol.com>
Source record: 18479

I have more disks around than I could use in a lifetime (new and "pristine" used), but FWIW, here's another point of view.

I was getting ready to go through 500 or so of them and make sure they were still good, and even back up many of the more "important" ones. Thus creating even more disks-in-use. Then an Atari-friend asked me why I didn't just make ATR's out of them and put them on CD's using APE or Atari 810. The more I thought about it, the better that sounded. Shelf life of a CD -- maybe 50 years. (?) Time to back up a CD -- about 15 minutes. Space required by a CD versus 5-1/4" floppies -- 1/700th (give or take, and a lot less if you ZIP or RAR a folder of ATR's.)

Don't get me wrong -- the need for some floppies will not go away, but I now have my collection in two boxes instead of a half-dozen, keeping only the things that I use frequently and copy-protected stuff on real disks. The whole deal is a lot more managable, and IMO, more secure. Actually I know it's more secure -- I have several backup CD's in a separate location.

Larry

# 5967. Re: The C64 is just an ATARI 800 rip-off!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-10 00:12:56 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0038865e@fmlynet.org>
Source record: 18481

FamilyNet Newsgate

Well, an interesting topic only because I used to be in the
Atari/Commodore flame wars back on the BBS's in 1983! :)

When I came back in 1999, I wanted to have fun with that again, but found
that those that were left on vintage platforms were not business people but
hobbyists like me. So I teamed up with them instead. Besides, I, like the
world, find Microsoft a much bigger target.

I appreciate any solution that is non-mainstream.

Currently I type this message on the Amiga, the true successor to the
Atari 800. Amazing what I discovered once I opened my mind a little.

Doctor Clu

> Peter Mollror wrote:

>> Commodore stole the ideas behind this 1979 computer and made a crappy
>> system in 1982 called the C64!
>>
>> Incredible that they were not able to make everything better although
>> the C64 is 3 years newer which means an eternity in computer business!

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

# 5968. Re: Wizard and the Princess

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-10 00:26:10 UTC
From: Jeff Lodoen <jmlodoen@thegrid.net>
Message-ID: <Xns942EA735A7Ajlodoenthegridnet@64.164.98.50>
Source record: 18480

James Alexander <james-m-alexander@rogers.com> wrote in
news:3FAE6742.6AAB5D62@rogers.com:

> It reminds me of another similar game I saw on the commodor 64 years
> ago called "Asteroid" or somethin.

They were both part of the HiRes Adventures/SierraVentures series.
The Atari got: #0: Mission Asteroid, #2: Wizard and the Princess,
#3: Cranston Manor, #4: Ulysses and the Golden Fleece and #6: The
Dark Crystal.

Other platforms: #1: Mystery House and #5: Time Zone ($100 in 1982!)

# 5969. Re: atari++ shut down (Emulation)

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-10 00:27:02 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0038865f@fmlynet.org>
Source record: 18482

FamilyNet Newsgate

> From: James Alexander <james-m-alexander@rogers.com>

> This reminds me of a similar brouhahaa back in '87 when Darek Mihocka created
> his first apple II emulator to the computes ST magazine. They rejected it
> since it ran far slowly than the original, was very buggy, but their main
> reason it contained copyrighted rom code from apple. Not long after he
> submitted the atari 8bit version which later became xformer, and it was
> rejected for the same reasons. The easy way around that is simply copy the
> roms from your own machine, but then if someones running an emulator cause
> they dont have the original machine anymore?

Apple ][ Emu on the ST? Aside from Spectre, and then running "][ in a
Mac"? :) Would have liked to play with that.

Liked X-Former. Played with that for a while.

Hmmmm... as for current emulation...

Take your machine... copy the rom, and then store your current machine.
That is the philosophy of the current Emu scene. I agree with that.

You see, this is the way I look at emulation, MP3's, movies and everything
else. This may not be totally right, but in the end, people win all together.

Take something. Borrow it. Copy it even.

If you REALLY like something that you will use all the time, in time the
opportunity will arise where you will get a official copy. If you don't, you
will eventually care less about the item, and in time it will get weeded out of
the collection. It is just that simple, and that is what happens with me.

MP3's these days are created from my own CD's for my own use. (Actually I
use AAC's at the moment.) Those that I get from other sources I listen to
them, gain the name recognition, and later I say "Hey! I know them." And buy
the CD.

Emulation, much the same. I take the rom. Take an Atari Jaguar title for
example of a game I have yet to get... attack of the Mutant Penguins. I run on
the emulator to see what it is like, and to see if I want to hunt down a copy.

MP3's, emulators, online movies and clips... they all do the same thing for
me... introduce me to great products out there that I didn't otherwise know
existed.

I hope one day the world catches on to this concept.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

# 5970. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-10 09:26:49 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bonlkp$7oo$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 18483

Hi,

> Not long after he
> submitted the atari 8bit version which later became xformer, and it was
> rejected for the same reasons. The easy way around that is simply copy the
> roms from your own machine, but then if someones running an emulator cause
> they dont have the original machine anymore?

Not a problem for the ++ emulator: It comes with its own version of the
operating system. It should be mainly compatible to software that plays
by the rules. Unfortunately, not all software does, but that's a problem
that cannot be solved (that is: having a 1:1 original ROM file without
owning the ROMs).

So long,
Thomas

# 5971. Re: Same name, different games? (Was: Jet Set Willy)

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-10 12:29:35 UTC
From: Azrael <afn04314@afn.org>
Message-ID: <PwLrb.8567$O2.320137@twister.tampabay.rr.com>
Source record: 18484

"Vidar Olavesen" <hawk@nmi.no> wrote:

> > Another example is the helicopter game based on a TV series. Although
> > the TV series was popular during the 1980s, I am not sure what it was
> > called. Was it "Airwolf"? The C64 game is a modern, released circa
> > 1986, while the Atari version is a bit simplistic and feels old. I
> > come to think of a game called "Blue Thunder"? "Blue Thunder" was
> > probably re-released under the "Airwolf" name for the Atari.
>
> Yes, Airwolf was released under two names, but the Atari version was not the
> same as the C64 version at all. And you are right about most Cosmi games,
> they were better on the C64 (hate to say things like that)

I'm not familiar with the Atari versions, but for the Commodore 64, Airwolf and Blue Thunder existed as separate games. It wasn't just the same game with a different name.

---
MST3K! http://www.afn.org/~afn04314/mst3k.htm

# 5972. Re: DSDD diskettes available

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-10 15:04:00 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3FAFA8E0.87C01B5B@students.uni-mainz.de>
Source record: 18490

Er well,
ABBUC requires approx 5000 diskettes per year. Do you have any e-mail
adress of this supplier, so we can ask him if he ships to Germany ?!?
greetings from ABBUC, Andreas Magenheimer.

rewoolley schrieb:
>
> I found a supplier with 5 1/4 DSDD diskettes. I paid $40 including shipping,
> for 500 disks. They have paper sleeves but otherwise work just fine. They
> are new - look like gov't surplus - good quality - shrink wrapped 10 to a
> box. He has many, many more....
>
> "I Do have as many as you need. If you would like to
> place an order Call 1-800-400-6634 ask for Parker."
>
> This guy is also on ebay, but is very hard to find.
>
> So, if you want to stock up for the duration, give him a call!
>
> Bob

# 5973. Re: 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-10 16:12:21 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <pOOrb.60$6p6.35@okepread03>
Source record: 18485

Well just FYI I removed all 16 ram chips and installed sockets and put in new 4164's and it works fine. I also removed the basic rom and installed a socket, cleaned the chip, and it works fine as well. I am waiting on a new power switch from Best and then it will be finished.

Thomas

"Docrotcod" <rahbart@cox.net> wrote in message news:K4uqb.944$643.644@okepread03...
> Picked a couple of 130xe's off of Ebay the other day. One was listed as
> working and the other listed as not. Pretty much was correct. The working
> one I had to remove c304 for high speed serial operation and also swap the
> power switch with the non-working one. The old was was stiff and
> intermittent. I fired up the second 130xe and it goes straight to self
> test. Most of the memory test fails. I opened up the unit and removed the
> RF Shield. The 24947 chip has been apparently replaced. The soldering was
> really messy. I cleaned it up but I still get the ram errors. Any ideas?
>
> Thomas
>
>

# 5974. Re: DSDD diskettes available

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-10 16:57:12 UTC
From: dunxuk@aol.commercial
Message-ID: <20031110115712.26389.00000220@mb-m23.aol.com>
Source record: 18486

>I was getting ready to go through 500 or so of them and make sure they were
>still good, and even back up many of the more "important" ones. Thus
>creating
>even more disks-in-use. Then an Atari-friend asked me why I didn't just make
>ATR's out of them and put them on CD's using APE or Atari 810. The more I
>thought about it, the better that sounded. Shelf life of a CD -- maybe 50
>years. (?)

According to Kodak life for CDR when used for data = ~12 years. Apparently the
dyes aren't permanent unless you use gold disks. Best stick with 5ï¿½s!

# 5975. Re: Wizard and the Princess

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-10 19:54:48 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3faf7e70cc0dd1@comcast.net>
Source record: 18487

>Hi Anders
>
>Anders Skelander wrote:
>
>> Could anybody who has played this game, "Wizard and the Princess", post a
>> review in comp.sys.atari.8bit, please?
>>
>> Anders
>
>I've got this game, I mail ordered from antic publishing back in 90 or 91
>when they had their big sale, just before they closed. Unfortunately I
>never finished the game and havent played it in a few years. I remember
>there was one spot, in a desert I think, where I had to get by a snake and
>could never do it without getting killed.

Yes, I have this game also and I too could not get by the snake
without getting killed. I heard that you have to kill the snake
using a stick or a stone that you fine somewhere in the begining
scenes.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 5976. Re: Wizard and the Princess

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-10 20:23:40 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <ftSrb.2829$uv1.2422@nntpserver.swip.net>
Source record: 18488

"James Alexander" <james-m-alexander@rogers.com> skrev i meddelandet
news:3FAE6742.6AAB5D62@rogers.com...
> I've got this game, I mail ordered from antic publishing back in
> 90 or 91 when they had their big sale, just before they closed.
> Unfortunately I never finished the game and havent played it in a
> few years. I remember there was one spot, in a desert I think,
> where I had to get by a snake and could never do it without
> getting killed.
> ...

Thanks for your answer! So it is an adventure game.

Is it text based input and output like Infocom and Scott Adams
adventures, or is it with graphic interaction?

Anders

# 5977. Re: another M.U.L.E. page.

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-10 20:36:31 UTC
From: John Ryan <jrusenet@removethis.greenquark.com.removethistoo>
Message-ID: <jFSrb.3002$Zy7.2611@newssvr14.news.prodigy.com>
Source record: 18489

"Steve S" <j70141@hotmail.com> wrote in message
news:a68084d9275987e9524e14dc447dcb26@news.teranews.com...
> One thing I never did get though, why is it that in the very last round,
the
> computer does no buying or selling at all? Even when the price is
> outrageously high.

Because it's worth more as "goods" than as "cash". That's why *YOU*
shouldn't sell anything that last round, too. I remember there was a table
of values available some years ago. I wish I still had it.

-j

## 5978. I am a game programmer!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-11 05:18:15 UTC
From: bill@newbreedsoftware.com
Message-ID: <ri_rb.5936$Wy2.74007@typhoon.sonic.net>
Source record: 18491

After all these years, I've finally been hired as a game programmer
(rather than as a web developer, forced to write games only as a hobby :) )

I'll be doing games for cellphones, so my keen eye for low-resolution
graphics and ability to deal with limited CPU speed will come in handy. ;) ;)

Wish me luck!!!

(BTW, it's all thanks to my having a booth at the Vintage Comp Fest! Sweet!)

-bill!
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 5979. Re: DSDD diskettes available

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-11 05:30:12 UTC
From: llppwhite@aol.comnsp
Message-ID: <20031111003012.21758.00000309@mb-m13.aol.com>
Source record: 18492

> According to Kodak life for CDR when used for data = ~12 years. <

Hi Duncan-

I'll email you in 50 years and let you know... ;-)

Larry

# 5980. Re: I am a game programmer!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-11 09:37:58 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <U52sb.2912$uv1.2262@nntpserver.swip.net>
Source record: 18493

"William Kendrick" <bill@newbreedsoftware.com> skrev i meddelandet
news:ri_rb.5936$Wy2.74007@typhoon.sonic.net...
>
> After all these years, I've finally been hired as a game programmer
> (rather than as a web developer, forced to write games only as a hobby
:) )
>
> I'll be doing games for cellphones, so my keen eye for low-resolution
> graphics and ability to deal with limited CPU speed will come in handy. ;)
;)
>
> Wish me luck!!!

Bill, I wish you luck!

I just sold my Sony-Ericsson T610, waiting for the new Z600. Will I be able
to play your cellphone game on my new mobile phone?

Anders

# 5981. Re: 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-11 10:10:19 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3fb0b481$0$10631$afc38c87@news.optusnet.com.au>
Source record: 18494

Good work, always good to keep another Atari alive. There seems to have been
a spate of ram failures lately. I wonder.....

Mark

"Docrotcod" <rahbart@cox.net> wrote in message
news:pOOrb.60$6p6.35@okepread03...
> Well just FYI I removed all 16 ram chips and installed sockets and put in
> new 4164's and it works fine. I also removed the basic rom and installed
a
> socket, cleaned the chip, and it works fine as well. I am waiting on a new
> power switch from Best and then it will be finished.
>
> Thomas
>
> "Docrotcod" <rahbart@cox.net> wrote in message
> news:K4uqb.944$643.644@okepread03...
> > Picked a couple of 130xe's off of Ebay the other day. One was
listed
> as
> > working and the other listed as not. Pretty much was correct. The
> working
> > one I had to remove c304 for high speed serial operation and also swap
the
> > power switch with the non-working one. The old was was stiff and
> > intermittent. I fired up the second 130xe and it goes straight to self
> > test. Most of the memory test fails. I opened up the unit and removed
> the
> > RF Shield. The 24947 chip has been apparently replaced. The soldering
> was
> > really messy. I cleaned it up but I still get the ram errors. Any
ideas?
> >
> > Thomas
> >
> >
>
>

# 5982. Re: I am a game programmer!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-11 14:01:15 UTC
From: Wilheim <guillermo@mail.cl>
Message-ID: <boqq3f$50g$1@news1.nivel5.cl>
Source record: 18347

Well, what can I say.

CONGRATULATIONS!!

My best wishes in your new job. I know you'll do it great.

Good luck!

Guillermo Fuenzalida.
Santiago de Chile, South America.
"William Kendrick" <bill@newbreedsoftware.com> escribi&#65533; en el mensaje
news:ri_rb.5936$Wy2.74007@typhoon.sonic.net...
>
> After all these years, I've finally been hired as a game programmer
> (rather than as a web developer, forced to write games only as a hobby
:) )
>
> I'll be doing games for cellphones, so my keen eye for low-resolution
> graphics and ability to deal with limited CPU speed will come in handy. ;)
;)
>
> Wish me luck!!!
>
>
> (BTW, it's all thanks to my having a booth at the Vintage Comp Fest!
Sweet!)
>
> -bill!
> bill@newbreedsoftware.com Got kids? Get Tux
Paint!
> http://newbreedsoftware.com/bill/
http://newbreedsoftware.com/tuxpaint/
>

# 5983. Re: 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-11 14:17:26 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <boqr1m$fr8$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 18348

> what does FYI mean ?

FYI, "For Your Information"

Greetings,
Thomas

# 5984. Re: I am a game programmer!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-11 14:46:40 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <boqp7e$4ns$1@news1.nivel5.cl>
Source record: 18495

Good look !
It has been always my dream (from those years when i was 6 years old, and
programming atari basic on my 65xe) to be a game programmer.
A lot of us, end working as sysops, sysadmins, web developers, or
phone-support (dont know if you call them that).
All my best whishes , and if you can... as a hobby.... u could write an emu,
and make the games playable for us xD

:o)

--

Atte
Ivan Barrera
Ivn Systems/Software

Anders Skelander" <ansk@hotmail.com> escribi&#65533; en el mensaje
news:U52sb.2912$uv1.2262@nntpserver.swip.net...
>
> "William Kendrick" <bill@newbreedsoftware.com> skrev i meddelandet
> news:ri_rb.5936$Wy2.74007@typhoon.sonic.net...
> >
> > After all these years, I've finally been hired as a game programmer
> > (rather than as a web developer, forced to write games only as a hobby
> :) )
> >
> > I'll be doing games for cellphones, so my keen eye for low-resolution
> > graphics and ability to deal with limited CPU speed will come in handy.
;)
> ;)
> >
> > Wish me luck!!!
>
> Bill, I wish you luck!
>
> I just sold my Sony-Ericsson T610, waiting for the new Z600. Will I be
able
> to play your cellphone game on my new mobile phone?
>
> Anders
>
>

# 5985. Re: 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-11 14:47:36 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <boqp97$4o3$1@news1.nivel5.cl>
Source record: 18496

what does FYI mean ?

"Docrotcod" <rahbart@cox.net> escribi&#65533; en el mensaje
news:pOOrb.60$6p6.35@okepread03...
> Well just FYI I removed all 16 ram chips and installed sockets and put in
> new 4164's and it works fine. I also removed the basic rom and installed
a
> socket, cleaned the chip, and it works fine as well. I am waiting on a new
> power switch from Best and then it will be finished.
>
> Thomas
>
> "Docrotcod" <rahbart@cox.net> wrote in message
> news:K4uqb.944$643.644@okepread03...
> > Picked a couple of 130xe's off of Ebay the other day. One was
listed
> as
> > working and the other listed as not. Pretty much was correct. The
> working
> > one I had to remove c304 for high speed serial operation and also swap
the
> > power switch with the non-working one. The old was was stiff and
> > intermittent. I fired up the second 130xe and it goes straight to self
> > test. Most of the memory test fails. I opened up the unit and removed
> the
> > RF Shield. The 24947 chip has been apparently replaced. The soldering
> was
> > really messy. I cleaned it up but I still get the ram errors. Any
ideas?
> >
> > Thomas
> >
> >
>
>

# 5986. Re: 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-11 16:15:58 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <boques$654$1@news1.nivel5.cl>
Source record: 18349

Thanks ;)

"Thomas Richter" <thor@cleopatra.math.tu-berlin.de> escribi&#65533; en el mensaje
news:boqr1m$fr8$1@mamenchi.zrz.TU-Berlin.DE...
> > what does FYI mean ?
>
> FYI, "For Your Information"
>
> Greetings,
> Thomas

# 5987. Re: Atari Technical User Notes

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-11 19:47:51 UTC
From: Paul Alhart <paulalhart@hotmail.com>
Message-ID: <H1bsb.27089$E9.18082@nwrddc01.gnilink.net>
Source record: 18350

"C. Bond" <cbond@ix.netcom.com> wrote in message
news:3FA3F910.810AF2FC@ix.netcom.com...
> Can anyone tell me if the above document is available on-line anywhere?
>
> Thanks.
>
I have a copy I would part with. Contact me at paulalhart@hotmail.com if
interested. Paul

## 5988. AtariVue Now Online

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-11 21:00:15 UTC
From: atari@logicalvue.com
Message-ID: <df88194b.0311111300.4f8be6f6@posting.google.com>
Source record: 18351

```
Visit AtariVue, a source for Atari information and software.

http://www.logicalvue.com/Atari/index.html

AtariVue is sponsored by LogicalVue Software, Inc.

-- Paul
```

# 5989. Re: I am a game programmer!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-12 03:40:08 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <NpadnQrgJ6M5NiyiRVn-iw@comcast.com>
Source record: 18352

that's really cool.
I am so surprised by the quality of graphics and sound on a CELL PHONE!

Now I just need to get a Nokia 7700 emulator on my computer so I can play
some cool cell phone games.

Hey, can you re-make any atari classics as a cell phone game?

-z-

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:ri_rb.5936$Wy2.74007@typhoon.sonic.net...
>
> After all these years, I've finally been hired as a game programmer
> (rather than as a web developer, forced to write games only as a hobby
:) )
>
> I'll be doing games for cellphones, so my keen eye for low-resolution
> graphics and ability to deal with limited CPU speed will come in handy. ;)
;)
>
> Wish me luck!!!
>
>
> (BTW, it's all thanks to my having a booth at the Vintage Comp Fest!
Sweet!)
>
> -bill!
> bill@newbreedsoftware.com Got kids? Get Tux
Paint!
> http://newbreedsoftware.com/bill/
http://newbreedsoftware.com/tuxpaint/
>

# 5990. Re: I am a game programmer!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-12 04:46:56 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <7ne3rv4ngdjsp2kql9gtj6cnlaekd6j4i2@4ax.com>
Source record: 18353

On Tue, 11 Nov 2003 05:18:15 GMT, bill@newbreedsoftware.com (William Kendrick)
wrote:

>
>After all these years, I've finally been hired as a game programmer
>(rather than as a web developer, forced to write games only as a hobby :) )
>
>I'll be doing games for cellphones, so my keen eye for low-resolution
>graphics and ability to deal with limited CPU speed will come in handy. ;) ;)
>
>Wish me luck!!!
>
Yes, good luck! I wish someone would finally hire me as an electronics engineer
rather than as a web whatever-it's-called... (BTW, what do you actually mean by
'developer'?)

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

## 5991. Interesting Question: Please read!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-12 06:57:34 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <iSksb.924$6p6.529@okepread03>
Source record: 18354

I have several systems. I have an Atari800XL I just did a 256ram upgrade. I also have a XE Game System. What i've noticed is now on the 800xl I have to leave it off for 15 seconds to let the ram discharge. Is this normal or do I need to replace the capacitors? Also I have the same symptoms on the XEGS but it is stock no mods. Any ideas?

Thomas

# 5992. CAS2WAV problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-12 08:20:19 UTC
From: peter@obermotz.com
Message-ID: <668025af.0311120020.535bc702@posting.google.com>
Source record: 18355

Hello,

I have just received an 800XL with a tape deck from a friend of mine as a gift. I would like to play some of the old classics so I downloaded a bunch of games in .CAS format and tried to convert them with CAS2WAV. Whenever I try to load (boot) them on the Atari, the process dies after about half a minute - the computer stops the motor of the tape deck and nothing happens. I tried to record the tapes at different volume levels, cleaned the heads of the tape deck but it still does not work. So I am clueless and disappointed as I really miss my dose of Donkey Kong. Maybe I do not use the correct parameters with CAS2WAV? If anyone has any ideas how to solve this lifethreatening problem of mine, please let me know :-)

Regards

Peter

# 5993. Re: CAS2WAV problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-12 09:15:04 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bostmo$p6g$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 18356

Hi Peter,

> I have just received an 800XL with a tape deck from a friend of mine
> as a gift. I would like to play some of the old classics so I
> downloaded a bunch of games in .CAS format and tried to convert them
> with CAS2WAV. Whenever I try to load (boot) them on the Atari, the
> process dies after about half a minute - the computer stops the motor
> of the tape deck and nothing happens. I tried to record the tapes at
> different volume levels, cleaned the heads of the tape deck but it
> still does not work. So I am clueless and disappointed as I really
> miss my dose of Donkey Kong. Maybe I do not use the correct parameters
> with CAS2WAV? If anyone has any ideas how to solve this
> lifethreatening problem of mine, please let me know :-)

o) The timing of the PAL and NTSC versions differ, it might be that the problem is due to the lack of adjustment in the timing. Unfortunately, this field is a bit problematic: Original (A800) Os'es did not care about the timing differences, making "PAL recordings" hardly reliable for "NTSC usage" and vice versa. This issue was addressed by the XL operating system, though this introduces another mild incompatibility.

o) These files are supposed to be read from tape? You cannot just take a bootable disk and write its contents 1:1 onto tape. (Just a thought)

o) Did you hold OPTION and START while booting? The basic ROM might be in the way. You need to disable it by holding option.

o) It might still be easier to try the disk images on an emulator (plus, it loads quite a lot faster...)

Greetings,
Thomas

# 5994. Re: Interesting Question: Please read!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-12 15:01:35 UTC
From: russg <russg@en.com>
Message-ID: <vr4iv8n9vs6ofa@corp.supernews.com>
Source record: 18357

That is normal, have to wait 15 seconds for a good re-start.
It occurs with 256k upgrades.

# 5995. Re: Interesting Question: Please read!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-12 15:05:15 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <v%rsb.986$6p6.62@okepread03>
Source record: 18358

What about on a stock XEGS?

Thomas

"russg" <russg@en.com> wrote in message
news:vr4iv8n9vs6ofa@corp.supernews.com...
> That is normal, have to wait 15 seconds for a good re-start.
> It occurs with 256k upgrades.
>
>

# 5996. Re: CAS2WAV problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-12 15:16:24 UTC
From: peter@obermotz.com
Message-ID: <668025af.0311120716.4c9a53e5@posting.google.com>
Source record: 18359

Hi,

thanks for the answer. The machine in question is a PAL 800XL and the
.CAS files should be tape files (I guess). I also tried to convert
XEX->CAS->WAV with no success either. Maybe someone can tell me what
values to use when running CAS2WAV or I should just buy a SIO2PC
cable. I only pressed START while booting so I will give it another
go.

Thanks

Peter

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote in message
news:<bostmo$p6g$1@mamenchi.zrz.TU-Berlin.DE>...
> o) The timing of the PAL and NTSC versions differ, it might be that the
> problem is due to the lack of adjustment in the timing. Unfortunately, this
> field is a bit problematic: Original (A800) Os'es did not care about the timing
> differences, making "PAL recordings" hardly reliable for "NTSC usage" and vice
> versa. This issue was addressed by the XL operating system, though this
> introduces another mild incompatibility.
>
> o) These files are supposed to be read from tape? You cannot just take a
> bootable disk and write its contents 1:1 onto tape. (Just a thought)
>
> o) Did you hold OPTION and START while booting? The basic ROM might be in
> the way. You need to disable it by holding option.
>
> o) It might still be easier to try the disk images on an emulator (plus, it
> loads quite a lot faster...)
>
> Greetings,
> Thomas

# 5997. Re: CAS2WAV problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-12 15:22:51 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <%fssb.987$6p6.714@okepread03>
Source record: 18360

You definitely need to hold OPTION down as well. If you don't, BASIC will
not be disabled and most executables like your games won't like it. I
recommend using SIO2PC if you are going to use this alot. Tape is VERY
slow.

Thomas

"obermotz" <peter@obermotz.com> wrote in message
news:668025af.0311120716.4c9a53e5@posting.google.com...
> Hi,
>
> thanks for the answer. The machine in question is a PAL 800XL and the
> .CAS files should be tape files (I guess). I also tried to convert
> XEX->CAS->WAV with no success either. Maybe someone can tell me what
> values to use when running CAS2WAV or I should just buy a SIO2PC
> cable. I only pressed START while booting so I will give it another
> go.
>
> Thanks
>
> Peter
>
>
> Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote in message
news:<bostmo$p6g$1@mamenchi.zrz.TU-Berlin.DE>...
> > o) The timing of the PAL and NTSC versions differ, it might be that the
> > problem is due to the lack of adjustment in the timing. Unfortunately,
this
> > field is a bit problematic: Original (A800) Os'es did not care about the
timing
> > differences, making "PAL recordings" hardly reliable for "NTSC usage"
and vice
> > versa. This issue was addressed by the XL operating system, though this
> > introduces another mild incompatibility.
> >
> > o) These files are supposed to be read from tape? You cannot just take a
> > bootable disk and write its contents 1:1 onto tape. (Just a thought)
> >
> > o) Did you hold OPTION and START while booting? The basic ROM might be
in
> > the way. You need to disable it by holding option.
> >
> > o) It might still be easier to try the disk images on an emulator (plus,
it
> > loads quite a lot faster...)

> >
> > Greetings,
> > Thomas

## 5998. Re: Interesting Question: Please read!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-12 22:19:44 UTC
From: russg <russg@en.com>
Message-ID: <vr5ckqc7c1qm99@corp.supernews.com>
Source record: 18361

(xegs delay on re-boot, cold-start.)
I don't know about the xegs. It is 64k, but I guess it really depends
on the characteristics of the RAM chips, how long they hold
their values before they 'blank' to 0s.
Maybe someone else.

## 5999. Re: I am a game programmer!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-12 22:33:39 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <d4d5rvcrsaao887b7ueipgsc17g8psqks9@4ax.com>
Source record: 18362

Congratulations, Bill! Be sure to write some great games! Maybe you could draw inspiration from Atari 8bit games, for example Alternate Reality for cellphones. Or Star Raiders! Heck, has anyone done a Star Raiders type game for cellphones? There ya go!

# 6000. Re: Interesting Question: Please read!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-12 22:47:21 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vr5e3rflgnvr77@corp.supernews.com>
Source record: 18363

"russg" <russg@en.com> wrote in message
news:vr5ckqc7c1qm99@corp.supernews.com...
> (xegs delay on re-boot, cold-start.)
> I don't know about the xegs. It is 64k, but I guess it really depends
> on the characteristics of the RAM chips, how long they hold
> their values before they 'blank' to 0s.
> Maybe someone else.
>
Well I have two different stock 130XE's. One I need to wait 5-6 seconds
before I turn it back on or I get a blank blue screen with white cursor.
The other I can turn off and on right away and no problems.

Tim

# 6001. Re: Interesting Question: Please read!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-13 01:08:39 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0311121708.c423c52@posting.google.com>
Source record: 18364

XEGS are also known for long ram 'retention' times, my theory
is that this is due to much 'better' ram chips available than
back when these non-XEGS mother boards were put together.
Quite possible that there never were any N-MOS based 64x4
memory chips made so they all were CMOS to start with? That
means XEGS which uses two 64x4 chips instead of (8) 64x1 chips
has always had the memory retention problem. Not guessing anymore,
Mathy van Nisselroy was hell bent to find a solution for his
XEGS system and I don't remember him ever finding one. Just
a rumor or two that you could change a resistor here and there
and that would fix it - but no eureka! from him where he did
get it fixed. And 15 seconds is almost too short a time for
some of these machines with the problem, IIRC I've seen pretty
good looking data remaining after 30 seconds with power off.

"Docrotcod" <rahbart@cox.net> wrote in message news:<v%rsb.986$6p6.62@okepread03>...
> What about on a stock XEGS?
>
> Thomas
>
> "russg" <russg@en.com> wrote in message
> news:vr4iv8n9vs6ofa@corp.supernews.com...
> > That is normal, have to wait 15 seconds for a good re-start.
> > It occurs with 256k upgrades.
> >
> >

# 6002. Re: I am a game programmer!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-13 01:50:44 UTC
From: bill@newbreedsoftware.com
Message-ID: <UrBsb.6234$Wy2.81228@typhoon.sonic.net>
Source record: 18365

Anders Skelander <ansk@hotmail.com> wrote:
> I just sold my Sony-Ericsson T610, waiting for the new Z600. Will I be able
> to play your cellphone game on my new mobile phone?

I don't remember what models of what brands of phones we're targetting
(it's something like 25 phones!), but if the phone has BREW capabilities,
then probably. ;^)

-bill!
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 6003. Re: I am a game programmer!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-13 01:53:45 UTC
From: bill@newbreedsoftware.com
Message-ID: <JuBsb.6235$Wy2.81322@typhoon.sonic.net>
Source record: 18366

machf <no_me_j.machf@terra.com.pe> wrote:
> Yes, good luck! I wish someone would finally hire me as an
> electronics engineer rather than as a web
> whatever-it's-called... (BTW, what do you actually mean by
> 'developer'?)

Heh - Well, let's put it this way. I'm not a very good graphics designer,
and "web programmer" sounds weird.. :)

-bill!
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 6004. Re: Interesting Question: Please read!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-13 02:16:04 UTC
From: llppwhite@aol.comnsp
Message-ID: <20031112211604.28548.00000110@mb-m11.aol.com>
Source record: 18367

This was a really hot topic when the 256K upgrades first became popular. In order to work around the long ram retention times, several OS have "cold start" combinations built into them. For instance, the APE Warp OS, the Ultra Speed Plus OS, the Black Box, and IIRC there is a small patch for the OmniView OS that allowed adding the cold start feature.

There also was a hardware mod for the 800 that allowed the reset/cold start, but I never recall seeing one for the XL/XE series.
Larry

# 6005. Re: Interesting Question: Please read!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-13 02:29:15 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <L0Csb.120$4x3.26@okepread03>
Source record: 18368

Interesting indeed. Well then on the flip side is there a way to supply continuous power to the DRAMS so the RAM disk could be retained even during a power off state?

Thomas

"LarryWhite" <llppwhite@aol.comnsp> wrote in message news:20031112211604.28548.00000110@mb-m11.aol.com...
> This was a really hot topic when the 256K upgrades first became popular. In
> order to work around the long ram retention times, several OS have "cold start"
> combinations built into them. For instance, the APE Warp OS, the Ultra Speed
> Plus OS, the Black Box, and IIRC there is a small patch for the OmniView OS
> that allowed adding the cold start feature.
>
> There also was a hardware mod for the 800 that allowed the reset/cold start,
> but I never recall seeing one for the XL/XE series.
> Larry

# 6006. Re: Take a look at corrective update from the M$ Corporation

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-13 02:59:46 UTC
From: "thomas@tomsoft.net" <thomas@tomsoft.net>
Message-ID: <CsCsb.55595$f53.9892@twister.austin.rr.com>
Source record: 18369
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.apple2,comp.sys.apple2.comm,comp.sys.apple2.gno,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm
Body handling: HTML body converted to readable text

You THINK this is a virus? When was the last time you saw Microsoft send
out an update across the news groups? Microsoft may suck, but they don't
send out patches across the new groups and through email, which is the way
I have received many of these "updates".

The people that send these out are sniffling cowards, that have nothing in
their lives. They exist only to crawl out from under rocks to attack, and
then crawl back before they are seen. They are small and insignificant,
and they have no life. If you open crap like this, then you deserve
whatever you get from it.

Nigel wrote:

> I think this is a virus.
>
> On Wed, 12 Nov 2003 07:29:18 +0000 (UTC), rozengaardsweide
> wrote:
>> --rpqhbxvfxiwlwvejn
>> Content-Type: multipart/related; boundary="sgobdjyxmkl";
>> type="multipart/alternative"
>>
>> --sgobdjyxmkl
>> Content-Type: multipart/alternative; boundary="iuuwqzoneangz"
>>
>> --iuuwqzoneangz
>> Content-Type: text/plain
>> Content-Transfer-Encoding: quoted-printable
>>
>> Microsoft Customer
>>
>> this is the latest version of security update, the
>> "November 2003, Cumulative Patch" update which resolves
>> all known security vulnerabilities affecting
>> MS Internet Explorer, MS Outlook and MS Outlook Express
>> as well as three newly discovered vulnerabilities.
>> Install now to help protect your computer
>> from these vulnerabilities.
>> This update includes the functionality =
>> of all previously released patches.
>>
>> System requirements: Windows 95/98/Me/2000/NT/XP
>> This update applies to:

```
>> - MS Internet Explorer, version 4.01 and later
>> - MS Outlook, version 8.00 and later
>> - MS Outlook Express, version 4.01 and later
>>
>> Recommendation: Customers should install the patch =
>> at the earliest opportunity.
>> How to install: Run attached file. Choose Yes on displayed dialog box.
>> How to use: You don't need to do anything after installing this item.
>>
>>
>> Microsoft Product Support Services and Knowledge Base articles =
>> can be found on the Microsoft Technical Support web site.
>> http://support.microsoft.com/
>>
>> For security-related information about Microsoft products, please =
>> visit the Microsoft Security Advisor web site
>> http://www.microsoft.com/security/
>>
>> Thank you for using Microsoft products.
>>
>> Please do not reply to this message.
>> It was sent from an unmonitored e-mail address and we are unable =
>> to respond to any replies.
>>
>> ---------------------------------------------
>> The names of the actual companies and products mentioned =
>> herein are the trademarks of their respective owners.
>>
>> --iuuwqzoneangz
>> Content-Type: text/html
>> Content-Transfer-Encoding: quoted-printable
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>>> TITLE=3D"Microsoft Home Site" target=3D"_top">Microsoft
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>>> target=3D"_top">All Products |
>>> target=3D"_top">Support |
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>> Microsoft.com Guide
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>> Microsoft Customer

>> this is the latest version of security update, the
>> "November 2003, Cumulative Patch" update which resolves
>> all known security vulnerabilities affecting
>> MS Internet Explorer, MS Outlook and MS Outlook Express
>> as well as three newly discovered vulnerabilities.
>> Install now to help protect your computer
>> from these vulnerabilities.
>> This update includes the functionality =
>> of all previously released patches.
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>>> ALIGN=3D"absmiddle" BORDER=3D"0"> System requirements
>>
>>Windows 95/98/Me/2000/NT/XP
>>

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>>> ALIGN=3D"absmiddle" BORDER=3D"0"> This update applies to
>>
>>
>> MS Internet Explorer, version 4.01 and later

>> MS Outlook, version 8.00 and later

>> MS Outlook Express, version 4.01 and later
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>>> ALIGN=3D"absmiddle" BORDER=3D"0"> Recommendation
>>Customers should install the patch =
>> at the earliest opportunity.
>>

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>>> ALIGN=3D"absmiddle" BORDER=3D"0"> How to install
>>Run attached file. =
>> Choose Yes on displayed dialog box.
>>

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>>> ALIGN=3D"absmiddle" BORDER=3D"0"> How to use
>>You don't need to do =
>> anything after installing this item.
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>> Microsoft Product Support Services and Knowledge Base articles
>> can be found on the > TARGET=3D"_top">Microsoft Technical Support web site. =
>> For security-related information about Microsoft products, please =
>> visit the
>> Microsoft Security Advisor web site, =
>> or > TARGET=3D"_top">Contact Us.
>>

>> Thank you for using Microsoft products.

>>Please do not reply to this message. =
>> It was sent from an unmonitored e-mail address and we are unable =
>> to respond to any replies.

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>>The names of the actual companies and =
>> products mentioned herein are the trademarks =
>> of their respective owners.
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>> ©2003 Microsoft Corporation. All rights reserved.
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>>
wFiwhtWxNZUsYxVBWYX6YAYT0CwgHwDRB0i0PNGoghTsCoQoaEIYQhCCz7ZLhCYoIAdD+ZEyQqAB
>>
C4xBEb09a3Brmt5LBE0RWYiAB/mo2EBSoJvfdG5QP3vI0JpztOgsLR8y8QTU4jUK2U2wEIagBAWU
>>
AQy3JcgIUqSF97b3wu9VhCXQwErLKpYCDvXmmygQV+UEQLpScKUPfACEFjuBCGuAhQ4gXBLxIjZa
>>
QrBEhtGL3rPyOMOWCHIiOkxfCzT0oc2lwH7J6d+lKTLAVfPIdAu8hCUAwQlCIIMBikAJCEeYIMm4
>>
gAxmkIggB3nHOzazJcb+QIXZ6bHIIPZmT0FMYj2RyUw50EEZRIAASnzheoctSJEekIgyq/nQalaE
>>
E2QXAYHlFANx1iyILYDcJYOWqP9d4VFLi62PgEQkGAl1mI5p44HcYMxoQISqC21oIYcxDUuowOwk
>>
IAMOTDEDGAAnBR5gARyAE5Al1pMytIM5UiuEBxWwQBIOoepmO1sRd/BBBWgnMGo9a758xECmcOBr
>>

```
QE5Av55lMqadbNThldYjX/h0qEVyvVIDiFpEOIS85b3qOjBBBrODgL4foCZoWVsG2cZAt5fL7ToL
>>
WyAVWeAxA42QScjgAkQoRCHmrYhGgDAC+s54AjbAAQ4s4GDeFHOuvf3/ABwMQBgiUHK4L620TJP2
>>
3J7WSEhG1MmJRKILsJzDxBfxhfLWL+MZn4AGOm5rgj2cWrJ8wAB2sAMRFEMYBtcTRUpCdXcbZDV8
>>
sIAExoAHHuA7At2sYv3Q5PEOQmvXTE/7DlCu8kLyd6gtJzeANw3zPaRb5uwOIkoV0gY2SNsCgG+0
>>
DFJwJFhWMbkDK7qHRcD4xjMeBxMoQAGEHYSpWz0hPlhANHxggWtyYBnMQAYIKvBwCZj+9GCHqAUc
>>
kFMdOF4EOzBAAXoA2JX3d9zAm7u5oxxzW4164doaiAM0rwwU0IAHz4hGAEDfAjH74PTQn4G0EpAA
>>
Z9HX9Y03wAEKcIAB/oDAYQc/CQkcEIBoPAMGzoDBM2KwfGa0QAMXOBLg5y8B6V/gAVNowhQogIEV
>>
61kEDXAAPdADTVAJaKBjtgd3KCR3mrZ7nWZ36kZzx0QIV5AQGNAC5Xd+x6B+7Md8KYBN0oZkziIt
>>
E4AAKTAACtBQ8ZIA3NcBKrAMMRB+RfEAzLAM0aAMz/ACLwANyrcMyNACKXABCwA40VKEFPBwRtYE
>>
cjAHhmAEU5AAAzgFYjAHrHZmCVhODPhyvAeBtkJzNUYIs5AQNLgM5VeBV9CDoQeEIZABICADbviG
>>
FBAtRqYAzCAQAVACOSAACFACMngYFqACNRgAgiiIy+CDLQCEJCAD/yWgAV7ViHF4ATOQAFMABxI3
>>
cWM0B6tWhQjoduIWd7nXgC20hXfHbkOBPRSYECFgAchQg4VYiMyQhikAAjdwAStgAydyIm1yARVA
>>
AQXQASvQhzYSAA2AAav4iq/4g0AYiyRwATRQAiqgAggwAxYgA7t4AAcQAjcIjBTSAgYwAySADOB4
>>
iMkoi7uCAQuQJBYgZj3FfQOwDNpYJSnQAROAAZozjuS4AAsAfzLgAGzyACzYfXX4jlVSAmVAfQ+w
>>
MCRgAyRAAvhIMCmCXNtXAAYQAu4okHryAzaAARNgjQYJJxNAfRF5AAaQAy2QjRYpdWBQBV2QawrA
>> gpLHfQpgAA1ggiMrYJInKWxIsRhfUAU82ZMj0Iwr8AM3qY3E9ntVV3lDWSUBAQA7
>>
>> --sgobdjyxmkl
>> Content-Type: image/gif
>> Content-Transfer-Encoding: base64
>> Content-ID:
>>
>>
R0lGODlhDAAMANUAAP////f3//f39+/v9+/v797m987W787W5sXW5rXF76295qW975y175St75St
>>
3pSlzoyl1oSl5oylzoycxXOU3nOMxWOM5mOM3mOE1lqE3mOEvVKE1lp7xVJ71lJ7zlJ7xVJ7vUp7
>>
zkpzzkpzxVJzrUprvUJrxUJrvUJjtTpjtTpjrTparTpapQAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
>>
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAACwAAAADAAMAAAIjAABAAhwwMGFCxAQ
>>
CACwkICDDBYSLGjQwQEBhg8zDBAIYIEIBwIQdLjAoOOFgSFMIICwIUMEAxQwCBxhAgKHDh5C6DQA
>>
IIGJEyA4fPAwYoQCAAVKoEgBQsKJEidQ8CyRYumDA1VTqNBQQYXXFQofsPB6AIAKFiweNBTLoiza
>> BxcFCjgwgQSJCQcWCggIADs=
>>
```

```
>> --sgobdjyxmkl--
>>
>> --rpqhbxvfxiwlwvejn
>> Content-Type: application/x-compressed; name="PATCH2651.zip"
>> Content-Transfer-Encoding: base64
>> Content-Disposition: attachment
>>
>>
>>
>> --rpqhbxvfxiwlwvejn--
>>
```

# 6007. Re: I am a game programmer!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-13 04:18:18 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <3fb305f8.8540046@news.charter.net>
Source record: 18370

How about on my Motorola T720?

On Tue, 11 Nov 2003 10:37:58 +0100, "Anders Skelander"
<ansk@hotmail.com> wrote:

>
>"William Kendrick" <bill@newbreedsoftware.com> skrev i meddelandet
>news:ri_rb.5936$Wy2.74007@typhoon.sonic.net...
>>
>> After all these years, I've finally been hired as a game programmer
>> (rather than as a web developer, forced to write games only as a hobby
>:) )
>>
>> I'll be doing games for cellphones, so my keen eye for low-resolution
>> graphics and ability to deal with limited CPU speed will come in handy. ;)
>;)
>>
>> Wish me luck!!!
>
>Bill, I wish you luck!
>
>I just sold my Sony-Ericsson T610, waiting for the new Z600. Will I be able
>to play your cellphone game on my new mobile phone?
>
>Anders
>

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

# 6008. Re: CAS2WAV problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-13 08:03:57 UTC
From: peter@obermotz.com
Message-ID: <668025af.0311130003.53961804@posting.google.com>
Source record: 18371

Yesss! Holding Option definitely makes my games load! Yesss! Thanks
for the tip again!

Peter

"Docrotcod" <rahbart@cox.net> wrote in message news:<%fssb.987$6p6.714@okepread03>...
> You definitely need to hold OPTION down as well. If you don't, BASIC will
> not be disabled and most executables like your games won't like it. I
> recommend using SIO2PC if you are going to use this alot. Tape is VERY
> slow.
>
> Thomas
>
> "obermotz" <peter@obermotz.com> wrote in message
> news:668025af.0311120716.4c9a53e5@posting.google.com...
> > Hi,
> >
> > thanks for the answer. The machine in question is a PAL 800XL and the
> > .CAS files should be tape files (I guess). I also tried to convert
> > XEX->CAS->WAV with no success either. Maybe someone can tell me what
> > values to use when running CAS2WAV or I should just buy a SIO2PC
> > cable. I only pressed START while booting so I will give it another
> > go.
> >
> > Thanks
> >
> > Peter
> >
> >
> > Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote in message
> news:<bostmo$p6g$1@mamenchi.zrz.TU-Berlin.DE>...
> > > o) The timing of the PAL and NTSC versions differ, it might be that the
> > > problem is due to the lack of adjustment in the timing. Unfortunately,
> this
> > > field is a bit problematic: Original (A800) Os'es did not care about the
> timing
> > > d

# 6009. Re: I am a game programmer!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-13 08:34:41 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <7c19f335d6655c06b9bbbae9876c41bb@news.teranews.com>
Source record: 18372

Hey, what processor are they using in those cell phones?

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:ri_rb.5936$Wy2.74007@typhoon.sonic.net...
>
> After all these years, I've finally been hired as a game programmer
> (rather than as a web developer, forced to write games only as a hobby
:) )
>
> I'll be doing games for cellphones, so my keen eye for low-resolution
> graphics and ability to deal with limited CPU speed will come in handy. ;)
;)
>
> Wish me luck!!!
>
>
> (BTW, it's all thanks to my having a booth at the Vintage Comp Fest!
Sweet!)
>
> -bill!
> bill@newbreedsoftware.com Got kids? Get Tux
Paint!
> http://newbreedsoftware.com/bill/
http://newbreedsoftware.com/tuxpaint/
>

# 6010. Re: atari++ shut down for legal reasons

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-13 08:38:02 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <2a980db5b2242f512835a2ca34ef3b9d@news.teranews.com>
Source record: 18373

Actually, a recent Supreme Court decision made those OLD ROMs legal to use
now. Someone posted something about it not long ago.

"SgtSilicon" <foolspicedham_melbo_jon@hotmail.com> wrote in message
news:3fa09c33.88885000@news.charter.net...
> Emulating the behavior or characteristics of something is not a
> copyright violation. I know Apple tried to say that about Windows but
> it doesn't make it so. Emulators are not inherently using up any
> copyrights. Now the ROM files are another story.
>
>
> On Fri, 07 Feb 2003 20:11:30 +0100, Andreas Magenheimer
> <magea000@students.uni-mainz.de> wrote:
>
> >Well,
> >how can Thomas violate the licence of Atari 800?? Atari 800 does not
> >have any LEGAL licence, at least not from the copyright holder
> >(Atari/Infogrames itself!). And since Atari 800 does not have the
> >(legal/official) right to emulate any Atari related hardware or
> >software, how can the authors of Atari 800 make complaints about
> >Thomas?!? Both are violating the copyright laws, the Atari 800 (DOS,
> >WIN, PLUS, etc.) authors did it in the first place (not asking anyone
> >for the legal rights to emulate Atari) and Thomas did it thereafter.
> >meaning both are guilty for the same reasons, thus they should not thow
> >stones on anyone...
> >
> >
> >Just think of a thief who steals some items in a warehouse. Now another
> >thief steals these items from the first. it would be very ridiculous if
> >the first thief then walks to the police complaining about the
> >second... -Andreas.
> >
> >
> >
> >
> >William Kendrick schrieb:
> >>
> >> Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:
> >> <snip>
> >> >
> >> > I personally didn't expect that it would be any trouble for anyone if
I
> >> > would just demand to contact me before making changes to the source,
but

> >> > aparently this is already demanded too much. I never had any
commercial
> >> > plans with it, my licence conditions even forbid commercial
distribution
> >> > to begin with. I tried to be as open with the sources as possible
while
> >> > also keeping an eye on the code quality and setting the route for a
long
> >> > term development that ends now earlier than I expected it to end.
> >>
> >> This is the problem. You "tried to be as open ... as possible,"
> >> but in doing that, you violated the license of Atari800!
> >>
> >> As Petr said, many people examined the source to atari++ that you
released,
> >> and posted comparisons between it and the current (and some older
versions)
> >> of Atari800. The resemblance could not have simply been coincidence!
> >>
> >> If you wish to use GPL'd code and release it under another license,
> >> you CAN... but you MUST get permission to do so from the copyright
holders!!!
> >>
> >> You can't just do it and say "Oh, but I wanted it to be better and it's
still
> >> 'open.'" There's no clause in the GPL that says anything about your
rights
> >> to re-use GPL'd code under another 'open' license that you make up
yourself...
> >> (not without getting permission)
> >>
> >> <snip>
> >> > Sorry for the bad news guys, but such is life.
> >>
> >> It's very sad that you're being so stubborn about this.
> >>
> >> -bill!
>
>
>
> ** To email a reply, please remove everything up to and
> including the underscore in my email reply header.

# 6011. Re: CAS2WAV problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-13 09:01:08 UTC
From: peter@obermotz.com
Message-ID: <668025af.0311130004.4828b0be@posting.google.com>
Source record: 18374

Yesss! Holding Option definitely makes my games load! Yesss! Thanks
for the tip again!

Peter

"Docrotcod" <rahbart@cox.net> wrote in message news:<%fssb.987$6p6.714@okepread03>...
> You definitely need to hold OPTION down as well. If you don't, BASIC will
> not be disabled and most executables like your games won't like it. I
> recommend using SIO2PC if you are going to use this alot. Tape is VERY
> slow.
>
> Thomas
>
> "obermotz" <peter@obermotz.com> wrote in message
> news:668025af.0311120716.4c9a53e5@posting.google.com...
> > Hi,
> >
> > thanks for the answer. The machine in question is a PAL 800XL and the
> > .CAS files should be tape files (I guess). I also tried to convert
> > XEX->CAS->WAV with no success either. Maybe someone can tell me what
> > values to use when running CAS2WAV or I should just buy a SIO2PC
> > cable. I only pressed START while booting so I will give it another
> > go.
> >
> > Thanks
> >
> > Peter
> >
> >
> > Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote in message
> news:<bostmo$p6g$1@mamenchi.zrz.TU-Berlin.DE>...
> > > o) The timing of the PAL and NTSC versions differ, it might be that the
> > > problem is due to the lack of adjustment in the timing. Unfortunately,
> this
> > > field is a bit problematic: Original (A800) Os'es did not care about the
> timing
> > > d

# 6012. Re: Interesting Question: Please read!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-13 09:21:05 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bovie1$h2b$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 18375

Hi,

> Interesting indeed. Well then on the flip side is there a way to supply
> continuous power to the DRAMS so the RAM disk could be retained even during
> a power off state?

The power supply thing is not the real problem. A high capacity elco and
two diodes would be all as far as the power supply is concerned. What you also
need to consider is to keep the control lines of the RAMs in a valid state,
(that is, \OE, \CE on high) and for dynamic RAM the Atari uses, to provide
the refresh cycles. That's typically the job of the ANTIC, but it won't work
on power down.

So long,
Thomas

# 6013. ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-13 11:03:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0311130259330.5335-100000@onyx.spiritone.com>
Source record: 18376
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 6014. ADV: Atari Thank You Gift!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-13 11:07:26 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0311130303420.5335-100000@onyx.spiritone.com>
Source record: 18377
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

OK, I'm keeping this short. For Thanksgiving, I have a Thank You Gift for
my Customers! Find out about it at the Link below or call (503)256-9974!!
http://www.aracnet.com/~atari/specials.htm Atari Thank You Specials!

http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 6015. Re: eBay idiots

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-13 11:13:56 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0311130310370.5335-100000@onyx.spiritone.com>
Source record: 18378
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

How come when I say the same thing, someone tries to Rip me a new one??

===Ben===

On Tue, 15 Jul 2003, Tim wrote:

> I am sick of ID10Ts on eBay. People trying to scam every cent off their
> vintage gear. I am glad there are still Atari dealers where I can spend
> decent money on quality gear at a fair price. One thing I hate is when
> people sell their crap for more than you can get it at the dealers!
> Especially with an opening bid! It's one thing to start the bid low and see
> where it ends...
>
> Unbelievable!!!
>
> Tim

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 6016. Re: Interesting Question: Please read!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-13 12:09:53 UTC
From: llppwhite@aol.comnsp
Message-ID: <20031113070953.05842.00000150@mb-m13.aol.com>
Source record: 18379

> Interesting indeed. Well then on the flip side is there a way to supply continuous power to the DRAMS so the RAM disk could be retained even during a power off state? <

I've never heard of that being done. The closest work-around would be booting or loading from an *external* ramdisk (mio, etc) or some type of add-in non-volatile memory device SRam, compact Flash, etc. There is some info posted at
www.retrobits.net
under Projects, then SRAM.
Larry

# 6017. Re: eBay idiots

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-13 13:31:55 UTC
From: anoneds@netscape.net
Message-ID: <8c160850.0311130531.2f4e76b4@posting.google.com>
Source record: 18380
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Bravo Sierra Computers <atari@aracnet.com> wrote in message
news:<Pine.LNX.4.44.0311130310370.5335-100000@onyx.spiritone.com>...
> How come when I say the same thing, someone tries to Rip me a new one??
>
> ===Ben===
>
> On Tue, 15 Jul 2003, Tim wrote:
>
> > I am sick of ID10Ts on eBay. People trying to scam every cent off their
> > vintage gear. I am glad there are still Atari dealers where I can spend
> > decent money on quality gear at a fair price. One thing I hate is when
> > people sell their crap for more than you can get it at the dealers!
> > Especially with an opening bid! It's one thing to start the bid low and see
> > where it ends...
> >
> > Unbelievable!!!
> >
> > Tim
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

You know, the argument _can_ be turned around:
"Why should I spend so much for an Atari from a Dealer when I can get
the same system (with extras that the auctioner doesn't realize are
rare) for 1/2 or 1/3 the price?"

The _answer_ should be obvious. Customer Service. When you get
something on eBay, you are usually stuck with it. Unless it is totally
broken, when you _might_ get your money back. Maybe.
However, the truth is that in todays world, customer service is
lacking. If you want to be the customer's choice, you need to provide
_excellent_ and _consistent_ customer service. It is this reason I
believe some computer users would rather deal with eBay than dealers,
because some dealers are just rotten.

This has been really evident in the TI community, where dealers have
walked off with the $$$ without sending the product _many_ times.

Ben

# 6018. Re: Interesting Question: Please read!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-13 16:41:19 UTC
From: dunxuk@aol.commercial
Message-ID: <20031113114119.28390.00000175@mb-m14.aol.com>
Source record: 18381

>From: "Docrotcod" rahbart@cox.net
>Date: 12/11/2003 15:05 GMT Standard Time
>Message-id: <v%rsb.986$6p6.62@okepread03>
>
>What about on a stock XEGS?
>
>Thomas

Yes, my XEGS is a nightmare for rebooting. I''ve owned two and they're both swine to this extent. Might be associated with supply against load; either the smoothing capacitors are larger or the loading (fewer RAM chips etc) is lighter.

World speed record goes to my 400. It resets as fast as you can pop and slam the lid!

# 6019. Re: Interesting Question: Please read!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-13 18:59:05 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <DwQsb.189$4x3.83@okepread03>
Source record: 18382

I just can't believe they made it out the factory door this way. It seems like a huge oversight in my opinion. I mean, I can deal with it but it sure is a pain when you want to boot up something real quick and just try some programs out and you have to wait for an eternity.

Thomas

"Duncan Ross" <dunxuk@aol.commercial> wrote in message news:20031113114119.28390.00000175@mb-m14.aol.com...
> >From: "Docrotcod" rahbart@cox.net
> >Date: 12/11/2003 15:05 GMT Standard Time
> >Message-id: <v%rsb.986$6p6.62@okepread03>
> >
> >What about on a stock XEGS?
> >
> >Thomas
>
> Yes, my XEGS is a nightmare for rebooting. I''ve owned two and they're both
> swine to this extent. Might be associated with supply against load; either the
> smoothing capacitors are larger or the loading (fewer RAM chips etc) is
> lighter.
>
> World speed record goes to my 400. It resets as fast as you can pop and slam
> the lid!
>
>

# 6020. Re: I am a game programmer!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-13 23:52:13 UTC
From: "James E. King" <jamesk@deuce.xmission.com>
Message-ID: <bp15fd$kea$1@terabinaries.xmission.com>
Source record: 18383

William Kendrick <bill@newbreedsoftware.com> wrote:

> After all these years, I've finally been hired as a game programmer
> (rather than as a web developer, forced to write games only as a hobby :) )

> I'll be doing games for cellphones, so my keen eye for low-resolution
> graphics and ability to deal with limited CPU speed will come in handy. ;) ;)

Might we enquire as to the fortunate firm that's hired you for this task?
If not, no sweat - and congrats! Hopefully the pay's better too! <grin>

# 6021. Re: I am a game programmer!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-14 01:53:37 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <9cd8rvs0camtje9kb8jdd3um64b93dg3k3@4ax.com>
Source record: 18384

On Thu, 13 Nov 2003 01:53:45 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>machf <no_me_j.machf@terra.com.pe> wrote:
>> Yes, good luck! I wish someone would finally hire me as an
>> electronics engineer rather than as a web
>> whatever-it's-called... (BTW, what do you actually mean by
>> 'developer'?)
>
>Heh - Well, let's put it this way. I'm not a very good graphics designer,
>and "web programmer" sounds weird.. :)
>
Oh, well... I know *exactly* what you mean.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

# 6022. Re: eBay idiots

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-14 03:14:17 UTC
From: Mark D <mducksub@removenoaspam.atari-source.com>
Message-ID: <pan.2003.11.14.03.14.17.576036@removenoaspam.atari-source.com>
Source record: 18385
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Thu, 13 Nov 2003 03:13:56 -0800, Bravo Sierra Computers wrote:

> How come when I say the same thing, someone tries to Rip me a new one??
>
> ===Ben===
>

Ben,

Don't worry. If you followed the thread completely, this guy DID get
ripped a new one ;-)

Mark
http://portal.atari-source.com

We're equal opportunity rear end surgeons.

# 6023. Re: DSDD diskettes available

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-14 03:31:24 UTC
From: rewoolley <rewoolleynospam@alamedanet.net>
Message-ID: <3fb4520f$0$9407$2c56edd9@news.cablerocket.com>
Source record: 18386

I have: parker28_98@yahoo.com

He should have >10K in stock. They are listed on ebay as DSHD, but they are described as DSDD, which I verified.

Bob

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message news:3FAFA8E0.87C01B5B@students.uni-mainz.de...
> Er well,
> ABBUC requires approx 5000 diskettes per year. Do you have any e-mail
> adress of this supplier, so we can ask him if he ships to Germany ?!?
> greetings from ABBUC, Andreas Magenheimer.
>
>
> rewoolley schrieb:
> >
> > I found a supplier with 5 1/4 DSDD diskettes. I paid $40 including shipping,
> > for 500 disks. They have paper sleeves but otherwise work just fine. They
> > are new - look like gov't surplus - good quality - shrink wrapped 10 to a
> > box. He has many, many more....
> >
> > "I Do have as many as you need. If you would like to
> > place an order Call 1-800-400-6634 ask for Parker."
> >
> > This guy is also on ebay, but is very hard to find.
> >
> > So, if you want to stock up for the duration, give him a call!
> >
> > Bob

# 6024. Re: Interesting Question: Please read!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-14 03:36:04 UTC
From: rewoolley <rewoolleynospam@alamedanet.net>
Message-ID: <3fb45326$0$9407$2c56edd9@news.cablerocket.com>
Source record: 18387

I built the Freezer to force a cold start on an XL/XE. It basically toggles the status of your "cartridge inserted" line in the hardware, which fools the OS into thinking you pulled/inserted a cartridge. The docs should be online somewhere.

Bob

"LarryWhite" <llppwhite@aol.comnsp> wrote in message news:20031112211604.28548.00000110@mb-m11.aol.com...
> This was a really hot topic when the 256K upgrades first became popular. In
> order to work around the long ram retention times, several OS have "cold start"
> combinations built into them. For instance, the APE Warp OS, the Ultra Speed
> Plus OS, the Black Box, and IIRC there is a small patch for the OmniView OS
> that allowed adding the cold start feature.
>
> There also was a hardware mod for the 800 that allowed the reset/cold start,
> but I never recall seeing one for the XL/XE series.
> Larry

# 6025. Re: ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-14 07:56:18 UTC
From: bangbond@comcast.netHORMEL
Message-ID: <kO-dnY8D8LU_FymiRVn-hA@comcast.com>
Source record: 18388
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

```
In article <Pine.LNX.4.44.0311130259330.5335-100000@onyx.spiritone.com>,
Bravo Sierra Computers <atari@aracnet.com> wrote:
>To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
>http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Oh geez. Where is some of your witty crap like "Ben's Fall Into Fall
Spectacular". Gone missing, I see. Buggar that y usted.

--
0------------------------------------------------------------------0
| http://www.unrealtournament2003.com | Have You Played Atari Today? |
0------------------------------------------------------------------0
```

# 6026. Re: Interesting Question: Please read!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-14 13:07:35 UTC
From: llppwhite@aol.comnsp
Message-ID: <20031114080735.00947.00000228@mb-m28.aol.com>
Source record: 18389

Hi Bob-
rewoolley said:
>I built the Freezer to force a cold start on an XL/XE. It basically toggles the status of your "cartridge inserted" line in the hardware, which fools the OS into thinking you pulled/inserted a cartridge. The docs should be online somewhere. <

COOL! I do remember the Freezer, now you mention it, but never built one.

Larry

# 6027. Re: eBay idiots

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-14 18:02:15 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vra6583im1bn5c@corp.supernews.com>
Source record: 18390
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Mark D" <mducksub@removenoaspam.atari-source.com> wrote in message
news:pan.2003.11.14.03.14.17.576036@removenoaspam.atari-source.com...
> On Thu, 13 Nov 2003 03:13:56 -0800, Bravo Sierra Computers wrote:
>
> > How come when I say the same thing, someone tries to Rip me a new one??
> >
> > ===Ben===
> >
>
> Ben,
>
> Don't worry. If you followed the thread completely, this guy DID get
> ripped a new one ;-)
>

No I didn't. You must of had a silicon wet dream. LOL

Are you one of those Idiots who bids on overpriced crap? Probably... ;)

Tim

# 6028. Re: DSDD diskettes available

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-14 18:03:27 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3FB518EF.A375B27D@students.uni-mainz.de>
Source record: 18393

```
Thanks !!
I will immediately mail this to ABBUC chief wolfgang burger...
greetings -andreas.

rewoolley schrieb:
>
> I have: parker28_98@yahoo.com
>
> He should have >10K in stock. They are listed on ebay as DSHD, but they are
> described as DSDD, which I verified.
>
> Bob
>
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
> news:3FAFA8E0.87C01B5B@students.uni-mainz.de...
> > Er well,
> > ABBUC requires approx 5000 diskettes per year. Do you have any e-mail
> > adress of this supplier, so we can ask him if he ships to Germany ?!?
> > greetings from ABBUC, Andreas Magenheimer.
> >
> >
> > rewoolley schrieb:
> > >
> > > I found a supplier with 5 1/4 DSDD diskettes. I paid $40 including
> shipping,
> > > for 500 disks. They have paper sleeves but otherwise work just fine.
> They
> > > are new - look like gov't surplus - good quality - shrink wrapped 10 to
> a
> > > box. He has many, many more....
> > >
> > > "I Do have as many as you need. If you would like to
> > > place an order Call 1-800-400-6634 ask for Parker."
> > >
> > > This guy is also on ebay, but is very hard to find.
> > >
> > > So, if you want to stock up for the duration, give him a call!
> > >
> > > Bob
```

## 6029. Re: eBay idiots

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-14 18:29:51 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vra7p12p10lgba@corp.supernews.com>
Source record: 18391
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
"Ben Yates" <anoneds@netscape.net> wrote in message
news:8c160850.0311130531.2f4e76b4@posting.google.com...
> Bravo Sierra Computers <atari@aracnet.com> wrote in message
news:<Pine.LNX.4.44.0311130310370.5335-100000@onyx.spiritone.com>...
> > How come when I say the same thing, someone tries to Rip me a new one??
> >
> > ===Ben===
> >
> > On Tue, 15 Jul 2003, Tim wrote:
> >
> > > I am sick of ID10Ts on eBay. People trying to scam every cent off
their
> > > vintage gear. I am glad there are still Atari dealers where I can
spend
> > > decent money on quality gear at a fair price. One thing I hate is
when
> > > people sell their crap for more than you can get it at the dealers!
> > > Especially with an opening bid! It's one thing to start the bid low
and see
> > > where it ends...
> > >
> > > Unbelievable!!!
> > >
> > > Tim
> >
> > Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> > Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org
or at
> > http://BenSells.Atari.org Catalogs can be attached to,Requested by &
Received
> > Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
Specify
> > Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>
>
> You know, the argument _can_ be turned around:
> "Why should I spend so much for an Atari from a Dealer when I can get
> the same system (with extras that the auctioner doesn't realize are
> rare) for 1/2 or 1/3 the price?"
>
```

That can be true. But most dealers especially for Atari stuff are real good. They are professional, have quality goods, and many are NOS. I just bought a new case and keyboard from Best Electronics for my TT. Paid a pretty penny but it was worth it. It was hassel free, I used my credit card, and it a few days it was on my doorstep. I could of saved a few bucks if I found one in "mint" condition on eBay, but why bother? I am tired of half hearted cleaned up units, or even worse all grimy and yellowed! I would of ended up paying 3/4 or more the price I already paid, as people love to overbid on there. My point on my original thread is it is outrageously annoying when someone lists an item for almost the same price I can get it from Best or MyAtari. Why would I bid on that item on eBay when I can get it from a real Dealer? Heck I don't know about you, but if I wanted a new 130XE I would rather get it from the dealer for $150.00 than $75.00 on eBay. Thats just me. I can get support if something is wrong, where on eBay it is "sold as is" Just recently a 130XE sold for $132 or so dollars, it was listed as NEW, and it was from a reputable seller, but for $18 more I could of got it from MyAtari.

Tim

# 6030. Re: Interesting Question: Please read!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-15 01:10:43 UTC
From: Mo <momo@atariland.com>
Message-ID: <n2ftb.71976$KY1.4001@twister.austin.rr.com>
Source record: 18392

I thought the freezer was to suspend memory while the cartridge was swapped
or a dump was made- something like that. I heard it was a tool used to copy
cartridges.
Rambling like Russ,
Mo

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20031114080735.00947.00000228@mb-m28.aol.com...
> Hi Bob-
> rewoolley said:
> >I built the Freezer to force a cold start on an XL/XE. It basically
toggles
> the status of your "cartridge inserted" line in the hardware, which fools
the
> OS into thinking you pulled/inserted a cartridge. The docs should be
online
> somewhere. <
>
> COOL! I do remember the Freezer, now you mention it, but never built one.
>
> Larry
>
>

# 6031. Indus GT w/RamCharger for CPM

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-15 06:19:04 UTC
From: Anonymous <Nobody>
Message-ID: <3fb5c557_6@127.0.0.1>
Source record: 18394

I have about 8 Indus GT drives I have collected over the past few years from different Ebay auctions. Don't ask me why, the drives are so cool I have just bought them from time to time as they have become available. Anyways, the point for this message is that ONE of the Indus GT's I bought has the Indus RamCharger installed to run CPM...but I have no idea which of the drives it is, externally they all look almost identical. How can I tell if a Indus Drive has a RamCharger installed? Thanks for any help.

-----== Posted via Newsfeed.Com - Unlimited-Uncensored-Secure Usenet News==----
http://www.newsfeed.com The #1 Newsgroup Service in the World! >100,000 Newsgroups
---= 19 East/West-Coast Specialized Servers - Total Privacy via Encryption =---

# 6032. Re: eBay idiots

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-15 11:13:42 UTC
From: Janez Valant <swe@atari.org>
Message-ID: <3%mtb.5590$2B6.1067973@news.siol.net>
Source record: 18395
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Tim wrote:

> I can get it from a real Dealer? Heck I don't know about you, but if I
> wanted a new 130XE I would rather get it from the dealer for $150.00 than
> $75.00 on eBay. Thats just me. I can get support if something is wrong,
> where on eBay it is "sold as is" Just recently a 130XE sold for $132 or
> so dollars, it was listed as NEW, and it was from a reputable seller, but
> for $18 more I could of got it from MyAtari.

I reckon u are American. And so u prolly only buy in america... BIG mistake.. U guys aee so affraid to buy overseas, so u miss better price and ppl in america use that to their advantage... Iwe got me a 130xe for 32 usd in Poland, 1050 drive for 2 beers in Slovenia, Falcon in realy MiNT condition for 40, Acorn archimedes for free in UK and so on... also a px7 from the states...

Maybe time to rethink strategie? :)

Janez

# 6033. Re: CAS2WAV problem

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-15 13:24:34 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3fb5d49e16baaf1@comcast.net>
Source record: 18397

>Hello,
>
>I have just received an 800XL with a tape deck from a friend of mine
>as a gift. I would like to play some of the old classics so I
>downloaded a bunch of games in .CAS format and tried to convert them
>with CAS2WAV. Whenever I try to load (boot) them on the Atari, the
>process dies after about half a minute - the computer stops the motor
>of the tape deck and nothing happens. I tried to record the tapes at
>different volume levels, cleaned the heads of the tape deck but it
>still does not work. So I am clueless and disappointed as I really
>miss my dose of Donkey Kong. Maybe I do not use the correct parameters
>with CAS2WAV? If anyone has any ideas how to solve this
>lifethreatening problem of mine, please let me know :-)
>
>Regards
>
>Peter

I would imagine it is the tape your are using. I had the same
thing happen to me when I used the taper player with my old 400. I
would just get a disk drive or else buy the Donkey Kong in
cartridge form. You could also hook the 8-bit upto a PC using a
SIO cable and APE on the PC or use the same SIO cable and hook it
upto an Atari ST using 800XLDJ. Each way loads image disks nicely
into the 800xl.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 6034. Re: I am a game programmer!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-15 13:24:35 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3fb5d49e16baaf2@comcast.net>
Source record: 18396

```
>
>After all these years, I've finally been hired as a game programmer
>(rather than as a web developer, forced to write games only as a hobby :) )
>
>I'll be doing games for cellphones, so my keen eye for low-resolution
>graphics and ability to deal with limited CPU speed will come in handy. ;) ;)
>
>Wish me luck!!!
>
>
>(BTW, it's all thanks to my having a booth at the Vintage Comp Fest! Sweet!)
>
>-bill!

Good luck Bill. Does this mean will be seeing some cell phones
running some old classic 8-bit games? Hope so....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
```

# 6035. Re: Interesting Question: Please read!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-15 13:24:35 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3fb5d49e16baaf3@comcast.net>
Source record: 18398

> I have several systems. I have an Atari800XL I just did a 256ram
>upgrade. I also have a XE Game System. What i've noticed is now on the
>800xl I have to leave it off for 15 seconds to let the ram discharge. Is
>this normal or do I need to replace the capacitors? Also I have the same
>symptoms on the XEGS but it is stock no mods. Any ideas?
>
>Thomas

For me I would say that is normal. On my Atari clone, the
Hades060, I have to leave it off for about 1 minute (sometimes
more) in order to get the ram to discharge.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 6036. Re: Wizard and the Princess

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-15 13:24:36 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3fb5d49e16baaf4@comcast.net>
Source record: 18399

```
>
>"James Alexander" <james-m-alexander@rogers.com> skrev i meddelandet
news:3FAE6742.6AAB5D62@rogers.com...
>> I've got this game, I mail ordered from antic publishing back in
>> 90 or 91 when they had their big sale, just before they closed.
>> Unfortunately I never finished the game and havent played it in a
>> few years. I remember there was one spot, in a desert I think,
>> where I had to get by a snake and could never do it without
>> getting killed.
>> ...
>
>Thanks for your answer! So it is an adventure game.
>
>Is it text based input and output like Infocom and Scott Adams
>adventures, or is it with graphic interaction?
>
>Anders

Basically it is a Scott Adams game with graphics. Nicely done for
back then. I never really finished it or even got started because
I could never get by that nasty snake. I may just try it again
sometime.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
```

# 6037. Re: eBay idiots

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-15 19:19:38 UTC
From: foolspicedham_melbo_jon@hotmail.com
Message-ID: <3fb77bc3.440718@news.charter.net>
Source record: 18400

It seems you're jumping to some conclusions there but anyway, perhaps
it has to do with concern over issues like NTSC/PAL, power supplies,
etc.

There are in many cases enough differences to make for problems in
trying to mix.

Who knows.

On Sat, 15 Nov 2003 12:13:42 +0100, Janez Valant <swe@atari.org>
wrote:

>Tim wrote:
>
>
>> I can get it from a real Dealer? Heck I don't know about you, but if I
>> wanted a new 130XE I would rather get it from the dealer for $150.00 than
>> $75.00 on eBay. Thats just me. I can get support if something is wrong,
>> where on eBay it is "sold as is" Just recently a 130XE sold for $132 or
>> so dollars, it was listed as NEW, and it was from a reputable seller, but
>> for $18 more I could of got it from MyAtari.
>
>
>> I reckon u are American. And so u prolly only buy in america... BIG
>mistake.. U guys aee so affraid to buy overseas, so u miss better price and
>ppl in america use that to their advantage... Iwe got me a 130xe for 32 usd
>in Poland, 1050 drive for 2 beers in Slovenia, Falcon in realy MiNT
>condition for 40, Acorn archimedes for free in UK and so on... also a px7
>from the states...
>
>> Maybe time to rethink strategie? :)
>
>
>> Janez

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

# 6038. He-Man ROM doesn't work under PC Atari 2.6 (Windows)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-16 01:56:07 UTC
From: ANTant@zimage.com
Message-ID: <pKudnQ_rzM6qRCuiRVn-vA@mminternet.net>
Source record: 18401
Cross-posted to: comp.sys.atari.8bit,alt.atari.2600vcs,alt.games.atari

Yes, I know this game sucks but I liked it as a kid!

Is anyone else having this problem? It works in Stella on my Apple
PowerBook G4, but not in PC Atari v2.6 in Windows XP Professional SP1.

Thank you in advance.

--
"To the gods I am an ant, but to the ants, I am a god." --unknown
/___/\
/ /\ /\ \ Ant @ The Ant Farm: http://antfarm.ma.cx
| |o o| | E-mail: philpi@earthlink.netANT or philpi@apu.eduANT
\ _ / Remove ANT if replying by e-mail from a newsgroup.
( )

# 6039. Re: Looking For:

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-16 03:17:58 UTC
From: Nearl J Icarus <nj_toothenbecker@hotmail.com>
Message-ID: <z%Btb.149$Jz1.116@okepread03>
Source record: 18402

In article <mfnnb.17133$5c2.3042@okepread03>, rahbart@cox.net says...
>This is a long shot, but when I was on the BBS's in the 80's and 90's I

```
10 open #2,4,0,"k:"
20 open #3,13,0,"r:"
30 open #4,8,0,"e:"
40 xio 34,#3,192+48+3,0,"r:"
50 xio 40,#3,0,0,"r:"
100 status #3,avar
110 if peek(747)=0 then 200
120 get #3,char
121 if car=0 or char=10 then 200
120 put #4,char
200 if peek(764)=255 then 200
210 get #2,key
220 put #3,key
240 goto 100
```

Ring any bells? Or a particular picture of Cindy Crawford?

# 6040. Re: The C64 is just an ATARI 800 rip-off!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-16 03:37:15 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3FB6F192.C748BA81@rogers.com>
Source record: 18403

Hi Greg,

Greg Goodwin wrote:

> FamilyNet Newsgate
>
> Well, an interesting topic only because I used to be in the
> Atari/Commodore flame wars back on the BBS's in 1983! :)
>
> When I came back in 1999, I wanted to have fun with that again, but found
> that those that were left on vintage platforms were not business people but
> hobbyists like me. So I teamed up with them instead. Besides, I, like the
> world, find Microsoft a much bigger target.
>
> I appreciate any solution that is non-mainstream.
>
> Currently I type this message on the Amiga, the true successor to the
> Atari 800. Amazing what I discovered once I opened my mind a little.
>
> Doctor Clu

The "person" who set this off is just another limp troll. Like other trolls this one has no mind, no point and no life Might even be just one of the same old losers posting under yet another alias. But then who really cares?

# 6041. Re: Still new ATARI 8 Bits and 2600 systems around.

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-16 03:53:56 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3FB6F57A.C27A0C6A@rogers.com>
Source record: 18404

Hi Zothen

Zothen Runecaster wrote:

> Iï¿½ve found out that there are warehouses who still have new and boxed
> ATARI 8 Bit systems - usually 800 XL units or XEGS units , ATARI 2600
> systems (usually the junior) and 7800 systems.
>
> And lots of games, since ATARI made so many.
>
> Anyone knows how to track such warehoused down ? How to find them , to
> contact them before they throw away the stuff because they need room ?
>
> Iï¿½ve often heard of warehouses throwing away tons of old computers,
> which is a shame (except if it were old PCs which usually are
> worthless).
>
> IMO it would be better to buy such overstocks from them for a few
> bucks a trade them with the community.

I've heard similar stories about atari stuff left in old retail stores
that once carried atari gear. Havent seen any like that since the late
80's though. Come to think of it, I do rmember a case in england last
year although its not strictly 8bit related. A bunch of jaguar items
(mostly cartridges I think) did turn up and was put on sale in some of the
electronics boutique stores in England.

# 6042. Re: Wizard and the Princess

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-16 04:01:40 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3FB6F74B.30AB9CD4@rogers.com>
Source record: 18408

Hi Jeff

Jeff Lodoen wrote:

> JThey were both part of the HiRes Adventures/SierraVentures series.
> The Atari got: #0: Mission Asteroid, #2: Wizard and the Princess,
> #3: Cranston Manor, #4: Ulysses and the Golden Fleece and #6: The
> Dark Crystal.
>
> Other platforms: #1: Mystery House and #5: Time Zone ($100 in 1982!)

Mission Asteroid was the one I'd been thinking of. Time zone was only for apple II as I remember, at the time the most complext computer adventure game at 12 disks. Compare that to another game Roberta Williams created a few years ago for the winblows systems, phantasmagoria, it topped off at 7 full cd-roms. And I thought Ultima IV was big!

# 6043. Re: Wizard and the Princess

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-16 04:05:23 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3FB6F82A.622B02EB@rogers.com>
Source record: 18409

"Edward S. Baiz Jr." wrote:

> >
> >"James Alexander" <james-m-alexander@rogers.com> skrev i meddelandet
news:3FAE6742.6AAB5D62@rogers.com...
> >> I've got this game, I mail ordered from antic publishing back in
> >> 90 or 91 when they had their big sale, just before they closed.
> >> Unfortunately I never finished the game and havent played it in a
> >> few years. I remember there was one spot, in a desert I think,
> >> where I had to get by a snake and could never do it without
> >> getting killed.
> >> ...
> >
> >Thanks for your answer! So it is an adventure game.
> >
> >Is it text based input and output like Infocom and Scott Adams
> >adventures, or is it with graphic interaction?
> >
> >Anders
>
> Basically it is a Scott Adams game with graphics. Nicely done for
> back then. I never really finished it or even got started because
> I could never get by that nasty snake. I may just try it again
> sometime.
> --
> Edward S. Baiz Jr.
> (Gamer)

While we're on the subject. Does Anyone know of a source for these games. Specifically
Mission Asteroid?
its one of the games I never owned on my 8bit but wanted to try. Not to mention a couple I
tried on the 2600
and wanted but never actually acquired: River Raid, Planet Patrol and Air Sea battle, I'm
sure most of us
remember those 3.

# 6044. Re: eBay idiots

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-16 04:54:48 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bp6sdh$dpu$1@news1.nivel5.cl>
Source record: 18405

Some times , those idiots also support some of us, who live far away
from atari dealers (who overprice the overseas shipping)
Sadly, i havent been able to get a STE, TT, or a FALCON, cus they are
too expensive to buy from atari dealers ( us200 , + almost the same 200 for
shipping!)... well, i havent found any of those in ebay thou.
Well.. if some things go alright next days.. i may be living in mexico
soon.... maybe then i will be able to buy some things from atari dealers :o)

"Janez Valant" <swe@atari.org> escribi&#65533; en el mensaje
news:3%mtb.5590$2B6.1067973@news.siol.net...
> Tim wrote:
>
>
> > I can get it from a real Dealer? Heck I don't know about you, but if I
> > wanted a new 130XE I would rather get it from the dealer for $150.00
than
> > $75.00 on eBay. Thats just me. I can get support if something is
wrong,
> > where on eBay it is "sold as is" Just recently a 130XE sold for $132 or
> > so dollars, it was listed as NEW, and it was from a reputable seller,
but
> > for $18 more I could of got it from MyAtari.
>
>
> I reckon u are American. And so u prolly only buy in america... BIG
> mistake.. U guys aee so affraid to buy overseas, so u miss better price
and
> ppl in america use that to their advantage... Iwe got me a 130xe for 32
usd
> in Poland, 1050 drive for 2 beers in Slovenia, Falcon in realy MiNT
> condition for 40, Acorn archimedes for free in UK and so on... also a px7
> from the states...
>
> Maybe time to rethink strategie? :)
>
>
> Janez

# 6045. Re: eBay idiots

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-16 04:57:51 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bp6sj8$dr0$1@news1.nivel5.cl>
Source record: 18406

by the way... what does MINT condition mean ??

"Bruce" <No-Spam@Ivn.cl> escribi&#65533; en el mensaje
news:bp6sdh$dpu$1@news1.nivel5.cl...
> Some times , those idiots also support some of us, who live far away
> from atari dealers (who overprice the overseas shipping)
> Sadly, i havent been able to get a STE, TT, or a FALCON, cus they are
> too expensive to buy from atari dealers ( us200 , + almost the same 200
for
> shipping!)... well, i havent found any of those in ebay thou.
> Well.. if some things go alright next days.. i may be living in mexico
> soon.... maybe then i will be able to buy some things from atari dealers
:o)
>
>
>
> "Janez Valant" <swe@atari.org> escribi&#65533; en el mensaje
> news:3%mtb.5590$2B6.1067973@news.siol.net...
> > Tim wrote:
> >
> >
> > > I can get it from a real Dealer? Heck I don't know about you, but if
I
> > > wanted a new 130XE I would rather get it from the dealer for $150.00
> than
> > > $75.00 on eBay. Thats just me. I can get support if something is
> wrong,
> > > where on eBay it is "sold as is" Just recently a 130XE sold for $132
or
> > > so dollars, it was listed as NEW, and it was from a reputable seller,
> but
> > > for $18 more I could of got it from MyAtari.
> >
> >
> > I reckon u are American. And so u prolly only buy in america... BIG
> > mistake.. U guys aee so affraid to buy overseas, so u miss better price
> and
> > ppl in america use that to their advantage... Iwe got me a 130xe for 32
> usd
> > in Poland, 1050 drive for 2 beers in Slovenia, Falcon in realy MiNT
> > condition for 40, Acorn archimedes for free in UK and so on... also a
px7
> > from the states...

> >
> > Maybe time to rethink strategie? :)
> >
> >
> > Janez
>
>

# 6046. Re: He-Man ROM doesn't work under PC Atari 2.6 (Windows)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-16 04:59:10 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bp6sln$drg$1@news1.nivel5.cl>
Source record: 18407
Cross-posted to: comp.sys.atari.8bit,alt.atari.2600vcs,alt.games.atari

```
PC atari ???
have you tried atari800 emu ?
```

<ANTant@zimage.com> escribi&#65533; en el mensaje
news:pKudnQ_rzM6qRCuiRVn-vA@mminternet.net...
> Yes, I know this game sucks but I liked it as a kid!
>
> Is anyone else having this problem? It works in Stella on my Apple
> PowerBook G4, but not in PC Atari v2.6 in Windows XP Professional SP1.
>
> Thank you in advance.
>
> --
> "To the gods I am an ant, but to the ants, I am a god." --unknown
> /___/\
> / /\ /\ \ Ant @ The Ant Farm: http://antfarm.ma.cx
> | |o o| | E-mail: philpi@earthlink.netANT or philpi@apu.eduANT
> \ _ / Remove ANT if replying by e-mail from a newsgroup.
> ( )

# 6047. Re: He-Man ROM doesn't work under PC Atari 2.6 (Windows)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-16 09:05:57 UTC
From: ANTant@zimage.com
Message-ID: <se2dncuHiY5ooCqiRVn-sA@mminternet.net>
Source record: 18410
Cross-posted to: comp.sys.atari.8bit,alt.atari.2600vcs,alt.games.atari

In comp.sys.atari.8bit Bruce <No-Spam@ivn.cl> wrote:
> PC atari ???
> have you tried atari800 emu ?

No, but is that any better than PC Atari and Stella? I would use Stella
but it is a DOS emulator (no Windows GUI).

> <ANTant@zimage.com> escribi? en el mensaje
> news:pKudnQ_rzM6qRCuiRVn-vA@mminternet.net...
> > Yes, I know this game sucks but I liked it as a kid!
> >
> > Is anyone else having this problem? It works in Stella on my Apple
> > PowerBook G4, but not in PC Atari v2.6 in Windows XP Professional SP1.
> >
> > Thank you in advance.
--
"What I fear most from the stars is not aliens for they have
intelligence, but I fear social creatures like ants, that can overrun
humans, that feel no emotion, and see us as an easy prey source."
--unknown
/___/\
/ /\ /\ \ Ant @ The Ant Farm: http://antfarm.ma.cx
| |o o| | E-mail: philpi@earthlink.netANT or philpi@apu.eduANT
\ _ / Remove ANT if replying by e-mail from a newsgroup.
( )

# 6048. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-16 09:56:51 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1068976526@rtfm.mit.edu>
Source record: 18411
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 28, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

## 6049. ** Legacy Atari XL/XE computers **

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-16 10:41:55 UTC
From: mstepansky@aol.com
Message-ID: <20031116054155.12215.00000265@mb-m25.aol.com>
Source record: 18412

Good reasons for pricey Atari computers: Legacy....collector's items

Why? Simply, law of supply/demands. The fewer Atari computers you find in ebay, then the harder for to find them.

Higher cost just to find them. Great stuff for collector's items. Collect them NOW before it goes "bye-bye". Think about it and you will be glad later.

Mike
Atari veterans (since 1983)
Toledo, OH

PS. Does 130XE computer w/ 320k or HIGHER "k" exists? I have never seen such 800 XL with 1 MB (!)

## 6050. What is the best Win32 Atari 8 bit emulator out there?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-16 15:49:47 UTC
From: Anonymous <Nobody>
Message-ID: <3fb79c99_6@127.0.0.1>
Source record: 18413

I know there have been a number of Win32 based Atari 8 bit emulators under
active development for some time. This being said, which is considered the
"best" available today? Are there any that are still under
development/improvement or in 2003 has the Win32 community actually managed
to completely replicated the old 8 bits with nothing left to improve?
Thanks in advance for any responses.

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http://www.newsfeed.com The #1 Newsgroup Service in the World! >100,000 Newsgroups
---= 19 East/West-Coast Specialized Servers - Total Privacy via Encryption =---

# 6051. Re: What is the best Win32 Atari 8 bit emulator out there?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-16 16:01:48 UTC
From: AnToNio <BedenkEensWatLeuks@NotSoHotMail.com>
Message-ID: <BedenkEensWatLeuks-BF9DDA.17014816112003@news.fu-berlin.de>
Source record: 18414

In article <3fb79c99_6@127.0.0.1>, Anonymous <Nobody> wrote:

> Win32 based Atari 8 bit emulators

I use
--

gr,
Antonio

# 6052. Re: eBay idiots

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-16 17:22:16 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vrfci7r25kmi8d@corp.supernews.com>
Source record: 18415

"Bruce" <No-Spam@Ivn.cl> wrote in message
news:bp6sj8$dr0$1@news1.nivel5.cl...
> by the way... what does MINT condition mean ??
>

Mint condition, when accurately portrayed, means in really good condition. Like you buy something new, and are real careful with it, and sell it later on. Be it 6 months later or 15 years later. I just bought a MINT 130XE in the box from eBay for $60. It looks like it is new. Though the box is a little worn but not bad at all. Still would like a NEW in the box 130XE to compliment my NEW XF551 drive! ;)

Tim

# 6053. Re: He-Man ROM doesn't work under PC Atari 2.6 (Windows)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-17 00:38:33 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <vrg64a1iv97844@corp.supernews.com>
Source record: 18416

Hi,
I use Z26 an atari 2600 rom player. Its okay and still being upgraded occasionally. Stella's port to Windows is good also, PCAE is OK for Win95 not so good for w98,w2000, or wXP. You can get z26 here: If you are using a MAME cabinet there is a hack of z26 to allow Mame button controls > i.e. Start and Reset etc...

http://www.whimsey.com/z26/z26.html

regards,
RoyE

"Bruce" <No-Spam@Ivn.cl> wrote in message
news:bp6sln$drg$1@news1.nivel5.cl...
> PC atari ???
> have you tried atari800 emu ?
>
>
>
> <ANTant@zimage.com> escribi&#65533; en el mensaje
> news:pKudnQ_rzM6qRCuiRVn-vA@mminternet.net...
> > Yes, I know this game sucks but I liked it as a kid!
> >
> > Is anyone else having this problem? It works in Stella on my Apple
> > PowerBook G4, but not in PC Atari v2.6 in Windows XP Professional SP1.
> >
> > Thank you in advance.
> >
> > --
> > "To the gods I am an ant, but to the ants, I am a god." --unknown
> > /___/\
> > / /\ /\ \ Ant @ The Ant Farm: http://antfarm.ma.cx
> > | |o o| | E-mail: philpi@earthlink.netANT or philpi@apu.eduANT
> > \ _ / Remove ANT if replying by e-mail from a newsgroup.
> > ( )
>
>

# 6054. Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-17 00:53:08 UTC
From: mike_norths_toupe@hotmail.com
Message-ID: <7578f85e.0311161653.2b1911f1@posting.google.com>
Source record: 18417
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

Hello, all,

In case you haven't heard the news, in the months of November and December, Midway will be releasing its "Midways Arcade Treasures" compilation for the X-Box, PS2 and (as far as we know still) the Gamecube. For those who haven't heard, this is a collection of 20 classic arcade videogames from the old days of Atari. Included on the list is the 4-player arcade classic GAUNTLET. <RANT MODE ON>: Before I go any further, let me make a direct request to Midway/TPB/Whomever it may concern: in the next compilation that gets released, please do us all a favor and give us the Gauntlet game that *should* have been released on *this* collection instead of Gauntlet: GAUNTLET II (which was, by far a superior and more challenging game to even the original). The original Gauntlet game has been translated, ported over, and emulated TO DEATH on so many different home platforms so many times that I swear I'm going to scream if I see another Gauntlet port over, that it made very little sense (IMHO) to do it AGAIN. As far as I'm concerned, a perfect port/translation of Gauntlet already exists; it's on the Sega Genesis 16-bit system: "GAUNTLET IV." Anyways, let's hope that Midway gives Gauntlet fans what they've been screaming for over a decade now: a home port of Gauntlet II that really does the game some justice (as there are many, MANY, home ports of Gauntlet already in existence). <RANT MODE OFF>

Now moving on, all this Gauntlet talk got me to thinking, "how many home ports/incarnations have there been now of Gauntlet?" I think I beat the horse to death in the above paragraph: lots and lots of ï¿½em. Being 28 years old, I remember the days of Gauntlet's video supremacy in the 80's and what follows are some thoughts on the many different home ports of both Gauntlet and it's sequels:

1) Circa 1986-87, Gauntlet was ported over to the Commodore 64, the Atari ST, IBM, and Amigaï¿½a DOS version also existed, IIRC. I never had the pleasure of playing any of these versions except the Commodore 64 one, but when I would look at the pics of the Atari ST version, it sure did look pretty darn close to the arcadeï¿½however from what I've *heard* reading old messages on the newsgroup archives re: the Atari ST version, the characters ran at the same speed, and there were no text boxes from the ï¿½DM' (or the ï¿½narrator' whose voice you'd always hear)ï¿½if anyone has played this version or any of the other ones, feel free to jump in here. The best way I could describe the C64 version was that it was "primitive but charming." Graphically simplistic but at the time, we kids were all just happy that Gauntlet had finally

"come home." All the characters ran at the same physical speed, and almost seemed to all share the same strengths/weaknesses. A year later (?), Gauntlet: The Deeper Dungeons was released for the above mentioned computer systems, adding 501 extra levels (and required the original Gauntlet to work). Again, if anyone ever got a chance to play this, I'd love to hear how good the game was.

2) In 1988 (also the year that Gauntlet II hit the arcades), Tengen released a home port of Gauntlet on the old 8-bit Nintendo system. This game was notable for a number of reasons. Firstly, it changed the basic format of Gauntlet by adding RPG/Quest elements: instead of levels that went on forever (in the original Gauntlet, the highest you can go is level 999, and once you exit room 999, you return to level 8), it narrowed the game down to 100 pre-set level/rooms. It also gave Gauntlet a storyline. Instead of being 4 adventurers who randomly fight thru the dungeons, Thor the Warrior, Thyra the Valkyrie, Merlin the Wizard, and Questor the speedy elf were now on a quest to save the land of Rendar from the Evil sorcerer Morak: they had to retrieve "the Sacred Orb" by defeating ï¿½the Guardian' in level 100 (it basically did what Gauntlet: Legends and Gauntlet: Dark Legacy would do a decade later; it was just ahead of it's time). Now, this particular version of Gauntlet seems to be universally reviled by fandom all over the internet, and to be honest I'm not quite sure whyï¿½or rather, I know why, but I think the strengths of the games far outweigh whatever faults it might have had. No, it was not *exactly* like the arcade version, but it *was* original and it *was* a *very* fun game in its own right. It also emphasized the strengths/weaknesses of the 4 characters. Any fan of Questor (as I am) would love this version because his incredible speed is the one main reason his character kicks ass over any of the other adventurers (the elf was always the fastest one, but that fact gets really pronounced in this NES version). And this version had a hell of a lot more life/character than the bland Gauntlet 2 NES port that came out a few years later. Anyhoo, has anyone ever solved Gauntlet for the NES? If so, I'd like to hear how the game ends. Do you have to face Morak's guardian (who guards the orb) and if so what is this being like in powers, abilities? Do you have to face Morak himself? Side note: Gauntlet was also ported over to the old 8-bit Sega Master System. I have never played it.

3) In 1990 (?), Gauntlet II was ported over the SMS, Gameboy, NES, and home computer systems. I've only played the NES version. This was released by a different company other than Tengen (the name eludes my memory right nowï¿½was it Mind Quest?). Hailed by many NES fans as the one "true Nintendo Gauntlet game," the sequel was quite faithful to the arcade version. Though it obviously could not measure up to the arcade version, it boasted the finest graphics and sound/digitized voice overs ever seen and heard in an 8-bit Nintendo cartridge. It really is amazing to listen to the DM's muffled voice ("Green Wizard shot the potion!")ï¿½you can almost really hear it. My criticisms of the game are so/so game control (the diagonal running/shooting

controls never feel quite right), lack of certain enemies found in the arcade version (the super-fast Thief and the Mugger), and certain game bugs (anyone else notice that the enemies tend to run AWAY from you sometimes when you attack them?). As an interesting side note: Gauntlet II for the Amiga is reputed to be the *closest* home port/translation ever of the arcade. I have never been lucky enough to play it (and would love to hear other's thoughts on the game), but it's supposed to be quite awesome, though with some glaring weaknesses (no text boxes or DM voice, same character running speed, etc.). Emulations of Gauntlet II for the Amiga are supposed to be all over the internet, I might get around to trying it one of these daysï¿½

4) Sometime in the early 90's, Gauntlet III was released on the Atari Lynx and the home computers as well. Never played this game. From what I've heard, this is actually a different game that got made over with cosmetic changes to make it a Gauntlet sequel. Supposedly a very *different* game than what most Gauntlet fans are used to (aliens??? WTF???).

5) I believe that it was about 1994 or '95 that "Gauntlet IV" was released by Tengen for the 16-bit Sega Genesis. This 4-player title boasted an all new quest adventure, a battle mode, a record mode, and the arcade mode. It is in my humble opinion and the opinion of the majority of gaming fandom (that I've seen) that the arcade mode of this 16-bit cart represents the *closest* most-faithful, pixel-perfect translation of the original Gauntlet arcade machine ever seen on a home system (console or PC). It's *almost* identical. I might even go so far as to say that it's the closest arcade port/emulation/whatever of *any* game ever done on *any* home system. Everything from the graphics, perfect game play, the DM's voice (which does get a little muffled at times), the text boxes, etc. You *will* believe you are playing the original arcade version of Gauntlet. It's just that damn good. And even in this day and age of super-powered consoles like the X-box, no version of Gauntlet before or after has come even close to matching the Genesis version. Now if only we could get a port of Gauntlet 2 that is just as good.

6) Somewhere after that time, Gauntlet: Legends and it's sequel Gauntlet: Dark Legacy were released first in the arcades, and then for the PS (G:L) and PS2 (G:DL). Different games from the original I remembered as a kid. Not better or worse, just different. And as a result, I never really got into them. And how could they ditch Questor like thatï¿½?

7) In the late 1990's Midway released "Arcade's Greatest Hits: The Atari Collection 2" for the original Sony Playstation. Like the one that's going to be released this month, this was an "anthology" of Atari arcade classics, with Gauntlet being among them. Now given the PS's obvious technological advantages over the Genesis, you'd think this latest (and now getting quite redundant) version of Gauntlet would be the best one yet, right? Wrong. Though graphically

superior, the game play doesn't measure up and the controls never feel "quite right." Something was definitely lost in the translation. Also, the individual screams and yells of the individual characters are missing. The DM's voice is also slowed down by game bugs ("Elfï¿½.nowï¿½ï¿½..hasï¿½ï¿½ï¿½..extra armor!"). All in all, a Gauntlet fan should only buy this collection if he/she doesn't already have the Sega Genesis version of Gauntlet IV.

This is yet another reason I can't understand why in this latest collection, Midway is re-releasing Gauntlet. They've *already* done it in the collection above. What we really wanted was Gauntlet II. Sigh. Maybe next time.

# 6055. Re: Still new ATARI 8 Bits and 2600 systems around.

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-17 02:34:15 UTC
From: Will <wanderson@providence.net>
Message-ID: <wanderson-A5B3BB.20341516112003@corp.supernews.com>
Source record: 18418

In article <8c160850.0310210533.3eb5a75c@posting.google.com>,
anoneds@netscape.net (Ben Yates) wrote:

> I _used_ to have a link to such a warehouse in California, I believe.
> I lost it when I lost the job. Basically, they had a warehouse _full_
> of computer equipment, and they just took pictures of everything. You
> just clicked on any thumbnails that looked interesting, and there were
> fully-boxed Atari systems, Commodores, etc. _Many_ Atari 1200XL
> systems, etc.
> I also remember the site was replete with profanity... if that reminds
> anyone of what it might be...
>
> Ben

You're probably thinking of http://www.usedtech.org

the "DIG" folks

# 6056. Re: Atari's in old films..

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-17 02:49:39 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3FB837D2.6C8E3DB0@rogers.com>
Source record: 18419

Hiya

Cruiser7 wrote:

> Ken Siders wrote:
> > "Cruiser7" <Cruiser7@nospam.com> wrote in message
> > news:vli1p0jbrqaka5@corp.supernews.com...
> >
> >
> >>While playing Tempest just now, it reminded me of the movie "Night Of
> >>The Comet", a typical 1980's gem about Valley Girls being amongst the
> >>last survivors of a comet's devasating effect. One of the girls played
> >>an arcade game and her high score kept getting topped by someone with
> >>the initials "DMK". I am pretty certain that Tempest was the game that
> >>they were competing on. Can anyone verify or refute?
> >>
> >
> > Yes it was Tempest. There are also a couple of Atari games (hard to make
> > out
> > but at least one looks like Asteroids) that are there with the Tempest
> > machine.
> > Here are a few movie snapshots:
> >
> > http://home.earthlink.net/~ksiders1/notc1.jpg
> > http://home.earthlink.net/~ksiders1/notc2.jpg
> > http://home.earthlink.net/~ksiders1/notc3.jpg
> >
> > --Ken
> >
> >
>
> Thanks for the verify; I am glad that I didn't hallucinate it. BTW, that
> looks like Asteroids on the left, Tempest in the center, and Asteroids
> Deluxe on the right. Leaning against the counter is a decent looking gal
> with 1980's hair.

I know its an old topic but theres a few I remember, Videodrome with James Woods I think it was, circa 1983 had an atari 800 and a 2600 in different scenes. The most recent I rmember was "glitter" with mariah carey, which had a minor continuity glitch, showed a 1040ST in a midi setup in a recording studio, set in 1983. There was also that well known movie (I forgot the title) with Dabney Coleman and Henry Thomas, had a 5200 in a few scenes.

# 6057. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-17 04:42:48 UTC
From: Percy <percygNOSPAM@frys.com>
Message-ID: <eV#5BVMrDHA.3612@TK2MSFTNGP11.phx.gbl>
Source record: 18420
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

Zzzz

"Mike North's Toupe" <mike_norths_toupe@hotmail.com> wrote in message
news:7578f85e.0311161653.2b1911f1@posting.google.com...
| Hello, all,
|
| In case you haven't heard the news, in the months of November and
| December, Midway will be releasing its "Midways Arcade Treasures"
| compilation for the X-Box, PS2 and (as far as we know still) the
| Gamecube. For those who haven't heard, this is a collection of 20
| classic arcade videogames from the old days of Atari. Included on the
| list is the 4-player arcade classic GAUNTLET. <RANT MODE ON>: Before
| I go any further, let me make a direct request to Midway/TPB/Whomever
| it may concern: in the next compilation that gets released, please do
| us all a favor and give us the Gauntlet game that *should* have been
| released on *this* collection instead of Gauntlet: GAUNTLET II (which
| was, by far a superior and more challenging game to even the
| original). The original Gauntlet game has been translated, ported
| over, and emulated TO DEATH on so many different home platforms so
| many times that I swear I'm going to scream if I see another Gauntlet
| port over, that it made very little sense (IMHO) to do it AGAIN. As
| far as I'm concerned, a perfect port/translation of Gauntlet already
| exists; it's on the Sega Genesis 16-bit system: "GAUNTLET IV."
| Anyways, let's hope that Midway gives Gauntlet fans what they've been
| screaming for over a decade now: a home port of Gauntlet II that
| really does the game some justice (as there are many, MANY, home ports
| of Gauntlet already in existence). <RANT MODE OFF>
|
| Now moving on, all this Gauntlet talk got me to thinking, "how many
| home ports/incarnations have there been now of Gauntlet?" I think I
| beat the horse to death in the above paragraph: lots and lots of 'em.
| Being 28 years old, I remember the days of Gauntlet's video supremacy
| in the 80's and what follows are some thoughts on the many different
| home ports of both Gauntlet and it's sequels:
|
| 1) Circa 1986-87, Gauntlet was ported over to the Commodore 64, the
| Atari ST, IBM, and Amiga.a DOS version also existed, IIRC. I never
| had the pleasure of playing any of these versions except the Commodore
| 64 one, but when I would look at the pics of the Atari ST version, it
| sure did look pretty darn close to the arcade.however from what I've
| *heard* reading old messages on the newsgroup archives re: the Atari
| ST version, the characters ran at the same speed, and there were no
| text boxes from the 'DM' (or the 'narrator' whose voice you'd always

| hear)-if anyone has played this version or any of the other ones, feel
| free to jump in here. The best way I could describe the C64 version
| was that it was "primitive but charming." Graphically simplistic but
| at the time, we kids were all just happy that Gauntlet had finally
| "come home." All the characters ran at the same physical speed, and
| almost seemed to all share the same strengths/weaknesses. A year
| later (?), Gauntlet: The Deeper Dungeons was released for the above
| mentioned computer systems, adding 501 extra levels (and required the
| original Gauntlet to work). Again, if anyone ever got a chance to
| play this, I'd love to hear how good the game was.
|
| 2) In 1988 (also the year that Gauntlet II hit the arcades), Tengen
| released a home port of Gauntlet on the old 8-bit Nintendo system.
| This game was notable for a number of reasons. Firstly, it changed
| the basic format of Gauntlet by adding RPG/Quest elements: instead of
| levels that went on forever (in the original Gauntlet, the highest you
| can go is level 999, and once you exit room 999, you return to level
| 8), it narrowed the game down to 100 pre-set level/rooms. It also
| gave Gauntlet a storyline. Instead of being 4 adventurers who
| randomly fight thru the dungeons, Thor the Warrior, Thyra the
| Valkyrie, Merlin the Wizard, and Questor the speedy elf were now on a
| quest to save the land of Rendar from the Evil sorcerer Morak: they
| had to retrieve "the Sacred Orb" by defeating 'the Guardian' in level
| 100 (it basically did what Gauntlet: Legends and Gauntlet: Dark Legacy
| would do a decade later; it was just ahead of it's time). Now, this
| particular version of Gauntlet seems to be universally reviled by
| fandom all over the internet, and to be honest I'm not quite sure
| why.or rather, I know why, but I think the strengths of the games far
| outweigh whatever faults it might have had. No, it was not *exactly*
| like the arcade version, but it *was* original and it *was* a *very*
| fun game in its own right. It also emphasized the
| strengths/weaknesses of the 4 characters. Any fan of Questor (as I
| am) would love this version because his incredible speed is the one
| main reason his character kicks ass over any of the other adventurers
| (the elf was always the fastest one, but that fact gets really
| pronounced in this NES version). And this version had a hell of a lot
| more life/character than the bland Gauntlet 2 NES port that came out a
| few years later. Anyhoo, has anyone ever solved Gauntlet for the NES?
| If so, I'd like to hear how the game ends. Do you have to face
| Morak's guardian (who guards the orb) and if so what is this being
| like in powers, abilities? Do you have to face Morak himself? Side
| note: Gauntlet was also ported over to the old 8-bit Sega Master
| System. I have never played it.
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| 3) In 1990 (?), Gauntlet II was ported over the SMS, Gameboy, NES,
| and home computer systems. I've only played the NES version. This
| was released by a different company other than Tengen (the name eludes
| my memory right now.was it Mind Quest?). Hailed by many NES fans as
| the one "true Nintendo Gauntlet game," the sequel was quite faithful
| to the arcade version. Though it obviously could not measure up to

| the arcade version, it boasted the finest graphics and sound/digitized
| voice overs ever seen and heard in an 8-bit Nintendo cartridge. It
| really is amazing to listen to the DM's muffled voice ("Green Wizard
| shot the potion!").you can almost really hear it. My criticisms of
| the game are so/so game control (the diagonal running/shooting
| controls never feel quite right), lack of certain enemies found in the
| arcade version (the super-fast Thief and the Mugger), and certain game
| bugs (anyone else notice that the enemies tend to run AWAY from you
| sometimes when you attack them?). As an interesting side note:
| Gauntlet II for the Amiga is reputed to be the *closest* home
| port/translation ever of the arcade. I have never been lucky enough
| to play it (and would love to hear other's thoughts on the game), but
| it's supposed to be quite awesome, though with some glaring weaknesses
| (no text boxes or DM voice, same character running speed, etc.).
| Emulations of Gauntlet II for the Amiga are supposed to be all over
| the internet, I might get around to trying it one of these days.
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| 4) Sometime in the early 90's, Gauntlet III was released on the Atari
| Lynx and the home computers as well. Never played this game. From
| what I've heard, this is actually a different game that got made over
| with cosmetic changes to make it a Gauntlet sequel. Supposedly a very
| *different* game than what most Gauntlet fans are used to (aliens???
| WTF???).
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| 5) I believe that it was about 1994 or '95 that "Gauntlet IV" was
| released by Tengen for the 16-bit Sega Genesis. This 4-player title
| boasted an all new quest adventure, a battle mode, a record mode, and
| the arcade mode. It is in my humble opinion and the opinion of the
| majority of gaming fandom (that I've seen) that the arcade mode of
| this 16-bit cart represents the *closest* most-faithful, pixel-perfect
| translation of the original Gauntlet arcade machine ever seen on a
| home system (console or PC). It's *almost* identical. I might even
| go so far as to say that it's the closest arcade
| port/emulation/whatever of *any* game ever done on *any* home system.
| Everything from the graphics, perfect game play, the DM's voice (which
| does get a little muffled at times), the text boxes, etc. You *will*
| believe you are playing the original arcade version of Gauntlet. It's
| just that damn good. And even in this day and age of super-powered
| consoles like the X-box, no version of Gauntlet before or after has
| come even close to matching the Genesis version. Now if only we could
| get a port of Gauntlet 2 that is just as good.
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| 6) Somewhere after that time, Gauntlet: Legends and it's sequel
| Gauntlet: Dark Legacy were released first in the arcades, and then for
| the PS (G:L) and PS2 (G:DL). Different games from the original I
| remembered as a kid. Not better or worse, just different. And as a
| result, I never really got into them. And how could they ditch
| Questor like that.?
|
| 7) In the late 1990's Midway released "Arcade's Greatest Hits: The

| Atari Collection 2" for the original Sony Playstation. Like the one
| that's going to be released this month, this was an "anthology" of
| Atari arcade classics, with Gauntlet being among them. Now given the
| PS's obvious technological advantages over the Genesis, you'd think
| this latest (and now getting quite redundant) version of Gauntlet
| would be the best one yet, right? Wrong. Though graphically
| superior, the game play doesn't measure up and the controls never feel
| "quite right." Something was definitely lost in the translation.
| Also, the individual screams and yells of the individual characters
| are missing. The DM's voice is also slowed down by game bugs
| ("Elf..now....has.....extra armor!"). All in all, a Gauntlet fan
| should only buy this collection if he/she doesn't already have the
| Sega Genesis version of Gauntlet IV.
|
| This is yet another reason I can't understand why in this latest
| collection, Midway is re-releasing Gauntlet. They've *already* done
| it in the collection above. What we really wanted was Gauntlet II.
| Sigh. Maybe next time.

# 6058. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-17 04:46:29 UTC
From: RogerM <rodger.mckay@ns.sympatico.ca>
Message-ID: <3FB85313.18EEA8B5@ns.sympatico.ca>
Source record: 18421
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

Percy wrote:
>
> Zzzz
>

You quoted all that just to add "ZZZZ"? Idiot.

--

Too many sticks, not enough carrots.

I find that while malice and greed are prime motivations in human
behavior, it is a serious error to discount basic human stupidity.

# 6059. Re: He-Man ROM doesn't work under PC Atari 2.6 (Windows)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-17 08:12:42 UTC
From: ANTant@zimage.com
Message-ID: <YaWdnTU3abZnHyWi4p2dnA@mminternet.net>
Source record: 18422

I still miss the GUI game list. Drag and drop is cool but the in game menu is
preferred. It gives information too. He-Man ROM works in this emulator.

Does z26 have a front-end GUI?

RoyE <r-dean@ charter.net> wrote:
> Hi,
> I use Z26 an atari 2600 rom player. Its okay and still being upgraded
> occasionally. Stella's port to Windows is good also, PCAE is OK for Win95
> not so good for w98,w2000, or wXP. You can get z26 here: If you are using
> a MAME cabinet there is a hack of z26 to allow Mame button controls > i.e.
> Start and Reset etc...

> http://www.whimsey.com/z26/z26.html

> regards,
> RoyE

> "Bruce" <No-Spam@Ivn.cl> wrote in message
> news:bp6sln$drg$1@news1.nivel5.cl...
> > PC atari ???
> > have you tried atari800 emu ?
> >
> >
> >
> > <ANTant@zimage.com> escribi? en el mensaje
> > news:pKudnQ_rzM6qRCuiRVn-vA@mminternet.net...
> > > Yes, I know this game sucks but I liked it as a kid!
> > >
> > > Is anyone else having this problem? It works in Stella on my Apple
> > > PowerBook G4, but not in PC Atari v2.6 in Windows XP Professional SP1.
> > >
> > > Thank you in advance.
--
"What I fear most from the stars is not aliens for they have
intelligence, but I fear social creatures like ants, that can overrun
humans, that feel no emotion, and see us as an easy prey source."
--unknown
/___/\
/ /\ /\ \ Ant @ The Ant Farm: http://antfarm.ma.cx
| |o o| | E-mail: philpi@earthlink.netANT or philpi@apu.eduANT
\ _ / Remove ANT if replying by e-mail from a newsgroup.
( )

# 6060. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-17 08:22:36 UTC
From: Ben Combee <combee@techwood.org>
Message-ID: <gz%tb.3623$sb4.464@newsread2.news.pas.earthlink.net>
Source record: 18423
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

Mike North's Toupe wrote:
> 1) Circa 1986-87, Gauntlet was ported over to the Commodore 64, the
> Atari ST, IBM, and Amigaï¿½a DOS version also existed, IIRC.

Actually, Gauntlet and G: Deeper Dungeons were also released for the
Atari 8-bit. I had the disk version, and it supported two-player
simultaneous play and had fairly good graphics for the system.

I'd actually add a #0 -- Gauntlet was based on Dandy (a.k.a Dandy
Dungeon), an Atari 8-bit game released by APX (the Atari Program
eXchange) and written by a M.I.T. student in the early 80's. It was
based on the 8-bit computer's character mode and had the concepts of the
larger-than-one-screen maze, monster generators, and treasure chests.

Details at

http://www.atariarchives.org/APX/thorlininterview.php
http://www.atariarchives.org/APX/showinfo.php?cat=20210

--
Ben Combee <bcombee@metrowerks.com>
CodeWarrior for Palm OS technical lead
Palm OS programming help at http://www.palmoswerks.com/

# 6061. Re: He-Man ROM doesn't work under PC Atari 2.6 (Windows)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-17 09:21:15 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <vrh4ob2ur39e1c@corp.supernews.com>
Source record: 18425

http://www.wintersolace.com/index2.html

This page should have a front end for Z26. It is called X26, but get one of the older versions of z26 and they have a built in front end. Versions 1.5x you can find this in the archives at. the web page listed below on previous post..

RoyE
<ANTant@zimage.com> wrote in message
news:YaWdnTU3abZnHyWi4p2dnA@mminternet.net...
> I still miss the GUI game list. Drag and drop is cool but the in game menu
is
> preferred. It gives information too. He-Man ROM works in this emulator.
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> Does z26 have a front-end GUI?
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> > not so good for w98,w2000, or wXP. You can get z26 here: If you are
using
> > a MAME cabinet there is a hack of z26 to allow Mame button controls >
i.e.
> > Start and Reset etc...
>
> > http://www.whimsey.com/z26/z26.html
>
> > regards,
> > RoyE
>
> > "Bruce" <No-Spam@Ivn.cl> wrote in message
> > news:bp6sln$drg$1@news1.nivel5.cl...
> > > PC atari ???
> > > have you tried atari800 emu ?
> > >
> > >
> > >
> > > <ANTant@zimage.com> escribi? en el mensaje
> > > news:pKudnQ_rzM6qRCuiRVn-vA@mminternet.net...
> > > > Yes, I know this game sucks but I liked it as a kid!
> > > >
> > > > Is anyone else having this problem? It works in Stella on my Apple

> > > > PowerBook G4, but not in PC Atari v2.6 in Windows XP Professional
SP1.
> > > >
> > > > Thank you in advance.
> --
> "What I fear most from the stars is not aliens for they have
> intelligence, but I fear social creatures like ants, that can overrun
> humans, that feel no emotion, and see us as an easy prey source."
> --unknown
> /___/\
> / /\ /\ \ Ant @ The Ant Farm: http://antfarm.ma.cx
> | |o o| | E-mail: philpi@earthlink.netANT or philpi@apu.eduANT
> \ _ / Remove ANT if replying by e-mail from a newsgroup.
> ( )

## 6062. Play Atari 8-bit games on PDA device??

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-17 09:21:39 UTC
From: mstepansky@aol.com
Message-ID: <20031117042139.05748.00000357@mb-m13.aol.com>
Source record: 18424

Is there such Atari 8-bit emulator to play games on a color PDA device?

Mike

# 6063. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-17 09:59:07 UTC
From: Gareth <hotmail.com@dgareth.spm>
Message-ID: <dZ0ub.9388$lm1.66352@wards.force9.net>
Source record: 18426

"Ben Combee" <combee@techwood.org> wrote in message
news:gz%tb.3623$sb4.464@newsread2.news.pas.earthlink.net...
> Mike North's Toupe wrote:
> > 1) Circa 1986-87, Gauntlet was ported over to the Commodore 64, the
> > Atari ST, IBM, and Amiga a DOS version also existed, IIRC.
>
> Actually, Gauntlet and G: Deeper Dungeons were also released for the
> Atari 8-bit. I had the disk version, and it supported two-player
> simultaneous play and had fairly good graphics for the system.
>
> I'd actually add a #0 -- Gauntlet was based on Dandy (a.k.a Dandy
> Dungeon), an Atari 8-bit game released by APX (the Atari Program
> eXchange) and written by a M.I.T. student in the early 80's. It was
> based on the 8-bit computer's character mode and had the concepts of the
> larger-than-one-screen maze, monster generators, and treasure chests.
>
> Details at
>
> http://www.atariarchives.org/APX/thorlininterview.php
> http://www.atariarchives.org/APX/showinfo.php?cat=20210

<Newsgroups: header trimmed>

Now I remember why I never actually managed to buy an APX prog - the price of APX programs was crazy: in 1983 it wasn't uncommon for an APX cassette with 1 prog to cost around $30 or about 20. With inflation that must surely be around $55 or about 40 by today's standards.

Gareth.

# 6064. Re: Play Atari 8-bit games on PDA device??

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-17 11:25:38 UTC
From: Randy T <nospam@diespammer.net>
Message-ID: <Se2ub.80579$f53.57128@twister.austin.rr.com>
Source record: 18427

I have an Atari 8 bit emulator on my Ipaq and it works great.

I also have Atari Lynx, NES, SNES, Gamegear, Mame, and Genesis. I never have found any roms for the Lynx emulator. I have for the rest though. They all work fine on the Ipaq.
Randy

"MStepansky" <mstepansky@aol.com> wrote in message news:20031117042139.05748.00000357@mb-m13.aol.com...
> Is there such Atari 8-bit emulator to play games on a color PDA device?
>
> Mike

# 6065. Re: Atari's in old films..

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-17 12:12:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0311170410300.8352-100000@onyx.spiritone.com>
Source record: 18429

On Mon, 17 Nov 2003, James Alexander wrote:

> Hiya
>
> Cruiser7 wrote:
>
> > Ken Siders wrote:
> > > "Cruiser7" <Cruiser7@nospam.com> wrote in message
> > > news:vli1p0jbrqaka5@corp.supernews.com...
> > > >
> > > >
> > > >>While playing Tempest just now, it reminded me of the movie "Night Of
> > > >>The Comet", a typical 1980's gem about Valley Girls being amongst the
> > > >>last survivors of a comet's devasating effect. One of the girls played
> > > >>an arcade game and her high score kept getting topped by someone with
> > > >>the initials "DMK". I am pretty certain that Tempest was the game that
> > > >>they were competing on. Can anyone verify or refute?
> > > >>
> > > >
> > > > Yes it was Tempest. There are also a couple of Atari games (hard to make
> > > > out
> > > > but at least one looks like Asteroids) that are there with the Tempest
> > > > machine.
> > > > Here are a few movie snapshots:
> > > >
> > > > http://home.earthlink.net/~ksiders1/notc1.jpg
> > > > http://home.earthlink.net/~ksiders1/notc2.jpg
> > > > http://home.earthlink.net/~ksiders1/notc3.jpg
> > > >
> > > > --Ken
> > > >
> > > >
> > >
> > Thanks for the verify; I am glad that I didn't hallucinate it. BTW, that
> > looks like Asteroids on the left, Tempest in the center, and Asteroids
> > Deluxe on the right. Leaning against the counter is a decent looking gal
> > with 1980's hair.
>
> I know its an old topic but theres a few I remember, Videodrome with James
> Woods I think it was, circa 1983 had an atari 800 and a 2600 in different
> scenes. The most recent I rmember was "glitter" with mariah carey, which had
> a minor continuity glitch, showed a 1040ST in a midi setup in a recording
> studio, set in 1983. There was also that well known movie (I forgot the
> title) with Dabney Coleman and Henry Thomas, had a 5200 in a few scenes.

Your thinking of Cloak & Dagger. I Love that Movie.

===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 6066. FA: Atari 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-17 12:16:19 UTC
From: john.stringer1@ntlworld.com
Message-ID: <5fa1946f.0311170416.4ea0317c@posting.google.com>
Source record: 18428

Hi

I'm currently auctioning a fairly rate Atari 1200XL on ebay. As many
of you know, this system was released before the Atari 800XL and
600XL. It was fairly unsuccessful and so was only available to buy for
3 months and in the US only. I'm based in the UK but happy to ship
anywhere in the world. For more information check out my ebay
auctions:

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=j0nstringer&include=0
&since=-1&sort=3&rows=50

Let me know if have any questions.

Thanks
John

# 6067. Re: eBay idiots

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-17 14:04:21 UTC
From: Bruce <No-Spam@lvn.cl>
Message-ID: <bpagvu$joi$1@news1.nivel5.cl>
Source record: 18430

Thanks ;)

"Tim" <tjlazer@nospam.mail.com> escribi&#65533; en el mensaje
news:vrfci7r25kmi8d@corp.supernews.com...
>
> "Bruce" <No-Spam@lvn.cl> wrote in message
> news:bp6sj8$dr0$1@news1.nivel5.cl...
> > by the way... what does MINT condition mean ??
> >
>
> Mint condition, when accurately portrayed, means in really good condition.
> Like you buy something new, and are real careful with it, and sell it
later
> on. Be it 6 months later or 15 years later. I just bought a MINT 130XE
in
> the box from eBay for $60. It looks like it is new. Though the box is a
> little worn but not bad at all. Still would like a NEW in the box 130XE
to
> compliment my NEW XF551 drive! ;)
>
> Tim
>
>

# 6068. Re: He-Man ROM doesn't work under PC Atari 2.6 (Windows)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-17 14:05:26 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bpah1v$jpt$1@news1.nivel5.cl>
Source record: 18431

Ups!.

atari800 has nothing to do with 2600...
I've (somewhere) a stella version with a windows GUI....

"RoyE" <r-dean@ charter.net> escribi&#65533; en el mensaje
news:vrh4ob2ur39e1c@corp.supernews.com...
> http://www.wintersolace.com/index2.html
>
> This page should have a front end for Z26. It is called X26, but get one
of
> the older versions of z26 and they have a built in front end. Versions
1.5x
> you can find this in the archives at. the web page listed below on
previous
> post..
>
> RoyE
> <ANTant@zimage.com> wrote in message
> news:YaWdnTU3abZnHyWi4p2dnA@mminternet.net...
> > I still miss the GUI game list. Drag and drop is cool but the in game
menu
> is
> > preferred. It gives information too. He-Man ROM works in this emulator.
> >
> > Does z26 have a front-end GUI?
> >
> >
> > RoyE <r-dean@ charter.net> wrote:
> > > Hi,
> > > I use Z26 an atari 2600 rom player. Its okay and still being upgraded
> > > occasionally. Stella's port to Windows is good also, PCAE is OK for
> Win95
> > > not so good for w98,w2000, or wXP. You can get z26 here: If you are
> using
> > > a MAME cabinet there is a hack of z26 to allow Mame button controls >
> i.e.
> > > Start and Reset etc...
> >
> > > http://www.whimsey.com/z26/z26.html
> >
> > > regards,
> > > RoyE
> >

> > > "Bruce" <No-Spam@Ivn.cl> wrote in message
> > > news:bp6sln$drg$1@news1.nivel5.cl...
> > > > PC atari ???
> > > > have you tried atari800 emu ?
> > > >
> > > >
> > > >
> > > > <ANTant@zimage.com> escribi? en el mensaje
> > > > news:pKudnQ_rzM6qRCuiRVn-vA@mminternet.net...
> > > > > Yes, I know this game sucks but I liked it as a kid!
> > > > >
> > > > > Is anyone else having this problem? It works in Stella on my Apple
> > > > > PowerBook G4, but not in PC Atari v2.6 in Windows XP Professional
> SP1.
> > > > >
> > > > > Thank you in advance.
> > --
> > "What I fear most from the stars is not aliens for they have
> > intelligence, but I fear social creatures like ants, that can overrun
> > humans, that feel no emotion, and see us as an easy prey source."
> > --unknown
> > /___/\
> > / /\ /\ \ Ant @ The Ant Farm: http://antfarm.ma.cx
> > | |o o| | E-mail: philpi@earthlink.netANT or philpi@apu.eduANT
> > \ _ / Remove ANT if replying by e-mail from a newsgroup.
> > ( )
>
>

# 6069. Re: Atari 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-17 14:16:10 UTC
From: TXG/MNX <txg01@xs4all.nl>
Message-ID: <3fb8d86d$0$58709$e4fe514c@news.xs4all.nl>
Source record: 18432

Hi,

An US 1200XL is NOT very rare !

When you would sell an european (PAL) 1200XL that would be rare but I think
they were never build.

TXG/MNX

"John Stringer" <john.stringer1@ntlworld.com> wrote in message
news:5fa1946f.0311170416.4ea0317c@posting.google.com...
> Hi
>
> I'm currently auctioning a fairly rate Atari 1200XL on ebay. As many
> of you know, this system was released before the Atari 800XL and
> 600XL. It was fairly unsuccessful and so was only available to buy for
> 3 months and in the US only. I'm based in the UK but happy to ship
> anywhere in the world. For more information check out my ebay
> auctions:
>
>
http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=j0nstringer&include=0
&since=-1&sort=3&rows=50
>
> Let me know if have any questions.
>
> Thanks
> John

# 6070. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-17 14:25:42 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3FB8DA66.DAF7B729@students.uni-mainz.de>
Source record: 18433
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

Well,
the same guy that wrote Dandy (ca. 1983), also programmed Dark Chambers
(also 1983) at least the Atari XE/XEGS cart says that. And you know,
Dark Chambers is another clone of Gauntlet - but since it was originally
programmed years before Gauntlet, one can also say that Gauntlet (1985)
is a clone of Dandy and Dark Chambers. Man, if Atari had released Dark
Chambers 1983 (and not 1988!), who knows if Gauntlet would ever had been
released ?!? greets, Andreas.

Ben Combee schrieb:
>
> Mike North's Toupe wrote:
> > 1) Circa 1986-87, Gauntlet was ported over to the Commodore 64, the
> > Atari ST, IBM, and Amiga a DOS version also existed, IIRC.
>
> Actually, Gauntlet and G: Deeper Dungeons were also released for the
> Atari 8-bit. I had the disk version, and it supported two-player
> simultaneous play and had fairly good graphics for the system.
>
> I'd actually add a #0 -- Gauntlet was based on Dandy (a.k.a Dandy
> Dungeon), an Atari 8-bit game released by APX (the Atari Program
> eXchange) and written by a M.I.T. student in the early 80's. It was
> based on the 8-bit computer's character mode and had the concepts of the
> larger-than-one-screen maze, monster generators, and treasure chests.
>
> Details at
>
> http://www.atariarchives.org/APX/thorlininterview.php
> http://www.atariarchives.org/APX/showinfo.php?cat=20210
>
> --
> Ben Combee <bcombee@metrowerks.com>
> CodeWarrior for Palm OS technical lead
> Palm OS programming help at http://www.palmoswerks.com/

# 6071. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-17 15:29:48 UTC
From: joe~V~3838 <jms2@gbronline.com>
Message-ID: <saydnZ_YCtvIdCWiRVn-hA@gbronline.com>
Source record: 18434
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

at least he top posted it !
heh

"RogerM" <rodger.mckay@ns.sympatico.ca> wrote in message
news:3FB85313.18EEA8B5@ns.sympatico.ca...
> Percy wrote:
> >
> > Zzzz
> >
>
> You quoted all that just to add "ZZZZ"? Idiot.
>
> --
>
> Too many sticks, not enough carrots.
>
> I find that while malice and greed are prime motivations in human
> behavior, it is a serious error to discount basic human stupidity.

# 6072. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-17 15:35:51 UTC
From: Maurits van de Kamp <james.t.kirk@enterprise.nasa.gov>
Message-ID: <bpaq19$c6v$1@reader10.wxs.nl>
Source record: 18435
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

> at least he top posted it !

Top posting sucks, editing rules.

:)

Maurits.

# 6073. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-17 18:15:40 UTC
From: Hellraiser <hellraiser1.nospam@blueyonder.co.uk>
Message-ID: <bpb384$1m0v31$1@ID-166521.news.uni-berlin.de>
Source record: 18436
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

> Actually, Gauntlet and G: Deeper Dungeons were also released for the
> Atari 8-bit. I had the disk version, and it supported two-player
> simultaneous play and had fairly good graphics for the system.
>
> I'd actually add a #0 -- Gauntlet was based on Dandy (a.k.a Dandy
> Dungeon), an Atari 8-bit game released by APX (the Atari Program
> eXchange) and written by a M.I.T. student in the early 80's. It was
> based on the 8-bit computer's character mode and had the concepts of the
> larger-than-one-screen maze, monster generators, and treasure chests.

And if I remember correctly, didn't the arcade machine of Gauntlet use a
number of Atari 8-bit Pokey sound chips?

Hellraiser.....>

# 6074. Re: Play Atari 8-bit games on PDA device??

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-17 21:44:12 UTC
From: cmartin@ti.com
Message-ID: <482f186a.0311171344.707d6b01@posting.google.com>
Source record: 18437

> Is there such Atari 8-bit emulator to play games on a color PDA device?

I have ported atari800 to the Sharp Zaurus:

http://www.killefiz.de/zaurus/showdetail.php?app=1143

--Chris

# 6075. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-18 00:45:19 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <nhqirvgr4flmj52ui823ordhl1va1ukd4u@4ax.com>
Source record: 18438

Besides the scrolling bird's-eye view arcade dungeon commercial game there was also a shareware Atari 8bit game called Gauntlet, in which your flying saucer would maneuver over a Defender-like landscape, taking out waves of enemies, and advancing to the next screen. It had really good graphics and also very good playability. Easily commercial quality. I wonder if the author made more than a couple hundred bucks off it... That was one of my favorites.

# 6076. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-18 01:13:23 UTC
From: John Burns <joobs@grizo.free-onlineNOJUNK.co.uk>
Message-ID: <9452133122061276.NC-1.61.joobs@news.free-online.net>
Source record: 18440
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

On Mon, 17 Nov 2003 15:25:42 +0100, Andreas Magenheimer wrote:

> Well,
> the same guy that wrote Dandy (ca. 1983), also programmed Dark Chambers

Dandy was written by John (aka Jack) H. Palevich, released (I believe) in 1982
for the Atari 800 (as part of the Atari Program Exchange). It was later released
and re-titled as Dandy Dungeon by Antic The C64 version was ported by Nick
Pelling (aka Orlando M Pilchard) for Electric Dreams in 1987.

# 6077. Re: FA: Atari 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-18 01:13:33 UTC
From: Winfried Trautsch <bluedino@spamcop.net>
Message-ID: <slrnbrisht.1fl.bluedino@winnux.winnisurf.de>
Source record: 18439

John Stringer schrieb am 17 Nov 2003 04:16:19 -0800:
> Hi
>
> I'm currently auctioning a fairly rate Atari 1200XL on ebay. As many
> of you know, this system was released before the Atari 800XL and
> 600XL. It was fairly unsuccessful and so was only available to buy for
> 3 months and in the US only. I'm based in the UK but happy to ship
> anywhere in the world. For more information check out my ebay
> auctions:
>
> http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=j0nstringer&include
=0&since=-1&sort=3&rows=50
>
> Let me know if have any questions.

Q: Any 1450XLD?

FYI: 1200XL went for $11
( http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&item=3057385281 )

- Winni -
--
Unix was the first OS where you could carry the media and system
documentation around in a briefcase. This was fixed in BSD4.2.

# 6078. Re: He-Man ROM doesn't work under PC Atari 2.6 (Windows)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-18 05:55:42 UTC
From: ANTant@zimage.com
Message-ID: <XIGdnT0tR6zDKSSiRVn-tw@mminternet.net>
Source record: 18441

Thanks. I think this will do for now. ;)

RoyE <r-dean@ charter.net> wrote:
> http://www.wintersolace.com/index2.html

> This page should have a front end for Z26. It is called X26, but get one of
> the older versions of z26 and they have a built in front end. Versions 1.5x
> you can find this in the archives at. the web page listed below on previous
> post..

> RoyE
> <ANTant@zimage.com> wrote in message
> news:YaWdnTU3abZnHyWi4p2dnA@mminternet.net...
> > I still miss the GUI game list. Drag and drop is cool but the in game menu
> is
> > preferred. It gives information too. He-Man ROM works in this emulator.
> >
> > Does z26 have a front-end GUI?
> >
> >
> > RoyE <r-dean@ charter.net> wrote:
> > > Hi,
> > > I use Z26 an atari 2600 rom player. Its okay and still being upgraded
> > > occasionally. Stella's port to Windows is good also, PCAE is OK for
> Win95
> > > not so good for w98,w2000, or wXP. You can get z26 here: If you are
> using
> > > a MAME cabinet there is a hack of z26 to allow Mame button controls >
> i.e.
> > > Start and Reset etc...
> >
> > > http://www.whimsey.com/z26/z26.html
> >
> > > regards,
> > > RoyE
> >
> > > "Bruce" <No-Spam@Ivn.cl> wrote in message
> > > news:bp6sln$drg$1@news1.nivel5.cl...
> > > > PC atari ???
> > > > have you tried atari800 emu ?
> > > >
> > > >
> > > >
> > > > <ANTant@zimage.com> escribi? en el mensaje
> > > > news:pKudnQ_rzM6qRCuiRVn-vA@mminternet.net...

> > > > > Yes, I know this game sucks but I liked it as a kid!
> > > > >
> > > > > Is anyone else having this problem? It works in Stella on my Apple
> > > > > PowerBook G4, but not in PC Atari v2.6 in Windows XP Professional
> SP1.
> > > > > >
> > > > > Thank you in advance.
--
"What I fear most from the stars is not aliens for they have
intelligence, but I fear social creatures like ants, that can overrun
humans, that feel no emotion, and see us as an easy prey source."
--unknown
/___/\
/ /\ /\ \ Ant @ The Ant Farm: http://antfarm.ma.cx
| |o o| | E-mail: philpi@earthlink.netANT or philpi@apu.eduANT
\ _ / Remove ANT if replying by e-mail from a newsgroup.
( )

## 6079. Re: I am a game programmer!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-18 07:42:45 UTC
From: bill@newbreedsoftware.com
Message-ID: <V3kub.7008$Wy2.108889@typhoon.sonic.net>
Source record: 18442

Steve S <j70141@hotmail.com> wrote:
> Hey, what processor are they using in those cell phones?

Things with ARM cores. :^) Dunno much else. I just write the code (in C) ;)

-bill!
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 6080. Re: I am a game programmer!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-18 07:44:11 UTC
From: bill@newbreedsoftware.com
Message-ID: <f5kub.7009$Wy2.109103@typhoon.sonic.net>
Source record: 18443

James E. King <jamesk@deuce.xmission.com> wrote:
> Might we enquire as to the fortunate firm that's hired you for this task?

Not sure if I can say, actually! :) Been telling my friends, but not
really 'announcing to the world' (e.g., website, usenet, mailing lists :) )

It's a tiny company. Two employees. If I'm lucky, I'll be #3 at some
point. Who knows!?

> If not, no sweat - and congrats! Hopefully the pay's better too! <grin>

The pay IS better. Not what I was making at $Worldcom$, but that job
was _ridiculous_. Nothing like feeling guilty about your job. >:^(

Anyway, thanks ;)

-bill!
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 6081. Re: I am a game programmer!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-18 07:45:08 UTC
From: bill@newbreedsoftware.com
Message-ID: <86kub.7010$Wy2.109009@typhoon.sonic.net>
Source record: 18444

Edward S. Baiz Jr. <edbaizjr@comcast.net> wrote:
> Good luck Bill. Does this mean will be seeing some cell phones
> running some old classic 8-bit games? Hope so....

Hehe - Frankly, most of the cellphone games out there ARE not much more
than classic 8-bit-style games! :^) But that's why this kind of work is
perfect for me!

It was this, or writing (more) kids' software. :)

-bill!
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

## 6082. Re: I am a game programmer!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-18 08:47:08 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gfzgmoygj.fsf@legolas.mdh.se>
Source record: 18445

bill@newbreedsoftware.com (William Kendrick) writes:

> It was this, or writing (more) kids' software. :)

Considering how many children carry their own cell phone
today, you might end up writing kids' mobile software.

--
Anders Carlsson

"Please not to close to the hair, finger, clothes to run about the
inside's vehicle, in order to prevent quilt involvement." -- Bit Racer

# 6083. Need a disk image/file

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-18 11:43:47 UTC
From: The Undead Mechanic <davidbowden@earthlink.net>
Message-ID: <TBnub.4705$sb4.344@newsread2.news.pas.earthlink.net>
Source record: 18446

I recently lost all of my disk images to a faulty hard drive.

Thankfully, all of my really important files are still on the original floppy disks so there's no real loss here...

The one thing that I did lose that I wish I hadn't was the disk image with the "Atari Wedge 2.0" assembler source from Compute's 3rd book of Atari.

Granted, I have the book and I *could* just type all of the source code in again, but I'm lazy.

If anyone here happens to have that on hand and could send it my way, I would be eternally gratefull.

See the sig for the email address I actually check, as the other one gets flooded with virus laden mail...
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* earthlink *DOT* net
http://home.earthlink.net/~davidbowden/
http://www.livejournal.com/users/undeadmechanic

# 6084. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-18 13:33:19 UTC
From: kev <kevin@kevin.net>
Message-ID: <vq7krvgrcknaguoh5234iuuof97cdr44f9@4ax.com>
Source record: 18297

On Mon, 17 Nov 2003 19:45:19 -0500, Daniel Miller
<daclmi@mediakingx.com> wrote:

>Besides the scrolling bird's-eye view arcade dungeon commercial game
>there was also a shareware Atari 8bit game called Gauntlet, in which
>your flying saucer would maneuver over a Defender-like landscape,
>taking out waves of enemies, and advancing to the next screen. It had
>really good graphics and also very good playability. Easily commercial
>quality. I wonder if the author made more than a couple hundred bucks
>off it... That was one of my favorites.

I remember the "other" gauntlet. I was totally addicted to this game.
It had something to do with shooting into the ground right? I can't
remember how to play it, just that I loved that game.

kvn

# 6085. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-18 22:28:34 UTC
From: GL <andywilson616@hotmail.com>
Message-ID: <9v6lrv0vl4t8k37m9sdf8h82ra7unjg4vq@4ax.com>
Source record: 18298

I recall reading somewhere that the author of Dandy sued Atari over gauntlet claiming that they copied the game on his idea.

(Having played Dandy a great deal in my younger days, I can see his point.)

I agree with the earlier posting that Gauntlet IV for the megadrive was easily the best version and I still play it regularly now.

Bringing me nicely onto a kind of cross topic question....

Does anybody know how to get into the 'secret' room full of food potions etc on gauntlet. Is this there just as a tease or can it be accessed by some devious method?

BTW, I'm not the same Gareth that posted earlier on this topic....
email me at xyzandwilson616@hotmail.com removing xyz

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 100,000 Newsgroups - 19 Different Servers! =-----

# 6086. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-19 00:53:37 UTC
From: kev <kevin@kevin.net>
Message-ID: <sgflrvk1jr36a9g0ef5v5f885kfptoouf1@4ax.com>
Source record: 18299

someone mentioned the Amiga version of gauntlet, which I remember was alright. There were two games on the amiga that were copies of gauntlet that were excellent one was called Alien Breed part II and the other was the Chaos Engine. They were both some of the best guantlet style games ever done, if any of you have an AMiga emulator and you are really into Gauntlet style games I highly recommend you give one of these a try.

Another game that was very similar to Gauntlet was for the Turbo Express (aka Pc ENgine) it was called Dungeon Explorer and was probably the best 8-bit Gauntlet style game.

kvn

# 6087. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-19 08:23:30 UTC
From: bill@newbreedsoftware.com
Message-ID: <6MFub.7180$Wy2.114199@typhoon.sonic.net>
Source record: 18300

Daniel Miller <daclmi@mediakingx.com> wrote:
> Besides the scrolling bird's-eye view arcade dungeon commercial game
> there was also a shareware Atari 8bit game called Gauntlet, in which
> your flying saucer would maneuver over a Defender-like landscape,
> taking out waves of enemies, and advancing to the next screen. It had
> really good graphics and also very good playability. Easily commercial
> quality. I wonder if the author made more than a couple hundred bucks
> off it... That was one of my favorites.

Yeah! That game rules! I need to dig it up. I wonder if the author
still has the 'registered' version available for those of us (me!) who'd
pay to get the complete game?

:)

-bill!
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 6088. Re: Need a disk image/file

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-19 20:09:44 UTC
From: MoparMan <nospam@nowhere.com>
Message-ID: <t7jnrvsbju09a2qe8a5enbqqia0som2rd1@4ax.com>
Source record: 18301

I did a quick initial search of all my Atari stuff and don't see it.
But I have thousands of files (on the PC). Give me a little time to
dig a little better. If it is in the GoodAtari or TOSEC sets, then I
will have it.

On Tue, 18 Nov 2003 11:43:47 GMT, "The Undead Mechanic"
<davidbowden@earthlink.net> wrote:

>I recently lost all of my disk images to a faulty hard drive.
>
>Thankfully, all of my really important files are still on the original
>floppy disks so there's no real loss here...
>
>The one thing that I did lose that I wish I hadn't was the disk image with
>the "Atari Wedge 2.0" assembler source from Compute's 3rd book of Atari.
>
>Granted, I have the book and I *could* just type all of the source code in
>again, but I'm lazy.
>
>If anyone here happens to have that on hand and could send it my way, I
>would be eternally gratefull.
>
>See the sig for the email address I actually check, as the other one gets
>flooded with virus laden mail...

# 6089. New group member with thousands of Atari Items

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-19 20:30:35 UTC
From: fosterjoshuag@yahoo.com
Message-ID: <1b9a55dd.0311191230.54852071@posting.google.com>
Source record: 18302

I'm new to this group and just recently got my old Atari stuff out of mothball. I have lots of Atari 800 hardware and accessories as well as most of the original programs and all the backup copies. I'll be going through the archive soon and get an inventory system set up. I'd like to store all the programs on my PC but I'll need some help doing it. Right now I just need to organize before I jump into anything. Any future assistance would be greatly appreciated.

# 6090. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-19 20:31:20 UTC
From: MoparMan <nospam@nowhere.com>
Message-ID: <ggknrvkadvmasnoln6h29d8u4mc0ifi218@4ax.com>
Source record: 18303

Oh my - I spent countless hours on that game. I had completely
forgotten about it! Thanks. I will be firing up the real 8-bitter
tonight (one of them anyhow) and praying the disk is still ok.

On Tue, 18 Nov 2003 08:33:19 -0500, kev <kevin@kevin.net> wrote:

>On Mon, 17 Nov 2003 19:45:19 -0500, Daniel Miller
><daclmi@mediakingx.com> wrote:
>
>>Besides the scrolling bird's-eye view arcade dungeon commercial game
>>there was also a shareware Atari 8bit game called Gauntlet, in which
>>your flying saucer would maneuver over a Defender-like landscape,
>>taking out waves of enemies, and advancing to the next screen. It had
>>really good graphics and also very good playability. Easily commercial
>>quality. I wonder if the author made more than a couple hundred bucks
>>off it... That was one of my favorites.
>
>
>I remember the "other" gauntlet. I was totally addicted to this game.
>It had something to do with shooting into the ground right? I can't
>remember how to play it, just that I loved that game.
>
>
>
>kvn

## 6091. Atariwriter

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-19 20:39:20 UTC
From: iquitted@collegeclub.com
Message-ID: <bba8af7b.0311191239.3ceb9580@posting.google.com>
Source record: 18304

I've been trying to find a disk image or rom image or executable file
of Atariwriter to use on an Atari emulator. I did find an executable
on http://www.newbreedsoftware.com/xlsearch/ but when I try to run it
on any emulator, I just get a bunch of crazy flickering colors and a
buzzing noise. Has anyone else had this problem? Any ideas on where
I can get a file that works?

Thanks,

jeremy

# 6092. FS: Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-19 21:53:29 UTC
From: pat.szuch@swagelok.com
Message-ID: <761a8bd8.0311191353.48ab3d32@posting.google.com>
Source record: 18305

I have the following I would like to sell as a bundle:

Hardware:
Atari 800XL
Atari 1050 floppy disk drive
Atari XM301 modem (blazing 300baud!)

Cartridges:
Defender
Star Raiders
Tennis

Books:
Atari Player Missile Graphics in Basic
Inside Atari Basic
Mapping the Atari

Misc:
2 Slik Stik joysticks
1 QuickShot joystick

Flight Simulator II (for Atari) by Sublogic - original box, docs,
etc...
Many 5.25 floppies containing games, utilities, applications, OS,
etc...

Everything is in almost new and working condition. I am in the
Cleveland, Ohio area but am willing to ship. I amsking $50 for
everything. Feel free to make me an offer, as no reasonable offer
will be refused.

Thanks,
Pat

## 6093. NTSC carts on PAL system?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-19 22:54:27 UTC
From: Gareth <hotmail.com@dgareth.spm>
Message-ID: <nvSub.10629$lm1.76295@wards.force9.net>
Source record: 18306

Probably a silly question but is there any way of using NTSC carts on a PAL 800XL - preferably with minor hardware (or software?) modifications?

Gareth.

## 6094. From ATR to single files

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-19 23:38:51 UTC
From: AnToNio <BedenkEensWatLeuks@NotSoHotMail.com>
Message-ID: <BedenkEensWatLeuks-8E4084.00385020112003@news.fu-berlin.de>
Source record: 18307

I have several disks that (when booted) display a menu with all the
games on them, subesequently one selects the game and then it is started.

I would like to extract each game to a seperate (exe or bin) file. Since
that makes it much easier in an emulator environment to select the game
one wants to play.

Does anyone know of a programm (running on either Atari, PC or Mac) that
is able to extract the games more or less automatic?
--

gr,
Antonio

# 6095. Re: Play Atari 8-bit games on PDA device??

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-20 00:25:04 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <4pydnWE0mOR3lCGiRVn-jw@comcast.com>
Source record: 18308

Which Atari 8 bit emulator do you have on your ipaq?

-z-
[rob]

"Randy T" <nospam@diespammer.net> wrote in message
news:Se2ub.80579$f53.57128@twister.austin.rr.com...
> I have an Atari 8 bit emulator on my Ipaq and it works great.
>
> I also have Atari Lynx, NES, SNES, Gamegear, Mame, and Genesis. I never
> have found any roms for the Lynx emulator. I have for the rest though.
> They all work fine on the Ipaq.
> Randy
>
> "MStepansky" <mstepansky@aol.com> wrote in message
> news:20031117042139.05748.00000357@mb-m13.aol.com...
> > Is there such Atari 8-bit emulator to play games on a color PDA device?
> >
> > Mike
>
>

# 6096. Re: Atariwriter

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-20 00:40:36 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <2-mdneupu7UPkCGiRVn-jg@comcast.com>
Source record: 18309

I'll tell you what.....
Because I'm such a swell guy, I'll put the AtariWriter disk image on my site
for a few days. Just click then save. It is case sensitive, so just use the
link below for ease.

http://the.z.guy.home.comcast.net/ATARIWRT.ATR

Although, by clicking on this and downloading it, you will be forced to be
my slave in the afterlife, if there is indeed such a thing. You're welcome!

-your truly,
the devil

---
--

"Jeremy Bell" <iquitted@collegeclub.com> wrote in message
news:bba8af7b.0311191239.3ceb9580@posting.google.com...
> I've been trying to find a disk image or rom image or executable file
> of Atariwriter to use on an Atari emulator. I did find an executable
> on http://www.newbreedsoftware.com/xlsearch/ but when I try to run it
> on any emulator, I just get a bunch of crazy flickering colors and a
> buzzing noise. Has anyone else had this problem? Any ideas on where
> I can get a file that works?
>
> Thanks,
>
> jeremy

# 6097. Re: Play Atari 8-bit games on PDA device??

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-20 00:53:03 UTC
From: Randy T <nospam@diespammer.net>
Message-ID: <PfUub.11400$Ek.2854@twister.austin.rr.com>
Source record: 18310

PocketAtari

Atari 800 emulator, Version 1.2.2

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:4pydnWE0mOR3lCGiRVn-jw@comcast.com...
> Which Atari 8 bit emulator do you have on your ipaq?
>
> -z-
> [rob]
>
> "Randy T" <nospam@diespammer.net> wrote in message
> news:Se2ub.80579$f53.57128@twister.austin.rr.com...
> > I have an Atari 8 bit emulator on my Ipaq and it works great.
> >
> > I also have Atari Lynx, NES, SNES, Gamegear, Mame, and Genesis. I never
> > have found any roms for the Lynx emulator. I have for the rest though.
> > They all work fine on the Ipaq.
> > Randy
> >
> > "MStepansky" <mstepansky@aol.com> wrote in message
> > news:20031117042139.05748.00000357@mb-m13.aol.com...
> > > Is there such Atari 8-bit emulator to play games on a color PDA
device?
> > >
> > > Mike
> >
> >
>
>

# 6098. Re: From ATR to single files

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-20 01:28:50 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <vro66fpful6l8d@corp.supernews.com>
Source record: 18311

Antonio,

http://home.earthlink.net/~atari8bit/a8emulators.html

This page has good PC to Atari utilities for extracting files from atr's.

RoyE

"AnToNio" <BedenkEensWatLeuks@NotSoHotMail.com> wrote in message
news:BedenkEensWatLeuks-8E4084.00385020112003@news.fu-berlin.de...
> I have several disks that (when booted) display a menu with all the
> games on them, subesequently one selects the game and then it is started.
>
> I would like to extract each game to a seperate (exe or bin) file. Since
> that makes it much easier in an emulator environment to select the game
> one wants to play.
>
> Does anyone know of a programm (running on either Atari, PC or Mac) that
> is able to extract the games more or less automatic?
> --
>
> gr,
> Antonio

# 6099. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-20 02:01:47 UTC
From: Hidehiko Ogata <hog@aqu.bekkoame.ne.jp>
Message-ID: <D2.s1.TS2DFZaPfFaHfDb.NR@aqu.bekkoame.ne.jp>
Source record: 18312

kev wrote:

> someone mentioned the Amiga version of gauntlet, which I remember was
> alright. There were two games on the amiga that were copies of
> gauntlet that were excellent one was called Alien Breed part II and
> the other was the Chaos Engine.

Both worthy variants. As far as faithfulness to the original goes,
"Garrison" by then-newcomer Rainbow Arts (who later did Turrican etc.)
would be worthy of mention also; it was surprisingly technically-
competent for the time ('87-ish?)... ran much smoother than the official
port, yet somehow lacked the sheer drive of the arcade original.
--
// }{idehiko ()gata "I hope I didn't hurt you too much
\X/ Amiga since '86 when I killed you..." - Elmer Fudd

## 6100. Re: From ATR to single files

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-20 03:03:51 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <vrobop17p5nm83@corp.supernews.com>
Source record: 18313

"AnToNio" <BedenkEensWatLeuks@NotSoHotMail.com> wrote in message
news:BedenkEensWatLeuks-8E4084.00385020112003@news.fu-berlin.de...
> I have several disks that (when booted) display a menu with all the
> games on them, subesequently one selects the game and then it is started.
>
> I would like to extract each game to a seperate (exe or bin) file. Since
> that makes it much easier in an emulator environment to select the game
> one wants to play.
>
> Does anyone know of a programm (running on either Atari, PC or Mac) that
> is able to extract the games more or less automatic?
> --
I use a tool called ATR Util 95. Works great.

http://home.earthlink.net/~atari8bit/a8emulators.html

Tim

## 6101. S-video in an XE?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-20 04:47:46 UTC
From: The Undead Mechanic <davidbowden@earthlink.net>
Message-ID: <SHXub.6662$sb4.5218@newsread2.news.pas.earthlink.net>
Source record: 18314

Ok... I've been meaning to do a video upgrade/modification/bug fix/whatever you want to call it to my 130XE for quite some time. Well, I've finally decided to actually do it.

After 16 years or so of crappy video that I get from my 8-bit wonder, I want a "proper" video circuit so I can clean up the trash and make my colors somewhat more normal. The way I was thinking of going was with this bit of work.

http://www.geocities.com/atarimods/sv130-1.html

I'd be perfectly happy with that if that's all I can do, BUT... I was mainly wondering if there was an S-video upgrade/mod that I can make to it, too. I know there is one for the 2600, and, IIRC, it's a "piggy-back" design that you have to pull the TIA out of the M/B, plug the board into the TIA's slot, and the plug the TIA into the new board. It's fairly simple and straightforward to do.

So, has someone out there actually done something like this to an XE and documented it?

Thanks,
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* earthlink *DOT* net
http://home.earthlink.net/~davidbowden/
http://www.livejournal.com/users/undeadmechanic

# 6102. Re: S-video in an XE?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-20 04:48:45 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <PIXub.265$3J.199@okepread03>
Source record: 18315

I'm curious to know as well.

Thomas

"The Undead Mechanic" <davidbowden@earthlink.net> wrote in message
news:SHXub.6662$sb4.5218@newsread2.news.pas.earthlink.net...
> Ok... I've been meaning to do a video upgrade/modification/bug
fix/whatever
> you want to call it to my 130XE for quite some time. Well, I've finally
> decided to actually do it.
>
> After 16 years or so of crappy video that I get from my 8-bit wonder, I
want
> a "proper" video circuit so I can clean up the trash and make my colors
> somewhat more normal. The way I was thinking of going was with this bit of
> work.
>
> http://www.geocities.com/atarimods/sv130-1.html
>
> I'd be perfectly happy with that if that's all I can do, BUT... I was
mainly
> wondering if there was an S-video upgrade/mod that I can make to it, too.
I
> know there is one for the 2600, and, IIRC, it's a "piggy-back" design that
> you have to pull the TIA out of the M/B, plug the board into the TIA's
slot,
> and the plug the TIA into the new board. It's fairly simple and
> straightforward to do.
>
> So, has someone out there actually done something like this to an XE and
> documented it?
>
> Thanks,
> David Bowden
> The Undead Mechanic.
>
> AIM & Yahoo: UndeadMechanic
>
> SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* earthlink *DOT* net
> http://home.earthlink.net/~davidbowden/
> http://www.livejournal.com/users/undeadmechanic
>
>

# 6103. Re: S-video in an XE?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-20 04:59:54 UTC
From: "G.M." <bitbucket@cox.net>
Message-ID: <Xns9438D5B3B726Cambassadorkosh@68.6.19.6>
Source record: 18316

"The Undead Mechanic" <davidbowden@earthlink.net> wrote in
news:SHXub.6662$sb4.5218@newsread2.news.pas.earthlink.net:

> Ok... I've been meaning to do a video upgrade/modification/bug
> fix/whatever you want to call it to my 130XE for quite some time.
> Well, I've finally decided to actually do it.
>
> After 16 years or so of crappy video that I get from my 8-bit wonder,
> I want a "proper" video circuit so I can clean up the trash and make
> my colors somewhat more normal. The way I was thinking of going was
> with this bit of work.
>
> http://www.geocities.com/atarimods/sv130-1.html
>
> I'd be perfectly happy with that if that's all I can do, BUT... I was
> mainly wondering if there was an S-video upgrade/mod that I can make
> to it, too. I know there is one for the 2600, and, IIRC, it's a
> "piggy-back" design that you have to pull the TIA out of the M/B, plug
> the board into the TIA's slot, and the plug the TIA into the new
> board. It's fairly simple and straightforward to do.

No special mod needed. S-Video is nothing more than separate Chroma and
Luma signals, the XE already has this on the video jack. All you need to
do is hack up an S-Video cable.

--
C:\DOS
C:\DOS\RUN
..\RUN\DOS\RUN

# 6104. Re: New group member with thousands of Atari Items

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-20 07:37:07 UTC
From: Paul Alhart <paulalhart@hotmail.com>
Message-ID: <Da_ub.82849$E9.59382@nwrddc01.gnilink.net>
Source record: 18317

If you have a 5 1/4" floppy drive on your PC. A program called UTIL.EXE will
let you read & write Atari double density disks on your PC. I can email you
a copy of UTIL if you want. Paul

"Foss" <fosterjoshuag@yahoo.com> wrote in message
news:1b9a55dd.0311191230.54852071@posting.google.com...
> I'm new to this group and just recently got my old Atari stuff out of
> mothball. I have lots of Atari 800 hardware and accessories as well as
> most of the original programs and all the backup copies. I'll be going
> through the archive soon and get an inventory system set up. I'd like
> to store all the programs on my PC but I'll need some help doing it.
> Right now I just need to organize before I jump into anything. Any
> future assistance would be greatly appreciated.

# 6105. Re: From ATR to single files

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-20 08:41:43 UTC
From: TonVanHest <a.vanhest@chello.nl>
Message-ID: <a.vanhest-EAA198.09414320112003@news.fu-berlin.de>
Source record: 18318

In article <vrobop17p5nm83@corp.supernews.com>,
"Tim" <TjLaZer@NOSPAM.Mail.com> wrote:

> ATR Util 95

Alas the link to it is broken. Could you email me the program?
--

Gr,
Ton van Hest

## 6106. Re: From ATR to single files

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-20 08:42:28 UTC
From: AnToNio <BedenkEensWatLeuks@NotSoHotMail.com>
Message-ID: <BedenkEensWatLeuks-9D369F.09422820112003@news.fu-berlin.de>
Source record: 18319

In article <vro66fpful6l8d@corp.supernews.com>,
"RoyE" <r-dean@ charter.net> wrote:

> http://home.earthlink.net/~atari8bit/a8emulators.html

In very nice page, I will check it all out.
--

gr,
Antonio

# 6107. Re: From ATR to single files

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-20 08:59:45 UTC
From: dunxuk@aol.commercial
Message-ID: <20031120035945.14148.00000634@mb-m15.aol.com>
Source record: 18320

ATR extraction programs don't handle a number of the menu disk formats, you might have problems.

Here's how I do it just using the Atari;

For multiboot disks use the menu option Create A Bootable Disk. For others I transfer the files to multiboot format and then create a disk from them.

There is a utility on the Atari that lets you take menu programs and copy them to other menu disks, and another that lets you crack binary files into single load files that go onto menu disks. The latter is called binary buster and I can't remember what the first one is. If you're interested I'll have a dig around...

## 6108. Re: I am a game programmer!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-20 10:07:43 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <Pn0vb.7741$n56.6362@newsread1.news.pas.earthlink.net>
Source record: 18321

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:86kub.7010$Wy2.109009@typhoon.sonic.net...
> Edward S. Baiz Jr. <edbaizjr@comcast.net> wrote:
> > Good luck Bill. Does this mean will be seeing some cell phones
> > running some old classic 8-bit games? Hope so....
>
> Hehe - Frankly, most of the cellphone games out there ARE not much more
> than classic 8-bit-style games! :^) But that's why this kind of work is
> perfect for me!

Are they going to be set up as single player game or can we expect some
Doom/MMPOG in the near future?

# 6109. Re: NTSC carts on PAL system?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-20 10:12:17 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bpi421$l78$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 18322

Hi,

> Probably a silly question but is there any way of using NTSC carts on a PAL
> 800XL - preferably with minor hardware (or software?) modifications?

Probably the easiest way of doing this would be to run it in an emulator, but
if you want to hack up the hardware:

There's unfortunately a bit more to do, and hacking the software to support
PAL correctly (if it doesn't so by itself, quite a number of games do) might
be easier, you also need to have a NTSC GTIA and a modified oscillator
circuit. On NTSC, the color clock and the system clock are generated by the
same oscillator that feeds both, the CPU and the GTIA. On PAL, things are a
bit different. The color clock is 5/4th of the system clock, and this
additional frequency is generated by first dividing the main frequency by
four with two flip-flops (two cascaced 7474 chips) and using this to synchronize
it on an oscillator of 5/4th the base frequency, which again is used to
feed the color clock line of GTIA. (This is also one reason why there is no
simple color artefacting on PAL. You would need to generate a pattern that
is 5/4th of the color clock.) To modify the 800XL to NTSC, you would thus
also:

i) Need to replace the main oscillator with that of the base frequency for
NTSC,
ii) remove the frequency divider and the 5/4th overtone oscillator, and feed
the main frequency into GTIA's color clock.

I actually never tried that modification, but it is described at the circuit
diagram for the 800XL I have. German readers find it in one of the Appendices
of "Das Atari Profibuch" by Julian Reschke and A. Wiedenhoff (sp?), published
by Sybex. Might be hard to get this book nowadays, though.

So long,
Thomas

# 6110. ADV: Atari Thank You Gift!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-20 10:15:54 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0311200209200.13564-100000@onyx.spiritone.com>
Source record: 18323
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

OK, I'm keeping this short. For Thanksgiving, I have a Thank You Gift for
my Customers! Find out about it at the Link below or call (503)256-9974!!
http://www.aracnet.com/~atari/specials.htm Atari Thank You Specials!

http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

## 6111. Re: From ATR to single files

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-20 11:18:05 UTC
From: AnToNio <BedenkEensWatLeuks@NotSoHotMail.com>
Message-ID: <BedenkEensWatLeuks-2412B5.12180520112003@news.fu-berlin.de>
Source record: 18324

In article <20031120035945.14148.00000634@mb-m15.aol.com>,
dunxuk@aol.commercial (Duncan Ross) wrote:

> crack binary files into single
> load files

just what I am looking for. I'll see if I can find "binary buster".
--

gr,
Antonio

# 6112. Re: New group member with thousands of Atari Items

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-20 13:15:12 UTC
From: The Undead Mechanic <davidbowden@earthlink.net>
Message-ID: <A73vb.6950$sb4.1456@newsread2.news.pas.earthlink.net>
Source record: 18325

"Paul Alhart" <paulalhart@hotmail.com> wrote in message
news:Da_ub.82849$E9.59382@nwrddc01.gnilink.net...
> If you have a 5 1/4" floppy drive on your PC. A program called UTIL.EXE
will
> let you read & write Atari double density disks on your PC. I can email
you
> a copy of UTIL if you want. Paul

I don't know about him, but I could definately use that utility...

>
> "Foss" <fosterjoshuag@yahoo.com> wrote in message
> news:1b9a55dd.0311191230.54852071@posting.google.com...
> > I'm new to this group and just recently got my old Atari stuff out of
> > mothball. I have lots of Atari 800 hardware and accessories as well as
> > most of the original programs and all the backup copies. I'll be going
> > through the archive soon and get an inventory system set up. I'd like
> > to store all the programs on my PC but I'll need some help doing it.
> > Right now I just need to organize before I jump into anything. Any
> > future assistance would be greatly appreciated.

--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* earthlink *DOT* net
http://home.earthlink.net/~davidbowden/
http://www.livejournal.com/users/undeadmechanic

## 6113. Re: New group member with thousands of Atari Items

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-20 14:21:38 UTC
From: llppwhite@aol.comnsp
Message-ID: <20031120092138.29045.00000556@mb-m12.aol.com>
Source record: 18326

If you find that a software solution is not satisfactory due to the double density constraint or is overwhelmed by the volume of your archive, consider APE, Atari 810, or SIO2PC. You can find more about it in the FAQ's (linked in welcome to comp.sys.atai.8bit) There is a lot of very good info in the FAQ's on this subject.

APE and Atari 810 in particular are excellent for high volume, and allows storing the disks as ATR images in many different disk sizes, densities, double-sided, etc.
-Larry

# 6114. ADV: Atari 8-bit CD-ROM Compilation / Atari SCART/RCA cables

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-20 14:53:17 UTC
From: dgs@clara.net
Message-ID: <3568e886.0311200653.7e0d6ae6@posting.google.com>
Source record: 18327

Hello All,

Just a reminder that I have been able to reduce the cost of our Atari 8-bit CD-ROM compilation down to just US$9.99 including shipping to any country. This CD contains most of the contents of our original CD1 and CD2 compilations, but at less than half price! The CD contains our commercial software products (from PPP, DGS, and Rambit) in DCM and ATR format with full original manuals (scans or newly formatted) in PDF format. It also contains the 22 minute video we shot at the AMS 96 show in the UK in MPEG1 format. Full info with screen shots, free demo downloads, etc. can be found at our website. You can buy on-line using a credit/debit card (through PayPal): http://www.dgs.clara.net

Also, another reminder that we also sell Atari 8-bit to SCART or RCA cables. These vastly improve picture/sound quality by using composite rather than RF. Full info at the website (same address as above).

Dean Garraghty

# 6115. Re: NTSC carts on PAL system?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-20 15:04:04 UTC
From: Gareth <hotmail.com@dgareth.spm>
Message-ID: <bJ4vb.10824$lm1.77390@wards.force9.net>
Source record: 18328

```
"Thomas Richter" <thor@cleopatra.math.tu-berlin.de> wrote in message
news:bpi421$l78$1@mamenchi.zrz.TU-Berlin.DE...
> Hi,
>
> > Probably a silly question but is there any way of using NTSC carts on a
PAL
> > 800XL - preferably with minor hardware (or software?) modifications?
>
> Probably the easiest way of doing this would be to run it in an emulator,
but
> if you want to hack up the hardware:
>
> There's unfortunately a bit more to do, and hacking the software to
support
> PAL correctly (if it doesn't so by itself, quite a number of games do)
might
> be easier, you also need to have a NTSC GTIA and a modified oscillator
> circuit. On NTSC, the color clock and the system clock are generated by
the
> same oscillator that feeds both, the CPU and the GTIA. On PAL, things are
a
> bit different. The color clock is 5/4th of the system clock, and this
> additional frequency is generated by first dividing the main frequency by
> four with two flip-flops (two cascaced 7474 chips) and using this to
synchronize
> it on an oscillator of 5/4th the base frequency, which again is used to
> feed the color clock line of GTIA. (This is also one reason why there is
no
> simple color artefacting on PAL. You would need to generate a pattern that
> is 5/4th of the color clock.) To modify the 800XL to NTSC, you would thus
> also:
>
> i) Need to replace the main oscillator with that of the base frequency for
> NTSC,
> ii) remove the frequency divider and the 5/4th overtone oscillator, and
feed
> the main frequency into GTIA's color clock.
>
> I actually never tried that modification, but it is described at the
circuit
> diagram for the 800XL I have. German readers find it in one of the
Appendices
> of "Das Atari Profibuch" by Julian Reschke and A. Wiedenhoff (sp?),
published
```

> by Sybex. Might be hard to get this book nowadays, though.

Wow, it's far too complex for me to try then.

I wonder why separate PAL and NTSC carts were developed. I know that the television systems are different but I don't see why this meant that the carts had to be different. Most PAL and NTSC Jaguar carts for example were the same.

What would happen if I tried to place a NTSC cart in a PAL system (assuming that it would physically fit)?

Gareth.

## 6116. Re: From ATR to single files

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-20 17:15:27 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vrptlj40qmhl29@corp.supernews.com>
Source record: 18329

"TonVanHest" <a.vanhest@chello.nl> wrote in message
news:a.vanhest-EAA198.09414320112003@news.fu-berlin.de...
> In article <vrobop17p5nm83@corp.supernews.com>,
> "Tim" <TjLaZer@NOSPAM.Mail.com> wrote:
>
> > ATR Util 95
>
> Alas the link to it is broken. Could you email me the program?
> --
I just tried it and it works.

Tim

# 6117. Re: NTSC carts on PAL system?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-20 17:20:56 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bpit5o$b4t$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 18330

Hi,

> I wonder why separate PAL and NTSC carts were developed. I know that the
> television systems are different but I don't see why this meant that the
> carts had to be different. Most PAL and NTSC Jaguar carts for example were
> the same.

> What would happen if I tried to place a NTSC cart in a PAL system (assuming
> that it would physically fit)?

I would physically fit. It would also most likely work, though the
music might play to slow and the game would be overall a bit too slow.
However, this is typically not a problem. The other way round is more
problematic (i.e. PAL carts on an NTSC machine). The PAL vertical
blank is longer, and thus timing is more relaxed. Also, the display
list can grow a bit longer before the screen runs out of lines.

So long,
Thomas

# 6118. Re: From ATR to single files

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-20 20:09:51 UTC
From: AnToNio <BedenkEensWatLeuks@NotSoHotMail.com>
Message-ID: <BedenkEensWatLeuks-E2B086.21095120112003@news.fu-berlin.de>
Source record: 18331

In article <vrptlj40qmhl29@corp.supernews.com>,
"Tim" <tjlazer@nospam.mail.com> wrote:

> > > ATR Util 95
> >
> > Alas the link to it is broken. Could you email me the program?
> > --
> I just tried it and it works.

All I can dl there is the source of it. i can't find an executable
anywhere.
--

gr,
Antonio

# 6119. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-20 20:34:53 UTC
From: Christmas Ape <asdf@kajlfdsa.com>
Message-ID: <Nz9vb.259895$Fm2.275583@attbi_s04>
Source record: 18332
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

I think all the games are 2-player max.
"Mike North's Toupe" <mike_norths_toupe@hotmail.com> wrote in message
news:7578f85e.0311161653.2b1911f1@posting.google.com...
> Hello, all,
>
> In case you haven't heard the news, in the months of November and
> December, Midway will be releasing its "Midways Arcade Treasures"
> compilation for the X-Box, PS2 and (as far as we know still) the
> Gamecube. For those who haven't heard, this is a collection of 20
> classic arcade videogames from the old days of Atari. Included on the
> list is the 4-player arcade classic GAUNTLET. <RANT MODE ON>: Before
> I go any further, let me make a direct request to Midway/TPB/Whomever
> it may concern: in the next compilation that gets released, please do
> us all a favor and give us the Gauntlet game that *should* have been
> released on *this* collection instead of Gauntlet: GAUNTLET II (which
> was, by far a superior and more challenging game to even the
> original). The original Gauntlet game has been translated, ported
> over, and emulated TO DEATH on so many different home platforms so
> many times that I swear I'm going to scream if I see another Gauntlet
> port over, that it made very little sense (IMHO) to do it AGAIN. As
> far as I'm concerned, a perfect port/translation of Gauntlet already
> exists; it's on the Sega Genesis 16-bit system: "GAUNTLET IV."
> Anyways, let's hope that Midway gives Gauntlet fans what they've been
> screaming for over a decade now: a home port of Gauntlet II that
> really does the game some justice (as there are many, MANY, home ports
> of Gauntlet already in existence). <RANT MODE OFF>
>
> Now moving on, all this Gauntlet talk got me to thinking, "how many
> home ports/incarnations have there been now of Gauntlet?" I think I
> beat the horse to death in the above paragraph: lots and lots of 'em.
> Being 28 years old, I remember the days of Gauntlet's video supremacy
> in the 80's and what follows are some thoughts on the many different
> home ports of both Gauntlet and it's sequels:
>
> 1) Circa 1986-87, Gauntlet was ported over to the Commodore 64, the
> Atari ST, IBM, and Amiga.a DOS version also existed, IIRC. I never
> had the pleasure of playing any of these versions except the Commodore
> 64 one, but when I would look at the pics of the Atari ST version, it
> sure did look pretty darn close to the arcade.however from what I've
> *heard* reading old messages on the newsgroup archives re: the Atari
> ST version, the characters ran at the same speed, and there were no
> text boxes from the 'DM' (or the 'narrator' whose voice you'd always

> hear)-if anyone has played this version or any of the other ones, feel
> free to jump in here. The best way I could describe the C64 version
> was that it was "primitive but charming." Graphically simplistic but
> at the time, we kids were all just happy that Gauntlet had finally
> "come home." All the characters ran at the same physical speed, and
> almost seemed to all share the same strengths/weaknesses. A year
> later (?), Gauntlet: The Deeper Dungeons was released for the above
> mentioned computer systems, adding 501 extra levels (and required the
> original Gauntlet to work). Again, if anyone ever got a chance to
> play this, I'd love to hear how good the game was.
>
> 2) In 1988 (also the year that Gauntlet II hit the arcades), Tengen
> released a home port of Gauntlet on the old 8-bit Nintendo system.
> This game was notable for a number of reasons. Firstly, it changed
> the basic format of Gauntlet by adding RPG/Quest elements: instead of
> levels that went on forever (in the original Gauntlet, the highest you
> can go is level 999, and once you exit room 999, you return to level
> 8), it narrowed the game down to 100 pre-set level/rooms. It also
> gave Gauntlet a storyline. Instead of being 4 adventurers who
> randomly fight thru the dungeons, Thor the Warrior, Thyra the
> Valkyrie, Merlin the Wizard, and Questor the speedy elf were now on a
> quest to save the land of Rendar from the Evil sorcerer Morak: they
> had to retrieve "the Sacred Orb" by defeating 'the Guardian' in level
> 100 (it basically did what Gauntlet: Legends and Gauntlet: Dark Legacy
> would do a decade later; it was just ahead of it's time). Now, this
> particular version of Gauntlet seems to be universally reviled by
> fandom all over the internet, and to be honest I'm not quite sure
> why.or rather, I know why, but I think the strengths of the games far
> outweigh whatever faults it might have had. No, it was not *exactly*
> like the arcade version, but it *was* original and it *was* a *very*
> fun game in its own right. It also emphasized the
> strengths/weaknesses of the 4 characters. Any fan of Questor (as I
> am) would love this version because his incredible speed is the one
> main reason his character kicks ass over any of the other adventurers
> (the elf was always the fastest one, but that fact gets really
> pronounced in this NES version). And this version had a hell of a lot
> more life/character than the bland Gauntlet 2 NES port that came out a
> few years later. Anyhoo, has anyone ever solved Gauntlet for the NES?
> If so, I'd like to hear how the game ends. Do you have to face
> Morak's guardian (who guards the orb) and if so what is this being
> like in powers, abilities? Do you have to face Morak himself? Side
> note: Gauntlet was also ported over to the old 8-bit Sega Master
> System. I have never played it.
>
> 3) In 1990 (?), Gauntlet II was ported over the SMS, Gameboy, NES,
> and home computer systems. I've only played the NES version. This
> was released by a different company other than Tengen (the name eludes
> my memory right now.was it Mind Quest?). Hailed by many NES fans as
> the one "true Nintendo Gauntlet game," the sequel was quite faithful
> to the arcade version. Though it obviously could not measure up to

> the arcade version, it boasted the finest graphics and sound/digitized
> voice overs ever seen and heard in an 8-bit Nintendo cartridge. It
> really is amazing to listen to the DM's muffled voice ("Green Wizard
> shot the potion!").you can almost really hear it. My criticisms of
> the game are so/so game control (the diagonal running/shooting
> controls never feel quite right), lack of certain enemies found in the
> arcade version (the super-fast Thief and the Mugger), and certain game
> bugs (anyone else notice that the enemies tend to run AWAY from you
> sometimes when you attack them?). As an interesting side note:
> Gauntlet II for the Amiga is reputed to be the *closest* home
> port/translation ever of the arcade. I have never been lucky enough
> to play it (and would love to hear other's thoughts on the game), but
> it's supposed to be quite awesome, though with some glaring weaknesses
> (no text boxes or DM voice, same character running speed, etc.).
> Emulations of Gauntlet II for the Amiga are supposed to be all over
> the internet, I might get around to trying it one of these days.
>
> 4) Sometime in the early 90's, Gauntlet III was released on the Atari
> Lynx and the home computers as well. Never played this game. From
> what I've heard, this is actually a different game that got made over
> with cosmetic changes to make it a Gauntlet sequel. Supposedly a very
> *different* game than what most Gauntlet fans are used to (aliens???
> WTF???).
>
> 5) I believe that it was about 1994 or '95 that "Gauntlet IV" was
> released by Tengen for the 16-bit Sega Genesis. This 4-player title
> boasted an all new quest adventure, a battle mode, a record mode, and
> the arcade mode. It is in my humble opinion and the opinion of the
> majority of gaming fandom (that I've seen) that the arcade mode of
> this 16-bit cart represents the *closest* most-faithful, pixel-perfect
> translation of the original Gauntlet arcade machine ever seen on a
> home system (console or PC). It's *almost* identical. I might even
> go so far as to say that it's the closest arcade
> port/emulation/whatever of *any* game ever done on *any* home system.
> Everything from the graphics, perfect game play, the DM's voice (which
> does get a little muffled at times), the text boxes, etc. You *will*
> believe you are playing the original arcade version of Gauntlet. It's
> just that damn good. And even in this day and age of super-powered
> consoles like the X-box, no version of Gauntlet before or after has
> come even close to matching the Genesis version. Now if only we could
> get a port of Gauntlet 2 that is just as good.
>
> 6) Somewhere after that time, Gauntlet: Legends and it's sequel
> Gauntlet: Dark Legacy were released first in the arcades, and then for
> the PS (G:L) and PS2 (G:DL). Different games from the original I
> remembered as a kid. Not better or worse, just different. And as a
> result, I never really got into them. And how could they ditch
> Questor like that.?
>
> 7) In the late 1990's Midway released "Arcade's Greatest Hits: The

> Atari Collection 2" for the original Sony Playstation. Like the one
> that's going to be released this month, this was an "anthology" of
> Atari arcade classics, with Gauntlet being among them. Now given the
> PS's obvious technological advantages over the Genesis, you'd think
> this latest (and now getting quite redundant) version of Gauntlet
> would be the best one yet, right? Wrong. Though graphically
> superior, the game play doesn't measure up and the controls never feel
> "quite right." Something was definitely lost in the translation.
> Also, the individual screams and yells of the individual characters
> are missing. The DM's voice is also slowed down by game bugs
> ("Elf..now....has.....extra armor!"). All in all, a Gauntlet fan
> should only buy this collection if he/she doesn't already have the
> Sega Genesis version of Gauntlet IV.
>
> This is yet another reason I can't understand why in this latest
> collection, Midway is re-releasing Gauntlet. They've *already* done
> it in the collection above. What we really wanted was Gauntlet II.
> Sigh. Maybe next time.

# 6120. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-20 21:32:08 UTC
From: Gareth <hotmail.com@dgareth.spm>
Message-ID: <sqavb.11032$lm1.79452@wards.force9.net>
Source record: 18333
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

"Christmas Ape" <asdf@kajlfdsa.com> wrote in message
news:Nz9vb.259895$Fm2.275583@attbi_s04...
> I think all the games are 2-player max.

You had to inflict all that quoting just for a 1 line gem?

*plonk*

Gareth.

# 6121. FA - ATR8000 Ultimat Atari 8-bit Add-on

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-20 22:32:18 UTC
From: thagen@usa.com
Message-ID: <159dd719.0311201432.3e1e4ba3@posting.google.com>
Source record: 18334

Current auction on Ebay for a SWP ATR8000.

Perfect shape - comes with FDD & power supply too, original discs.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3059346088&category=3537

Thanks!

## 6122. Re: From ATR to single files

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-21 00:00:44 UTC
From: Ken Siders <god@columbus.rr.com>
Message-ID: <MAcvb.26031$kL2.13497@fe3.columbus.rr.com>
Source record: 18335

"AnToNio" <BedenkEensWatLeuks@NotSoHotMail.com> wrote in message
news:BedenkEensWatLeuks-E2B086.21095120112003@news.fu-berlin.de...

> All I can dl there is the source of it. i can't find an executable
> anywhere.
> --
>
> gr,
> Antonio

The link to download the EXE is the window like icon next to the source code
icon.

--Ken

# 6123. Re: Atariwriter

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-21 02:31:15 UTC
From: iquitted@collegeclub.com
Message-ID: <bba8af7b.0311201831.77db59b9@posting.google.com>
Source record: 18336

Thanks, it worked great! I guess I'll see you in hell...

jeremy

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:<2-mdneupu7UPkCGiRVn-jg@comcast.com>...
> I'll tell you what.....
> Because I'm such a swell guy, I'll put the AtariWriter disk image on my site
> for a few days. Just click then save. It is case sensitive, so just use the
> link below for ease.
>
> http://the.z.guy.home.comcast.net/ATARIWRT.ATR
>
> Although, by clicking on this and downloading it, you will be forced to be
> my slave in the afterlife, if there is indeed such a thing. You're welcome!
>
> -your truly,
> the devil
>
> ---------------------------------------------------------------------------
> --
>
>
>
> "Jeremy Bell" <iquitted@collegeclub.com> wrote in message
> news:bba8af7b.0311191239.3ceb9580@posting.google.com...
> > I've been trying to find a disk image or rom image or executable file
> > of Atariwriter to use on an Atari emulator. I did find an executable
> > on http://www.newbreedsoftware.com/xlsearch/ but when I try to run it
> > on any emulator, I just get a bunch of crazy flickering colors and a
> > buzzing noise. Has anyone else had this problem? Any ideas on where
> > I can get a file that works?
> >
> > Thanks,
> >
> > jeremy

# 6124. Re: From ATR to single files

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-21 03:59:06 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <vrr3cbsigqas8e@corp.supernews.com>
Source record: 18337

"Ken Siders" <god@columbus.rr.com> wrote in message
news:MAcvb.26031$kL2.13497@fe3.columbus.rr.com...
> "AnToNio" <BedenkEensWatLeuks@NotSoHotMail.com> wrote in message
> news:BedenkEensWatLeuks-E2B086.21095120112003@news.fu-berlin.de...
>
> > All I can dl there is the source of it. i can't find an executable
> > anywhere.
> > --
> >
> > gr,
> > Antonio
>
> The link to download the EXE is the window like icon next to the source
code
> icon.
>
> --Ken
>
Great tool btw!!! Was wondering if you could add drag 'n drop into it?

Tim

# 6125. Re: S-video in an XE?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-21 04:28:09 UTC
From: The6502Man <needonebad9@yahoo.com>
Message-ID: <tvgvb.261494$Tr4.816265@attbi_s03>
Source record: 18338

Get a copy of the pin out of the video connector and a copy of the pin out
of the s-video connector. Go to radio shack, get a s-video cable and a ? 5
pin? DIN plug. and connect the like signals together. Easy.

tony

"G.M." <bitbucket@cox.net> wrote in message
news:Xns9438D5B3B726Cambassadorkosh@68.6.19.6...
> "The Undead Mechanic" <davidbowden@earthlink.net> wrote in
> news:SHXub.6662$sb4.5218@newsread2.news.pas.earthlink.net:
>
> > Ok... I've been meaning to do a video upgrade/modification/bug
> > fix/whatever you want to call it to my 130XE for quite some time.
> > Well, I've finally decided to actually do it.
> >
> > After 16 years or so of crappy video that I get from my 8-bit wonder,
> > I want a "proper" video circuit so I can clean up the trash and make
> > my colors somewhat more normal. The way I was thinking of going was
> > with this bit of work.
> >
> > http://www.geocities.com/atarimods/sv130-1.html
> >
> > I'd be perfectly happy with that if that's all I can do, BUT... I was
> > mainly wondering if there was an S-video upgrade/mod that I can make
> > to it, too. I know there is one for the 2600, and, IIRC, it's a
> > "piggy-back" design that you have to pull the TIA out of the M/B, plug
> > the board into the TIA's slot, and the plug the TIA into the new
> > board. It's fairly simple and straightforward to do.
>
> No special mod needed. S-Video is nothing more than separate Chroma and
> Luma signals, the XE already has this on the video jack. All you need to
> do is hack up an S-Video cable.
>
>
>
> --
> C:\DOS
> C:\DOS\RUN
> ..\RUN\DOS\RUN

# 6126. Re: S-video in an XE?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-21 07:38:53 UTC
From: The Undead Mechanic <davidbowden@earthlink.net>
Message-ID: <hijvb.7969$sb4.3089@newsread2.news.pas.earthlink.net>
Source record: 18339

"The6502Man" <needonebad9@yahoo.com> wrote in message
news:tvgvb.261494$Tr4.816265@attbi_s03...
> Get a copy of the pin out of the video connector and a copy of the pin out
> of the s-video connector. Go to radio shack, get a s-video cable and a ?
5
> pin? DIN plug. and connect the like signals together. Easy.
>
>
> tony
>
>
>
> "G.M." <bitbucket@cox.net> wrote in message
> news:Xns9438D5B3B726Cambassadorkosh@68.6.19.6...
> > "The Undead Mechanic" <davidbowden@earthlink.net> wrote in
> > news:SHXub.6662$sb4.5218@newsread2.news.pas.earthlink.net:
> >
> > > Ok... I've been meaning to do a video upgrade/modification/bug
> > > fix/whatever you want to call it to my 130XE for quite some time.
> > > Well, I've finally decided to actually do it.
> > >
> > > After 16 years or so of crappy video that I get from my 8-bit wonder,
> > > I want a "proper" video circuit so I can clean up the trash and make
> > > my colors somewhat more normal. The way I was thinking of going was
> > > with this bit of work.
> > >
> > > http://www.geocities.com/atarimods/sv130-1.html
> > >
> > > I'd be perfectly happy with that if that's all I can do, BUT... I was
> > > mainly wondering if there was an S-video upgrade/mod that I can make
> > > to it, too. I know there is one for the 2600, and, IIRC, it's a
> > > "piggy-back" design that you have to pull the TIA out of the M/B, plug
> > > the board into the TIA's slot, and the plug the TIA into the new
> > > board. It's fairly simple and straightforward to do.
> >
> > No special mod needed. S-Video is nothing more than separate Chroma and
> > Luma signals, the XE already has this on the video jack. All you need
to
> > do is hack up an S-Video cable.

Cool.

I did the mod just a few hours ago and when I put it back together and fired
it up, I immediately noticed a BIG difference. Had to readjust the color
potentiometer/pot/variable resistor/whatever you prefer to call it to fine

tune it out. I neglected to check this before I put the case back together, so I had to tear it apart again to get to the blasted thing.

I also ntoiced that the metal housing that the motherboard is "sandwiched" in between was loose on all sides and had been flopping around every time I moved it. I'm willing to get this was the reason I have had intermittently grainy images (even more than normal) ever since I got it. Now, I would like to ask a question about something I found while I was inside the case...

In the same column of chips that the 6502 is on, what is the very bottom chip? I didn't write down the number on it, but, the chip that is inserted into the slot has 2 legs on each side that extend past the slot and has 2 wires running off the end of it.

The computer has functioned perfectly, aside from the video problem, since the day I got it waaaaaaaaay back in the day. If you need to know what it is, I'll tear the case back open tomorrow and take a peek.

Thanks,
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* earthlink *DOT* net
http://home.earthlink.net/~davidbowden/
http://www.livejournal.com/users/undeadmechanic

## 6127. Re: From ATR to single files

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-21 08:14:25 UTC
From: AnToNio <BedenkEensWatLeuks@NotSoHotMail.com>
Message-ID: <BedenkEensWatLeuks-17D71C.09142421112003@news.fu-berlin.de>
Source record: 18340

In article <MAcvb.26031$kL2.13497@fe3.columbus.rr.com>,
"Ken Siders" <god@columbus.rr.com> wrote:

> The link to download the EXE is the window like icon next to the source code
> icon.

The one with the three W's in them? That't the one that linking to
...earthlink.... and Earthlink responds with "page not found. Sorry we
can't locate the page you requested".
--

gr,
Antonio

## 6128. Anyone have image of SpeedCalc?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-21 13:01:20 UTC
From: garykato@aol.com
Message-ID: <20031121080120.02030.00000602@mb-m16.aol.com>
Source record: 18341

I'm doing some work on getting old issues of COMPUTE! magazine online for http://www.atarimagazines.com/. I'm doing the March 1986 issue that had SpeedCalc for Atari 800 in it. The OCR software I'm using can't make out much from the listing in the magazine. I could type it in, but I was wondering if anyone has a disk/file image of it. If so, email me at GaryKato@aol.com.

I have to admit it's been a blast going back to the old days using AppleWin, Atari800Win, and WinVICE. I'd never really used an Apple II (except to play Wizardry) or a C64/128 before. I have used the Atari 800 (matter of fact, mine is still setup on my dining table alongside an Amiga 1000).

Good times, good times. Thanks.

## 6129. emulators that support pc hardware?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-21 17:25:11 UTC
From: kev <kevin@kevin.net>
Message-ID: <2gisrvgjoi4khp8g3tkgj6npcp5klj6b5h@4ax.com>
Source record: 18342

I was just wondering if someone could help me out. Are there any
8-bit emulators that support using a pc printer. What I want to do is
run software on the emulator and be able to set up my pc printer as a
1025 or epson compatible printer on the 8-bit.

thanks

kvn

# 6130. Re: Anyone have image of SpeedCalc?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-21 18:22:34 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3FBE57EA.D1F63A2B@students.uni-mainz.de>
Source record: 18343

Well,
I have both Speedscript and Speedcalc with small doc files. Just send me
an e-mail and I will return a copy to you... -Andreas.

Gary Kato schrieb:
>
> I'm doing some work on getting old issues of COMPUTE! magazine online for
> http://www.atarimagazines.com/. I'm doing the March 1986 issue that had
> SpeedCalc for Atari 800 in it. The OCR software I'm using can't make out much
> from the listing in the magazine. I could type it in, but I was wondering if
> anyone has a disk/file image of it. If so, email me at GaryKato@aol.com.
>
> I have to admit it's been a blast going back to the old days using AppleWin,
> Atari800Win, and WinVICE. I'd never really used an Apple II (except to play
> Wizardry) or a C64/128 before. I have used the Atari 800 (matter of fact, mine
> is still setup on my dining table alongside an Amiga 1000).
>
> Good times, good times. Thanks.

# 6131. Re: emulators that support pc hardware?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-21 18:23:38 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3FBE582A.1DFBA541@students.uni-mainz.de>
Source record: 18344

Well,
afaik SIO2PC can do that. Ape probably also. But both are *only* floppy
emulators... -Andreas.

kev schrieb:
>
> I was just wondering if someone could help me out. Are there any
> 8-bit emulators that support using a pc printer. What I want to do is
> run software on the emulator and be able to set up my pc printer as a
> 1025 or epson compatible printer on the 8-bit.
>
> thanks
>
> kvn

# 6132. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-21 20:32:33 UTC
From: Damocles <mrmephisto2@hotmail.com>
Message-ID: <64tsrvkqkacogmvjfki1aut1ma9j4qgonh@4ax.com>
Source record: 18345
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

On 16 Nov 2003 16:53:08 -0800, mike_norths_toupe@hotmail.com (Mike North's Toupe) wrote:

>Hello, all,
>
>In case you haven't heard the news, in the months of November and
>December, Midway will be releasing its "Midways Arcade Treasures"
>compilation for the X-Box, PS2 and (as far as we know still) the
>Gamecube. For those who haven't heard, this is a collection of 20
>classic arcade videogames from the old days of Atari. Included on the
>list is the 4-player arcade classic GAUNTLET.

Warrior needs food BADLY!

# 6133. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-21 20:39:43 UTC
From: kgb@rawbw.com
Message-ID: <vrsu0f5qeriob7@corp.supernews.com>
Source record: 18346
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

In article <64tsrvkqkacogmvjfki1aut1ma9j4qgonh@4ax.com>,
Damocles <mrmephisto2@hotmail.com> wrote:
>Warrior needs food BADLY!

Elf needs Valkyrie badly!

## 6134. Extracting from .atr

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-21 23:45:36 UTC
From: AnToNio <BedenkEensWatLeuks@NotSoHotMail.com>
Message-ID: <BedenkEensWatLeuks-4C3E68.00453622112003@news.fu-berlin.de>
Source record: 18247

I have found a program called ADIR, this runs on a PC and is able to
extract the files from an .ATR disk/file. I have managed, using this
program, to get a list of the enclosed files.

However I do not know how to extract them using this programm. Anyone
out there, who knows how to?

I would be much obliged.
--

gr,
Antonio

# 6135. Re: Atariwriter

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-22 00:17:38 UTC
From: GOD <GOD@no-heaven-for-u.com>
Message-ID: <CWxvb.24261$Ek.10029@twister.austin.rr.com>
Source record: 18248

That's not funny.....

GOD

"Jeremy Bell" <iquitted@collegeclub.com> wrote in message
news:bba8af7b.0311201831.77db59b9@posting.google.com...
> Thanks, it worked great! I guess I'll see you in hell...
>
> jeremy
>
>
> "Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:<2-mdneupu7UPkCGiRVn-jg@comcast.com>...
> > I'll tell you what.....
> > Because I'm such a swell guy, I'll put the AtariWriter disk image on my
site
> > for a few days. Just click then save. It is case sensitive, so just use
the
> > link below for ease.
> >
> > http://the.z.guy.home.comcast.net/ATARIWRT.ATR
> >
> > Although, by clicking on this and downloading it, you will be forced to
be
> > my slave in the afterlife, if there is indeed such a thing. You're
welcome!
> >
> > -your truly,
> > the devil
> >
>
> ----------------------------------------------------------------------------
--
> > --
> >
> >
> >
> > "Jeremy Bell" <iquitted@collegeclub.com> wrote in message
> > news:bba8af7b.0311191239.3ceb9580@posting.google.com...
> > > I've been trying to find a disk image or rom image or executable file
> > > of Atariwriter to use on an Atari emulator. I did find an executable
> > > on http://www.newbreedsoftware.com/xlsearch/ but when I try to run it
> > > on any emulator, I just get a bunch of crazy flickering colors and a
> > > buzzing noise. Has anyone else had this problem? Any ideas on where
> > > I can get a file that works?

> > >
> > > Thanks,
> > >
> > > jeremy

# 6136. Re: Extracting from .atr

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-22 00:41:52 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <vrtc6bb4s9n0c0@corp.supernews.com>
Source record: 18249

Now that you have Adir you have to look for Xdir and configure to extract files into a PC directory, and which drive to read.
Try this site: http://members.home.nl/stack/atarixle.html these are older files and might not work with Windows 2000 and XP ignore any Dialogue prompts.
Roy
There are several other older PC programs that allow extractin ATR files,, atrimage11 etc..
Good Luck

"AnToNio" <BedenkEensWatLeuks@NotSoHotMail.com> wrote in message news:BedenkEensWatLeuks-4C3E68.00453622112003@news.fu-berlin.de...
> I have found a program called ADIR, this runs on a PC and is able to
> extract the files from an .ATR disk/file. I have managed, using this
> program, to get a list of the enclosed files.
>
> However I do not know how to extract them using this programm. Anyone
> out there, who knows how to?
>
> I would be much obliged.
> --
>
> gr,
> Antonio

# 6137. Re: From ATR to single files

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-22 02:30:51 UTC
From: Ken Siders <god@columbus.rr.com>
Message-ID: <vTzvb.27834$kL2.18774@fe3.columbus.rr.com>
Source record: 18250

> The one with the three W's in them? That't the one that linking to
> ...earthlink.... and Earthlink responds with "page not found. Sorry we
> can't locate the page you requested".
> --
>
> gr,
> Antonio

That just links right back to my page since I am the author (and the link is
wrong...ooops).
In the download column there are two icons. The first looks like a windows
logo and
should download a .zip file with the exe. The second icon is SOURCE CODE
and links
to some of the source.

--Ken

# 6138. Re: emulators that support pc hardware?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-22 05:35:04 UTC
From: llppwhite@aol.comnsp
Message-ID: <20031122003504.28353.00000741@mb-m11.aol.com>
Source record: 18251

Hi Kevin-
This may or may not help. I ran across a Win32 program called "DOSprinter". If you Google that name, you will find a couple of links for downloading. I havn't used it, so I can't vouch for how well it does. But from its docs, it looks to be useful for our A8 purposes.
Larry

## 6139. Print Filter?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-22 05:44:44 UTC
From: llppwhite@aol.comnsp
Message-ID: <20031122004444.28353.00000742@mb-m11.aol.com>
Source record: 18252

I recently picked up a HP DeskJet 350 portable printer on eBay. This is the last HP portable model that supports MS-Dos. It is very compact and prints 5 pages/minute (draft/B&W). I am using it with a SUPRA SIO interface. Works very well so long as it doesn't have to deal with non-printing or Atari special characters. I wrote a Q&D BASIC filter program to "cleanse" LISTed programs of special characters. This took about 5 minutes, so I'm guessing that someone has already written something a whole lot better. Is anyone familiar any filter programs such as this?
Thanks,
Larry

# 6140. Re: From ATR to single files

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-22 10:11:36 UTC
From: AnToNio <BedenkEensWatLeuks@NotSoHotMail.com>
Message-ID: <BedenkEensWatLeuks-F52B13.11113622112003@news.fu-berlin.de>
Source record: 18253

In article <vTzvb.27834$kL2.18774@fe3.columbus.rr.com>,
"Ken Siders" <god@columbus.rr.com> wrote:

> In the download column there are two icons.

That's my error. I didn't get they were 2 icons! Now it is dl'ed and
will use it.

Thx
--

gr,
Antonio

# 6141. Re: Extracting from .atr

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-22 12:13:08 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3fbefe6c61c360@comcast.net>
Source record: 18254

>I have found a program called ADIR, this runs on a PC and is able to
>extract the files from an .ATR disk/file. I have managed, using this
>program, to get a list of the enclosed files.
>
>However I do not know how to extract them using this programm. Anyone
>out there, who knows how to?
>
>I would be much obliged.

If it works like the one I have, just highlight the files you want
by clicking on then goto the options drop down menu and choose
extract.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 6142. Re: S-video in an XE?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-22 12:13:13 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3fbefe6c61c362@comcast.net>
Source record: 18255

>Ok... I've been meaning to do a video upgrade/modification/bug fix/whatever
>you want to call it to my 130XE for quite some time. Well, I've finally
>decided to actually do it.
>
>After 16 years or so of crappy video that I get from my 8-bit wonder, I want
>a "proper" video circuit so I can clean up the trash and make my colors
>somewhat more normal. The way I was thinking of going was with this bit of
>work.
>
>http://www.geocities.com/atarimods/sv130-1.html
>
>I'd be perfectly happy with that if that's all I can do, BUT... I was mainly
>wondering if there was an S-video upgrade/mod that I can make to it, too. I
>know there is one for the 2600, and, IIRC, it's a "piggy-back" design that
>you have to pull the TIA out of the M/B, plug the board into the TIA's slot,
>and the plug the TIA into the new board. It's fairly simple and
>straightforward to do.
>
>So, has someone out there actually done something like this to an XE and
>documented it?
>
>Thanks,
>David Bowden
>The Undead Mechanic.

I am not really sure about the above, but you may want to try and
see if there is a video converter device with a S-Video out port.
I have one that I use with my 8-bit so that I can use it with a
VGA monitor, but it only has a S-video in port.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 6143. Re: Wizard and the Princess

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-22 12:13:14 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3fbefe6c61c363@comcast.net>
Source record: 18256

>Hi Jeff
>
>Jeff Lodoen wrote:
>
>> JThey were both part of the HiRes Adventures/SierraVentures series.
>> The Atari got: #0: Mission Asteroid, #2: Wizard and the Princess,
>> #3: Cranston Manor, #4: Ulysses and the Golden Fleece and #6: The
>> Dark Crystal.
>>
>> Other platforms: #1: Mystery House and #5: Time Zone ($100 in 1982!)
>
>Mission Asteroid was the one I'd been thinking of. Time zone was only for
>apple II as I remember, at the time the most complext computer adventure
>game at 12 disks. Compare that to another game Roberta Williams created a
>few years ago for the winblows systems, phantasmagoria, it topped off at 7
>full cd-roms. And I thought Ultima IV was big!

Yes, I remember those. I did end up buying The Dar Crystal. Great
game...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

## 6144. How to play 5200 Rom's

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-22 20:14:13 UTC
From: AnToNio <BedenkEensWatLeuks@NotSoHotMail.com>
Message-ID: <BedenkEensWatLeuks-E6E27F.21141322112003@news.fu-berlin.de>
Source record: 18257

What are the settings (using Atari 800 Win plus pr AtarimacX) to play
the 5200 roms?
--

gr,
Antonio

# 6145. Re: Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-22 20:21:41 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <d71f7d318a21b14f686e6790b67b68ca@news.teranews.com>
Source record: 18258

Five dollars....

"PatrickS" <pat.szuch@swagelok.com> wrote in message
news:761a8bd8.0311191353.48ab3d32@posting.google.com...
> I have the following I would like to sell as a bundle:
>
> Hardware:
> Atari 800XL
> Atari 1050 floppy disk drive
> Atari XM301 modem (blazing 300baud!)
>
> Cartridges:
> Defender
> Star Raiders
> Tennis
>
> Books:
> Atari Player Missile Graphics in Basic
> Inside Atari Basic
> Mapping the Atari
>
> Misc:
> 2 Slik Stik joysticks
> 1 QuickShot joystick
>
> Flight Simulator II (for Atari) by Sublogic - original box, docs,
> etc...
> Many 5.25 floppies containing games, utilities, applications, OS,
> etc...
>
> Everything is in almost new and working condition. I am in the
> Cleveland, Ohio area but am willing to ship. I amsking $50 for
> everything. Feel free to make me an offer, as no reasonable offer
> will be refused.
>
> Thanks,
> Pat

## 6146. 800XL startup time

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-22 23:18:42 UTC
From: Roy G Biv <8-bitter@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.56.0311221811120.16421@shell1>
Source record: 18259

```
On Wed, 12 Nov 2003 at 00:57:34 -0600, under an irrelevant sub-
ject title, "Thomas" a.k.a. "Docrotcod" scribbled:
->What i've noticed is now on the 800xl I have to leave it off for
->15 seconds to let the ram discharge. Is this normal or do I need
->to replace the capacitors?

It's normal. XLs need a full ten seconds before rebooting. In
the olden days that used to be the recommended standard procedure,
anyway.

Nowadays I give mine six months between rebootings. <grin!>
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *
```

# 6147. eBay idiots

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-22 23:55:02 UTC
From: Roy G Biv <8-bitter@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.56.0311221819470.16421@shell1>
Source record: 18260

On 13 Nov 2003 at 05:31:55 -0800, Ben Yates scribbled:
->However, the truth is that in todays world, customer service is
->lacking. If you want to be the customer's choice, you need to pro-
->vide *excellent* and *consistent* customer service. It is this rea-
->son I believe some computer users would rather deal with eBay than
->dealers, because some dealers are just rotten.
->
->This has been really evident in the TI community, where dealers have
->walked off with the $$$ without sending the product *many* times.

The above seems to be a rather confused rant. The poster indicts
all businesses because he says *some* are bad apples. Then he blames
the TI community (which this isn't -- this is the Atari 8-bit commun-
ity) based on a vague anecdotal allegation. Then he praises E-Bay,
as if E-Bay is a utopia where no untoward incident has ever occurred.

<sarcasm ON> The poster seems to be out of touch with Atari tra-
ditions. In the Atari world it's traditional to attack dealers be-
cause of irrelevant alleged personal factors (according to non-cus-
tomers), in spite of their providing excellent and consistent customer
service, as attested to by their customers. <sarcasm OFF>

The result is that the dealers are driven off this newsgroup, or
out of Atari, because (as one said here a while back) they're afraid
to post here because of the irrational flaming. So we wind up with
no dealers, which forces everybody to go to E-Bay. Is that progress!?
Or maybe an underhanded E-Bay plot, or what? In any case, we suggest
the poster save his whining for the TI community. We don't need more
whining here! <grin>
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* ATARI -- Love it or leave it! *

# 6148. Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-23 01:51:59 UTC
From: Roy G Biv <8-bitter@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.56.0311222041240.20370@shell1>
Source record: 18261

First there was "PatrickS" at swagelok dot com, who posted:
->> I have the following I would like to sell as a bundle: Atari
->>800XL, Atari 1050 floppy disk drive, Atari XM301 modem (blazing
->>300baud!) ... [remainder snipped]

To which, on Sat, 22 Nov 2003 at 20:21:41 GMT, "Steve S" replied:
->Five dollars....

Don't be funny! The bundle is worth more than that. Do we hear
a bid for six bucks? Seven? Eight? Ten? Twenty? (I'm not bid-
ding; I'm just listening....)
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* 2 bits, 4 bits, 8 bits... Burma Shave! *

(Headers munged to foil spammers; real info in taglines)

# 6149. Re: emulators that support pc hardware?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-23 02:21:44 UTC
From: kev <kevin@kevin.net>
Message-ID: <k460svcoptrpj5csjvn3ue3qbd8vu36qku@4ax.com>
Source record: 18262

(LarryWhite) wrote:

>Hi Kevin-
>This may or may not help. I ran across a Win32 program called "DOSprinter".
>If you Google that name, you will find a couple of links for downloading. I
>havn't used it, so I can't vouch for how well it does. But from its docs, it
>looks to be useful for our A8 purposes.
>Larry

thank you, and everyone else for your responses. I think my message
was not clear. I want to be able to for instance use atariwrite or
bank street writer etc.. to write something and then print it out from
the emulator. is this possible with any emulator you have used?

kvn

## 6150. The Good Years: 1983 (was: Who remembers GAUNTLET?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-23 03:13:11 UTC
From: Roy G Biv <8-bitter@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.56.0311222111130.20370@shell1>
Source record: 18263

On Mon, 17 Nov 2003 at 09:59:07 -0000, "Gareth" scribbled:
->Now I remember why I never actually managed to buy an APX prog -
->the price of APX programs was crazy: in 1983 it wasn't uncommon
->for an APX cassette with 1 prog to cost around $30 ...

In 1983 every program, cart, disk, book, or whatever, for 8-bit computers cost $20 or $30. For adults who had jobs and thus had money, that wasn't "crazy." In fact, it was only a small part of the $500 to $1000 it cost to put together a full-fledged Atari or Commodork computer system, which was less than the $2000 to $3000 an Apple 2 system cost, not to mention the sky-high $10,000 and up for a gold-plated "IBM" system. (The IBM PC alone cost five thou!)

When I bought my first Atari 8-bit computer, I walked out of the store $550 poorer ($250 less a $50 rebate for the 400 computer, plus $300 in other odds and ends including a Basic cart, a Ms. Pacman cart, Frogger on cassette, a cassette recorder, the Lon Poole book, and not much more), and it took thousands of swords in additional expenditures over the years before I built that up into a full-fledged 8-bit system. (Discarding along the way several generations of old printers and modems and other stuff before reaching the components of what became my present 8-bit system.)

The price wars that did in Atari and Commodork came along a year or two later, and at that point prices fell thru the floor, but in the early '80s $30 was a normal retail or list price for an 8-bit program. Some cost $40 and a few cost more than that. In 1983 minimum wage in the U.S. was somewhere around $3.25, so at that time a soda jerk flipping burgers at a fast food joint for up to four bucks an hour would've worked about one day in order to afford to buy one 8-bit program item. For anybody with a "good" job making $10 or $20 an hour, it would've cost only a couple of hours' worth of time. So I wouldn't describe $30 in 1983 dollars as "crazy."
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* 8 Bits Forever! ... OR BUST! *

(Headers munged to foil spammers; real info in taglines)

# 6151. Indus GT w/RamCharger for CPM

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-23 04:20:09 UTC
From: Roy G Biv <8-bitter@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.56.0311222243230.20370@shell1>
Source record: 18264

I seem to have lost the name of the original poster who scrib-
bled this on Sat, 15 Nov 2003 at 06:19:04 GMT:
->I have about 8 Indus GT drives I have collected over the past few
->years.... the point for this message is that ONE of the Indus GT's
->I bought has the Indus RamCharger installed to run CPM...but I have
->no idea which of the drives it is, externally they all look almost
->identical. How can I tell if a[n] Indus Drive has a RamCharger
->installed?

Have you tried weighing them? I would imagine that the one with
the extra board inside should weigh a little bit (a few ounces?)
more than the regular ones. (I'm too lazy to dig out all of the
working and nonworking Induses I've got boxed up to see if this
idea works. Its success would depend on the weight being consis-
tent.)

A slower but slightly amusing way to tell would be to use them
all for many hours at a time. The one that overheats (and stops
functioning normally) should be the one with the CPM board inside.

(Been there, done it! <grin!> Note: if you plan on using it in
CPM mode, you may need to keep it chilled down to avoid the over-
heating problem.)

If you have the CPM disks and instructions, you could try using
them all in CPM mode; the one that responds to the proper commands
would be it. However, that tactic would fail to pinpoint the right
one if the CPM board was a dud. (Not that there's any reason it
should be a dud; it's just that anything's possible.)

That leaves the only sure-fire way of proving which one it is:
Open 'em all up and see which one has the board installed! (Natur-
ally, it'll be the last one, so the easiest advice is to open that
one first! <grin!>)
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* "All Indus -- All The Time!" *

(Headers munged to foil spammers; real info in taglines)

# 6152. Micro-Palooza Party, Dec. 30

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-23 05:40:55 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.56.0311230029340.26816@shell1>
Source record: 18265

Ever since September 13, we've been in talks with Anthony Ramos, co-owner of Ground Kontrol in Portland, about having the first ever Commodore/Amiga party in the Pacific Northwest. And now, the party is a "go"!

Why should this party interest Atari users? Read on!

The Micro-Palooza Party, is Tuesday, December 30 from 1 p.m. to 10 p.m. at Ground Kontrol, 610 SW 12th Avenue, in downtown Portland, Oregon, USA. Ground Kontrol is a retro-arcade establishment with all the good games from the past, like PacMan, Tempest, Star Trek pinball, etc.. Also Ground Kontrol has a number of Atari items for sale, like Atari 2600's, 5200's, and peripherals. http://www.groundkontrol.com

Anthony Ramos has agreed for us to set up some Commodore/Amiga computers there and to invite computer bands to play music on the mini-stage. Anthony is also is quite a concert organizer. Four micro-computer bands will play live music at Micro-Palooza. Now confirmed, Seth Sternberger of 8Bit Weapon will fly all the way up from Los Angeles, and gotoXY is coming in from Eugene, Oregon. The other bands coming for the event are MOS-8 and Waxin' Wary, both from Eugene (the city must be a hot-bed of micro-computer music activity!). Seth is trying to get the band, BitShifters, to come all the way from New York!

Some details on the bands. 8Bit Weapon uses Commodores and Amigas when playing their music. gotoXy uses a variety of 8-bit platforms including Commodore, Atari, and Gameboy in playing their music. BitShifters is another Gameboy-inspired band. Seth of 8Bit Weapon will be selling his band's CD's in limited-edition "floppy disk holders" -- two CD's for $10.

To find out more about 8Bit Weapon, go to

http://www.brainscream.com/seth

To find out more about gotoXY, go to

http://zebox.com/gotoxy

The bands are now scheduled to play music from 6 p.m. to 10 p.m.. (If BitShifters come in, then that beginning time will change.) When the music starts, computer devotees will be asked to pay a $3 cover charge. The general public will be asked to pay a $4 cover charge.

In attendance will be myself, Dave Moorman of Loadstar disk magazine, Jeri Ellsworth of CommodoreOne fame and an Atari fan (yes, convince her to port the Atari core over to the C-1),, and possibly, Dale Luck, Amiga programmer most famous for the Boing Demo. The following C=/Ami

groups which have been invited and which have responded positively to the party are: the Amiga/Commodore User Group of Astoria, Oregon; the University Place Commodore Home User Group of Tacoma, Washington; and the Commodore User Association of Medford, Oregon. I'd like to invite any and all of our Atari bretheren to join us, too.

Of course, the public -- those who walk in through the door -- will be welcome to use our computers as they go in to play with the arcade machines.

The party will be a relaxed affair -- just playing computer games, eating pizza, drinking soda, listening to music, and lots of talk.

On a side note, we're trying to get newspaper, radio, and television coverage of Micro-Palooza.

Come and celebrate the holidays with us on December 30! Come to Micro-Palooza!

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

# 6153. Alley Cat: XL incompatibility problem.

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-23 06:08:00 UTC
From: Wilheim <guillermo@mail.cl>
Message-ID: <bppitl$1pa$1@news1.nivel5.cl>
Source record: 18266

Hi, everybody.

As we now, Alley Cat. has an incompatibility problem with the XL/XE models. Of course, this can be fixed of course replacing the OS ROM to the one used in 400/800 (Translator, FixXl). My question is: does anybody know what exactly is the incompatibility problem?. I disassembled the program trying to find an illegal call to the OS, but I didn't find it.

# 6154. Re: Alley Cat: XL incompatibility problem.

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-23 06:20:18 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <GkYvb.1213$US3.6@okepread03>
Source record: 18267

I have an ATR file that works just fine using the XL emulator. I could try it on my actual Atari but it looks as though somebody has recompiled it with a fix. Let me know if you need it.

Thomas

"Wilheim" <guillermo@mail.cl> wrote in message news:bppitl$1pa$1@news1.nivel5.cl...
> Hi, everybody.
>
> As we now, Alley Cat. has an incompatibility problem with the XL/XE models.
> Of course, this can be fixed of course replacing the OS ROM to the one used
> in 400/800 (Translator, FixXl). My question is: does anybody know what
> exactly is the incompatibility problem?. I disassembled the program trying
> to find an illegal call to the OS, but I didn't find it.
>
>

# 6155. Re: Indus GT w/RamCharger for CPM

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-23 13:37:46 UTC
From: llppwhite@aol.comnsp
Message-ID: <20031123083746.16652.00000829@mb-m07.aol.com>
Source record: 18268

Hi Roy-
Yes, one might be able to find the difference by weighing them -- good idea.
Also, the RamCharger was used in the Indus as a track buffer, so booting the
mystery drive should sound like a Happy drive (or some TRAKs), provided it did
not have to be software activated. Another possibility is that the Indus
diagnostics may detect it. Diagnostics were available at Best Electronics.
Larry

# 6156. Re: I am a game programmer!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-23 16:02:11 UTC
From: rjespino@hotmail.com
Message-ID: <9ee50737.0311230802.67855814@posting.google.com>
Source record: 18269

bill@newbreedsoftware.com (William Kendrick) wrote in message
news:<ri_rb.5936$Wy2.74007@typhoon.sonic.net>...
> After all these years, I've finally been hired as a game programmer
> (rather than as a web developer, forced to write games only as a hobby :) )
>
> I'll be doing games for cellphones, so my keen eye for low-resolution
> graphics and ability to deal with limited CPU speed will come in handy. ;) ;)
>
> Wish me luck!!!

Congratulations, well done!

I've been working as a "Software Engineer" on smartphones for almost a
year now, using Symbian, C++, J2ME. Even cellphones these days have a
fair bit more memory and CPU power that the Atari did, but they do
lack PMGs, DLIs and other cool features, the low-res graphics
experience will come in handy!

Good luck!
--
-- Raphael Espino - rjespino@yahoo.com - Ramdrive and JPEG viewers --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
------------- Join The Atari 8-bit Computer WebRing at: -------------
---------- http://www.geocities.com/rjespino/a8ring.html -----------

# 6157. Micro-Palooza Party, Dec. 30

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-23 18:22:28 UTC
From: Roy G Biv <8-bitter@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.56.0311231316280.16752@shell1>
Source record: 18270

On Sun, 23 Nov 2003 at 00:40:55 -0500, Robert Bernardo scribbled:
->The party will be a relaxed affair -- just playing computer games,
->eating pizza, drinking soda, listening to music, and lots of talk.

In other words, New Years Eve-Eve with the geeks! <grin>
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* 8 Bits Forever! ... OR BUST! *

(Headers munged to foil spammers; real info in taglines)

# 6158. Indus GT w/RamCharger for CPM

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-23 19:18:05 UTC
From: Roy G Biv <8-bitter@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.56.0311231322590.16752@shell1>
Source record: 18271

On 23 Nov 2003 at 13:37:46 GMT, Larry White scribbled:
->Another possibility is that the Indus diagnostics may detect it.

Well, here's another way. The original poster wanted to know how to identify the Indus with the CP/M board installed without having to open up all the drives. The answer seems simple: the Indus will either boot up in CP/M or it won't.

In order to get to the bottom of this I've dug out my CP/M disks and the huge <ahem!> three-page instruction manual provided by Future Systems back in 1986. The manual says to boot up the disk with the terminal progam with Basic disabled. It says a menu ("D1: REM:") will be displayed, at which point the user types F for a 40-column display or E for 80-columns, and hits RETURN.

That should be all that's needed. An ordinary Indus, like the ones I currently have hooked up, apparently just hangs -- with no "menu" display as described above. Only the mystery drive would work right, at which point the user can go on to step two -- which is to insert the CP/M boot disk and then, while holding down the drive-type button, press the error button. Hit RETURN and voila! you're in CP/M! Only the drive with the extra 64K RAM board will do all that.
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* "All Indus -- All The Time!" *

(Headers munged to foil spammers; real info in taglines)

## 6159. Correct behaviour (com, exe or random)

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-23 20:19:32 UTC
From: AnToNio <BedenkEensWatLeuks@HotMail.com>
Message-ID: <BedenkEensWatLeuks-AE12B2.21193223112003@news.fu-berlin.de>
Source record: 18272

Using Atari800Win Plus 4.0 I discovered that the extension can be
anything the menu 'autoboot image' will always load and execute.

Is this just incidental (meaning only valid for some files) or is this
the regular behaviour?
--

gr,
Antonio

# 6160. Re: Alley Cat: XL incompatibility problem.

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-24 00:42:59 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <WKmdnbE3bomXyVyiRVn-sw@comcast.com>
Source record: 18273

Hi Wilhelm -

There were quite a few games that required "The Translator" to run on the
800xl.
I had an 800xl growing up.......so I used the translator. I had 2 friends
that had the 800.
At the time, I knew what the issue/difference was! But I no longer
remember.
If I do recall, I'll send a post.

I used to keep the games that required the xlator, all on the same
disk(s) - - separated from the others.

-z-

"Wilheim" <guillermo@mail.cl> wrote in message
news:bppitl$1pa$1@news1.nivel5.cl...
> Hi, everybody.
>
> As we now, Alley Cat. has an incompatibility problem with the XL/XE
models.
> Of course, this can be fixed of course replacing the OS ROM to the one
used
> in 400/800 (Translator, FixXl). My question is: does anybody know what
> exactly is the incompatibility problem?. I disassembled the program trying
> to find an illegal call to the OS, but I didn't find it.
>
>

# 6161. Re: Indus GT w/RamCharger for CPM

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-24 01:40:57 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.43.0311232029130.4694-100000@moose.erie.net>
Source record: 18275

The Indus needs the Synchromesh software loaded into the drive to
run at high speed. The RAMCharger 64K buffer needs Synchromesh II loaded.
One of these two files must be on the disk you boot from to kick the Indus
into high speed mode. The RAM Charger board is installed on a set of
internal pins along the right side of the drive. You maybe able to see it
by looking up through the vent slots on the bottom of the drive. But why
not just remove the 6 screws that hold the top and back covers and look
inside???

It was strange to see (and hear!) the Atari computer access the
drive without the drive ever spinning. I ran CPM on the Indus drive for a
while too. The hardware worked, but my biggest disappointment was that
the Synchromesh software only worked with DOS XL. A firend of mine
disassembled the SYncrhomesh software and said it was basically
just loading the Z80 code into the drive. Despite a lot of searching I
have never been able to find a modified Synchromesh file that worked with
SpartaDOS. So, the best DOS for the Atari was never able to take
advantage of the best disk drive!!!

On 23 Nov 2003, LarryWhite wrote:

> Hi Roy-
> Yes, one might be able to find the difference by weighing them -- good idea.
> Also, the RamCharger was used in the Indus as a track buffer, so booting the
> mystery drive should sound like a Happy drive (or some TRAKs), provided it did
> not have to be software activated. Another possibility is that the Indus
> diagnostics may detect it. Diagnostics were available at Best Electronics.
> Larry
>

# 6162. Re: Alley Cat: XL incompatibility problem.

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-24 01:43:25 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <FomdnZXwlJWp_1yiRVn-gg@comcast.com>
Source record: 18274

I forgot to say....

I don't really recall any of "my favorite" games being in the "translator
required" group.
But I do remember, for instance, "Shamus" needed the translator....it only
played on the 800, not the 800xl.

damn....I wish I could remember more....now it's bothering me.

-z-

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:WKmdnbE3bomXyVyiRVn-sw@comcast.com...
> Hi Wilhelm -
>
> There were quite a few games that required "The Translator" to run on the
> 800xl.
> I had an 800xl growing up.......so I used the translator. I had 2 friends
> that had the 800.
> At the time, I knew what the issue/difference was! But I no longer
> remember.
> If I do recall, I'll send a post.
>
> I used to keep the games that required the xlator, all on the same
> disk(s) - - separated from the others.
>
> -z-
>
> "Wilheim" <guillermo@mail.cl> wrote in message
> news:bppitl$1pa$1@news1.nivel5.cl...
> > Hi, everybody.
> >
> > As we now, Alley Cat. has an incompatibility problem with the XL/XE
> models.
> > Of course, this can be fixed of course replacing the OS ROM to the one
> used
> > in 400/800 (Translator, FixXl). My question is: does anybody know what
> > exactly is the incompatibility problem?. I disassembled the program
trying
> > to find an illegal call to the OS, but I didn't find it.
> >
> >
>
>

# 6163. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-24 08:56:43 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1069664180@rtfm.mit.edu>
Source record: 18276
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 28, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

# 6164. Re: Alley Cat: XL incompatibility problem.

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-24 09:22:33 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bpsikp$fip$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 18277

Hi,

> At the time, I knew what the issue/difference was! But I no longer
> remember.

Most likely, the GTIA TRIG3 shadow register at 0x3fa. If that's overwritten (for example, because a player/missile buffer is placed there) then the Os vertical blank assumes that a cartridge has been inserted and stops the system.

So long,
Thomas

# 6165. Re: Alley Cat: XL incompatibility problem.

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-24 09:42:45 UTC
From: Wilheim <guillermo@mail.cl>
Message-ID: <bpsjqo$2kc$1@news1.nivel5.cl>
Source record: 18278

```
Mmm... This must be. Alley Cat do that, cause it moves 4 pages of memory
from $1700 to $0, so $3fa is written.

Thanks for your information.
```

"Thomas Richter" <thor@cleopatra.math.tu-berlin.de> escribi&#65533; en el mensaje
news:bpsikp$fip$1@mamenchi.zrz.TU-Berlin.DE...
> Hi,
>
> > At the time, I knew what the issue/difference was! But I no longer
> > remember.
>
> Most likely, the GTIA TRIG3 shadow register at 0x3fa. If that's
overwritten
> (for example, because a player/missile buffer is placed there) then the Os
> vertical blank assumes that a cartridge has been inserted and stops the
> system.
>
> So long,
> Thomas

# 6166. Re: Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-24 10:39:22 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <11bf406d10a2a7a1e6253e918ccdff04@news.teranews.com>
Source record: 18279

$5.25, but he has to pay shipping!!!

"Roy G Biv" <8-bitter@6502.chip.old.folks.home> wrote in message
news:Pine.GSO.4.56.0311222041240.20370@shell1...
> First there was "PatrickS" at swagelok dot com, who posted:
> ->> I have the following I would like to sell as a bundle: Atari
> ->>800XL, Atari 1050 floppy disk drive, Atari XM301 modem (blazing
> ->>300baud!) ... [remainder snipped]
>
> To which, on Sat, 22 Nov 2003 at 20:21:41 GMT, "Steve S" replied:
> ->Five dollars....
>
> Don't be funny! The bundle is worth more than that. Do we hear
> a bid for six bucks? Seven? Eight? Ten? Twenty? (I'm not bid-
> ding; I'm just listening....)
> --
> >>>-----------------------------------------------<<<
> >>> david moeser -- erasmus39 on yahoo <<<
> >>> Censornati, Ohio - USA <<<
> >>>-----------------------------------------------<<<
> * 2 bits, 4 bits, 8 bits... Burma Shave! *
>
> (Headers munged to foil spammers; real info in taglines)

# 6167. Holme's Atari CDs - Thousands of Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-24 10:46:48 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <b1ac20d10e35e6eeab7d7c96196fda57@news.teranews.com>
Source record: 18280

Just wanted to put up a reminder that I have a copy of the Holme's Atari CDs and make them available to anyone that wants a copy. Ever since I got a new CD burner that is more efficient and faster, I believe I dropped the price down to $10. That includes shipping, the CDs, handling, packaging, etc. etc.

On the CDs is lots and lots and lots of old Atari games and programs that are simply not available anymore.

Of course, I get filthy rich off of these CDs, selling them for $10. Already, I am into buying my third home off in some Caribbean Island with the revenue that I have made. So please help support me and my family so we can afford that third home.

On a more serious note, if you want the CDs... keep the subject line intact when you reply. I get a lot of spam mail and might not see your reply if I don't recognize the subject line. I also take (and even prefer) paypal, sent to this email address.

# 6168. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-24 12:56:18 UTC
From: James Duncan <j.duncan@verizon.net>
Message-ID: <Sdnwb.4341$Pm4.4130@nwrddc03.gnilink.net>
Source record: 18281
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

Actually what I'd like to see is a Gauntlet classics Xbox Live enabled
package. It would include Gauntlet and Gauntlet II as 4 player online
enabled Xbox Live games. I'd also like to see Gauntlet Legends done as an
XBL title -- note Dark Legacy (or whatever it was called, it was too "dark"
the graphics not the story line).

# 6169. FA: GEMSTONE WARRIOR, KORONIS RIFT and much more...

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-24 18:32:57 UTC
From: stein <stein@agnld.uni-potsdam.de>
Message-ID: <bptioo$vq7$00$3@news.t-online.com>
Source record: 18282

HI all,

currently I have a huge lot of classic games (International Karate,
Wizard's Crown, Gemstone Warrior, Koronis Rift, Ballblazer, Summer
Games, The Pawn, etc. etc.) for the 8-Bit Ataris up for auction. You can
find them here

http://cgi6.ebay.de/ws/eBayISAPI.dll?ViewSellersOtherItems&include=0&userid=chrodegang&sor
t=2&rows=25&since=-1&rd=1

I ship worldwide and I accept PayPal payments.

Thanks for your attention,

Andre

# 6170. Re: The Good Years: 1983 (was: Who remembers GAUNTLET?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-24 20:53:28 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <534ccc7c69088cda5b8d89af8c693754@news.teranews.com>
Source record: 18283

I remember all of that. Please post more memories of the golden years.

Thanks

btw... is there anyone here that would trade 1985 and beyond for 1980
again?

"Roy G Biv" <8-bitter@6502.chip.old.folks.home> wrote in message
news:Pine.GSO.4.56.0311222111130.20370@shell1...
> On Mon, 17 Nov 2003 at 09:59:07 -0000, "Gareth" scribbled:
> ->Now I remember why I never actually managed to buy an APX prog -
> ->the price of APX programs was crazy: in 1983 it wasn't uncommon
> ->for an APX cassette with 1 prog to cost around $30 ...
>
> In 1983 every program, cart, disk, book, or whatever, for 8-bit
> computers cost $20 or $30. For adults who had jobs and thus had
> money, that wasn't "crazy." In fact, it was only a small part of
> the $500 to $1000 it cost to put together a full-fledged Atari or
> Commodork computer system, which was less than the $2000 to $3000
> an Apple 2 system cost, not to mention the sky-high $10,000 and up
> for a gold-plated "IBM" system. (The IBM PC alone cost five thou!)
>
> When I bought my first Atari 8-bit computer, I walked out of the
> store $550 poorer ($250 less a $50 rebate for the 400 computer, plus
> $300 in other odds and ends including a Basic cart, a Ms. Pacman
> cart, Frogger on cassette, a cassette recorder, the Lon Poole book,
> and not much more), and it took thousands of swords in additional
> expenditures over the years before I built that up into a full-
> fledged 8-bit system. (Discarding along the way several generations
> of old printers and modems and other stuff before reaching the com-
> ponents of what became my present 8-bit system.)
>
> The price wars that did in Atari and Commodork came along a year
> or two later, and at that point prices fell thru the floor, but in
> the early '80s $30 was a normal retail or list price for an 8-bit
> program. Some cost $40 and a few cost more than that. In 1983
> minimum wage in the U.S. was somewhere around $3.25, so at that time
> a soda jerk flipping burgers at a fast food joint for up to four
> bucks an hour would've worked about one day in order to afford to
> buy one 8-bit program item. For anybody with a "good" job making
> $10 or $20 an hour, it would've cost only a couple of hours' worth
> of time. So I wouldn't describe $30 in 1983 dollars as "crazy."
> --
> >>>-----------------------------------------------<<<
> >>> david moeser -- erasmus39 on yahoo <<<

> >>> Censornati, Ohio - USA <<<
> >>>----------------------------------------------<<<
> * 8 Bits Forever! ... OR BUST! *
>
> (Headers munged to foil spammers; real info in taglines)

# 6171. SPOILER / Re: Old game - "Prisoner 2" - solve?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-24 21:07:01 UTC
From: "M. Pender" <mpender@hotmail.com>
Message-ID: <Vpuwb.1166$f32.962@nwrddc02.gnilink.net>
Source record: 18284
Cross-posted to: rec.games.int-fiction,comp.sys.apple2,comp.sys.atari.8bit,comp.emulators.apple2

Rubywand <rubywand@swbell.net> wrote in message
news:3FAA5463.A263FCDF@swbell.net...
> My dad and I played Prisoner 2 years ago and managed to win. It's
actually
> a pretty well designed adventure game.
>
> Having the docs helps. You can find a scan from the original
documentation
> plus a review on GS WorldView:
>
> http://apple2.org.za/gswv/a2zine/Docs/Prisoner2_docs.txt

I think I found the 'undocumented' way to win, but I was never sure.

If you solve certain puzzles the program pretends to stop with an error.
One of the ways suggested to 'win' was to unplug the computer and walk away.
I've never been sure how 'legitimate' my solution was though.

- Mike

# 6172. Re: Micro-Palooza Party, Dec. 30

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-25 03:35:45 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.56.0311242233080.18067@shell1>
Source record: 18285

On Sun, 23 Nov 2003, Roy G Biv wrote:

> In other words, New Years Eve-Eve with the geeks! <grin>

Yeah!!! :-D

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

P.S. By the way, I'm sure Anthony Ramos of Ground Kontrol can set up his
Atari Music Machine so that we can see psychedelic patterns on the
monitors. Groovy, man! ;-)

# 6173. Re: Alley Cat: XL incompatibility problem.

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-25 07:31:42 UTC
From: Paul Alhart <paulalhart@hotmail.com>
Message-ID: <yzDwb.1947$Ll3.292@nwrddc01.gnilink.net>
Source record: 18286

"Wilheim" <guillermo@mail.cl> wrote in message
news:bppitl$1pa$1@news1.nivel5.cl...
> Hi, everybody.
>
> As we now, Alley Cat. has an incompatibility problem with the XL/XE
models.
> Of course, this can be fixed of course replacing the OS ROM to the one
used
> in 400/800 (Translator, FixXl). My question is: does anybody know what
> exactly is the incompatibility problem?. I disassembled the program trying
> to find an illegal call to the OS, but I didn't find it.
>

Here is a copy of an article I wrote back in 1987. Ihope it helps. Paul

A-T-A-R-I

Answers-Tips-and-Relevant Information

by Paul Alhart

I really like my 1200XL, but at the same time I really hate having to use the TRANSLATOR to boot up certain software. What to do? I Translated the offending software to run on my system and filed my Translator Disk away in the back of a drawer somewhere. You can do the same. In the beginning, Atari said, "If programmers use the PUBLISHED VECTORS into the Operating System (O/S), their programs will run on ANY 8-bit Atari Computer." (IF is such a big word.) To make a long story short, some programmers did not follow this rule, but to save a few bytes, jumped right into the )/S. This was fine before the XL/XE machines came along with a different O/S. The published vectors are still the same as Atari promised, but they point to different locations in the O/S. The following list gives the published vector location and the vectors name followed by the ILLEGAL O/S entry points. If you find that a program Jumps to F3F6 to open the screen, (20 F6 F3) and you have an 800XL, change the code to (20 8E EF). Remember: Low byte/High byte. I have found this to be the most common ILLEGAL jump. The next most common are the "K: Get/Put" calls. I spent many hours Peeking into my operating system with a lot of help from Compute's Mapping The Atari to come up with this list. It now saves me lots of time and hopefully will help you also.
Note: Translated software will only run on the O/S that it has been translated for, so keep an original copy as back-up.

Vector 800 XL/XE 1200XL

200 VDSLST E790 C0CE C0E7
202 VPRCED E78F C0CD C0E6

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204 VINTER E78F C0CD C0E6
206 VBREAK E78F C0CD C0E6
208 VKEYBD FFBE FC19 FC0C
20A VSERIN EB0F 1A23 E929
20C VSEROR EA90 19E6 E88A
20E VSEROC EACF EAEC E8C9
210 VTIMR1 E78F C0CD C0E6
212 VTIMR2 E78F C0CD C0E6
214 VTIMR4 E78F C0CD C0E6
216 VIMIRQ E706 C030 C054

222 VVBLKI E7AE C0E2 C019
224 VVBLKD E905 C28A C2A3
226 CDTMA1 EBEC EC11 EA2E

E400 E:OPEN F3FC EF94 EEF8
E402 E:CLOSE F634 F2D3 F17E
E404 E:GET F63E F24A F18F
E406 E:PUT F6A4 F2B0 F1F5
E408 E:STATUS F634 F21E F174
E40A E:SPECIAL F63D F2C3 F17C
E40C E:JUMP F3E4 EECD

E410 S:OPEN F3F6 EF8E EEED
E412 S:CLOSE F634 F2D3 F17E
E414 S:GET F593 F180 F0D6
E416 S:PUT F5B7 F1A4 F0FA
E418 S:STATUS F634 F21E F174
E41A S:SPECIAL FCFC F9AF F903
E41C S:JUMP F3E4 EF6F EECD

E420 K:OPEN F634 F21E F174
E422 K:CLOSE F634 F21E F174
E424 K:GET F6E2 F2FD F242/F247
E426 K:PUT F63D F22D F17D
E428 K:STATUS F634 F21E F174
E42A K:SPECIAL F63D F22D F17D
E42C K:JUMP F3E4 EF6F EECD

E430 P:OPEN EE9F FEC2 EC63
E432 P:CLOSE EEDC FF07 ECA3
E434 P:GET EE9E FEC1 EC62
E436 P:PUT EEA7 FECB EC6C
E438 P:STATUS EE81 FEA3 EC44
E43A P:SPECIAL EE9E FEC1 EC62
E43C P:JUMP EE78 FE9A EC3A

E440 C:OPEN EF4C FCE6 ED1A
E442 C:CLOSE F02B FDCF EE03
E444 C:GET EFD6 FD7A EDAE
E446 C:PUT F010 FDB4 EDE8
E448 C:STATUS F028 FDCC EE00
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E44A C:SPECIAL EF4B FCE5 ED19
E44C C:JUMP EF41 FCDC ED0F

E450 DISKIV EDEA C6A3 C2A9
E453 DISKINV EDF0 C6B3 C2B9
E456 CIOV E4C4 E4DF E4DF
E459 SIOV E959 C933 F74E
E45C SETVBV E8ED C272 C28B
E45F SYSVBV E7AE COE2 C019
E462 XITVBX E905 C28A C2A3
E465 SIOINV E944 E95C E739
E468 SENDEV EBF2 EC17 EA34
E46B INTINV ECD5 C00C C00C
E46E CIOINV E4A6 E4C1 E4C1
E471 BLKBDV F223 *F223* FCE1 *SLFTST*
E474 WARMSV F11B C290 C34B
E477 COLDSV F125 C2C8 C37B
E47A RBLOKV EFE9 FD8D EDC1
E47D CSOPIV EF5D FCF7 ED2B
E480 PUPDIV F223 FCE1
E483 SLFTST ** 5000
E486 PENTV EEBC CAAE
E489 PHUNLV E915 CAEB
E48C PHINIV E898 CA34
```

# 6174. Re: The Good Years: 1983 (was: Who remembers GAUNTLET?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-25 08:59:16 UTC
From: The Undead Mechanic <davidbowden@earthlink.net>
Message-ID: <EREwb.13199$sb4.11300@newsread2.news.pas.earthlink.net>
Source record: 18287

"Steve S" <j70141@hotmail.com> wrote in message
news:534ccc7c69088cda5b8d89af8c693754@news.teranews.com...
> I remember all of that. Please post more memories of the golden years.
>
> Thanks
>
> btw... is there anyone here that would trade 1985 and beyond for 1980
> again?

Back to the days of Beta VCRs, gas shortages, audio cassettes, VINYL records, an economy on the down swing, Jimmy Carter, and the possibility of a scary red nation nuking the crap out of us while we sleep?

Whereas today, OTOH, we have Enron (and other like-minded companies), Osama/ the Taliban, N. Korea, an economy on the down swing, Geeyorj DUBYA Busch, over-inflated gas prices, and CD & DVD players.

Um, lessee... The only things that have really gotten any better (aside from computers/electronics in general) is the media we listen to our music & watch our movies on...

How about a coin toss to decide, guys? :)
--
David Bowden
The Undead Mechanic.

AIM & Yahoo: UndeadMechanic

SPAM PROOF EMAIL ADDRESS: same as yahoo/AIM *AT* earthlink *DOT* net
http://home.earthlink.net/~davidbowden/
http://www.livejournal.com/users/undeadmechanic

# 6175. Re: I am a game programmer!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-25 11:57:17 UTC
From: bill@newbreedsoftware.com
Message-ID: <xsHwb.7890$Wy2.145330@typhoon.sonic.net>
Source record: 18289

richard cortese <ricortes@earthlink.net> wrote:
> Are they going to be set up as single player game or can we expect some
> Doom/MMPOG in the near future?

Based on what I see these phones capable of, don't expect a Doom clone
any time soon. ;^)

Unfortunately, the projects been put on hold for the moment
(competition cropped up and released something similar before we had the
chance, and the company I'm consulting for wants to wait and see if they
target lots of other phones, or if we'll be able to fill in the gaps :^)
Not all games run on all phones; the phones are all so different,
in capabilities. It's just the API and CPU arch. is the same...)

They've got some other titles they're thinking of having me write
(all classic-style action games), so I should HOPEFULLY remain busy for
a while. :^)

Not that I'm getting a huge salary, but I hope they can afford me for
the long-run! It's just that typical cellphone games sell for < $10.

I guess, though, if the market is big enough, since you CAN literally
get a playable game written in about a month, so I guess the development
costs are alot less than the $40/pop games for PCs and PlayStation.

Hrm, I'm rambling, sorry... Just finished another 2hr of writing some
prototype code... WHEW!

-bill!
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

## 6176. Re: I am a game programmer!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-25 11:58:58 UTC
From: bill@newbreedsoftware.com
Message-ID: <6uHwb.7891$Wy2.145445@typhoon.sonic.net>
Source record: 18288

Raphael Espino <rjespino@hotmail.com> wrote:
> I've been working as a "Software Engineer" on smartphones for almost a
> year now, using Symbian, C++, J2ME. Even cellphones these days have a
> fair bit more memory and CPU power that the Atari did, but they do
> lack PMGs, DLIs and other cool features, the low-res graphics
> experience will come in handy!

Yeah, I seriously miss the graphics-indirection stuff the Atari had
(memory pointers, DLIs, etc.) >:^/

Fortunately, the CPUs are _almost_ enough to let one brute-force it. :)

BTW, Gem Drop X, the SDL port of my Atari game Gem Drop, is out for
Ericsson P800 (I think?) Symbian phones!

http://www.newbreedsoftware.com/gemdropx/

I have NO idea who did the port, but it's out there, so I grabbed it and
stuck it on my FTP server. ;)

-bill!
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 6177. Re: The Good Years: 1983 (was: Who remembers GAUNTLET?)

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-25 19:37:42 UTC
From: Rip Nerdly <dev@null.net>
Message-ID: <acOwb.39555$kL2.39417@fe3.columbus.rr.com>
Source record: 18290

"Roy G Biv" <8-bitter@6502.chip.old.folks.home> wrote in message
news:Pine.GSO.4.56.0311222111130.20370@shell1...
> When I bought my first Atari 8-bit computer, I walked out of the
> store $550 poorer ($250 less a $50 rebate for the 400 computer, plus
> $300 in other odds and ends including a Basic cart, a Ms. Pacman

Geez Dave, where the hell'd you buy the thing, the old Swallen's store on
Glenway Ave?
;)

Bill Kimbelton

## 6178. Re: I am a game programmer!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-25 20:51:13 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <5hPwb.13524$sb4.1263@newsread2.news.pas.earthlink.net>
Source record: 18291

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:6uHwb.7891$Wy2.145445@typhoon.sonic.net...
<snip>
> BTW, Gem Drop X, the SDL port of my Atari game Gem Drop, is out for
> Ericsson P800 (I think?) Symbian phones!
>
> http://www.newbreedsoftware.com/gemdropx/
>
> I have NO idea who did the port, but it's out there, so I grabbed it and
> stuck it on my FTP server. ;)

BTW: My S.O. just found Gem Drop last week and spent several all night
sessions playing it.

# 6179. Re: How to play 5200 Rom's

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-25 21:43:46 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vs7j8j8mvces2d@corp.supernews.com>
Source record: 18292

"AnToNio" <BedenkEensWatLeuks@NotSoHotMail.com> wrote in message
news:BedenkEensWatLeuks-E6E27F.21141322112003@news.fu-berlin.de...
> What are the settings (using Atari 800 Win plus pr AtarimacX) to play
> the 5200 roms?
> --
Settings are: From menu, Atari/Machine type/5200

Then File/Attach Cart to load 5200 games.

Tim

## 6180. M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-25 22:35:28 UTC
From: Winfried Trautsch <bluedino@spamcop.net>
Message-ID: <slrnbs7m9g.f7q.bluedino@winnux.winnisurf.de>
Source record: 18293

I'm looking for M.U.L.E for 800XL.
It was (and still is) one of the best games ever IMHO.

Does anyone actually wants to get rid of this dusty old disk, manual and cover? ;-)

I spent so many hours playing it, but I never got the chance to actually purchase it. So all I have is a floppy disc of unknown origin. And an ATR. ;-)

Same goes for Trailblazer...

- Winni -
--
ERROR 143
ERROR 138
hate hate hate

# 6181. FA: Ebay Atari Items

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-25 22:55:15 UTC
From: Rory McMahon <fujiman@netzero.net>
Message-ID: <o9n7svs3bcckcflbqlea2tdnckoaoa40sn@4ax.com>
Source record: 18294

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=rorymcmahon&include=0&since=-1&sort=3&rows=50

## 6182. Software that Works with Emulators

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-25 23:55:55 UTC
From: llppwhite@aol.comnsp
Message-ID: <20031125185555.27944.00000930@mb-m06.aol.com>
Source record: 18295

Is anyone aware of any list/compilation of Atari 8-bit software that is known to work with the various emulators? I've not used emulators very much, but most of what I've read about things working/not is related mostly to games working properly. I'm thinking more about applications, systems software, etc.

If there is no such list, it might be a useful addendum to the FAQ's.

Thanks,
Larry

# 6183. Re: How to play 5200 Rom's

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-26 00:12:28 UTC
From: AnToNio <BedenkEensWatLeuks@HotMail.com>
Message-ID: <BedenkEensWatLeuks-1EDE36.01122826112003@news.fu-berlin.de>
Source record: 18296

In article <vs7j8j8mvces2d@corp.supernews.com>,
"Tim" <tjlazer@nospam.mail.com> wrote:

> Settings are: From menu, Atari/Machine type/5200
>
> Then File/Attach Cart to load 5200 games.

I have 5200 games dl'ed from different sites and with those setting
there isn't one I can get working.
--

gr,
Antonio

# 6184. Re: Software that Works with Emulators

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-26 01:32:37 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <G8idnc8TaK42n1miRVn-gQ@comcast.com>
Source record: 18197

Larry,
That's a great idea.
I *had* my own table/chart of game vs. emulator but it's now too out of
date. I started this for my own good because there were so
many emulators and versions out there. And sometimes a newer version may fix
one problem, but break another!

I listed emulators PLUS a few various versions of the emulators (which makes
it a little more difficult/complex).

One problem is this : It does make a difference what PC you have.....you're
own machine's Mhz, memory, video card, sound card, etc...
So, you may list: Game X doesn't work too well with Emulator Y....but it
could be just that way on your own PC.

BUT anyway, I'd love to see a list. If I had time, I'd even contribute to
testing & posting results.

-Z-

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20031125185555.27944.00000930@mb-m06.aol.com...
>
> Is anyone aware of any list/compilation of Atari 8-bit software that is
known
> to work with the various emulators? I've not used emulators very much,
but
> most of what I've read about things working/not is related mostly to games
> working properly. I'm thinking more about applications, systems software,
etc.
>
>
> If there is no such list, it might be a useful addendum to the FAQ's.
>
> Thanks,
> Larry

# 6185. Re: M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-26 01:41:28 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <wdidnTZ-KakjmVmiRVn-vA@comcast.com>
Source record: 18198

Winni -

I agree, MULE was/is the greatest.
Are you looking for the actual original MULE diskette? I guess so. The
.atr file is too easy to come by.
Hey, you want the manual & cover too? Jeez.... How about a cover autographed
by Trip Hawkins?

I actually have 2 original MULE diskettes but only 1 cover & 1 set of
directions.
I'm sure you can find it complete on either e-bay or from another person on
this message board that deals in atari stuff.

I enjoyed MULE so much, I made a page on my web site for it:
http://home.comcast.net/~zabagar/muleweb.html

-z-
(the pirate hating purple gollumer)

"Winfried Trautsch" <bluedino@spamcop.net> wrote in message
news:slrnbs7m9g.f7q.bluedino@winnux.winnisurf.de...
> I'm looking for M.U.L.E for 800XL.
> It was (and still is) one of the best games ever IMHO.
>
> Does anyone actually wants to get rid of this dusty old disk, manual and
> cover? ;-)
>
> I spent so many hours playing it, but I never got the chance to actually
> purchase it. So all I have is a floppy disc of unknown origin. And an
> ATR. ;-)
>
> Same goes for Trailblazer...
>
> - Winni -
> --
> ERROR 143
> ERROR 138
> hate hate hate

# 6186. Re: How to play 5200 Rom's

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-26 02:14:46 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <vs834mpe7i6c37@corp.supernews.com>
Source record: 18199

"AnToNio" <BedenkEensWatLeuks@HotMail.com> wrote in message
news:BedenkEensWatLeuks-1EDE36.01122826112003@news.fu-berlin.de...
> In article <vs7j8j8mvces2d@corp.supernews.com>,
> "Tim" <tjlazer@nospam.mail.com> wrote:
>
> > Settings are: From menu, Atari/Machine type/5200
> >
> > Then File/Attach Cart to load 5200 games.
>
> I have 5200 games dl'ed from different sites and with those setting
> there isn't one I can get working.
> --
Do you have the 5200 ROMs for the Emulator? (OS ROMs)

Tim

# 6187. Re: How to play 5200 Rom's

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-26 09:34:33 UTC
From: AnToNio <BedenkEensWatLeuks@HotMail.com>
Message-ID: <BedenkEensWatLeuks-430252.10343326112003@news.fu-berlin.de>
Source record: 18200

In article <vs834mpe7i6c37@corp.supernews.com>,
"Tim" <TjLaZer@NOSPAM.Mail.com> wrote:

> Do you have the 5200 ROMs for the Emulator? (OS ROMs)

Yes in the right place. When I select machine type 5200, I do get the
Atari logo with rolling colors. When I 'insert' a cartridge then either
the screen shows garbish or a message 'Atari machine has crashed ....'
pops up.
--

gr,
Antonio

# 6188. Re: How to play 5200 Rom's

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-26 12:06:32 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <vs95q4m8ps5sd1@corp.supernews.com>
Source record: 18201

If you are sure that the rom image is good and you are using Atari800win.exe versions 3.1 then if you press the ALT+C keys at the same time a fileselector appears and you can select your rom if you know the directory structure of the Filemanagement system. OK This should get you another dialogue box asking which rom type 1 chip or 2 chip, select either or and if it doesn't run or crashes then--- Select the 2nd chip setting. If it still crashes or shows gibberish then you have a bad ROM. Another way is to make sure that file associations is set for your rom types then rename the Rom with this extender.... .CAR
extender CAR tries to detect the type of rom and self load. Then you can just double click the filename and emulator should open and start playing the ROM image... Try the F1 key it helps alot also..

RoyE

"AnToNio" <BedenkEensWatLeuks@HotMail.com> wrote in message news:BedenkEensWatLeuks-430252.10343326112003@news.fu-berlin.de...
> In article <vs834mpe7i6c37@corp.supernews.com>,
> "Tim" <TjLaZer@NOSPAM.Mail.com> wrote:
>
> > Do you have the 5200 ROMs for the Emulator? (OS ROMs)
>
> Yes in the right place. When I select machine type 5200, I do get the
> Atari logo with rolling colors. When I 'insert' a cartridge then either
> the screen shows garbish or a message 'Atari machine has crashed ....'
> pops up.
> --
>
> gr,
> Antonio

# 6189. Re: Alley Cat: XL incompatibility problem.

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-26 17:50:46 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <7PednTwRPZx2elmiRVn-vw@comcast.com>
Source record: 18202

thanks paul, you're all heart.

:-/

-z-

"Paul Alhart" <paulalhart@hotmail.com> wrote in message
news:yzDwb.1947$Ll3.292@nwrddc01.gnilink.net...
>
> "Wilheim" <guillermo@mail.cl> wrote in message
> news:bppitl$1pa$1@news1.nivel5.cl...
> > Hi, everybody.
> >
> > As we now, Alley Cat. has an incompatibility problem with the XL/XE
> models.
> > Of course, this can be fixed of course replacing the OS ROM to the one
> used
> > in 400/800 (Translator, FixXl). My question is: does anybody know what
> > exactly is the incompatibility problem?. I disassembled the program
trying
> > to find an illegal call to the OS, but I didn't find it.
> >
>
> Here is a copy of an article I wrote back in 1987. Ihope it helps.
Paul
>
> A-T-A-R-I
>
> Answers-Tips-and-Relevant Information
>
> by Paul Alhart
>
> I really like my 1200XL, but at the same time I really hate having to use
> the TRANSLATOR to boot up certain software. What to do? I Translated the
> offending software to run on my system and filed my Translator Disk away
in
> the back of a drawer somewhere. You can do the same. In the beginning,
Atari
> said, "If programmers use the PUBLISHED VECTORS into the Operating System
> (O/S), their programs will run on ANY 8-bit Atari Computer." (IF is such a
> big word.) To make a long story short, some programmers did not follow
this
> rule, but to save a few bytes, jumped right into the )/S. This was fine
> before the XL/XE machines came along with a different O/S. The published
> vectors are still the same as Atari promised, but they point to different

> locations in the O/S. The following list gives the published vector
location
> and the vectors name followed by the ILLEGAL O/S entry points. If you find
> that a program Jumps to F3F6 to open the screen, (20 F6 F3) and you have
an
> 800XL, change the code to (20 8E EF). Remember: Low byte/High byte. I have
> found this to be the most common ILLEGAL jump. The next most common are
the
> "K: Get/Put" calls. I spent many hours Peeking into my operating system
> with a lot of help from Compute's Mapping The Atari to come up with this
> list. It now saves me lots of time and hopefully will help you also.
> Note: Translated software will only run on the O/S that it has been
> translated for, so keep an original copy as back-up.
>
> Vector 800 XL/XE 1200XL
>
> 200 VDSLST E790 C0CE C0E7
> 202 VPRCED E78F C0CD C0E6
> 204 VINTER E78F C0CD C0E6
> 206 VBREAK E78F C0CD C0E6
> 208 VKEYBD FFBE FC19 FC0C
> 20A VSERIN EB0F 1A23 E929
> 20C VSEROR EA90 19E6 E88A
> 20E VSEROC EACF EAEC E8C9
> 210 VTIMR1 E78F C0CD C0E6
> 212 VTIMR2 E78F C0CD C0E6
> 214 VTIMR4 E78F C0CD C0E6
> 216 VIMIRQ E706 C030 C054
>
> 222 VVBLKI E7AE C0E2 C019
> 224 VVBLKD E905 C28A C2A3
> 226 CDTMA1 EBEC EC11 EA2E
>
>
> E400 E:OPEN F3FC EF94 EEF8
> E402 E:CLOSE F634 F2D3 F17E
> E404 E:GET F63E F24A F18F
> E406 E:PUT F6A4 F2B0 F1F5
> E408 E:STATUS F634 F21E F174
> E40A E:SPECIAL F63D F2C3 F17C
> E40C E:JUMP F3E4 EECD
>
> E410 S:OPEN F3F6 EF8E EEED
> E412 S:CLOSE F634 F2D3 F17E
> E414 S:GET F593 F180 F0D6
> E416 S:PUT F5B7 F1A4 F0FA
> E418 S:STATUS F634 F21E F174
> E41A S:SPECIAL FCFC F9AF F903
> E41C S:JUMP F3E4 EF6F EECD
>

```
> E420 K:OPEN F634 F21E F174
> E422 K:CLOSE F634 F21E F174
> E424 K:GET F6E2 F2FD F242/F247
> E426 K:PUT F63D F22D F17D
> E428 K:STATUS F634 F21E F174
> E42A K:SPECIAL F63D F22D F17D
> E42C K:JUMP F3E4 EF6F EECD
>
> E430 P:OPEN EE9F FEC2 EC63
> E432 P:CLOSE EEDC FF07 ECA3
> E434 P:GET EE9E FEC1 EC62
> E436 P:PUT EEA7 FECB EC6C
> E438 P:STATUS EE81 FEA3 EC44
> E43A P:SPECIAL EE9E FEC1 EC62
> E43C P:JUMP EE78 FE9A EC3A
>
> E440 C:OPEN EF4C FCE6 ED1A
> E442 C:CLOSE F02B FDCF EE03
> E444 C:GET EFD6 FD7A EDAE
> E446 C:PUT F010 FDB4 EDE8
> E448 C:STATUS F028 FDCC EE00
> E44A C:SPECIAL EF4B FCE5 ED19
> E44C C:JUMP EF41 FCDC ED0F
>
> E450 DISKIV EDEA C6A3 C2A9
> E453 DISKINV EDF0 C6B3 C2B9
> E456 CIOV E4C4 E4DF E4DF
> E459 SIOV E959 C933 F74E
> E45C SETVBV E8ED C272 C28B
> E45F SYSVBV E7AE COE2 C019
> E462 XITVBX E905 C28A C2A3
> E465 SIOINV E944 E95C E739
> E468 SENDEV EBF2 EC17 EA34
> E46B INTINV ECD5 C00C C00C
> E46E CIOINV E4A6 E4C1 E4C1
> E471 BLKBDV F223 *F223* FCE1 *SLFTST*
> E474 WARMSV F11B C290 C34B
> E477 COLDSV F125 C2C8 C37B
> E47A RBLOKV EFE9 FD8D EDC1
> E47D CSOPIV EF5D FCF7 ED2B
> E480 PUPDIV F223 FCE1
> E483 SLFTST ** 5000
> E486 PENTV EEBC CAAE
> E489 PHUNLV E915 CAEB
> E48C PHINIV E898 CA34
>
>
```

## 6190. Full text of Digital Deli on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-26 19:28:51 UTC
From: Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com>
Message-ID: <usenet-DELETEthisPART-3FDC58.11285126112003@news.west.cox.net>
Source record: 18203
Cross-posted to: comp.sys.atari.8bit,comp.sys.cpm,comp.sys.apple2,comp.sys.sinclair,comp.sys.tandy,comp.sys.ibm.pc.classic

The folks at AtariArchives.org are thrilled to announce that the full text of the classic computer book Digital Deli is now available on the Web. Published in 1984 and subtitled "The Comprehensive, User-Lovable Menu of Computer Lore, Culture, Lifestyles and Fancy," Digital Deli offers a unique perspective on computers and their users in the golden age of microcomputing.

It is available at http://www.atariarchives.org/deli/

The book was written by more than 100 contributors and edited by Steve Ditlea. Contributors include computing pioneers Ralph Baer, Steve Wozniak, Nolan Bushnell, Robert Moog, Bill Gates, and Mitch Kapor, in addition to well-known writers and pundits, such as Stan Veit, Steven Levy, Howard Rheingold, and Esther Dyson.

In it, you can read:

- how Paul Lutus wrote the Apple Writer word processor in a tiny, secluded Oregon cabin
- how Ken Uston used the first practical computer to count cards in a Las Vegas casino
- about the development of RACTER, early software that would synthesize prose
- about Blaise Pascal, Ada Lovelace, and other great "computer eccentrics"
- about John Draper and other pioneering phone phreaks
- about online etiquette circa 1984
- ...and much more

"I've always been struck by how much of the history of technology is missing from the Net. It's as if anything predating the World Wide Web's creation simply didn't exist," Steve Ditlea, editor of the book, said. "Thanks to atariarchives.org anyone curious about the state of personal computing circa 1984 can now access a book that has been out of print for nearly two decades."

This is the 21st classic computing book to be made available at AtariArchives.org. The site launched in April 2000 with the goal of digitally preserving books, software, and other information about classic computers.
--
Kevin Savetz - http://www.savetz.com/contact/
Curator of Classic Computer Magazine Archive - www.atarimagazines.com
& Atariarchives.org - www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

# 6191. problem with roms.

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-27 11:28:21 UTC
From: AnToNio <BedenkEensWatLeuks@HotMail.com>
Message-ID: <BedenkEensWatLeuks-A8817F.12282127112003@news.fu-berlin.de>
Source record: 18204

The Space Invaders and Pacman were always my favourites. So it is a bit disappointing that (using Atari800winplus) that the games do not work as expected.

Problem with these games is that it looks like there is something wrong with settings.

In Space Invaders I can shoot down the Invaders but they cannot harm me (looks like problem with collision detect) also when the first round is ended, all freezes and there is no second rounr.

With Pacman it is similar. I cannot eat the pacman (although they are turned blue) and also they cannot harm me.

on the other hand, others games (e.g. ms pacman) work fine.

I already did a 'Misc|Clear all settings' but to no avail.

Anyone know the problem?
--

gr,
Antonio

## 6192. Re: problem with roms.

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-27 12:26:12 UTC
From: oes <oes@deja.com>
Message-ID: <E3mxb.99764$86.1172538@twister.tampabay.rr.com>
Source record: 18205

I bet you are using the 4.0 Beta of Atari800WinPlus, it still has a bunch of collision detection problems. Try using an earlier version, like 3.1 and that should fix you up.

http://www.zophar.net/a5200.html

## 6193. Best emulator Atari 800 & 5200?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-27 14:34:58 UTC
From: AnToNio <BedenkEensWatLeuks@HotMail.com>
Message-ID: <BedenkEensWatLeuks-0E20B2.15345827112003@news.fu-berlin.de>
Source record: 18206

In article <E3mxb.99764$86.1172538@twister.tampabay.rr.com>,
"oes" <oes@deja.com> wrote:

> http://www.zophar.net/a5200.html

Nice overview. What is the "best" emulator to use for Atari 800 & 5200?
--

gr,
Antonio

# 6194. Re: Best emulator Atari 800 & 5200?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-27 14:56:09 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bq53a9$hv9$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 18207

Hi,

> Nice overview. What is the "best" emulator to use for Atari 800 & 5200?

Depends of course very much on the personal choice and style. For me
"of course" my emulator is the best: (-; (-; (-;

www.math.tu-berlin.de/~thor/atari++

So long,
Thomas

# 6195. The Good Years: 1983

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-27 17:43:14 UTC
From: Roy G Biv <8-bitter@the.good.old.atari.days>
Message-ID: <Pine.GSO.4.56.0311271229420.7860@shell1>
Source record: 18208

On Tue, 25 Nov 2003 at 08:59:16 GMT, in response to the question
"... is there anyone here that would trade 1985 and beyond for 1980
again?" David Bowden, "The Undead Mechanic," scribbled:
->How about a coin toss to decide, guys? :)

No need for a coin flip! To answer the question literally, I'll
say Undoubtedly Yes. I.e., yes, I'll trade 1985-present for 1980
again. Sometimes I can't believe that the 1980s now constitute "the
good old days"! <grin?> or <groan?!> At the time, back in the '80s,
except for a few things like the Atari "home" computers, I sure
didn't think that those times were very good. But enough of that.
Let's get back on-topic!
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* ATARI -- Love it or leave it! *

(Headers munged to foil spammers; real info in taglines)

# 6196. The Good Years: 1983

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-27 18:27:38 UTC
From: Roy G Biv <8-bitter@the.good.old.atari.days>
Message-ID: <Pine.GSO.4.56.0311271243250.7860@shell1>
Source record: 18209

After I posted....
->> When I bought my first Atari 8-bit computer [in 1982], I walked
->>out of the store $550 poorer ($250 less a $50 rebate for the 400
->>computer, plus $300 in other odds and ends ...

... on Tue, 25 Nov 2003 at 19:37:42 GMT, Bill Kimbelton scribbled:
->Geez Dave, where the hell'd you buy the thing, the old Swallen's
->store on Glenway Ave?

Actually, it was Video Barn in Withamsville, about 25 miles east
of Swallens on Glenway. However, I did scrounge around at all the
Swallens and Gold Circles, including the one on Glenway, looking for
rolls of paper for the 822 printer. (I eventually got a supply at
the Atari headquarters building when I visited Sunnyvale in 1983.)

$250 for an Atari 400 (with only 16K and a membrane keyboard!)
may sound high, but back in 1982 that was "low," reflecting a recent
price drop. My computer mentor said he paid more than that only
three months earlier. The original price had supposedly been $400,
thus the name designation. The $50 rebate brought my outlay down
to only $200 -- but within the next year it cost another $225 (!) to
upgrade that 400 to full 48K memory and install a Cherry keyboard
with real keys! (I had to do that: I wore out the OPTION key! As
I recall, that key was essential for using the cassette recorder or
playing video games! <grin!>)

Incidentally, the point of my earlier posting was NOT to make fun
of the guy who said that $30 was big money. Rather, my point was
essentially to agree with him. Everything cost $20 or $30 or $40,
and by the time you got thru buying all the things you needed to
get a whole computer system with all the peripherals and all the
software, the total cost added up to a couple or several thousand
dollars. (And more for Applers or IBMers.)

Or for us serious "home" computer addicts back in those days,
more than that! Which is to say, more than we -- or our wives! --
would care to admit to! Do you remember the treasurer of the local
Atari club at that time? He had FIVE Atari computer systems! And
those were *all* 8-bits!!! <grin>
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *

(Headers munged to foil spammers; real info in taglines)

# 6197. Re: Best emulator Atari 800 & 5200?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-27 19:31:26 UTC
From: AnToNio <BedenkEensWatLeuks@HotMail.com>
Message-ID: <BedenkEensWatLeuks-580059.20312627112003@news.fu-berlin.de>
Source record: 18210

In article <bq53a9$hv9$1@mamenchi.zrz.TU-Berlin.DE>,
Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:

> www.math.tu-berlin.de/~thor/atari++

I tried that one, howeverI got it only working once and not with any
other games. I am certain I did something wrong, question is what.
--

gr,
Antonio

## 6198. Re: problem with roms.

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-27 19:31:50 UTC
From: AnToNio <BedenkEensWatLeuks@HotMail.com>
Message-ID: <BedenkEensWatLeuks-C6E162.20315027112003@news.fu-berlin.de>
Source record: 18211

In article <E3mxb.99764$86.1172538@twister.tampabay.rr.com>,
"oes" <oes@deja.com> wrote:

> Try using an earlier version, like 3.1 and
> that should fix you up.

3.1 indeed did a better job.
--

gr,
Antonio

# 6199. Re: Alley Cat: XL incompatibility problem.

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-27 23:31:00 UTC
From: Mark Keates <news@mkeates.force9.co.uk.removeme>
Message-ID: <2lvxb.13951$lm1.108597@wards.force9.net>
Source record: 18212

Check out this tread too for an explanation of a common incompatability
issues ;)

http://www.atariage.com/forums/viewtopic.php?t=32830

> "If programmers use the PUBLISHED VECTORS into the Operating System
> (O/S), their programs will run on ANY 8-bit Atari Computer."

# 6200. FA:Many cheap ATARI XL/XE carts boxed+new

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-27 23:39:20 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <f16cbc23.0311271539.634c5d7c@posting.google.com>
Source record: 18213

Look at these ebay auctions :

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&include=0&userid=klassische-videospiele&sort=3&rows=25&since=-1&rd=1

many boxed+new ATARI 2600/7800 and ATARI 800 XL/XE cartridge games,
buy it now auctions for good prices.

MG

# 6201. Re: FA: Ebay Atari Items

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-28 01:06:39 UTC
From: Rory McMahon <fujiman@netzero.net>
Message-ID: <es7dsv8u3rs3ssvcsfda5pq3soagvq3k5r@4ax.com>
Source record: 18214

Also added Lynx I MINT setup...

On Tue, 25 Nov 2003 22:55:15 GMT, Rory McMahon <fujiman@netzero.net>
wrote:

>http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=rorymcmahon&include=0&since=-1&sort=3&rows=50

# 6202. ADV: Atari Xmas Gift/Sales!

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-28 06:06:58 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0311272201120.3962-100000@onyx.spiritone.com>
Source record: 18215
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

OK, I'm keeping this short. For Christmas, I have a Gift for my Customers!
Plus an Atarian Discount! Read about it below or Call Ben@ (503)256-9974!!
http://www.aracnet.com/~atari/specials.htm Atari Christmas Specials!

http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 6203. Re: Best emulator Atari 800 & 5200?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-28 09:20:04 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bq7404$q6t$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 18216

Hi,

> I tried that one, howeverI got it only working once and not with any
> other games. I am certain I did something wrong, question is what.

Always a good idea to contact the author in such problems. I'm curious
to hear if something doesn't work because then I've gonna fix it.

So long,
Thomas

# 6204. Re: Alley Cat: XL incompatibility problem.

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-28 20:50:07 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <XxOxb.5899$uv1.4482@nntpserver.swip.net>
Source record: 18217

"Wilheim" <guillermo@mail.cl> skrev i meddelandet news:bppitl$1pa$1@news1.nivel5.cl...
> Hi, everybody.
>
> As we now, Alley Cat. has an incompatibility problem with the
> XL/XE models. Of course, this can be fixed of course replacing
> the OS ROM to the one used in 400/800 (Translator, FixXl). My
> question is: does anybody know what exactly is the
> incompatibility problem?. I disassembled the program trying
> to find an illegal call to the OS, but I didn't find it.

You have already received a couple of replies with all
information you need, how to continue with this incompatibility
issue.

I have a question to you: What is the effect of the
incompatibility? Does the game stop at an early stage of the
loading sequence or start up?

Anders

# 6205. Re: Software that Works with Emulators

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-29 01:56:58 UTC
From: Jindroush <jindroush@nospam.seznam.nospam.cz>
Message-ID: <3FC7FCEA.62C685E7@nospam.seznam.nospam.cz>
Source record: 18218

LarryWhite wrote:
>
> Is anyone aware of any list/compilation of Atari 8-bit software that is known
> to work with the various emulators? I've not used emulators very much, but
> most of what I've read about things working/not is related mostly to games
> working properly. I'm thinking more about applications, systems software, etc.

Everything works except for the programs which do not. <g>

--
Jindroush <jindroush@nospam.seznam.nospam.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project
Remove both 'nospam's from the address to reply.

# 6206. Re: Alley Cat: XL incompatibility problem.

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-29 05:00:33 UTC
From: Wilheim <guillermo@mail.cl>
Message-ID: <bq9953$iut$1@news1.nivel5.cl>
Source record: 18219

It makes a warmstart and then it crashes. It doesn't make any title screen.

"Anders Skelander" <ansk@hotmail.com> escribió en el mensaje
news:XxOxb.5899$uv1.4482@nntpserver.swip.net...

"Wilheim" <guillermo@mail.cl> skrev i meddelandet news:bppitl$1pa$1@news1.nivel5.cl...
> Hi, everybody.
>
> As we now, Alley Cat. has an incompatibility problem with the
> XL/XE models. Of course, this can be fixed of course replacing
> the OS ROM to the one used in 400/800 (Translator, FixXl). My
> question is: does anybody know what exactly is the
> incompatibility problem?. I disassembled the program trying
> to find an illegal call to the OS, but I didn't find it.

You have already received a couple of replies with all
information you need, how to continue with this incompatibility
issue.

I have a question to you: What is the effect of the
incompatibility? Does the game stop at an early stage of the
loading sequence or start up?

Anders

# 6207. Re: Alley Cat: XL incompatibility problem.

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-29 09:39:40 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <nPZxb.6114$uv1.4504@nntpserver.swip.net>
Source record: 18220

"Wilheim" <guillermo@mail.cl> skrev i meddelandet news:bq9953$iut$1@news1.nivel5.cl...
> It makes a warmstart and then it crashes. It doesn't make any
> title screen.

Thanks!

My general advice for troubleshooting this type of
incompatibility problem is:

Insert a machine code loop that writes random values to the border
colour register at an early stage of the game code.

Load and start the game.

If you see the random colour effect, the modification you
inserted is obviously before the problem location. In that case,
take the original game binary and put the random colour loop at
a new location, on a higher program address.

Repeat this until the random colour loop cannot be seen, the
problem (in this case the warmstart) shows.

You have now identified the area where the problem is
located.

One advantage with this method is that you do not need to
read and analyse all the compatible, problem free code.
Instead, you can concentrate on the area where the problem
is located.

There are many examples of problems and conditions where
this method does not work. The problem has to have a
connection to execution of a specific code sequence. Games
that have built-in decompression or decryption of executable
code are more complicated to handle.

Anders

# 6208. Re: He-Man ROM doesn't work under PC Atari 2.6 (Windows)?

Newsgroup: comp.sys.atari.8bit
Date: 2003-11-30 22:43:05 UTC
From: NetMaster <beta-fish-net@insightbb-REMOVE_THIS-.com>
Message-ID: <Znuyb.265745$9E1.1403842@attbi_s52>
Source record: 18221
Cross-posted to: comp.sys.atari.8bit,alt.atari.2600vcs,alt.games.atari

--

{:-) Happy Holidays

http://LNGIFTS.home.insightbb.com
http://www.QuickInfo247.com/8306069
http://www.GiftWorldNet.com/LNGIFTS
http://www.MalakYAH.FreeStoreClub.com
http://www.MalakYAH.WebStoreClub.com
http://www.Hop.ClickBank.net/?MalakYAH/Surveys2
https://www.paypal.com/mrb/pal=YESQNAXYEGZGE

<ANTant@zimage.com> wrote in message news:se2dncuHiY5ooCqiRVn-sA@mminternet.net...
In comp.sys.atari.8bit Bruce <No-Spam@ivn.cl> wrote:
> PC atari ???
> have you tried atari800 emu ?

No, but is that any better than PC Atari and Stella? I would use Stella
but it is a DOS emulator (no Windows GUI).

> <ANTant@zimage.com> escribi? en el mensaje
> news:pKudnQ_rzM6qRCuiRVn-vA@mminternet.net...
> > Yes, I know this game sucks but I liked it as a kid!
> >
> > Is anyone else having this problem? It works in Stella on my Apple
> > PowerBook G4, but not in PC Atari v2.6 in Windows XP Professional SP1.
> >
> > Thank you in advance.
--
"What I fear most from the stars is not aliens for they have
intelligence, but I fear social creatures like ants, that can overrun
humans, that feel no emotion, and see us as an easy prey source."
--unknown
/___/\
/ /\ /\ \ Ant @ The Ant Farm: http://antfarm.ma.cx
| |o o| | E-mail: philpi@earthlink.netANT or philpi@apu.eduANT
\ _ / Remove ANT if replying by e-mail from a newsgroup.
( )

---
Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.545 / Virus Database: 339 - Release Date: 11/27/2003

# 6209. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-01 00:56:57 UTC
From: Darth Avatar <DarthAvatar@aol.com>
Message-ID: <tlwyb.140335$86.1632965@twister.tampabay.rr.com>
Source record: 18222
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

Not true, I bought it and Gaunlet is a 4 player game, there are also a few 3
player games like rampage.
the rest are either 1 or 2.

"shawn" <shawn@spamcop.net> wrote in message
news:8ua2sv8ugs2s83jtm2o5f323f1bjvo6rpn@4ax.com...
> "Christmas Ape" <asdf@kajlfdsa.com> wrote:
>
> >I think all the games are 2-player max.
>
>
> Why not just pick up a copy of Mame and the Gauntlet/Gauntlet II roms?
> Admittedly you aren't supposed to have the roms unless you own the
> game, but at least you can pick this up until someone releases
> official versions.
>

# 6210. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-01 09:15:11 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1070270082@rtfm.mit.edu>
Source record: 18223
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 28, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

# 6211. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-01 11:45:16 UTC
From: usenet-reply@heitkoetter.net
Message-ID: <a7mr91-691.ln1@haktar.homelinux.net>
Source record: 18224
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

Christmas Ape <asdf@kajlfdsa.com> schrieb:
> I think all the games are 2-player max.

If you had the 4-joystick adaptor, you could play Gauntlet II with 4
players on the ST. AFAIR.

Fullquote entsorgt, fup2 comp.sys.atari.st

Regards, Jan

## 6212. Stereo upgrade (2nd Pokey)...

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-01 16:38:41 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3FCB6E91.84AD4B7@students.uni-mainz.de>
Source record: 18230

Hello folks,
are there any schematics or hand-drawn plans available for the
stereo-upgrade (2nd Pokey) ?!? Besides the description of Chuck
Steinman, I would like to have such a plan or schematic... greetings,
Andreas.

# 6213. FA: Atari 130 XE Computer

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-01 23:13:14 UTC
From: Atari Auction <nospam@nowhere.com>
Message-ID: <vsniobm7ooro4f@corp.supernews.com>
Source record: 18225

For auction: Atari 130 XE Computer.

Please see details at
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=51107&item=2769028418
and contact me through eBay if interested.

# 6214. FA: Indus GT Disk Drive for Atari

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-01 23:14:28 UTC
From: Atari Auction <nospam@nowhere.com>
Message-ID: <vsniqkr8matme3@corp.supernews.com>
Source record: 18226

For auction: Indus GT Disk Drive for Atari.

Please see details at
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=44958&item=2769027633
and contact me through eBay if interested.

# 6215. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-02 00:04:53 UTC
From: Christmas Ape <asdf@kajlfdsa.com>
Message-ID: <FGQyb.385028$Tr4.1123382@attbi_s03>
Source record: 18227
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

It's faster, and since I top-posted, there's no harm done. You see, you read my post on top and don't read all the stuff below. Are you really claiming that you read to the bottom??? (Yes, I know he plonked me).

Learn to use usenet, Gareth (don't just blindly depend on the "rules" that others have given you). Oh, in case you're reading this in someone else's reply, PLONK.

"Gareth" <hotmail.com@dgareth.spm> wrote in message
news:sqavb.11032$lm1.79452@wards.force9.net...
>
> "Christmas Ape" <asdf@kajlfdsa.com> wrote in message
> news:Nz9vb.259895$Fm2.275583@attbi_s04...
> > I think all the games are 2-player max.
>
> You had to inflict all that quoting just for a 1 line gem?
>
> *plonk*
>
> Gareth.
>
>

# 6216. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-02 00:05:41 UTC
From: Christmas Ape <asdf@kajlfdsa.com>
Message-ID: <pHQyb.385033$Tr4.1123492@attbi_s03>
Source record: 18228
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

```
Yep, EB had said 2, but it is 4. Thx.
"Darth Avatar" <DarthAvatar@aol.com> wrote in message
news:tlwyb.140335$86.1632965@twister.tampabay.rr.com...
> Not true, I bought it and Gaunlet is a 4 player game, there are also a few
3
> player games like rampage.
> the rest are either 1 or 2.
>
> "shawn" <shawn@spamcop.net> wrote in message
> news:8ua2sv8ugs2s83jtm2o5f323f1bjvo6rpn@4ax.com...
> > "Christmas Ape" <asdf@kajlfdsa.com> wrote:
> >
> > >I think all the games are 2-player max.
> >
> >
> > Why not just pick up a copy of Mame and the Gauntlet/Gauntlet II roms?
> > Admittedly you aren't supposed to have the roms unless you own the
> > game, but at least you can pick this up until someone releases
> > official versions.
> >
>
>
```

# 6217. WTB: Atari 800 "GOONIES"

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-02 02:10:31 UTC
From: CAs <savasca@vcu.edu>
Message-ID: <rwSyb.371855$0v4.19412511@bgtnsc04-news.ops.worldnet.att.net>
Source record: 18229

Hey everybody - finally found myself a sweet looking Atari 800, dug out the copy of THE GOONIES I bought on 5.25" diskette a while ago and noticed that the disk has a crease in it ... GRRRRRRRR.

If anybody has an original copy (not bootleg) on cassette or diskette, please email me - thanks!

Also, please accept my apologies if this message got posted twice.

--

---
Chris Savas
CompTIA Certified A+ Technician
CompTIA Certified iNet+
" aut0american " on AIM
"Computer techs do it 'til you crash"
---

# 6218. WTB: Super Cobra on Cart

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-02 02:50:47 UTC
From: Tim <TjLaZer@NOSPAM.Mail.com>
Message-ID: <vsnvgb7v135ke3@corp.supernews.com>
Source record: 18231

email me if you have this for sale.

Tim

# 6219. ATARI 8bit/16bit Computer Stuff For Sale

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-02 05:07:55 UTC
From: jclmaster@hotmail.com
Message-ID: <b3917ecc.0312012107.1cca2cdf@posting.google.com>
Source record: 18232
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Check out my ATARI 8bit/16bit Computer Stuff For Sale for sale at
http://www33.brinkster.com/myatari4sale/

Due to my wife's death I need to get rid off all of it so I can move
to a smaller place. Please take the time to look and then make an
offer!

It is just liable to just end up in the trash otherwise!

## 6220. Re: M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-02 05:40:11 UTC
From: soularinflux@aol.com
Message-ID: <20031202004011.28951.00001383@mb-m17.aol.com>
Source record: 18233

i am a verylucky man. in a gift from a very generouse atarian gave me wholedeal. i cannot part with it but i can photocopy some stuff.

SolarInFlux

# 6221. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-02 10:56:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20031202105648.51087A@ilaskey.cix.co.uk>
Source record: 18234

In article <FGQyb.385028$Tr4.1123382@attbi_s03>, asdf@kajlfdsa.com
(Christmas Ape) wrote:

> It's faster, and since I top-posted, there's no harm done.
Well, you're OK anyway as you saved a second in your hectic and vastly
more important life.

> read my post on top and don't read all the stuff below. Are you really
> claiming that you read to the bottom??? (Yes, I know he plonked me).
And if everyone did the same, those people on modems will spend longer
downloading it, the server storage requirements will go up etc. Happily
most other people are more considerate.

> Learn to use usenet, Gareth (don't just blindly depend on the "rules"
I've only been using it 14 years so what the hell do I know.

Bottom line is you were wrong to do what you did and no amount of
posturing will change that.

# 6222. Re: Atari 800 "GOONIES"

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-02 14:26:12 UTC
From: CAs <savasca@vcu.edu>
Message-ID: <8i1zb.375108$0v4.19476677@bgtnsc04-news.ops.worldnet.att.net>
Source record: 18236

Well, I've downloaded what looks like the tape image of the game (two pieces, called GooniesA and GooniesB). I know the disk image is one side only, because the legitimate disk I have is Atari on one side and Commodore on the other. I don't have any software that turns these tape images into audio files like I had for Commodore tape images, though.

In the mean time, an ATR disk image would probably work, but I don't have an Atari disk drive right now - just the 800 unit. Plus, I'm a huge Goonies collector, so I'd like a copy of the "legitimate" disk that works ... I still can't believe the idiot I bought this from put the thing in a paper envelope and expected it to get here safe.

--

---
Chris Savas
CompTIA Certified A+ Technician
CompTIA Certified iNet+
" aut0american " on AIM
"Computer techs do it 'til you crash"
---

"Bruce" <No-Spam@lvn.cl> wrote in message
news:bqi4i0$ci3$1@news1.nivel5.cl...
> atr disk images work for you ?
>
>
>
> "CAs" <savasca@vcu.edu> escribi&#65533; en el mensaje
> news:rwSyb.371855$0v4.19412511@bgtnsc04-news.ops.worldnet.att.net...
> > Hey everybody - finally found myself a sweet looking Atari 800, dug out
> the
> > copy of THE GOONIES I bought on 5.25" diskette a while ago and noticed
> that
> > the disk has a crease in it ... GRRRRRRRR.
> >
> > If anybody has an original copy (not bootleg) on cassette or diskette,
> > please email me - thanks!
> >
> > Also, please accept my apologies if this message got posted twice.
> >
> > --
> >
> > ---
> > Chris Savas

> > CompTIA Certified A+ Technician
> > CompTIA Certified iNet+
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> > "Computer techs do it 'til you crash"
> > ---
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# 6223. Re: Atari 800 "GOONIES"

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-02 14:37:51 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bqi4i0$ci3$1@news1.nivel5.cl>
Source record: 18235

atr disk images work for you ?

"CAs" <savasca@vcu.edu> escribi&#65533; en el mensaje
news:rwSyb.371855$0v4.19412511@bgtnsc04-news.ops.worldnet.att.net...
> Hey everybody - finally found myself a sweet looking Atari 800, dug out
the
> copy of THE GOONIES I bought on 5.25" diskette a while ago and noticed
that
> the disk has a crease in it ... GRRRRRRRR.
>
> If anybody has an original copy (not bootleg) on cassette or diskette,
> please email me - thanks!
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> Also, please accept my apologies if this message got posted twice.
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>
> ---------------------------------------------
> Chris Savas
> CompTIA Certified A+ Technician
> CompTIA Certified iNet+
> " aut0american " on AIM
> "Computer techs do it 'til you crash"
> ---------------------------------------------
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# 6224. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-02 20:50:30 UTC
From: "Dr.z3n" <Dr.z3n@phr-z3n.com>
Message-ID: <##CDQXRuDHA.2132@TK2MSFTNGP10.phx.gbl>
Source record: 18237
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

"Christmas Ape" <asdf@kajlfdsa.com> wrote in message
news:FGQyb.385028$Tr4.1123382@attbi_s03...
> It's faster, and since I top-posted, there's no harm done. You see, you
> read my post on top and don't read all the stuff below. Are you really
> claiming that you read to the bottom??? (Yes, I know he plonked me).
>
> Learn to use usenet, Gareth (don't just blindly depend on the "rules" that
> others have given you). Oh, in case you're reading this in someone else's
> reply, PLONK.
>
> "Gareth" <hotmail.com@dgareth.spm> wrote in message
> news:sqavb.11032$lm1.79452@wards.force9.net...
> >
> > "Christmas Ape" <asdf@kajlfdsa.com> wrote in message
> > news:Nz9vb.259895$Fm2.275583@attbi_s04...
> > > I think all the games are 2-player max.

You know, it's one thing to top-post, breaking one of the more articulate
and 'loose' of Usenetituette's terms, the rules are there for ease of use by
others; a common courtesy if you will. That said, trying to be a rebel by
flaunting that particular courtesy makes you look less like a rebel and more
like a....choad, really.

Dr.z3n

# 6225. Re: M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-02 23:21:58 UTC
From: Winfried Trautsch <bluedino@spamcop.net>
Message-ID: <slrnbsq7km.59b.bluedino@winnux.winnisurf.de>
Source record: 18238

SoularInflux schrieb am 02 Dec 2003 05:40:11 GMT:
> i am a verylucky man.

You surely are!

> in a gift from a very generouse atarian gave me
> wholedeal. i cannot part with it but i can photocopy some stuff.

Thanks, but that wouldn't be the same.

Some Day santa will clean the sleigh and find an old game... ;-)

--
Gruss
- Winni -
Unix was the first OS where you could carry the media and system
documentation around in a briefcase. This was fixed in BSD4.2.

# 6226. Re: Atari 800 "GOONIES"

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-03 02:14:47 UTC
From: Jonathan Breton <jobreton@videotron.ca>
Message-ID: <fDbzb.123318$Ac1.1993320@weber.videotron.net>
Source record: 18239

yep
"Bruce" <No-Spam@lvn.cl> a &#65533;crit dans le message de
news:bqi4i0$ci3$1@news1.nivel5.cl...
> atr disk images work for you ?
>
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>
> "CAs" <savasca@vcu.edu> escribi&#65533; en el mensaje
> news:rwSyb.371855$0v4.19412511@bgtnsc04-news.ops.worldnet.att.net...
> > Hey everybody - finally found myself a sweet looking Atari 800, dug out
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> > " aut0american " on AIM
> > "Computer techs do it 'til you crash"
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Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.547 / Virus Database: 340 - Release Date: 03-12-02

# 6227. Re: Atariwriter

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-03 02:56:57 UTC
From: wbfick@sbcglobal.net
Message-ID: <88de3ebc.0312021856.3b107323@posting.google.com>
Source record: 18240

"GOD" <GOD@no-heaven-for-u.com> wrote in message
news:<CWxvb.24261$Ek.10029@twister.austin.rr.com>...
> That's not funny.....

Man, I cant believe I actually did my homework using Atariwriter and
my dot matrix printer.

Bill

# 6228. Re: Atariwriter

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-03 03:53:08 UTC
From: mo <momo@atariland.com>
Message-ID: <E6dzb.90830$Vs1.1014@twister.austin.rr.com>
Source record: 18241

I still use Atariwriter every now and then when my bubblejet runs dry.
I have an old Atari 1025 printer that uses the old typewriter ribbons. I can
still find those for about $6 compared to the $35 ink carts for my canon.
Mo

"Bill" <wbfick@sbcglobal.net> wrote in message
news:88de3ebc.0312021856.3b107323@posting.google.com...
> "GOD" <GOD@no-heaven-for-u.com> wrote in message
news:<CWxvb.24261$Ek.10029@twister.austin.rr.com>...
> > That's not funny.....
>
>
> Man, I cant believe I actually did my homework using Atariwriter and
> my dot matrix printer.
>
> Bill

# 6229. Re: Atari 800 "GOONIES"

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-03 03:57:02 UTC
From: mo <momo@atariland.com>
Message-ID: <iadzb.90844$Vs1.63145@twister.austin.rr.com>
Source record: 18242

"CAs" <savasca@vcu.edu> wrote in message
news:8i1zb.375108$0v4.19476677@bgtnsc04-news.ops.worldnet.att.net...
> Well, I've downloaded what looks like the tape image of the game (two
> pieces, called GooniesA and GooniesB). I know the disk image is one side
> only, because the legitimate disk I have is Atari on one side and
Commodore
> on the other. I don't have any software that turns these tape images into
> audio files like I had for Commodore tape images, though.

You could try the XLsearch and get the CAS2WAV program and transfer them to tape that way. BTW I had an original Dragons Lair folio sent to me and the mailman bent it in half to fit it in my mailbox like it was a magazine or something. Good thing I had the disk image.

Mo

## 6230. Re: NTSC carts on PAL system?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-03 11:47:08 UTC
From: jim <sup8pdct@mail.cth.com.au>
Message-ID: <03kzb.951$hX1.28899@news.optus.net.au>
Source record: 18243

They wwill work without mods.
James
"Gareth" <hotmail.com@dgareth.spm> wrote in message
news:nvSub.10629$lm1.76295@wards.force9.net...
> Probably a silly question but is there any way of using NTSC carts on a
PAL
> 800XL - preferably with minor hardware (or software?) modifications?
>
> Gareth.
>
>

# 6231. Re: Atari 800 "GOONIES"

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-03 14:43:13 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bqkp82$4lu$1@news1.nivel5.cl>
Source record: 18244

Ok,
FTP to , xp.ivn.cl , user a8 and pass a8.
Under Games/ATR/G/ are goonies.atr, gooniesA & B.atr (the first one is the
game, the others two.. dont know)
many of the things i had, i used to have the original disk... But died long
time ago.
Also, i'm trying to sort this things, couse they are pretty messy

Best Regards ;)

"Jonathan Breton" <jobreton@videotron.ca> escribi&#65533; en el mensaje
news:fDbzb.123318$Ac1.1993320@weber.videotron.net...
> yep
> "Bruce" <No-Spam@Ivn.cl> a &#65533;crit dans le message de
> news:bqi4i0$ci3$1@news1.nivel5.cl...
> > atr disk images work for you ?
> >
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> > "CAs" <savasca@vcu.edu> escribi&#65533; en el mensaje
> > news:rwSyb.371855$0v4.19412511@bgtnsc04-news.ops.worldnet.att.net...
> > > Hey everybody - finally found myself a sweet looking Atari 800, dug
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> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.547 / Virus Database: 340 - Release Date: 03-12-02
>
>

# 6232. drum kit out of my 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-03 15:34:09 UTC
From: soularinflux@aol.com
Message-ID: <20031203103409.26263.00000097@mb-m06.aol.com>
Source record: 18245

atari heads,

with the time i have managed to afford myself i come to this project. i am a drummer and drummers make lots of noise. i am not allowed to make noise. drums cost lots of money especially electronic drums(the kind i need to play quietly). i am trying to use some of my 8 bit 's as a drum machine. i plan to use a computer for each drum. minimum 3 computers. i have a parrot and i made an antic sampler. was thinking i would be able to use basic to take care of the semi untaxing job of one drum per computer, but i think i need assembly to make it as responsive as I need it to be. i have read alot over the past year on 6502 assembly on my Atari. i think if i tried i may in a matter of monthes be able to do something, but i notice amongst the available software that some of you , who i believe still post here have done some work in this area. the variouse drum and synth progs are more than i need. now i know some of you could bust out a simple solution to my problem in an instant. can someone help me here. either direct me or help me with this need if you can because i want a stack of 800xl's next to variable switches that i can pund on and maybey use in some real music. i believe that one machine per drum would most certainly be overkill as far as capability.

Atari is still my favorite machine even over these gig machines. 4 ehh ver

SoularInFlux

# 6233. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-03 16:25:39 UTC
From: inferno2000@my-deja.com
Message-ID: <a9390719.0312030825.3154215d@posting.google.com>
Source record: 18246
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

"James Duncan" <j.duncan@verizon.net> wrote in message
news:<Sdnwb.4341$Pm4.4130@nwrddc03.gnilink.net>...
> Actually what I'd like to see is a Gauntlet classics Xbox Live enabled
> package. It would include Gauntlet and Gauntlet II as 4 player online
> enabled Xbox Live games. I'd also like to see Gauntlet Legends done as an
> XBL title -- note Dark Legacy (or whatever it was called, it was too "dark"
> the graphics not the story line).

Why does console games discussion get cross-posted into
comp.sys.ibm.pc.games.strategic? Anyone who wants to play Gauntlet or
Gauntlet 2 on a PC platform has long since running it in an emulator.
Such news are completely pointless to this ng.

# 6234. Re: Who remembers GAUNTLET? (console + PC related)

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-04 02:31:13 UTC
From: Falkentyne <nospam@verizon.net>
Message-ID: <597tsvop9j1cp32ptvo0ljq02upkjdve6p@4ax.com>
Source record: 18147
Cross-posted to:
comp.sys.ibm.pc.games.strategic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc,microsoft.public.xbox

On 16 Nov 2003 16:53:08 -0800, mike_norths_toupe@hotmail.com (Mike
North's Toupe) enlightened us by scribbling this gem of wisdom:

Gauntlet II came out in 1986, not 1988. I actually played it at Time
Out (In Cerritos Mall) around 1987 ....

It would be nice to see Gauntlet II released, as well as an enhanced
version with more / faster monsters, different mazes, etc.

<Gibs> When you kill 6 people in Unreal Tournament
it is "MonsterKill", In Quake3 it is "Excellent",
in Counter-Strike it is "Kicked by console"

# 6235. Re: drum kit out of my 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-04 06:46:45 UTC
From: soularinflux@aol.com
Message-ID: <20031204014645.04004.00000121@mb-m07.aol.com>
Source record: 18148

i am replying to my own message.
i am hoping that this looks like somebody else was interested. if not.. i can go on and when i have it i can boast.. but as for now...toast at most my measly plea for assistance. every atarian has to find somewhere the motivation to do anything with our machines. so little time.

peace

# 6236. Re: M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-04 06:49:29 UTC
From: soularinflux@aol.com
Message-ID: <20031204014929.04004.00000122@mb-m07.aol.com>
Source record: 18149

i will tell you that if i ever have another copy i will try to help you..if i did not love this game so so very much i would give it to you... but you know why i have to keep it. i am playing on my pc civilizationIII and keep thinking how mule .. well in it's simplicity is a better program.

hope you get your Mule.

peace

# 6237. ADV: Atari Xmas Gift/Sales!

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-04 09:46:30 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0312040142210.9388-100000@onyx.spiritone.com>
Source record: 18150
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

OK, I'm keeping this short. For Christmas, I have a Gift for my Customers!
Plus an Atarian Discount! Read about it below or Call Ben@ (503)256-9974!!
http://www.aracnet.com/~atari/specials.htm Atari Christmas Specials!

http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 6238. FA: 10 Foot ATARI JOYSTICK Extension Cables! New Old Stock MIP!

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-04 20:34:53 UTC
From: SuperCosmic-X <ward3d*nospam*@bellsouth.net>
Message-ID: <t46vsvkcqv0i8v7m283vchn50flgm8tk5c@4ax.com>
Source record: 18151
Cross-posted to: rec.games.video.atari,rec.games.video.marketplace,comp.sys.atari.8bit

Up for bids thru Dec. 6th!

MINT IN PACKAGE! New old stock 10 Foot Extension Cable for Atari
2600, 400/800,XL computers and any standard Atari Style Joystick.

There are two up for bid, see photos and complete description here:

Cable 1

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=41008&item=3062413823

Cable 2

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=41008&item=3062413828

Also up for bids!

ATARI 2600 STAR TREK cartridge in excellent condition made by SEGA

See a photo and description at:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=21177&item=3063413397

STAR WARS EMPIRE STRIKES BACK Game ATARI 2600 in very good condition

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=21177&item=3063417583

Thanks for looking!

# 6239. FS : boxed+new ATARI 800 XL/XE cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-04 23:57:21 UTC
From: bobbygehtheim@yahoo.de
Message-ID: <831dc9f8.0312041557.258213d6@posting.google.com>
Source record: 18152

Hi,

I offer the following ATARI XL/XE cartridge games by ATARI.

All the games are boxed and new , still factory-sealed in original shrinkwrap.

The games are US/English versions , they work on NTSC and PAL systems - there are no PAL-NTSC differences as known on the ATARI 2600.

I can ship worldwide :

$7 1 game surface mail (slow)
$9 1 game air mail (fast)
$14 for a package of up to 15 games as surface mail (slow , 3-8 weeks)
$32 for a package of up to 40 games as surface mail (slow , 3-6 weeks)
$23 for a package of up to 8 games as Air Mail (fast , a few days)
$33 for a package of up to 15 games as Air Mail (fast , a few days)
$48 for a package of up to 40 games as Air Mail (fast , a few days)

Europe : please ask

Please note : Paddles/Joysticks/Keyboard Controllers weigh about 3 times as much as 1 game.

And "Eastern Front" weighs as much as 2 games because of instructions and map , Gato,Star Raiders 2 and Tennis about 1.5* as much as the other games.

I can accept PAYPAL.Cash for very small orders or money orders/checks for bigger orders (because of bank fees).

Please note : The XL games in silver boxes - Millipede/Robotron etc. work on all ATARI computers - ATARI 400,800,XL machines,XE machines.

The XEGS carts - such as Rescue on Fractalus , Archon etc. require at least 48K of memory , some - like Airball - only work with 64K , so these games may not be compatible with the ATARI 400/800 , but will work on ATARI 800 XL/800 XE , 65 XE/130 XE , 1200 XL and XE Gamesystem and 600XL with 64K memory.

Mathias Graef

bobbygehtheim@yahoo.de or lord-chaos@t-online.de

(my old account ulrich_sternaxe@gmx.de was spammed to death,so itï¿½s mailbox uaually was full after a few hours.Yahoo has a better spam-protection).

XEGS carts are the cartridge games in the blue XEGS boxes.They work on ATARI 800 XL , 800 XE , 65 XE , 130 XE and 1200 XL and the XE Gamesystem.

Some require 64K, so they woni¿½t run on the ATARI 800.

If you want to see pictures of the gamesï¿½ boxes,instructions and carts,
please use the links.

List :

Ace of Aces $7 XEGS cart

www.classic-videogames.com/c/aceofaces.jpg

Airball $8 XEGS cart

www.classic-videogames.com/c/airball.jpg

Archon $6 XEGS cart

www.classic-videogames.com/c/archon.jpg

Ballblazer $5 XEGS cart

www.classic-videogames.com/c/ballblaz.jpg

Crimebuster $7 XEGS cart

www.classic-videogames.com/c/crimebu.jpg

Crossbow $3 XEGS cart

www.classic-videogames.com/c/crossbow.jpg

Davidï¿½s Midnight Magic $5 XEGS cart

www.classic-videogames.com/c/davidmm.jpg

Desert Falcon $5 XEGS cart

www.classic-videogames.com/c/desertxl.jpg

Eastern Front 1941 $7

www.classic-videogames.com/c/eastern.jpg

Final Legacy $5

www.classic-videogames.com/c/finleg.jpg

Gato $5 XEGS cart

www.classic-videogames.com/c/gato.jpg

Hardball $5 XEGS cart

www.classic-videogames.com/c/hardball.jpg

Joust $5

www.classic-videogames.com/c/joust.jpg

Loderunner $7 XEGS cart

www.classic-videogames.com/c/loderun.jpg

Millipede (large box) $4

www.classic-videogames.com/c/milligr.jpg

Millipede (small box) $4

www.classic-videogames.com/c/millikl.jpg

Moon Patrol $6

www.classic-videogames.com/c/moonxl.jpg

One on One Basketball $5 XEGS cart

www.classic-videogames.com/c/oneonone.jpg

Pole Position $5

www.classic-videogames.com/c/polexl.jpg

Rescue on Fractalus $8 XEGS cart

www.classic-videogames.com/c/rescue.jpg

Robotron 2084 $6

www.classic-videogames.com/c/robotoron.jpg

RS Football $7

www.classic-videogames.com/c/rsfoot.jpg

Star Raiders 2 $6 XEGS cart

www.classic-videogames.com/c/starrai2.jpg

Thunderfox $5 XEGS cart

www.classic-videogames.com/c/tfox.jpg

Tennis $5

www.classic-videogames.com/c/tennisxl.jpg

Disk :

Mickey in the Great Outdoors $3

www.classic-videogames.com/c/mickey.jpg

Microsoft BASIC $10 (heavy box ,weighs as much as 9
cart games)

www.classic-videogames.com/b/msbasic.jpg

Cassette

Scram $4

www.classic-videogames.com/b/scram.jpg

Touch Typing $5

www.classic-videogames.com/b/touchty.jpg

Mathias

# 6240. Re: drum kit out of my 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-05 01:50:41 UTC
From: bill@newbreedsoftware.com
Message-ID: <RvRzb.815$XF6.20294@typhoon.sonic.net>
Source record: 18153

SoularInflux <soularinflux@aol.com> wrote:
> with the time i have managed to afford myself i come to this
> project. i am a drummer and drummers make lots of noise. i am not
> allowed to make noise. drums cost lots of money especially
> electronic drums(the kind i need to play quietly). i am trying to
> use some of my 8 bit 's as a drum machine.

What will your interface be, exactly? e.g., how will you 'strike' the
virtual drum on the Atari? Do you already have hardware for this, or
will you be building something?

Once upon a time, I made a little 'drum' thing out of a joystick controller
cable, the back of a broken PC case, a little wire, a pencil, and lots of
aluminum foil and tape. :^)

Touch the pencil (whose tip was covered in foil, which was wired to GND
on the controller port) to the various areas of foil on the case, and it
triggered different joystick directions and/or fire. (e.g., 4 or 5 spots
were available to hit).

I also had the thought that it would work as a giant touch-pad for
letting little kids navigate games and other programs. (Only 4 or 5
giant spots to touch; no 60+ button keyboard; no trying to point at things
with mice or joystick controller.)

> i plan to use a computer for each drum. minimum 3 computers. i
> have a parrot and i made an antic sampler.

If you could live with much lower quality sounds, you could synthesize
them, rather than use digital samples. That way, you could do four
concurrent sounds per computer. (Use the 5th channel for a metronome, even!)

Just have a routine that spins, waiting for any joystick input.
If it sees 'Left', for example, it'll say "Okay, I'm going to start
playing the cymbal effect on channel 2."

Using VBIs is probably the best way to do it, but for drum effects,
even something like plain TurboBASIC could do it!

```
1000 S=STICK(0)
1005 IF S=11 THEN CYMBAL_VOLUME=15
...

1100 SOUND 2,0,0,CYMBAL_VOLUME
1105 IF CYMBAL_VOLUME>0 THEN CYMBAL_VOLUME=CYMBAL_VOLUME-1
...
9999 GOTO 1000
```

Or some-such :) Depends on how complicated you need the sounds to be,
I suppose...

-bill!
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 6241. APE/MyDos Question

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-05 04:18:01 UTC
From: llppwhite@aol.comnsp
Message-ID: <20031204231801.15336.00000227@mb-m04.aol.com>
Source record: 18154

* I have a (large) PC Mirror folder that has 5 or 6 files in it.
* One file is named "TCMJAN04.TXT"
* I have D5: set to an APE PC Mirror folder where this file resides.
* If I do a directory on D5: then MyDos says that the name of this file is "TCMJAN_1.TXT"
* I am quite sure that TCMJAN04.TXT is a legal file name in MyDos.
* Perhaps has something to do with CR/LF used in the PC Mirror?

Has anyone run into this before?
Thanks,
Larry

# 6242. Re: ADV: Atari Xmas Gift/Sales!

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-05 06:09:30 UTC
From: bangbond@comcast.netHORMEL
Message-ID: <wOKdnQzW4eeHvE2iRVn-sA@comcast.com>
Source record: 18155
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

```
In article <Pine.LNX.4.44.0312040142210.9388-100000@onyx.spiritone.com>,
Bravo Sierra Computers <atari@aracnet.com> wrote:
>OK, I'm keeping this short. For Christmas, I have a Gift for my Customers!

So you are biased against those who celebrate Hanukkah, Ramadan, or
Kwanzaa. You bastard.

--
0----------------------------------------------------------------------0
| http://www.unrealtournament2003.com | Have You Played Atari Today? |
0----------------------------------------------------------------------0
```

# 6243. Re: drum kit out of my 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-05 16:53:28 UTC
From: cmartin@ti.com
Message-ID: <482f186a.0312050853.3d82b1c5@posting.google.com>
Source record: 18156

Sounds like a cool idea! You could connect two Koala Pads up to the Atari and use those to control 2 digitized sounds. (I wonder if you could write something to detect movement on the pad and correlate that to sweeping or pad effects...) Heck throw SAM in there for some cool voice! :)

Also, take a look at the Midi Interface for the 8bit:

http://www.republika.pl/ixkuczek/ixkuczek.html

I don't speak much Polish, but the schematics and .com files should be straight forward enough....

Imagine a group like the Blue Man Group, but with all Atari hardware. :)

Best of Luck. I always enjoy a good Atari project.

Chris

# 6244. CAS archive?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-05 17:22:41 UTC
From: Frank Schr&#65533;der-H&#65533;ftmann <bgtzhn@NoSPAM.gmx.de>
Message-ID: <614cc$3fd0be6f$d527ba4d$31441@nf1.news-service.com>
Source record: 18157

Hello!

I know this topic popped up here and there during the last few years and I was just seaching all csa8 for a CAS-archive. All known links are dead by now, so if anyone knows where to download some CAS files, please let me know.

Don't get me wrong, there's nothing wrong with ATRs, emulators and stuff, I'd just like to try some things out, esp. tapes that were multi-loading etc.

JMP $E477,

Frank

# 6245. Re: APE/MyDos Question

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-05 17:29:44 UTC
From: cmartin@ti.com
Message-ID: <482f186a.0312050929.9613209@posting.google.com>
Source record: 18158

I have seen this, but only with files that are longer than the 8+3
FAT16 standard.

What happens is if the file is a long file say, "FILENAME_LONG.TXT",
it becomes "FILENA~1.TXT" to DOS. Since there is no '~' on the Atari,
APE turns the '~' into an '_'. The filename will become
"FILENA_1.TXT" to APE.

Check to see if there are really any preceeding or trailing spaces in
the filename (maybe the file is really "TCMJAN04 .TXT"), but since it
looks like it is only 8+3, it should be okay.

Cheers,
Chris

llppwhite@aol.comnsp (LarryWhite) wrote in message
news:<20031204231801.15336.00000227@mb-m04.aol.com>...
> * I have a (large) PC Mirror folder that has 5 or 6 files in it.
> * One file is named "TCMJAN04.TXT"
> * I have D5: set to an APE PC Mirror folder where this file resides.
> * If I do a directory on D5: then MyDos says that the name of this file is
> "TCMJAN_1.TXT"
> * I am quite sure that TCMJAN04.TXT is a legal file name in MyDos.
> * Perhaps has something to do with CR/LF used in the PC Mirror?
> Has anyone run into this before?
> Thanks,
> Larry

# 6246. Re: CAS archive?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-05 18:09:08 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <vt1ie1bs57ah50@corp.supernews.com>
Source record: 18159

"Frank Schr&#65533;der-H&#65533;ftmann" <bgtzhn@NoSPAM.gmx.de> wrote in message
news:614cc$3fd0be6f$d527ba4d$31441@nf1.news-service.com...
> Hello!
>
> I know this topic popped up here and there during the last few years and I
> was just seaching all csa8 for a CAS-archive. All known links are dead by
> now, so if anyone knows where to download some CAS files, please let me
> know.
>
> Don't get me wrong, there's nothing wrong with ATRs, emulators and stuff,
> I'd just like to try some things out, esp. tapes that were multi-loading
> etc.
>
> JMP $E477,
>
> Frank
>
>

```
ftp://atari.xs4all.nl
user: atari8
pswd: atari4ever
port: 021

This place has some CAS files for download..
Roy
```

# 6247. Atari Player-Missile Graphics in BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-05 23:18:57 UTC
From: Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com>
Message-ID: <usenet-DELETEthisPART-8F7349.15185705122003@news.west.cox.net>
Source record: 18160

The full text of the classic book Atari Player-Missile Graphics in BASIC by Philip C. Seyer is now available at http://www.atariarchives.org/pmgraphics/

The book explains how to design, use, and animate player/missile graphics, including collision detection and other essential functions. All of the book's example programs are available for download.

The book was originally published in 1984. It is the 22nd book to be made available at AtariArchives.org.

Enjoy.
--Kevin
--
Kevin Savetz - http://www.savetz.com/contact/
Curator of Classic Computer Magazine Archive - www.atarimagazines.com
& Atariarchives.org - www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

# 6248. Re: APE/MyDos Question

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-06 00:18:38 UTC
From: llppwhite@aol.comnsp
Message-ID: <20031205191838.09719.00000221@mb-m17.aol.com>
Source record: 18161

Hi Chris,

> I have seen this, but only with files that are longer than the 8+3 FAT16 standard.<

Thanks very much for the reply. I also found out that Win allocates a number of spaces for the filename depending on its initial length. This filename was originally "TCM January 2004.txt" then shortened to 8+3 for MyDos. But Win evidently doesn't reallocate or re-type the name. It was treated as a long filename, even though it was 8+3. Interesting!
Thanks, again.
Larry

# 6249. Announce: Simple 65c02 simulator for Linux

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-06 04:31:39 UTC
From: Sheldon Simms <sheldonsimms@yahoo.com>
Message-ID: <pan.2003.12.06.04.31.36.121795@yahoo.com>
Source record: 18162
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

Hi all...

I want to announce the availability of a new 65c02 emulator for Linux/GTK2. The program doesn't do much right now, it's just a GUI wrapped around a 65c02 emulation that I wrote several years ago. Still, you can load and execute programs, set breakpoints, single-step, etc.

The program is distributed as an executable requiring wxWindows 2.4.X to be installed. You can download wxWindows from http://www.wxwindows.org if you don't have it installed already. I have also made a wxWindows .so available on my web page if you prefer one-stop downloading, but please be nice to my web server; it's just an old Mac Centris 650 on a cable modem.

http://wsxyz.dyndns.org/sim65

Enjoy!

p.s. I'm posting from comp.sys.apple2, so don't remove that from newsgroups if you want me to see your reply. Thanks...

-Sheldon

## 6250. Holme's Website CDs sent out

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-06 05:41:25 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <51531f251e07e6c1cb726cb2f1551226@news.teranews.com>
Source record: 18163

I have sent out the Holme's Website CDs today. I had a lot of trouble with it too, seems like my burner isn't working anymore. I'll have to figure out why. I found another computer though and got them going.

International should get them within a week.
Domestic, maybe 4 days or so.

Don't forget there is probably a Christmas rush going on at the post office now, but I still want to hear from you if you haven't gotten anything in a week.

If anyone else wants a copy of the Holme's Website CDs, send paypal payment for $10 to j70141@hotmail.com
The CDs contain thousands of games and programs for the Atari. An emulator, and all the ROMs necessary to make it work.

# 6251. Atari 1027 print head

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-06 14:23:10 UTC
From: Jeff Stimson <jstimson@rogers.com>
Message-ID: <iDlAb.132840$ZmO.89635@news01.bloor.is.net.cable.rogers.com>
Source record: 18164

Alrighty then. I received a 'brand new' Atari 1027 printer and was somewhat excited to see that it was never used. Packing tape and material was still on the printer.

I hooked it up, turned it on, and proceeded to try a test print.

Much to my surprise, as soon as it started to print the character wheel literally flew apart. All of the rubber letters seperated from each other and came off the wheel. Taking a closer look at the print head and it looks like the rubber deteriorated badly over the last 20 years of storage.

Are there any replacement print heads available for this machine? And if so, will they have the same problem?

TIA

# 6252. Re: ADV: Atari Xmas Gift/Sales!

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-06 15:29:44 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3fd1e626389c094@tripnet.se>
Source record: 18165
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

In comp.sys.atari.st <wOKdnQzW4eeHvE2iRVn-sA@comcast.com>
Sean Connery wrote on Fri 05-12-2003 00:09 (-0600):

>In article <Pine.LNX.4.44.0312040142210.9388-100000@onyx.spiritone.com>,
>Bravo Sierra Computers <atari@aracnet.com> wrote:
>>OK, I'm keeping this short. For Christmas, I have a Gift for my Customers!
>
>So you are biased against those who celebrate Hanukkah, Ramadan, or
>Kwanzaa. You bastard.

Wrong! Christmas is not a religious only event. Where I live we have
selebrated this event long before christianity came here (around year
1000). The Swedish word for christmas is still the older "jul" and Santa
Claus goes under the name "jul-tomte". The "tomte" is a clearly non/pre
christian folk tradition being.

I would say the same is basically valid for all Germanic countries and
possibly also the Brittish Isles. Don't know about about the former Roman
empire, though...

I talked the matter of Ramadan over with a Persian guy the other day.
Apperently he does not celebrate Ramadan as he is not a performing muslim.

Incidently people who write/say stupid things are in Swedish often called
a "tomte", often with the the christian influenced word "djï¿½vla"
(devil/bastard) put in front. Makes me wonder if you could be called a
"djï¿½vla tomte" :-)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

# 6253. FA: Amiga Joystick for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-06 19:36:24 UTC
From: L Kitchens <7ake7his0utEssoterik2001@yahoo.com>
Message-ID: <SaqAb.2061$rG.909@bignews3.bellsouth.net>
Source record: 18166

Yes. Once Amiga and Atari were well nigh unseperable!
Until you pulled the joystick cord so you could plug up your Trak-ball that is. This is an auction for the Amiga Company produced joystick - called Power-Stick. The Amiga company went on to produce technology behind the Amiga computer so this joystick for Atari computers (and VCS) is of some mild historical note (i almost said hysterical)...
http://auctions.shopping.yahoo.com/auction/83202289

---Also more joysticks for Atari computers----

Suncom's deadly looking STARFIGHTER joystick:
http://auctions.shopping.yahoo.com/auction/83211602
Gemini big yellow buttoned GEMSTICK:
http://auctions.shopping.yahoo.com/auction/83211799

# 6254. Three classic BASIC game books on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-06 23:28:36 UTC
From: Kevin Savetz <usenet-DELETEthisPART@savetz-DELETEthisPART.com>
Message-ID: <usenet-DELETEthisPART-236C79.15283606122003@news.west.cox.net>
Source record: 18167
Cross-posted to: alt.folklore.computers,comp.sys.sinclair,comp.sys.tandy,comp.sys.ti,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.cbm,comp.lang.basic.misc

The full text of a trilogy of classic computer books are now available at AtariArchives.org: BASIC Computer Games (published 1978,) More BASIC Computer Games (1978), and Big Computer Games (1984.)

http://www.atariarchives.org/basicgames/
http://www.atariarchives.org/morebasicgames/
http://www.atariarchives.org/bigcomputergames/

Edited by David Ahl of Creative Computing Magazine, the books feature type-in BASIC games, including such classics as Animal, Blackbox, Eliza, Hammurabi, Lunar LEM Rocket, Mugwump, and Hunt the Wumpus. Big Computer Games also includes Rollercoaster, a unique computer-operated videodisc adventure game for the Apple ][ computer.

The two earlier books feature illustrations by George Beker, which will be instantly recognizable by anyone who read these books or Creative Computing magazine 20 or more years ago.

The books are available with the permission of David Ahl. With this announcement, AtariArchives.org has reached the milestone of making 25 classic computer books available on the Web.

-Kevin Savetz
--
Kevin Savetz - http://www.savetz.com/contact/
Curator of Classic Computer Magazine Archive - www.atarimagazines.com
& Atariarchives.org - www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

# 6255. xs4all - ftp problems.

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-07 02:02:30 UTC
From: Timothy Stark <sword7nospam@speakeasy.org>
Message-ID: <1bCdnZKYKr-qF0-iRTvUqQ@speakeasy.net>
Source record: 18168

Hello folks,

I am new to this. I was looking for some atari archives and finally found that - atari.xs4all.nl.
I tried some ftp clients but many did not work. Until I noticed that ftp server does not support PASV mode when I tried use 'ncftp' (Linix/Unix ftp client). Ncftp automatically dropped back to PORT mode after login and told me that. I was able download some files by using ncftp client.

I was tried my cuteftp pro for XP and it did not work. Since I noticed that ftp server only supports PORT mode, not PASV mode. I set xs4all's ftp settings to only use PORT mode. Now I was able download or list files with my cuteftp pro client on Windows XP.

Thank you!
Tim Stark

# 6256. wierd facination with 8bit atari's

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-07 02:25:59 UTC
From: kev <kevin@kevin.net>
Message-ID: <gb35tvcpd1f60g14fvkugv8vgd6t2kh9ii@4ax.com>
Source record: 18169

I've had a lot of systems over the years, my first was an atari 400, then a 800xl, 130xe after that a NES, Turbografx16, Amiga 1000, 500, 2000 Atari Jaguar, and lynx also an atari 520st plus all sorts of ibm comp from the 486 on up to now. Anyway, for some reason the only system I really have fond memories of is the atari series (8bit). they seem to be stuck in my brain somewhere. Something about those machines the way they looked and even their capabilities while very primitive by our standards even 10 years ago they were much more impressive than things I see today (for example star raiders in 1980, or the ROBOTCES demo).

Do you feel the same way? I have a theory that since atari really never made a sequel to the atari 800, we just kind of never "let go". The Atari ST was a different beast altogether and while the Amiga was definetly created with the same spirit hardware wise it's OS was not like the 8-bit at all and it was very expensive.

kvn

# 6257. Re: wierd facination with 8bit atari's

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-07 17:14:26 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <Y9KdnSDjbeVzwk6i4p2dnA@comcast.com>
Source record: 18170

I've had a lot of systems over the years too.
(and many are still working or packed in boxes)
My first computer was an Atari 400 with a cassette drive.
God I despised that keyboard! What's the technical term for that? crappy?
bubble-something-or-another?
And the cassette drive, don't get me started.
Whenever I loaded a program, I'd leave the room and ensure all was quiet.
If you coughed or made a loud noise, you got some sort of "bus error" and it
would fail.
I was a kid then, and the only bus I knew was the kind you rode on to get to
school.

I enjoy loading up programs I wrote in the 1980's and looking through them.
I was anal enough to have a lot of REM statements that said when I wrote
what and how it all worked.

When I look back, I realize I knew quite a bit for being just a kid in his
early teens.

Fascination, yes.

-z-

"kev" <kevin@kevin.net> wrote in message
news:gb35tvcpd1f60g14fvkugv8vgd6t2kh9ii@4ax.com...
>
> I've had a lot of systems over the years, my first was an atari 400,
> then a 800xl, 130xe after that a NES, Turbografx16, Amiga 1000, 500,
> 2000 Atari Jaguar, and lynx also an atari 520st plus all sorts of ibm
> comp from the 486 on up to now. Anyway, for some reason the only
> system I really have fond memories of is the atari series (8bit).
> they seem to be stuck in my brain somewhere. Something about those
> machines the way they looked and even their capabilities while very
> primitive by our standards even 10 years ago they were much more
> impressive than things I see today (for example star raiders in 1980,
> or the ROBOTCES demo).
>
> Do you feel the same way? I have a theory that since atari really
> never made a sequel to the atari 800, we just kind of never "let go".
> The Atari ST was a different beast altogether and while the Amiga was
> definetly created with the same spirit hardware wise it's OS was not
> like the 8-bit at all and it was very expensive.
>
>
>
>

>
> kvn

# 6258. Re: wierd facination with 8bit atari's

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-07 17:46:11 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <HHJAb.4069$n31.72406@news2.e.nsc.no>
Source record: 18171

I have very much the same feelings. I started with a Vic-20 though and bought a C64. Everybody did that here in Norway at the time. I then saw a store having the Atari 800 stuck in the back and asked about it. They showed it to me and I was hooked. Atari 800 running Star Raiders. WOW, I sold my C64's and bought it (Cost was 16.000,-NOK, but I got it for about 8.000,-NOK, which is about 1000 USD)

Atari rules!

"kev" <kevin@kevin.net> skrev i melding
news:gb35tvcpd1f60g14fvkugv8vgd6t2kh9ii@4ax.com...
>
> I've had a lot of systems over the years, my first was an atari 400,
> then a 800xl, 130xe after that a NES, Turbografx16, Amiga 1000, 500,
> 2000 Atari Jaguar, and lynx also an atari 520st plus all sorts of ibm
> comp from the 486 on up to now. Anyway, for some reason the only
> system I really have fond memories of is the atari series (8bit).
> they seem to be stuck in my brain somewhere. Something about those
> machines the way they looked and even their capabilities while very
> primitive by our standards even 10 years ago they were much more
> impressive than things I see today (for example star raiders in 1980,
> or the ROBOTCES demo).
>
> Do you feel the same way? I have a theory that since atari really
> never made a sequel to the atari 800, we just kind of never "let go".
> The Atari ST was a different beast altogether and while the Amiga was
> definetly created with the same spirit hardware wise it's OS was not
> like the 8-bit at all and it was very expensive.
>
>
>
>
>
> kvn

# 6259. Re: wierd facination with 8bit atari's

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-07 19:47:45 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vt70v5ccdt4sd7@corp.supernews.com>
Source record: 18172

"kev" <kevin@kevin.net> wrote in message
news:gb35tvcpd1f60g14fvkugv8vgd6t2kh9ii@4ax.com...
>
> Do you feel the same way? I have a theory that since atari really
> never made a sequel to the atari 800, we just kind of never "let go".
> The Atari ST was a different beast altogether and while the Amiga was
> definetly created with the same spirit hardware wise it's OS was not
> like the 8-bit at all and it was very expensive.
>
I also find the Atari 8's to be my favorite too. I actually collect
Atari/Commodore gear. I also like the XE and ST/TT line. The gray cases
are the best IMHO!

Tim

# 6260. Atari-to-PC Joystick Interface

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-07 20:21:16 UTC
From: Emmanuel Fernandes <fernandes@agel.ucl.ac.be>
Message-ID: <3fd38bc4$0$5478$ba620e4c@reader3.news.skynet.be>
Source record: 18173

Hello folks..

Just to mention that the schematics for my Atari-to-PC Joystick Interface
are back online. This device lets you connect your classic Atari sticks to
the PC through the game port. Then you can use them on your favorite
emulator (if you dare to use one instead of playing on a real Atari :) ).
It works with any emulator support the standard ugly PC joysticks...

The link is :

http://users.swing.be/atari

Bye...

# 6261. Re: Atari 1027 print head

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-07 23:07:11 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3FD3B29F.58A6AEFA@cswebmail.com>
Source record: 18174

Jeff Stimson wrote:

> Alrighty then. I received a 'brand new' Atari 1027 printer and was somewhat
> excited to see that it was never used. Packing tape and material was still
> on the printer.
>
> I hooked it up, turned it on, and proceeded to try a test print.
>
> Much to my surprise, as soon as it started to print the character wheel
> literally flew apart. All of the rubber letters seperated from each other
> and came off the wheel. Taking a closer look at the print head and it looks
> like the rubber deteriorated badly over the last 20 years of storage.
>
> Are there any replacement print heads available for this machine? And if
> so, will they have the same problem?
>
> TIA

They are all getting that old. They get mushy. I have a good one or two I was going to make a silicon mold to try to make new ones, but with the proliferation of inkjet and the decline in users, I never got started.

For replacements(I don't know the condition) you might try Best Electronics in California. Also for the ink pads.

Rick D.

# 6262. ADV:BJL and Audio/video

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-07 23:18:20 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3FD3B53C.2D159E12@cswebmail.com>
Source record: 18175

07 Dec 2003:
I have 4 new products ready:
http://www.a8maestro.com/sites/mtgcat/mtgcat.htm.

For the Atari 8 bit computers:
an audio/video breakout box using the monitor jack:
http://www.a8maestro.com/sites/mtgcat/prodhtml/a8avbob.htm.

For the Atari Jaguar game system:
an audio/video breakout box using the video connector:
http://www.a8maestro.com/sites/mtgcat/prodhtml/jagavbob.htm.
the parts kit and instructions on a pc/st game transfer system:
http://www.a8maestro.com/sites/mtgcat/prodhtml/jagbjlm.htm.
the adapter to connect the computer to the jaguar:
http://www.a8maestro.com/sites/mtgcat/prodhtml/jagbjla.htm.

These 4 adverts are pictures about 150K in size each.

For inquiries and questions email mtg2003 at a8maestro.com
(mtg2004 in 2004)

Payment is check or money order, cash, or paypal in extreme
circumstances.

Thanks,

Rick D.
More Than Games

# 6263. Re: wierd facination with 8bit atari's

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-08 01:11:32 UTC
From: Larry Serflaten <Abuse@SpamBusters.com>
Message-ID: <3fd3ce98_4@corp.newsgroups.com>
Source record: 18176

"kev" <kevin@kevin.net> wrote
> Do you feel the same way? I have a theory that since atari really
> never made a sequel to the atari 800, we just kind of never "let go".

I started on the 800, but I currently have a 130XE set up and ready
to go any time I feel nostolgic, all I have to do is turn it on....

In around 1990, a friend from college was experimenting with laser
light shows. We met in college when a discussion turned to Atari
computers, we both had one, and enjoyed it...

Anyway, he wanted to hook his Atari up to control the mirrors
for his light show. He already had an IBM with a program to do
that, but wanted to try to use his Atari. Using Action! I put together
a frame editor that include a driver for outputting data to the joystick
ports. I forget the details, but it turned out I could only send 4 bits
at a time, so he added a shift register to his amplifer allowing for
8 bit resolution. Considering it could only do a single frame (a still
image, a word, a picture, whatever, but no animation) it worked well.

I did a quite a bit of programming in BASIC, but when I found Action!
I never looked back. Too bad that was toward the end of my 'interest'
in writing programs for an extinct platform....

Have any of you played a Windows-like Solitaire game on the Atari?

Here's an unsolicited review:
http://www.geocities.com/flynnwins/ocgs/issue10/newatari.html
"If you enjoy Solitaire, then I suggest you have a look at this game.
There is no better version available for the Atari."

;-)
LFS

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 100,000 Newsgroups - 19 Different Servers! =-----

# 6264. Re: wierd facination with 8bit atari's

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-08 02:36:46 UTC
From: kevn <kevin@kev.net>
Message-ID: <nbo7tv04epnduneb2aqof3ca227muqv7pf@4ax.com>
Source record: 18177

"Larry Serflaten" wrote:

>I did a quite a bit of programming in BASIC, but when I found Action!
>I never looked back. Too bad that was toward the end of my 'interest'
>in writing programs for an extinct platform....
>
>Have any of you played a Windows-like Solitaire game on the Atari?
>
>Here's an unsolicited review:
>http://www.geocities.com/flynnwins/ocgs/issue10/newatari.html
> "If you enjoy Solitaire, then I suggest you have a look at this game.
> There is no better version available for the Atari."
>
>;-)
>LFS

very interesting article. it seems I am not the only one who still
has a special feeling about these machines. One thing I noticed
was they mention MYDOS is available on a cartridge and that it must
be removed when the atari is on, while I was always a Spartados man, I
do remember using a special program to "back up" cartridges - it
required you to actually insert and remove the cartrige while the
computer was on too and this would often crash the machine.

I knew someone who ran a lazer light show here in connecticut back in
the early 90's but he used amiga computers to control the display at a
local planetarium From what I remember (those days are a bit hazy) it
was a fairly simple program.

kvn

# 6265. Re: ADV: Atari Xmas Gift/Sales!

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-08 04:28:25 UTC
From: bangbond@comcast.netHORMEL
Message-ID: <Ye2dnZX6yoN0YE6i4p2dnA@comcast.com>
Source record: 18178
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

In article <3fd1e626389c094@tripnet.se>,
Kenneth Medin <kennethm@tripnet.se> wrote:

>>Bravo Sierra Computers <atari@aracnet.com> wrote:
>>>OK, I'm keeping this short. For Christmas, I have a Gift for my Customers!
>>
>>So you are biased against those who celebrate Hanukkah, Ramadan, or
>>Kwanzaa. You bastard.
>
>Wrong! Christmas is not a religious only event. Where I live we have
>selebrated this event long before christianity came here (around year
>1000). The Swedish word for christmas is still the older "jul" and Santa
>Claus goes under the name "jul-tomte". The "tomte" is a clearly non/pre
>christian folk tradition being.

Back up there pup, methinks you jumped the gun. No real surprise, you
socialist Sweeds don't have any idea what a firearm even is. But. I
never said Christmas was a religious only event. Now did I?

I fail to see how your history of Christmas makes the spammer un-biased as
he clearly only was posting about his Christmas sale and no other sales.

>I would say the same is basically valid for all Germanic countries and
>possibly also the Brittish Isles. Don't know about about the former Roman
>empire, though...

I would say enjoy your German pickle at Xmas.

>I talked the matter of Ramadan over with a Persian guy the other day.
>Apperently he does not celebrate Ramadan as he is not a performing muslim.

Yesterday I talked to a stranger at the market regarding produce, which is
about as relevant.

>Incidently people who write/say stupid things are in Swedish often called
>a "tomte", often with the the christian influenced word "dj�vla"
>(devil/bastard) put in front. Makes me wonder if you could be called a
>"dj�vla tomte" :-)

Makes me wonder why you socialist Sweedes enjoy being likened to bastard
tomaotes. Bork bork bork.

--
0----------------------------------------------------------------------0
| http://www.unrealtournament2003.com | Have You Played Atari Today? |

0----------------------------------------------------------------------0

# 6266. Re: wierd facination with 8bit atari's

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-08 07:53:22 UTC
From: Larry Serflaten <Abuse@SpamBusters.com>
Message-ID: <3fd42cbf_2@corp.newsgroups.com>
Source record: 18179

"kevn" <kevin@kev.net> wrote
>
> very interesting article. it seems I am not the only one who still
> has a special feeling about these machines. One thing I noticed
> was they mention MYDOS is available on a cartridge and that it must
> be removed when the atari is on, while I was always a Spartados man, I
> do remember using a special program to "back up" cartridges - it
> required you to actually insert and remove the cartrige while the
> computer was on too and this would often crash the machine.

I haven't had much experience with them, but I did see a demonstration
where it may have crashed about 1 in 10 times...

> I knew someone who ran a lazer light show here in connecticut back in
> the early 90's but he used amiga computers to control the display at a
> local planetarium From what I remember (those days are a bit hazy) it
> was a fairly simple program.

I know mine was a fairly simple program too, but the IBM program was
the full blown deal, professional grade. I went out on a couple gigs with
him, one was a total disaster, (the house power circuits wouldn't handle
it), and the other was so-so. He had the tools, but lacked the artistic
flair for the job! I've seen a planetarium show, it was a far cry better
than I've seen my friend produce. They seemed to have it all on tape,
the music and the commands....

LFS

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 100,000 Newsgroups - 19 Different Servers! =-----

# 6267. Re: xs4all - ftp problems.

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-08 08:56:15 UTC
From: TXG/MNX <txg01@xs4all.nl>
Message-ID: <3fd43c4a$0$203$e4fe514c@news.xs4all.nl>
Source record: 18180

Hi,

Sorry for the problems on the FTP server.

I thought I did post an update here about it. Because I had some troubles
lately with my network overhere and broadband connection I did replace some
thing.
My FTP server was running is PASV before. Now I put a router here and
configured it to use the normal port 20&21.
Due to this change people need now to connect without the PASV option.

Let me know about any other problems.

TXG/MNX

"Timothy Stark" <sword7nospam@speakeasy.org> wrote in message
news:1bCdnZKYKr-qF0-iRTvUqQ@speakeasy.net...
> Hello folks,
>
> I am new to this. I was looking for some atari archives and finally found
> that - atari.xs4all.nl.
> I tried some ftp clients but many did not work. Until I noticed that ftp
> server does not support PASV mode when I tried use 'ncftp' (Linix/Unix ftp
> client). Ncftp automatically dropped back to PORT mode after login and
told
> me that. I was able download some files by using ncftp client.
>
> I was tried my cuteftp pro for XP and it did not work. Since I noticed
that
> ftp server only supports PORT mode, not PASV mode. I set xs4all's ftp
> settings to only use PORT mode. Now I was able download or list files
with
> my cuteftp pro client on Windows XP.
>
> Thank you!
> Tim Stark
>
>

# 6268. ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-08 09:14:03 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0312080108540.20089-100000@onyx.spiritone.com>
Source record: 18181
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and Atari Jaguar Games/Consoles. The Great Communicator once said, "When It's in your Neighbor's back yard, It's a Recession. But when It's in your back yard, it's a Depression!". This year is especially hard. Help make Holiday sales for Bravo Sierra better than ever. Holiday sales depend on Atarian Customers with extra income. Money over and above what it takes to pay bills. This has cut into my livelyhood. With the current economy as it has been. I'm looking for Atari Customers with extra income! Especially repeat customers familiar with the way I do Business! So check my HotLinks below, E-Mail me at Atari@aracnet.com or Call Ben@(503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business! http://www.aracnet.com/~atari/specials.htm Atari Christmas Specials!

http://BensCatalogs.Atari.org FREE Atari Catalogs!
http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 6269. ADV: Bravo Sierra's Atari E-Mailing List!

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-08 09:26:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0312080124140.20089-100000@onyx.spiritone.com>
Source record: 18182
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

To Sign Up for Ben's Atari Mail/E-Mailing List, goto Link below:
http://www.aracnet.com/~atari/maillist.htm Ben's Mailing Lists.

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 6270. Re: ADV: Atari Xmas Gift/Sales!

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-08 10:38:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20031208103800.25095A@ilaskey.cix.co.uk>
Source record: 18183

> In comp.sys.atari.st <wOKdnQzW4eeHvE2iRVn-sA@comcast.com>
> Sean Connery wrote on Fri 05-12-2003 00:09 (-0600):
>
> >In article
> <Pine.LNX.4.44.0312040142210.9388-100000@onyx.spiritone.com>,
> >Bravo Sierra Computers <atari@aracnet.com> wrote:
> >>OK, I'm keeping this short. For Christmas, I have a Gift for my
> Customers! >
> >So you are biased against those who celebrate Hanukkah, Ramadan, or
> >Kwanzaa. You bastard.

Oh do grow up. Apart from being wrong to begin with (christmas was around before Christians hijacked it as a date), did he say he won't sell to non-christians? Nope, didn't think so.

## 6271. "Tweek"

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-08 12:45:35 UTC
From: llppwhite@aol.comnsp
Message-ID: <20031208074535.07958.00000400@mb-m16.aol.com>
Source record: 18184

I guess my quest for the perfect video display goes on. As mentioned previously the new cable really made a difference. But I still could see color shift if I moved the cable where it plugged into my 130XE. Since the cable is quite new, I could see the contact lines on the cable contacts. Hmm... not a lot of contact. So I got out the (clear) "Tweek" contact enhancer and lightly coated all the contacts on the plug. When I plugged video cable back in, I noticed that it slid in much easier. And no more color shift if the plug gets jostled.

I don't *think* that Tweek products are still sold, but similar products are available. Has anyone else had any experience with these products? I am aware that there has been a lot of debate as to the value of these, but my experiences have been good.
Larry

# 6272. Re: wierd facination with 8bit atari's

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-08 18:20:20 UTC
From: kevn <kevin@kev.net>
Message-ID: <8nf9tvo34u94d503fqsegtnsa91shrngi5@4ax.com>
Source record: 18185

"Larry Serflaten" wrote:

>I know mine was a fairly simple program too, but the IBM program was
>the full blown deal, professional grade. I went out on a couple gigs with
>him, one was a total disaster, (the house power circuits wouldn't handle
>it), and the other was so-so. He had the tools, but lacked the artistic
>flair for the job! I've seen a planetarium show, it was a far cry better
>than I've seen my friend produce. They seemed to have it all on tape,
>the music and the commands....
>
>LFS

basically how the Amiga one worked is you came up with different
"routines" (can't remember what they were called) and you could
combine the routines (which were animations still images etc..) or to
make new ones you just add your own images or animated routines, the
animations were simple with different paths you could choose from and
it was all in 2D. I was never too impressed with the laser shows
(they required a lot of "outside" stimulation to make them
interesting) I remember taking a girl to one of those shows and she
looked at me like I was total freak when it was over (I think it was
called Laser floyd). At any rate it didnt run from a tape, it was in
real-time from the Amiga 3000.

kvn

# 6273. Re: wierd facination with 8bit atari's

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-08 19:51:24 UTC
From: kevn <kevin@kev.net>
Message-ID: <s5l9tvgb1rt4ok2sf67bj50gdvts5n120h@4ax.com>
Source record: 18186

"Vidar Olavesen" wrote:

>Atari 800 running Star Raiders. WOW, I sold my
>C64's and bought it (Cost was 16.000,-NOK, but I got it for about 8.000,-
>NOK, which is about 1000 USD)

wow, 1000 bucks for an 800, it's amazing when I think about all the
money I spent on PC'sr the years.. ironically I spend a lot less now
as an adult then I did when I was a kid. My first atari the A400 was
almost 400 bucks, within two years I had upgraded it to 32k then 48k
added a GTIA chip and a BKEY keyboard, so I would say it cost close
to 700 USD the time I was done. The other atari's I had 800xl and
130xe were considerably cheaper, Im pretty sure the 130xe cost around
140 bucks. I wonder how much these systems are worth today?

kvn

# 6274. Re: wierd facination with 8bit atari's

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-09 03:13:19 UTC
From: Perdy Tired <sleeping@night.com>
Message-ID: <br3eke$106sm7$1@ID-102047.news.uni-berlin.de>
Source record: 18187

Funny, almost the same story here....

Started with an (~$400) Atari 400 and a 410 cassette, upgraded the keyboard, memory and added an 810 disk drive. Later on when I purchased a 1050 drive, they threw an 800xl in for free!

Perdy.

"kevn" <kevin@kev.net> wrote in message news:s5l9tvgb1rt4ok2sf67bj50gdvts5n120h@4ax.com...
> "Vidar Olavesen" wrote:
>
> >Atari 800 running Star Raiders. WOW, I sold my
> >C64's and bought it (Cost was 16.000,-NOK, but I got it for about 8.000,-
> >NOK, which is about 1000 USD)
>
>
> wow, 1000 bucks for an 800, it's amazing when I think about all the
> money I spent on PC'sr the years.. ironically I spend a lot less now
> as an adult then I did when I was a kid. My first atari the A400 was
> almost 400 bucks, within two years I had upgraded it to 32k then 48k
> added a GTIA chip and a BKEY keyboard, so I would say it cost close
> to 700 USD the time I was done. The other atari's I had 800xl and
> 130xe were considerably cheaper, Im pretty sure the 130xe cost around
> 140 bucks. I wonder how much these systems are worth today?
>
>
>
>
>
>
> kvn

# 6275. Re: wierd facination with 8bit atari's

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-09 06:19:14 UTC
From: Hidehiko Ogata <hog@aqu.candybar.ne.jp>
Message-ID: <D5.Q4.nS2PE3HNIqakWJe.NR@aqu.candybar.ne.jp>
Source record: 18188

While I have to confess that I'm an 8bit switcheroo (Apple][, Atari8,
C64 and some Japanese 6809/Z80 boxen), I just love the way Atari8 slices
the video beam and splices it back together... it's truly one of a kind.
Amiga does it too of course, but it lacks char-mapped mode, and hardware
banging is deemed tasteless there (wonderful OS, but still).
--
// }{idehiko ()gata "I hope I didn't hurt you too much
\X/ Amiga since '86 when I killed you..." - Elmer Fudd

bekkoame is a classic Japanese candybar.

# 6276. Re: "Tweek"

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-09 06:49:35 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0312082249.2e482382@posting.google.com>
Source record: 18189

llppwhite@aol.comnsp (LarryWhite) wrote in message
news:<20031208074535.07958.00000400@mb-m16.aol.com>...
> I guess my quest for the perfect video display goes on. As mentioned
> previously the new cable really made a difference. But I still could see color
> shift if I moved the cable where it plugged into my 130XE. Since the cable is
> quite new, I could see the contact lines on the cable contacts. Hmm... not a
> lot of contact. So I got out the (clear) "Tweek" contact enhancer and lightly
> coated all the contacts on the plug. When I plugged video cable back in, I
> noticed that it slid in much easier. And no more color shift if the plug gets
> jostled.
>
> I don't *think* that Tweek products are still sold, but similar products are
> available. Has anyone else had any experience with these products? I am aware
> that there has been a lot of debate as to the value of these, but my
> experiences have been good.
> Larry

I'm not familar with Tweak product but would like to try it after
your glowing account of it, remember where you got it? As to
contact cleaners in general they all get a thumbs up from me even
though with each can purchased at 5 year intervals or so I never
seem to get the same stuff twice and that leads to 'I don't like
this new stuff' for a few weeks. Eventually I come around and
even forget why I liked the old stuff better. Some go on as foam,
some dry to nothing while other leave some kind of oil behind,
yet they all seem to improve connections quite well. I would
love to know why too.

I once brought a new to me 1050 into my line up as a replacement
for the drive I just plain wore out. But I soon developed an odd
situation where the drive (D2:) wouldn't respond at times, weird
boot noises with Black Box system and even access to D1: got funky
at times near the end. Two drops of cleaner on the 'new' drive's
selector switches and the system is still bulletproof many years
later. Minor miracle stuff for sure.

# 6277. Re: "Tweek"

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-09 13:04:29 UTC
From: llppwhite@aol.comnsp
Message-ID: <20031209080429.01554.00000336@mb-m20.aol.com>
Source record: 18190

> I'm not familar with Tweak product but would like to try it after your glowing account of it, remember where you got it? <

Hi Lee-
Yes, I remember -- a small bottle came with my PC Ditto II board that went inside my Atari ST. So I didn't buy the Tweek, but at least I've still got the bottle (and not the ST :-) You can find quite a bit of info about this line of products by Googling "Tweek", including the theories as to why it is supposed to work. You are probably going to need to Google "Contact Enhancer" But if you have a cleaner that leaves an oily residue, you likely have much of the effect (IMO).
Good to hear from you!
Larry

## 6278. Re: "Tweek"

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-09 13:17:43 UTC
From: llppwhite@aol.comnsp
Message-ID: <20031209081743.01603.00000340@mb-m20.aol.com>
Source record: 18191

P.S.
Search "ProGold". Jameco used to carry the Caig line, but I don't believe they
do anymore.
Larry

# 6279. Kyan Pascal

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-09 15:18:41 UTC
From: c03_gg@hotmail.com
Message-ID: <c7317c70.0312090718.bdf7fe4@posting.google.com>
Source record: 18192

Anyone knows where I can get an image of Kyan Pascal?

German

## 6280. Best Atari 8-bit Chess?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-09 18:12:05 UTC
From: c03_gg@hotmail.com
Message-ID: <c7317c70.0312091012.1454561b@posting.google.com>
Source record: 18193

I believe it is Colossus Chess 4.1 (I'm not talking about graphics,
I'm only interesred in how good it is).

Maybe someone else has different information.

Regards,

German

# 6281. Re: Best Atari 8-bit Chess?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-09 18:21:28 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2g65gpc0nr.fsf@legolas.mdh.se>
Source record: 18194

c03_gg@hotmail.com (German Gonzalez) writes:

> I believe it is Colossus Chess 4.1 (I'm not talking about
> graphics, I'm only interesred in how good it is).

Since Colussus Chess 4.0 is said to the best game on the C64, I would assume the Atari version was equally strong. On the 64, there were later chess games including a cartridge based one which apparently wasn't quite as good, but for obvious reasons I don't know how the Atari games software market looked like after 1985/86.

Unfortunately I'm much better at administrating chess than playing it, so I can't tell which is stronger than another.

--
Anders Carlsson

Ye wonder, she's thirteen beyond an invisible carefully preserved leather mouse. Sunday dungeons promising horseback cause loud guessed scissors.

## 6282. Whatever happened to Stuart Smith?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-10 01:55:31 UTC
From: Artful999 <Artful999@hotmail.com>
Message-ID: <Xns944CC079929AFArtful999@140.99.99.130>
Source record: 18195
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.st.tech,rec.games.video.atari

Might anyone know the current wherabouts or occupation of Stuart Smith, author of "Return of Heracles," et al? Even just a working email address would be great.

Someone I know is trying to find him in order to re-obtain a license to some of his games.

# 6283. Re: Atari Player-Missile Graphics in BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-10 08:57:26 UTC
From: bill@newbreedsoftware.com
Message-ID: <WdBBb.1638$XF6.47611@typhoon.sonic.net>
Source record: 18196

Kevin Savetz <usenet-DELETEthisPART@savetz-deletethispart.com> wrote:
> The book was originally published in 1984. It is the 22nd book to be made
> available at AtariArchives.org.

Man, if only I had had this book back when I was a kid. :^)
PMG were quite a chore for me, then. Didn't have much in the way of docs ;(

-bill!
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 6284. Re: wierd facination with 8bit atari's

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-10 09:02:27 UTC
From: bill@newbreedsoftware.com
Message-ID: <DiBBb.1639$XF6.47596@typhoon.sonic.net>
Source record: 18097

Larry Serflaten <Abuse@spambusters.com> wrote:
> Have any of you played a Windows-like Solitaire game on the Atari?

> Here's an unsolicited review:
> http://www.geocities.com/flynnwins/ocgs/issue10/newatari.html
> "If you enjoy Solitaire, then I suggest you have a look at this game.
> There is no better version available for the Atari."

I believe I have that game. And yes, it rules! Nicest looking, fastest
card game >I've< ever played on the Atari (not that I play much ;) )

I'd like to one day write, or see written, a very fast Mah Jongg Solitaire
(aka "Shanghai") game for the Atari.

The best I've seen so far is MyJong, but it's pretty darned slow.
It's a little blocky and low-color for my tast, too. :^(

Gameplay-wise, though... top-notch!

-bill!
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 6285. Re: wierd facination with 8bit atari's

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-10 11:26:08 UTC
From: Larry Serflaten <Abuse@SpamBusters.com>
Message-ID: <3fd702d2_3@corp.newsgroups.com>
Source record: 18098

"William Kendrick" <bill@newbreedsoftware.com> wrote
>
> I'd like to one day write, or see written, a very fast Mah Jongg Solitaire
> (aka "Shanghai") game for the Atari.
>
What language do you use? Action! is a pretty robust language, that
allows you to get ML speed.

I did Mah Jong once, I had only seen a Windows version for about
15 minutes, and went and wrote 'something like it' for the Atari. Due to a
friend wanting some source code recently, I happened to try it out the other
day and noticed my version was a little more permissive. Any fully visible
tile was playable, instead of just the edge tiles....

Although that may have been a design decision back then, to make it easier
for little kids. With a little self-discipline, a player could still follow the
normal rules of play!

You'd have to check to be sure, but I think Video 61 still offers it for sale:
http://members.tcq.net/video61/compnew.html
A.K.A www.atarisales.com

(The friend that wanted the source code to a few of my games was
Lance, the owner of Video 61.... ;-)

I went to your site, are you still working on Cat5Walk?

LFS

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 100,000 Newsgroups - 19 Different Servers! =-----

# 6286. Re: Kyan Pascal

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-10 11:27:33 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <un0etv4l2sl5qv9flhr5g0bb8i7fdhl3kg@4ax.com>
Source record: 18099

On 9 Dec 2003 07:18:41 -0800, c03_gg@hotmail.com (German Gonzalez)
wrote:

>Anyone knows where I can get an image of Kyan Pascal?

Nope, I never even heard of her. Some Chinese actress? ;)

# 6287. Re: Kyan Pascal

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-10 12:09:14 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <133etvcvk9kre47n7b2oht0egmg45mrmaa@4ax.com>
Source record: 18100

Hello Daniel, German,

Nope, Kyan Pascal was a Pascal compiler written for Atari 8-bit computers. I had the program many, many years ago, and it helped me teach Pascal to one of my homebound students. I gave it away in 1999 and I doubt that it ever became popular enough for someone to make an .ATR out of it.

Take care.

Alan

On Wed, 10 Dec 2003 06:27:33 -0500, Daniel Miller <daclmi@mediakingx.com> wrote:

>On 9 Dec 2003 07:18:41 -0800, c03_gg@hotmail.com (German Gonzalez)
>wrote:
>
>>Anyone knows where I can get an image of Kyan Pascal?
>
>Nope, I never even heard of her. Some Chinese actress? ;)

--
You can read the FAQ for alt.binaries.karaoke at:

http://members.chello.nl/~j.a.komrij/faq.html

# 6288. Re: Kyan Pascal

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-10 13:11:10 UTC
From: llppwhite@aol.comnsp
Message-ID: <20031210081110.14243.00000654@mb-m28.aol.com>
Source record: 18101

> Nope, I never even heard of her. Some Chinese actress? ;) <

Kyan was a *guy* -- IIRC, he played a structured utility role in TRON. (He was too slow to be an ACTION! hero ;-)

Larry

# 6289. Re: Kyan Pascal

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-10 15:11:23 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <rrdetvcfsdnuk7s3tochpc235k2d3pvkco@4ax.com>
Source record: 18102

On Wed, 10 Dec 2003 12:09:14 GMT, Alan Sharkis <asharkis@optonline.net> wrote:

>Hello Daniel, German,
>
>Nope, Kyan Pascal was a Pascal compiler written for Atari 8-bit
>computers. I had the program many, many years ago, and it helped me
>teach Pascal to one of my homebound students. I gave it away in 1999
>and I doubt that it ever became popular enough for someone to make an
>.ATR out of it.
>
Give me some days to look among my disks and make a DCM file of it...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

# 6290. charles marslett and the xl/xe o.s

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-10 18:08:00 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0312101008.9f810b8@posting.google.com>
Source record: 18103

I seem to remember quite a while back that someone calling themselves Charles Marslett (unless they were using a psuedonym/alias) that used to frequent the atari google newsgroups

I was just wondering if he (if that was his real name) is the smae Marslett that was responsible for coding the Atari xe o.s (and I assume the xl o.s as well)

I say that because when I was still frequently using my 8bit setup (i havent used it in a few years- but I still have it and wont sell any of it) one of my 8bit setups was a 130xe with Multi o.s's in , i.e a hacked version of Omnimon (by a John Sosta), Something similar to ultraspeed o/s... this one was called warp speed os, and also ultimon o.s (similar to ominmon) as well as the standard xe os

When i was scanning through the xe o.s (I cant rememeber the exact location or region but I think it was either after d5xxH or after d8xxH if you looked at memory using the ascii/atascii/text option the name 'Marslett' appears, once or twice, i cant remember... I did this using both omnimon and ultimon

Now assuming that there's very little difference between the original xe o.s (less the version that had the patch to self test mem. beyond 64k- this version wasnt officially released by atari as I understand it)and xl o.s I would assume that the above occurance also happens in the xl o.s

This actually reminds me of the famous story above dave staugas (ex atari staffer) who managed to get a love message incorporated into the st o.s roms (like the marslett example .. it shows up as standard 68000 or 6502 ascii/atascii/text code

# 6291. Re: charles marslett and the xl/xe o.s

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-11 00:07:29 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0312101607.4638d177@posting.google.com>
Source record: 18104

carmel_andrews@hotmail.com (carmel) wrote in message
news:<6912483e.0312101008.9f810b8@posting.google.com>...
> I seem to remember quite a while back that someone calling themselves
> Charles Marslett (unless they were using a psuedonym/alias) that used
> to frequent the atari google newsgroups
>
> I was just wondering if he (if that was his real name) is the smae
> Marslett that was responsible for coding the Atari xe o.s (and I
> assume the xl o.s as well)
>
> I say that because when I was still frequently using my 8bit setup (i
> havent used it in a few years- but I still have it and wont sell any
> of it) one of my 8bit setups was a 130xe with Multi o.s's in , i.e a
> hacked version of Omnimon (by a John Sosta), Something similar to
> ultraspeed o/s... this one was called warp speed os, and also ultimon
> o.s (similar to ominmon) as well as the standard xe os
>
> When i was scanning through the xe o.s (I cant rememeber the exact
> location or region but I think it was either after d5xxH or after
> d8xxH if you looked at memory using the ascii/atascii/text option the
> name 'Marslett' appears, once or twice, i cant remember... I did this
> using both omnimon and ultimon
>
> Now assuming that there's very little difference between the original
> xe o.s (less the version that had the patch to self test mem. beyond
> 64k- this version wasnt officially released by atari as I understand
> it)and xl o.s I would assume that the above occurance also happens in
> the xl o.s
>
> This actually reminds me of the famous story above dave staugas (ex
> atari staffer) who managed to get a love message incorporated into the
> st o.s roms (like the marslett example .. it shows up as standard
> 68000 or 6502 ascii/atascii/text code

Right off the top of my head I think you are probably mistaken
about the OS you were looking at when you saw Marslett's name
in the code. The Bob Puff US+ OS had that as Marslett rewrote
some of the 'math pack' on that particular OS only. Prior to
that he wrote MyDOS and then Bob Puff joined on as co-author
and debugger to release MyDOS 4.50.

As to any official relationship between Marslett and Atari
corporation I'm drawing a blank and would love to hear more
about it.

# 6292. Re: Kyan Pascal

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-11 01:36:06 UTC
From: c03_gg@hotmail.com
Message-ID: <c7317c70.0312101736.84ba55a@posting.google.com>
Source record: 18105

Well, thanks to everyone and finally I got that famous compiler ;)

German

llppwhite@aol.comnsp (LarryWhite) wrote in message
news:<20031210081110.14243.00000654@mb-m28.aol.com>...
> > Nope, I never even heard of her. Some Chinese actress? ;) <
>
> Kyan was a *guy* -- IIRC, he played a structured utility role in TRON. (He
> was too slow to be an ACTION! hero ;-)
>
> Larry

# 6293. Re: Atari-to-PC Joystick Interface

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-11 01:59:41 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <R76dndfQIIITUkqiRVn-jg@comcast.com>
Source record: 18106

I would love to use my WICO bat-handle joystick on my PC.
I've seen the conversion diagrams, but find them very difficult to
interpret.
I'm a very technical person who works as a network engineer. I've done that
sort
of work back in college (building circuit boards) too.

Anyway, maybe somebody should take up building & selling them!
If anybody wants to make one & sell it, I'd be interested.

-z-

"Emmanuel Fernandes" <fernandes@agel.ucl.ac.be> wrote in message
news:3fd38bc4$0$5478$ba620e4c@reader3.news.skynet.be...
> Hello folks..
>
> Just to mention that the schematics for my Atari-to-PC Joystick Interface
> are back online. This device lets you connect your classic Atari sticks to
> the PC through the game port. Then you can use them on your favorite
> emulator (if you dare to use one instead of playing on a real Atari :) ).
> It works with any emulator support the standard ugly PC joysticks...
>
> The link is :
>
> http://users.swing.be/atari
>
> Bye...
>
>
>

# 6294. Re: Kyan Pascal

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-11 02:03:22 UTC
From: russg <russg@en.com>
Message-ID: <vtfk8h5i8ru9f7@corp.supernews.com>
Source record: 18107

I think there were 3 main Pascals for the A8.
Kyan, Draper and CLSN.
I think I tried all 3 and CLSN was the better of the three.
CLSN was a commercial one, the other 2 free, I think.
CLSN requires a 130xe to run, but the code it generates
will run on a 64k machine.
Video 61, B&C or Best may still sell CLSN, check the
vendor list.

# 6295. ADV: Atari Xmas Gift/Sales! New stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-11 08:55:44 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0312110047250.22361-100000@onyx.spiritone.com>
Source record: 18109
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

http://BensCatalogs.Atari.org Check my Catalogs for more New Atari stuff.

OK, I'm keeping this short. For Christmas, I have a Gift for my Customers!
Plus an Atarian Discount! Read about it below or Call Ben@ (503)256-9974!!
http://www.aracnet.com/~atari/specials.htm Atari Christmas Specials!

http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 6296. Re: charles marslett and the xl/xe o.s

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-11 09:16:38 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <br9clm$45s$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 18108

Hi,

> Now assuming that there's very little difference between the original
> xe o.s (less the version that had the patch to self test mem. beyond
> 64k- this version wasnt officially released by atari as I understand
> it)and xl o.s I would assume that the above occurance also happens in
> the xl o.s

There's no such string in the Atari XL Os, neither in the OsB ROM.

```
$ cat ../../Atari/roms/atariosb.rom | fgrep -i ett
$ cat ../../Atari/roms/atarixl.rom | fgrep -i ett
$ cat ../../Atari/roms/atarixl.rom | fgrep -i BOOT
Binary file (standard input) matches
```

The last example searches for "BOOT ERROR", which is indeed found.

Greetings,
Thomas

# 6297. Re: Atari-to-PC Joystick Interface

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-11 12:54:09 UTC
From: fernandes_emmanuel@hotmail.com
Message-ID: <3472a276.0312110454.6159b58e@posting.google.com>
Source record: 18110

Well, interesting proposition...

I can build one interface and send it to you... Contact me if you are interested (fernandes@multitel.be,fernandes_emmanuel@hotmail.com).

Eventhough I publish these diagrams and my schematics in the "public domain", it doesn't mean somebody can build them and earn money with that. Of course somebody can build one interface and ask money just for the assembly and soldering work, but nothing more. Nobody interested in some kind of "mass production" should go further without contacting me before...

Bye,

Emmanuel Fernandes

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message news:<R76dndfQIIITUkqiRVn-jg@comcast.com>...
> I would love to use my WICO bat-handle joystick on my PC.
> I've seen the conversion diagrams, but find them very difficult to
> interpret.
> I'm a very technical person who works as a network engineer. I've done that
> sort
> of work back in college (building circuit boards) too.
>
> Anyway, maybe somebody should take up building & selling them!
> If anybody wants to make one & sell it, I'd be interested.
>
> -z-
>
> "Emmanuel Fernandes" <fernandes@agel.ucl.ac.be> wrote in message
> news:3fd38bc4$0$5478$ba620e4c@reader3.news.skynet.be...
> > Hello folks..
> >
> > Just to mention that the schematics for my Atari-to-PC Joystick Interface
> > are back online. This device lets you connect your classic Atari sticks to
> > the PC through the game port. Then you can use them on your favorite
> > emulator (if you dare to use one instead of playing on a real Atari :) ).
> > It works with any emulator support the standard ugly PC joysticks...
> >
> > The link is :
> >
> > http://users.swing.be/atari
> >
> > Bye...
> >

> >
> >

# 6298. Re: charles marslett and the xl/xe o.s

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-11 18:06:31 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <Hm2Cb.7739$_r6.7594@newsread1.news.pas.earthlink.net>
Source record: 18111

"carmel" <carmel_andrews@hotmail.com> wrote in message
news:6912483e.0312101008.9f810b8@posting.google.com...
> I seem to remember quite a while back that someone calling themselves
> Charles Marslett (unless they were using a psuedonym/alias) that used
> to frequent the atari google newsgroups

I believe he came by here once or twice too.
>
> I was just wondering if he (if that was his real name) is the smae
> Marslett that was responsible for coding the Atari xe o.s (and I
> assume the xl o.s as well)

I believe the XL OS was internally coded at Atari and Marslett never worked for them. Much of the XL OS was taken from the 400/800 OS which was written outside of Atari, for instance the floating point routines were written by Bill Wilkinson.
>
> I say that because when I was still frequently using my 8bit setup (i
> havent used it in a few years- but I still have it and wont sell any
> of it) one of my 8bit setups was a 130xe with Multi o.s's in , i.e a
> hacked version of Omnimon (by a John Sosta), Something similar to
> ultraspeed o/s... this one was called warp speed os, and also ultimon
> o.s (similar to ominmon) as well as the standard xe os

Marslett was tied to MyDOS and in all likelyhood wrote the high speed disk access for it. My guess would be someone included his disk routines in their OS and gave him credit. I would check the bank switching flags to make sure you aren't looking a an OS copied into RAM and then patched for high speed disk access.

Charles also wrote an utility to transfer 256 byte sector Atari disks to the IBM. IIRC: He moved from the Atari to writing IBM clone BIOS.

## 6299. accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-11 21:31:19 UTC
From: kevn <kevin@kev.net>
Message-ID: <acohtvs9763nubfu3nnqi8rrgft8u2ig2l@4ax.com>
Source record: 18112

a long time ago (late 80's early 90's) I remember reading about a project to upgrade the 8bit atari's with a new faster cpu and a compatible OS. It was an upgrade on the existing OS (I believe) there was even talk of an ST emulator for this new hybrid. Did it ever materialize and does anyone remember what it was called?

btw this was a third party idea, not an atari product.

kvn

# 6300. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-11 23:00:51 UTC
From: llppwhite@aol.comnsp
Message-ID: <20031211180051.04265.00000710@mb-m29.aol.com>
Source record: 18113

> ...a long time ago (late 80's early 90's) I remember reading about a project to upgrade the 8bit atari's with a new faster cpu and a compatible OS. <

There have been at least two articles written about this:
* Atari Classics had an article in the Sept/Oct 1994 issue.
* AIM (IIRC) had an article by the guy that did the Turbo 816 project. He presented this in a discussion group at the Chicago Atari fest in 1991.
* There have been other projects that have gotten a 65816 working in the Atari, but AFAIK, no one has claimed to have successfully raised the clock speed.

Currently, the only way to run the "Atari 8-bit" faster is an emulator. A fast Pentium or Athlon will run some stuff at 30 times faster than the original. Counting the disk (lack of) overhead, it could be closer to 50 times. IMO, the most likely stand-alone hardware that could run A8 stuff faster than 1.87 MHz is the Commodore One with a (maybe, possibly, yet to be developed) Atari "personality module". That still might happen. Is that an emulator? It gets a little blurry, but its cpu is a 65816 or a very close friend.
Larry

# 6301. Re: wierd facination with 8bit atari's

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-12 10:10:11 UTC
From: bill@newbreedsoftware.com
Message-ID: <7ugCb.2041$XF6.55069@typhoon.sonic.net>
Source record: 18114

Larry Serflaten <Abuse@spambusters.com> wrote:
> What language do you use? Action! is a pretty robust language, that
> allows you to get ML speed.

Yeah, I prefer Action! for speed. Though I'm still a BASIC loser,
so I've done lots in TurboBASIC XL.

'course, haven't done much in a long time (see below)

> I did Mah Jong once, I had only seen a Windows version for about
> 15 minutes, and went and wrote 'something like it' for the Atari. Due to a
> friend wanting some source code recently, I happened to try it out the other
> day and noticed my version was a little more permissive. Any fully visible
> tile was playable, instead of just the edge tiles....

Heh, yeah, Gem Drop was like that. Saw "Magical Drop III" in the arcade,
said "hey, I could do that," and wrote it.

Then I finally PLAYED the arcade game myself, and I realized I had to
tweak my game to have more 'correct' rules. ;)

<snip>
> I went to your site, are you still working on Cat5Walk?

Hum... I should. ;^) I need to find the time and patience. :)

Been having fun doing cellphone games recently, though.
I wanna maybe pick the brains of some of the Atari 8-bit demoscene coders
out there to learn some of the cooler 'tricks of the trade.'

At least to amuse myself, it'd be cool to see a fast rotozoom on a phone. :)
(The phone I have for dev is quite slow, frankly. :^( )

-bill!
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 6302. Re: MAKE QUICK CASH RIGHT NOW!!! 100% LEGAL, INSTRUCTIONS IN THIS POST!!

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-12 14:50:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20031212145010.34843A@ilaskey.cix.co.uk>
Source record: 18115

In article <0IiCb.170653$do1.110248@twister.austin.rr.com>,
acidcash@houston.rr.com (MAKE CASH NOW!!!) wrote:

> HOW TO MAKE TONS OF QUICK MONEY, GUARANTEED!
<SNIP>
> got to lose; only 6 stamps & $6, right?" Then I invested the measly $6.
Bugger, I don't live in the US and don't deal in $$$$. And I could have
been rich :-(

# 6303. FS: Atari 8bit Pilot cart documentation binder and tapes.

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-12 16:33:32 UTC
From: realityqa1@earthlink.net
Message-ID: <26bb29c4.0312120833.24277d6a@posting.google.com>
Source record: 18116

Greetings programs.

This binder is way too big to keep and I don't have a 410 anymore so I was going to trash it but it is in mint condition and I hate throwing things out even if nobody wants it. Enough rambling. Anybody want this thing? I'll trade it for any cart I don't have plus whatever media rate shipping is.

Thanks
Mark
www.vulcanjedi.com

# 6304. Re: CAS archive?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-12 17:33:51 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3FD9FBFF.2A49FD73@students.uni-mainz.de>
Source record: 18123

Well,
are you searching something special ( a special title) ?!? If not, I
have quite some *.CAS files in my collection (approx. a half CD filled
with them). Mail me, if you are interested and I will see what I can do
for you (alas, I don`t have a CD-burner and sending so much stuff via
3,5" HD disks takes quite long)... greetings, Andreas.

P.S.: Why I don`t have a CD burner? Simply, because my PC is a 486
machine with 240 Megabytes Harddisk (to small to burn Cd`s)...

"Frank Schröder-Höftmann" schrieb:
>
> Hello!
>
> I know this topic popped up here and there during the last few years and I
> was just seaching all csa8 for a CAS-archive. All known links are dead by
> now, so if anyone knows where to download some CAS files, please let me
> know.
>
> Don't get me wrong, there's nothing wrong with ATRs, emulators and stuff,
> I'd just like to try some things out, esp. tapes that were multi-loading
> etc.
>
> JMP $E477,
>
> Frank

# 6305. Re: Best Atari 8-bit Chess?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-12 17:44:01 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3FD9FE61.87C808A8@students.uni-mainz.de>
Source record: 18124

Hmm,
also quite good (in my eyes) are the chess programs:
- Colossus 3.0 (higher ELO rate than 4.0, but no 3D!)
- Chess 7.0 by Odesta
- Chessmaster 2000

And if you are a collector of chess programs also look for;
- My-Chess (Datamost)
- Sargon Chess (Hayden-Software)
- Sargon-Chess 2 (Hayden Software)
- Sargon Chess 3 (Hayden Software)
- Parker Chess (by Parker of course)
- Chess by Atari
- Querg-Chess and Querg-Negation (PD by ???)
- Basic-Chess (PD from Compute mag.!)
- Killer-Chess (from Antic or Analog)
- probably a few more programs...

greetings, Andreas.

German Gonzalez schrieb:
>
> I believe it is Colossus Chess 4.1 (I'm not talking about graphics,
> I'm only interesred in how good it is).
>
> Maybe someone else has different information.
>
> Regards,
>
> German

# 6306. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-12 18:38:44 UTC
From: Rootin' Ruben <ruben.rootin@nomail.net>
Message-ID: <pan.2003.12.12.18.38.44.134198@nomail.net>
Source record: 18117

Back some time ago, (10 years?) there was FTe that did come out with the Sweet16 board 65816 chip, I when to the TAF meeting and seen it working with there SpartaDOS version.

I did buy one before it was released, then FTe was no where to be found, the product never made to the production line.

On Thu, 11 Dec 2003 16:31:19 -0500, kevn wrote:

>
> a long time ago (late 80's early 90's) I remember reading about a
> project to upgrade the 8bit atari's with a new faster cpu

MUD - http://mud.nexlinks.net

# 6307. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-12 18:48:29 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <14oCb.377$0s2.220@newsread2.news.pas.earthlink.net>
Source record: 18118

"kevn" <kevin@kev.net> wrote in message
news:acohtvs9763nubfu3nnqi8rrgft8u2ig2l@4ax.com...
>
> a long time ago (late 80's early 90's) I remember reading about a
> project to upgrade the 8bit atari's with a new faster cpu and a
> compatible OS. It was an upgrade on the existing OS (I believe) there
> was even talk of an ST emulator for this new hybrid. Did it ever
> materialize and does anyone remember what it was called?
>
> btw this was a third party idea, not an atari product.

What Larry said.

The major problem is the Atari GTIA chip which controls all the graphic display and sync signals. If the system clock is changed by even a few percent, the sync signals fail to function and the screen rolls/warps.

I have run a system up to ~2.05 mHz with an adjustable sync circuit I built, but that is the absolute limit of the existing chips. Everything is wrong at that speed, screen is scruched up with some garbage on the border, sounds/tones are off, SIO is out of whack, you lose color since the color burst signal is off.

There have been 65816 mods from two different people, Dataque and FTE. The problem with them<IMHO> is they never got a killer application that made them a 'must have.' That is still the problem today. If you find one of the old processor upgrades you will still be running at a system clock speed of 1.79 mHz and w/o a program specifically written for the 65816, it will execute the same speed as an existing 6502 system.

Most of this stuff could be fixed in theory by doing things like automatically switching clock speeds during display. The amount of extra wires under the hood to do the fixing starts going beyond what an average Joe can do.

## 6308. Technicolor Dream + EscalPaint

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-12 21:35:15 UTC
From: quadro <quadro@tiscalinet.it>
Message-ID: <3FDA3493.28A2027E@tiscalinet.it>
Source record: 18120

Hello all

Anyone knows where I can get an image of Technicolor Dream & EscalPaint?

Both are 256 colors paint programs.

Greetings
Morris

# 6309. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-13 01:12:52 UTC
From: k e v <kevn@kevn.com>
Message-ID: <7mpktvktoqlruid9ubtj3ne88mtlg0p80h@4ax.com>
Source record: 18121

On Fri, 12 Dec 2003 13:38:44 -0500, Rootin' Ruben
<ruben.rootin@nomail.net> wrote:

>Back some time ago, (10 years?) there was FTe that did come out with the
>Sweet16 board 65816 chip, I when to the TAF meeting and seen it working
>with there SpartaDOS version.
>
>I did buy one before it was released, then FTe was no where to be found,
>the product never made to the production line.

that explains it then. at the time I thought the whole idea seemed a
bit impractical, but now it sounds like it would have been cool.
Especially since it would have emulated an ST (in low res) now that
would have been something. I bought an Amiga 500 around this time
and sold my 1050's, which I regret now, because the only "old school"
computer I wish I could boot up once in a while is my 400 or 130xe.

kvn

# 6310. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-13 01:18:56 UTC
From: k e v <kevn@kevn.com>
Message-ID: <rupktvsb3l61cb2pla0ricoc53v4u76sau@4ax.com>
Source record: 18122

On Fri, 12 Dec 2003 18:48:29 GMT, "richard cortese"
<ricortes@earthlink.net> wrote:

>What Larry said.
>
>The major problem is the Atari GTIA chip which controls all the graphic
>display and sync signals. If the system clock is changed by even a few
>percent, the sync signals fail to function and the screen rolls/warps.
>
>I have run a system up to ~2.05 mHz with an adjustable sync circuit I built,
>but that is the absolute limit of the existing chips. Everything is wrong at
>that speed, screen is scruched up with some garbage on the border,
>sounds/tones are off, SIO is out of whack, you lose color since the color
>burst signal is off.
>
>There have been 65816 mods from two different people, Dataque and FTE. The
>problem with them<IMHO> is they never got a killer application that made
>them a 'must have.' That is still the problem today. If you find one of the
>old processor upgrades you will still be running at a system clock speed of
>1.79 mHz and w/o a program specifically written for the 65816, it will
>execute the same speed as an existing 6502 system.
>
>Most of this stuff could be fixed in theory by doing things like
>automatically switching clock speeds during display. The amount of extra
>wires under the hood to do the fixing starts going beyond what an average
>Joe can do.

interesting. I hate to bring up the amiga, but it also had
co-processors that were designed to run at a certain clockspeed,
however, if you added an cpu acelerator the other chips still ran at
the old speed. I seem to remember a special version of a really cool
(at the time) terminal program called puf or something like that, it
would run with one of the upgrades we are talking about. I wonder how
they managed the display problem with that.

kvn

# 6311. Re: Text Adventures

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-13 03:52:27 UTC
From: Mike Tennyson <miketennyson@bellsouth.net>
Message-ID: <lZvCb.1128$qq.35@bignews1.bellsouth.net>
Source record: 18125

All the SA adventures were available for the Atari. I used to see Scott in the early 80's in Central Florida. He used to live in Longwood, FL. You can still go to his website and download adventures for the PC. IMO I think Scott's adventure games were GREAT! Say YOHO!

Mike
"German Gonzalez" <c03_gg@hotmail.com> wrote in message
news:c7317c70.0310270536.38b9ebf8@posting.google.com...
> Anybody knows if all 17 Scott Adams adventures and
> the 11 Mysterious Adventures by Brian Howarth were
> released for atari?
>
> I used to play some of those, I only finished Strange Odyssey
> however it'll be nice to have again those games for playing
> in the emulator.
>
> can anybody give some tips
>
> German

# 6312. Re: Best Atari 8-bit Chess?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-13 05:29:04 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <APednWPJj8s9PkeiRVn-gg@comcast.com>
Source record: 18126

I don't know the "official" rating of those 8-bit programs, but
"Chessmaster" was always pretty powerful and my favorite.

On a side note: I once conducted my own computer chess competition (yeah,
really exciting stuff). I had a bunch of computer systems all playing
eachother in chess. I had a few ataris (8-bit and 2600), a mac, an old ibm
PC, etc...I would start 2 games, then just input one computer's move as MY
MOVE on the 2nd computer...and so forth.....I got bored after moderating
this for a while...as you can imagine. The results? Nah....it was too long
ago (80's) and I don't recall who the champ was.

-z-

"German Gonzalez" <c03_gg@hotmail.com> wrote in message
news:c7317c70.0312091012.1454561b@posting.google.com...
> I believe it is Colossus Chess 4.1 (I'm not talking about graphics,
> I'm only interesred in how good it is).
>
> Maybe someone else has different information.
>
> Regards,
>
> German

# 6313. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-13 07:20:22 UTC
From: bill@newbreedsoftware.com
Message-ID: <W4zCb.2200$XF6.58170@typhoon.sonic.net>
Source record: 18127

k e v <kevn@kevn.com> wrote:
> that explains it then. at the time I thought the whole idea seemed a
> bit impractical, but now it sounds like it would have been cool.
> Especially since it would have emulated an ST (in low res) now that
> would have been something.

I've never heard of Atari 8-bits (Sweet16 or otherwise) emulating STs!
I kind of find it hard to believe...

-bill!
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 6314. Re: Atari-to-PC Joystick Interface

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-13 08:48:18 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <5e3f0e53e31ddd33533b5e91a107354a@news.teranews.com>
Source record: 18128

Those joysticks were so much easier to use than the bulky and slow
'potentiometer' joysticks of now days. Especially in fast action
arcade-like games.

"Emmanuel Fernandes" <fernandes@agel.ucl.ac.be> wrote in message
news:3fd38bc4$0$5478$ba620e4c@reader3.news.skynet.be...
> Hello folks..
>
> Just to mention that the schematics for my Atari-to-PC Joystick Interface
> are back online. This device lets you connect your classic Atari sticks to
> the PC through the game port. Then you can use them on your favorite
> emulator (if you dare to use one instead of playing on a real Atari :) ).
> It works with any emulator support the standard ugly PC joysticks...
>
> The link is :
>
> http://users.swing.be/atari
>
> Bye...
>
>
>

# 6315. Re: wierd facination with 8bit atari's

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-13 12:34:41 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3fdab2b2c03273@comcast.net>
Source record: 18129

>
>I've had a lot of systems over the years, my first was an atari 400,
>then a 800xl, 130xe after that a NES, Turbografx16, Amiga 1000, 500,
>2000 Atari Jaguar, and lynx also an atari 520st plus all sorts of ibm
>comp from the 486 on up to now. Anyway, for some reason the only
>system I really have fond memories of is the atari series (8bit).
>they seem to be stuck in my brain somewhere. Something about those
>machines the way they looked and even their capabilities while very
>primitive by our standards even 10 years ago they were much more
>impressive than things I see today (for example star raiders in 1980,
>or the ROBOTCES demo).
>
>Do you feel the same way? I have a theory that since atari really
>never made a sequel to the atari 800, we just kind of never "let go".
>The Atari ST was a different beast altogether and while the Amiga was
>definetly created with the same spirit hardware wise it's OS was not
>like the 8-bit at all and it was very expensive.
>
>kvn

I have always said that my favorite computer days were the 8-bit
ones. I loved that era. It was probably because there was a serge
to improve on the programs and not the computers as it is today.
There were no graphic/program teams, but only one author sitting
at a desk. The programs were not as flashy as there are today, but
they did have ALOT of gameplay. That is why I still have my 8-bits
along with tons of program disks/carts.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 6316. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-13 14:36:25 UTC
From: k e v <kevn@kevn.com>
Message-ID: <4j8mtv4igo2v1mh1nsdmao79u6tv6vk92i@4ax.com>
Source record: 18130

(William Kendrick) wrote:

>I've never heard of Atari 8-bits (Sweet16 or otherwise) emulating STs!
>I kind of find it hard to believe...

At the time alot of 8bit atari users didn't feel the ST was a proper nxt gen atari. St users pointed out the fact that there was an atari 8bit emulator st (therefore it could run 8bit software+st etc) anyway just before the accelerator was coming out one of the projects for it was low-res st emulator, which was like a slap in the face to the St users... I dont think one was ever made.

People got touchy about emulators back then. For years people said an amiga could never be emulated and when UAE came out one of the first ports was to the amiga?? I suppose people figured that if you could emulate an 8bit with an st, the ST was defenitly superior.

kvn

# 6317. Re: Best Atari 8-bit Chess?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-13 14:41:41 UTC
From: k e v <kevn@kevn.com>
Message-ID: <q59mtvsu502q0bsrre28phh6cob7vbt54k@4ax.com>
Source record: 18131

"Z.Beeblebrox" wrote:

>On a side note: I once conducted my own computer chess competition (yeah,
>really exciting stuff). I had a bunch of computer systems all playing
>eachother in chess. I had a few ataris (8-bit and 2600), a mac, an old ibm
>PC, etc...I would start 2 games, then just input one computer's move as MY
>MOVE on the 2nd computer...and so forth.....I got bored after moderating
>this for a while...as you can imagine. The results? Nah....it was too long
>ago (80's) and I don't recall who the champ was.

that's pretty funny. that would make a good commercial set up a bunch
of different computers and have them play each other with chess. If
you could set up SAM or something like it on each computer so they
could psyche each other out too...

kvn

# 6318. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-13 15:16:41 UTC
From: Bill K <dev@null.net>
Message-ID: <t3GCb.1545$914.1358@fe1.columbus.rr.com>
Source record: 18132

"richard cortese" <ricortes@earthlink.net> wrote in message
news:14oCb.377$0s2.220@newsread2.news.pas.earthlink.net...
<>snip<>
> The major problem is the Atari GTIA chip which controls all the graphic
> display and sync signals. If the system clock is changed by even a few
> percent, the sync signals fail to function and the screen rolls/warps.
>
> I have run a system up to ~2.05 mHz with an adjustable sync circuit I
built,
> but that is the absolute limit of the existing chips. Everything is wrong
at
> that speed, screen is scruched up with some garbage on the border,
> sounds/tones are off, SIO is out of whack, you lose color since the color
> burst signal is off.
>
> There have been 65816 mods from two different people, Dataque and FTE. The
> problem with them<IMHO> is they never got a killer application that made
> them a 'must have.' That is still the problem today. If you find one of
the
> old processor upgrades you will still be running at a system clock speed
of
> 1.79 mHz and w/o a program specifically written for the 65816, it will
> execute the same speed as an existing 6502 system.

I had a discussion with somebody (I believe it was Mike Hohman) in the early 90's about the possibility of an engineer doing a programmable chip (not sure what the term would be.. Programmable Logic Array?) that would incorporate the functionality of the Atari custom chips into one package. The idea of course was to build a version of the custom IC's that could be clocked up quite a bit and then used in conjunction with the '816, and at one point he had spoken to an engineer who claimed that between chip specs and reverse engineering he could do it. Of course nothing came of this, but it does sound cool. One more for the vaporware/rumor mill!

Oh yeah, and I'm one of the guys who also landed a Sweet 16.. too bad it wasn't like the AdSpeed: double clocked internally with a built in cache. ;)

William K
(no relation to Mr. Kendrick)

## 6319. Atari Analog magazine back issues

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-13 17:16:37 UTC
From: "Greg O." <ozbirn@sbcglobal.net>
Message-ID: <VPHCb.2577$_Z.1882@newssvr23.news.prodigy.com>
Source record: 18133

I have decided to part with 9 back issues of Atari "Analog" magazine in good condition. They are listed on eBay.

# 6320. Atari 400/800 downloads

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-13 17:18:43 UTC
From: Tom Miller <tlgalenson@chatnfiles.com>
Message-ID: <vtmid24fp4pbb9@corp.supernews.com>
Source record: 18134

A Motherlode of ms-dos files
Drop in and sit a while!

The Chatnfiles bbs ( www.chatnfiles.com ) is mainly known for having Chat and having Files. I offer a large (160,000+) and old files download collection. My oldest files date back to around or before 1988. I have both Carousel2 collection (1988) and the ms-dos portion of the Simtel ftpsite (on cd-rom) from about 1994.

The Carousel2 includes about 17,000 files. The target operating systems include: ms-dos, windows 2.11/3.x, Mackintosh (system 6?), OS/2,

Atari 400/800,

Comodore
64/128(?) and the Amiga. It also has about 5 different sub-directories with graphical files including both Gif and non-Gif formats.

The Simtel collection offers up about 10,000 ms-dos programs and files from on or before 1994. On a mailing list, it (and/or the Carousel2) were referred to as "the motherlode"....

I have a shareware collection called "Bobs Hall of Fame" that actually has Files for the Ibm System 3/A400 on it as well as more typical Ms-dos files...

I have a number of the Pier Shareware collections, Night Owl collections, Shareware Vault plus a number of singletons like Project Guttenberg, Nasa Space and Astronomy, Alan Appleton's BBS cd-rom, Best Windows games, Hot this that or the other.

You can use Google to search the local file area. Or you can simply browse the directories. The downside is there are no easy to use tools in the www server world to allow me to easily provide keyword access to the file collection. I am in the process of writing a script that will attempt to produce a "files.htm" page that includes file descriptions for each sub-directory that Google will read and produce a less garbled index of.

The website is running on a cpu/bandwidth throttle so it will not interfere with the other websites when lots of people are downloading. So it doesn't matter if 200 downloaders showup at once. They will get good service and so will the other sites.

The Chat system is running a perl script called Eileen, v2.1
which is derived from a popular chat script called Everychat.
It has multiple rooms and provides about 30 actions or
"emoticons."

The rest of the site is your basic personal website. I am
looking at upgrading to a product called AspPortal but the files
download indexing issue would remain. Drop on by.

www.chatnfiles.com

Tom Miller

--
++++++++++
Onsite Tech support and remote Website Design at www.bluecollarcc.com
Need a dos file? I have 100,000's online at www.chatnfiles.com
Excellent Free Website training on the Web at: www.w3schools.com

# 6321. Re: Atari-to-PC Joystick Interface

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-13 19:21:24 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <Ra6dnfWDCoYo-0ai4p2dnA@comcast.com>
Source record: 18135

yeah, it would be fun to have....
but it would probably cost too much.
If you've built it before, then I suppose you know how much the parts cost
and how much time it takes to make.
I figured between time/labor, parts, shipping, I'd be spending too much for
just a "neat toy". OK, a really neat toy.

-z-

"Emmanuel Fernandes" <fernandes_emmanuel@hotmail.com> wrote in message
news:3472a276.0312110454.6159b58e@posting.google.com...
> Well, interesting proposition...
>
> I can build one interface and send it to you... Contact me if you are
> interested (fernandes@multitel.be,fernandes_emmanuel@hotmail.com).
>
> Eventhough I publish these diagrams and my schematics in the "public
> domain", it doesn't mean somebody can build them and earn money with
> that. Of course somebody can build one interface and ask money just
> for the assembly and soldering work, but nothing more. Nobody
> interested in some kind of "mass production" should go further without
> contacting me before...
>
> Bye,
>
> Emmanuel Fernandes
>
>
>
> "Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:<R76dndfQIIITUkqiRVn-jg@comcast.com>...
> > I would love to use my WICO bat-handle joystick on my PC.
> > I've seen the conversion diagrams, but find them very difficult to
> > interpret.
> > I'm a very technical person who works as a network engineer. I've done
that
> > sort
> > of work back in college (building circuit boards) too.
> >
> > Anyway, maybe somebody should take up building & selling them!
> > If anybody wants to make one & sell it, I'd be interested.
> >
> > -z-
> >
> > "Emmanuel Fernandes" <fernandes@agel.ucl.ac.be> wrote in message

> > news:3fd38bc4$0$5478$ba620e4c@reader3.news.skynet.be...
> > > Hello folks..
> > >
> > > Just to mention that the schematics for my Atari-to-PC Joystick
Interface
> > > are back online. This device lets you connect your classic Atari
sticks to
> > > the PC through the game port. Then you can use them on your favorite
> > > emulator (if you dare to use one instead of playing on a real Atari
:) ).
> > > It works with any emulator support the standard ugly PC joysticks...
> > >
> > > The link is :
> > >
> > > http://users.swing.be/atari
> > >
> > > Bye...
> > >
> > >
> > >

# 6322. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-13 19:48:03 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <T1KCb.2728$Pg1.287@newsread1.news.pas.earthlink.net>
Source record: 18136

"k e v" <kevn@kevn.com> wrote in message
news:rupktvsb3l61cb2pla0ricoc53v4u76sau@4ax.com...
> On Fri, 12 Dec 2003 18:48:29 GMT, "richard cortese"
> <ricortes@earthlink.net> wrote:
>
> >What Larry said.
<snip>
> interesting. I hate to bring up the amiga, but it also had
> co-processors that were designed to run at a certain clockspeed,
> however, if you added an cpu acelerator the other chips still ran at
> the old speed.

Bob Wooley has posted about what he considers a viable method for doing it.
IIRC, a programable logic device that switches to lower clock speed when any
hardware is addressed or 6502 is halted, replace all RAM with a CMOS static
ram, that kind of stuff.

For normal human beings, such as myself, the 200-300 connection and
desoldering chips necessary to perform this kind of surgery is real iffy.

Don't forget the main problem: After all this is done, what do you end up
with? A computer that plays Pac Man at the same exact speed with the same
exact display. There is no killer application that will enable you to do
anything you can't do with a stock Atari other then the MAE assembler which
will let you write your own 65816 code.

# 6323. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-13 20:04:06 UTC
From: k e v <kevn@kevn.com>
Message-ID: <cprmtvsi16ft64pgdjqg2a36istlhqi230@4ax.com>
Source record: 18137

"richard cortese" wrote:

>Bob Wooley has posted about what he considers a viable method for doing it.
>IIRC, a programable logic device that switches to lower clock speed when any
>hardware is addressed or 6502 is halted, replace all RAM with a CMOS static
>ram, that kind of stuff.
>
>For normal human beings, such as myself, the 200-300 connection and
>desoldering chips necessary to perform this kind of surgery is real iffy.
>
>Don't forget the main problem: After all this is done, what do you end up
>with? A computer that plays Pac Man at the same exact speed with the same
>exact display. There is no killer application that will enable you to do
>anything you can't do with a stock Atari other then the MAE assembler which
>will let you write your own 65816 code.

yes, good point. Of course at the time this was originally discussed
there were plans for certain software packages to be ported over to
this new psuedo-platform. One piece of software that I seem to
remember was already running on the turbo-8bit was a version of a
terminal program called puff or something like that. I remember using
the standard 8-bit version and marvelling at the fact it allowed you
to play breakout while you downloaded your software from bbs's
At that point there was very little true commercial software for the
8bit and most of the quality software was from the thriving shareware
community so it did seem possible there would be similar support for a
new psuedo-8bit platform.

kvn

# 6324. disk O link

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-13 20:09:40 UTC
From: k e v <kevn@kevn.com>
Message-ID: <s5smtvsnp8du12i7oq5qffqpnqifdo0nsj@4ax.com>
Source record: 18138

does anyone remember this old terminal program for the atari?
it allowed you to download in xmodem and it had the unique feature of
letting two disk o link users talk to each other while they were
downloading. It al allowed you to point and click with joystick and
sported "windows" that popped up and collasped.

my question is this, it was the first time I had ever
seen a point and click interface on a home computer (I realise xerox
was doing this in a lab someplace) and it came out in 79/80'sh. Was
this the first "desktop" interface for home computer?

kvn

# 6325. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-13 20:09:44 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <cmKCb.2790$Pg1.2734@newsread1.news.pas.earthlink.net>
Source record: 18139

"Bill K" <dev@null.net> wrote in message
news:t3GCb.1545$914.1358@fe1.columbus.rr.com...
> "richard cortese" <ricortes@earthlink.net> wrote in message
> news:14oCb.377$0s2.220@newsread2.news.pas.earthlink.net...
> I had a discussion with somebody (I believe it was Mike Hohman) in the
early
> 90's about the possibility of an engineer doing a programmable chip (not
> sure what the term would be.. Programmable Logic Array?) that would
> incorporate the functionality of the Atari custom chips into one package.
> The idea of course was to build a version of the custom IC's that could be
> clocked up quite a bit and then used in conjunction with the '816, and at
> one point he had spoken to an engineer who claimed that between chip specs
> and reverse engineering he could do it. Of course nothing came of this,
but
> it does sound cool. One more for the vaporware/rumor mill!

Could be programable gate arrays too.

It may have even been a 'she'. I seem to recall there was something like a mysterious housewife in Oregon that did a C64 custom chip set in a PLA.

I looked at PLAs and there are amazing things they are doing with them. There are even PD 6502 designs you can execute in PLAs. I think Western Design Center may sell some code to make a 65816 in a PLA.

The programmers for PLAs are beyond a casual user could afford or would spend. I don't know if they suffer from the same problems I found with modern micros/DSPs in that I couldn't even get a supplier to talk to me or return my calls. About the only parts available were "Not recommended for new designs", 8048 derivatives, crap that was obsolete 10 years ago.

# 6326. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-13 20:23:23 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <%yKCb.2802$Pg1.740@newsread1.news.pas.earthlink.net>
Source record: 18140

"k e v" <kevn@kevn.com> wrote in message
news:cprmtvsi16ft64pgdjqg2a36istlhqi230@4ax.com...
> "richard cortese" wrote:
<snip>
> yes, good point. Of course at the time this was originally discussed
> there were plans for certain software packages to be ported over to
> this new psuedo-platform. One piece of software that I seem to
> remember was already running on the turbo-8bit was a version of a
> terminal program called puff or something like that. I remember using
> the standard 8-bit version and marvelling at the fact it allowed you
> to play breakout while you downloaded your software from bbs's

Probably Bob Puff's Bobterm. I think Dataque came out with a few apps but it
was mostly stuff people didn't use.
> At that point there was very little true commercial software for the
> 8bit and most of the quality software was from the thriving shareware
> community so it did seem possible there would be similar support for a
> new psuedo-8bit platform.

Mike at FTE did have a decent plan, just a complete lack of horsepower and
resources. He figured he could do things like get some OSS languages
rewritten in 65816 code. IIRC: Unfortunately 'good' source code did not come
with the rights to the languages<resources> and the -only- guy he had
helping him on a regular basis was Kyle Dain<horsepower>. I think
Williams<aka Alfred?> got the source to Action! from Mike, but nothing came
of it.

# 6327. Re: wierd facination with 8bit atari's

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-13 20:45:32 UTC
From: George Nakos <ggn@atariROCKS.org>
Message-ID: <oprz4zx6y0mj6qhx@news.ntua.gr>
Source record: 18119

On Fri, 12 Dec 2003 10:10:11 GMT, William Kendrick
<bill@newbreedsoftware.com> wrote:

> At least to amuse myself, it'd be cool to see a fast rotozoom on a
> phone. :)

You should track down the Atari ST demo coder Defjam, who coded a
rotozoomer on a Palm in 128 bytes ;))))

> (The phone I have for dev is quite slow, frankly. :^( )

Well, aren't they all? ;))))

--

George Nakos AKA GGN/KUA software productions - Atari or buST!
---
Each new user of a new system uncovers a new class of bugs.
-- Kernighan

To send mail, remove the ROCKS from the address shown.
That's g g n a t a t a r i d o t o r g

# 6328. Programmer's editor

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-13 21:52:00 UTC
From: Jochen Schäfer <josch@joschs-robotics.de>
Message-ID: <brg1mi$236$1@news.uni-kl.de>
Source record: 18141

Hi there.

Can somebody recommand a editor for programming?

Jochen

## 6329. PC to 8 bit disk service?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-14 00:10:56 UTC
From: Gareth <hotmail.com@dgareth.spm>
Message-ID: <WUNCb.384$tQ6.8990@wards.force9.net>
Source record: 18142

Over the years I've tried to follow schematics to create various cables capable of copying PC files to 8 bit format - all without success. Does anyone offer a service which will provide downloadable files in a format capable of being read by a 1050 disk drive?

Gareth.

# 6330. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-14 00:52:07 UTC
From: llppwhite@aol.comnsp
Message-ID: <20031213195207.11235.00000731@mb-m11.aol.com>
Source record: 18143

Hi Richard-
> Don't forget the main problem: After all this is done, what do you end up with? A computer that plays Pac Man at the same exact speed with the same exact display. There is no killer application that will enable you to do anything you can't do with a stock Atari other then the MAE assembler which will let you write your own 65816 code. <

Yes, exactly! There are very few A8 applications that are compute-bound on our current machines. The one that most readily comes to mind is Super ARC/UnARC. But do you really need Arc when you can Zip it, RAR it, Stuffit, etc.,etc.?

Very few games are in this "cpu camp," but those that manipulate large object groups or large sized objects can have problems. Dark Caverns and Gauntlet come to mind as the monsters truely "crawl" when large groups of them are swarming.

Lots of programs are language-bound. Bill Wilkinson wrote a very good article about this in his wonderful "Insight ATARI" column. Optimizing compilers can go a long way to helping that. (AFAIK, only one Basic compiler for the A8 that claimed to be "optimizing" was ever written for the A8 -- Advan Basic.) But the evolution of Basic on the Atari is a good example of what can be done -- we started with 8K Atari Basic, and ended up with Turbo Basic and it's compiler (with lots of other improvements along the way.)

Quite a few progs. are disk drive-bound. Better drives, hard drives, ram drives, APE -- all can make a big difference.

Other progs are memory bound -- where having lots of contiguous memory would help -- sort of the "ultimate ram disk". (Oops -- we need languages and an O/S that could use the extra memory, don't we...) Still, a reliable 65816 and memory management system would help this a lot.

But at the end of the day, no really big "breakthrough" is likely to happen. Best to find work-arounds, and take advantage of PC technology wherever possible.

Last, I guess, I should mention that there was a *real* 65816 custom Atari machine that was sold mainly for cable TV operators. I *saw* this at the "World of Atari" in 1998. It was in a small PC case -- about the size of a PS2 case. Had a 65816, a built-in Black Box, 3-1/2" drive, and had the ability to run at 3.52 (?) MHz when running in the 65816 mode outside of the normal 64K. I think it had a second display chip to allow running at the faster clock speed. Really nice, from what I couuld see. Really worked, too.
Larry

# 6331. Re: Atari-to-PC Joystick Interface

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-14 01:48:13 UTC
From: Brian Sturk <bsturk@adelphia.net>
Message-ID: <xjPCb.2860$xH2.631486@news1.news.adelphia.net>
Source record: 18144

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:Ra6dnfWDCoYo-0ai4p2dnA@comcast.com...
> yeah, it would be fun to have....
> but it would probably cost too much.
> If you've built it before, then I suppose you know how much the parts cost
> and how much time it takes to make.
> I figured between time/labor, parts, shipping, I'd be spending too much
for
> just a "neat toy". OK, a really neat toy.
>

I am able to use the old joysticks but I used a keyboard encoder ( IPAC )
which took a little wiring but not too much. I also had to put it in a box
w/ some 9 pin DSUB connectors. Works very well with all emulators as long
as they support keyboard emulation of the joystick(s).

~brian

# 6332. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-14 03:04:59 UTC
From: Bill K <dev@null.net>
Message-ID: <vrQCb.18491$Vg3.13555@fe3.columbus.rr.com>
Source record: 18145

"richard cortese" <ricortes@earthlink.net> wrote in message
news:cmKCb.2790$Pg1.2734@newsread1.news.pas.earthlink.net...
> Could be programable gate arrays too.
>
> It may have even been a 'she'. I seem to recall there was something like a
> mysterious housewife in Oregon that did a C64 custom chip set in a PLA.

Jeri Ellsworth? Was she in the game in the early 90's? If so.. WOW.. hell..
make that WOW right now with those guys (and gals) over in comp.sys.cbm. I'm
due for a new hobby machine.. probably either the Commodore One or the
Xgamestation.

William K

# 6333. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-14 09:04:16 UTC
From: bill@newbreedsoftware.com
Message-ID: <kIVCb.2720$XF6.61281@typhoon.sonic.net>
Source record: 18146

Bill K <dev@null.net> wrote:
> Jeri Ellsworth? Was she in the game in the early 90's? If so.. WOW.. hell..
> make that WOW right now with those guys (and gals) over in comp.sys.cbm. I'm
> due for a new hobby machine.. probably either the Commodore One or the
> Xgamestation.

I met Jeri, and saw the Commodore One board, at the Amiga convention
in Sacramento this summer!

-bill!
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 6334. Re: Programmer's editor

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-14 09:05:17 UTC
From: bill@newbreedsoftware.com
Message-ID: <hJVCb.2721$XF6.61306@typhoon.sonic.net>
Source record: 18047

Jochen Schafer <josch@joschs-robotics.de> wrote:
> Hi there.
>
> Can somebody recommand a editor for programming?

One of the best, IMO, is the built-in editor in Action!
That might not help, tho ;)

-bill!
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 6335. Re: PC to 8 bit disk service?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-14 09:59:23 UTC
From: Mark Watson <newsAfoftDfsnetD@co.uk>
Message-ID: <%vWCb.3052339$Id.476373@news.easynews.com>
Source record: 18048

Gareth wrote:

> Over the years I've tried to follow schematics to create various cables
> capable of copying PC files to 8 bit format - all without success. Does
> anyone offer a service which will provide downloadable files in a format
> capable of being read by a 1050 disk drive?

Don't know of a service like that (other than ATR files!), but I bought an SIO2PC cable from here. You can also get a 1050-PC cable if you want to connect the 1050 direct to the PC.

http://j131atari.webpark.pl/

I wouldn't try writing files to a 5.25" disk using your PC drive. This can work, but not reliably in my experience.

Thanks,

Mark

--
-----
(s/X/Y/g -> replace all X with Y in e-mail addr)
s/@//g; s/D/./g; s/A/@/g;

# 6336. Re: Programmer's editor

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-14 10:08:42 UTC
From: Jochen Schäfer <josch@joschs-robotics.de>
Message-ID: <brhcrt$k06$1@news.uni-kl.de>
Source record: 18049

William Kendrick wrote:
> Jochen Schafer <josch@joschs-robotics.de> wrote:
>
>>Hi there.
>>
>>Can somebody recommand a editor for programming?
>
>
> One of the best, IMO, is the built-in editor in Action!
> That might not help, tho ;)
Yes, it is one of the best. But I search for one that I can use with one
of the standalone compilers.

Jochen

# 6337. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-14 14:13:39 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <cerotvgu0blmhbed37qfq6rdugdom1ictt@4ax.com>
Source record: 18050
Cross-posted to: comp.sys.atari.8bit,comp.sys.amiga.morphos

On Sun, 14 Dec 2003 09:04:16 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>I met Jeri, and saw the Commodore One board, at the Amiga convention >in Sacramento this summer!

I am sorry I missed meeting you there, Bill. I did not know you had an interest in the Amiga scene. I guess you are well aware that two of your SDL games, CircusLinux and MadBomber, have been ported to MorphOS versions. MorphOS being the software portion of the Pegasos PPC-based computer solution created by former Amiga developers, now marketed by Genesi. I have a Pegasos and have installed both of those, very slick.

Now Jeri did indeed show the Commodore One board at AmiWest, unfortunately we did not see any demo. Some of these projects just seem to linger indefinitely, I wish people would bring something to market once in a while.

Another great guest at Amiwest was John Harris, formerly of Sierra Online, who authored Jawbreaker. John told me he recently unearthed an early version of Jawbreaker that had PacMan-style graphics. The then-teenaged John originally wrote a pretty straight clone, but switched things around when Sierra's lawyers explained Sierra couldn't possibly sell that. I have been meaning to write John to see if he would release an ATR...

# 6338. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-14 15:06:19 UTC
From: "J.O. Aho" <user@example.net>
Message-ID: <brhu9l$3d3a9$2@ID-130698.news.uni-berlin.de>
Source record: 18051
Cross-posted to: comp.sys.atari.8bit,comp.sys.amiga.morphos

Daniel Miller wrote:
>
> Another great guest at Amiwest was John Harris, formerly of Sierra
> Online, who authored Jawbreaker. John told me he recently unearthed an
> early version of Jawbreaker that had PacMan-style graphics. The
> then-teenaged John originally wrote a pretty straight clone, but
> switched things around when Sierra's lawyers explained Sierra couldn't
> possibly sell that. I have been meaning to write John to see if he
> would release an ATR...

That sounds like fun, if that would be relased for MOS. :)

//Aho

# 6339. ATARI 130XE - Memory problems

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-14 17:37:35 UTC
From: quadro <quadro@tiscalinet.it>
Message-ID: <3FDC9FDF.9C8A9AC8@tiscalinet.it>
Source record: 18052

Hello folks

Unfortunately, today (after 5 days power-off) my Atari 130XE show me
memory problems
At the boot the computer jump to the Memory Test....always!!
No Basic or Self-Test screen, but only and continually Memory Test.

The screen appair:

RAM
G R G R G R G R G R G R G R G R
R R R R G G R R R R R R R R R R
G R G R G R G R

G = GREEN SQUARE
R = RED SQUARE

So, i get off the case to check the memory chips, they are : MT 4264-20
(20=200ns)
or better 8 x MT 4264-20 and 7 x MT 4264-20 + 1 x NEC 8504 RD155 (16
chips in all)

The chips are not hot, but cold (or better lukewarm)...idem for the MMU,
EMMU and FREDDIE chips.

Is possible, that all memory chips (or so) are junk?

Please, help me, i'm very disperate

Thanks in advance
Morris (ITALY)

# 6340. Re: PC to 8 bit disk service?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-14 18:10:27 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <Ef2dnYEWaZIJOkGiRVn-uw@comcast.com>
Source record: 18053

I'm not really sure I understand your question.
no, wait. I am sure I don't understand your question.

I did get one of those cables that lets you use your ibm PC as a big 'disk drive' for your atari 8-bit.
That works fine.

If you have another way of wording your request or give a few examples, maybe I can answer your question.....or maybe somebody else can. I'm not entirely sure what it is you're trying to do.

-z-

"Gareth" <hotmail.com@dgareth.spm> wrote in message news:WUNCb.384$tQ6.8990@wards.force9.net...
> Over the years I've tried to follow schematics to create various cables
> capable of copying PC files to 8 bit format - all without success. Does
> anyone offer a service which will provide downloadable files in a format
> capable of being read by a 1050 disk drive?
>
> Gareth.
>
>

# 6341. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-14 18:23:10 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <iU1Db.3771$0s2.2909@newsread2.news.pas.earthlink.net>
Source record: 18054

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20031213195207.11235.00000731@mb-m11.aol.com...
> Very few games are in this "cpu camp," but those that manipulate large
object
> groups or large sized objects can have problems. Dark Caverns and
Gauntlet
> come to mind as the monsters truely "crawl" when large groups of them are
> swarming.

Caverns of Calisto and the early Ultimas were a bit slow too. They were
written using graphic 8 screens with artifacting.

<snip>
> Quite a few progs. are disk drive-bound. Better drives, hard drives, ram
> drives, APE -- all can make a big difference.

I pretty much stopped programming in assembly on my Atari when I got a Tandy
8 mHz 286 clone with a 20 meg hard drive. TASM on a 286 with hard drive was
just so much faster then anything on an Atari. Of course I had SIO2PC for
testing the final code. I'mnot sure what I would do now if I started
programming again, maybe a windows based cross compiler and test the code
with an emulator.
<snip>
> Last, I guess, I should mention that there was a *real* 65816 custom Atari
> machine that was sold mainly for cable TV operators. I *saw* this at the
> "World of Atari" in 1998. It was in a small PC case -- about the size of
a PS2
> case. Had a 65816, a built-in Black Box, 3-1/2" drive, and had the
ability to
> run at 3.52 (?) MHz when running in the 65816 mode outside of the normal
64K.
> I think it had a second display chip to allow running at the faster clock
> speed. Really nice, from what I couuld see. Really worked, too.

We really needed at least one hardware upgrade from Atari. What Yamaha did
for the display chip in the SNES was ~run it at a high clock rate for the
dot clock and divide it down for the processor. If Atari would have come out
with a GTIA that ran off a ~7 mHz crystal and an ANTIC that could display 80
bytes on a horizontal line, it would have made the system much more useful.

# 6342. Re: Programmer's editor

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-14 18:25:58 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <WW1Db.3773$0s2.1999@newsread2.news.pas.earthlink.net>
Source record: 18055

"Jochen Sch&#65533;fer" <josch@joschs-robotics.de> wrote in message
news:brhcrt$k06$1@news.uni-kl.de...
> William Kendrick wrote:
> > Jochen Schafer <josch@joschs-robotics.de> wrote:
> >
> >>Hi there.
> >>
> >>Can somebody recommand a editor for programming?
> >
> >
> > One of the best, IMO, is the built-in editor in Action!
> > That might not help, tho ;)
> Yes, it is one of the best. But I search for one that I can use with one
> of the standalone compilers.

There is something like TEDIT that was written by one of the guys who did
BBK art. It was pretty good, but always defaults to a 2 space
indentation/margin from the left.

# 6343. Re: Programmer's editor

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-14 19:08:34 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <Zz2Db.5591$n31.96292@news2.e.nsc.no>
Source record: 18056

"Jochen Sch&#65533;fer" <josch@joschs-robotics.de> skrev i melding
news:brg1mi$236$1@news.uni-kl.de...
> Hi there.
>
> Can somebody recommand a editor for programming?

```
I tend to use Textpro. It's nice and fast enough. But, then I am using AMAC
to compile it with, which I guess isn't many others first choice of
assembler.
```

# 6344. wanted to buy: A.N.A.L.O.G. Computing #1-5

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-14 19:18:51 UTC
From: Laslo <laslo_at_large@comcast.net>
Message-ID: <vl2Db.390638$275.1248443@attbi_s53>
Source record: 18057

Looking to buy A.N.A.L.O.G. Computing issues #1-5. If you've
got 'em and are willing to sell 'em, let me know.

Las

# 6345. Re: PC to 8 bit disk service?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-14 19:20:37 UTC
From: 8-Bit <koltz@rrsd.k12.wi.us>
Message-ID: <gvdptv4isgars6e6je99l3suioqug5pfvn@4ax.com>
Source record: 18058

He wants to pay somebody to write disks for him to original Atari
disks is how I read it.

On Sun, 14 Dec 2003 13:10:27 -0500, "Z.Beeblebrox"
<the.z.guy@comcast.net> wrote:

>I'm not really sure I understand your question.
>no, wait. I am sure I don't understand your question.
>
>I did get one of those cables that lets you use your ibm PC as a big 'disk
>drive' for your atari 8-bit.
>That works fine.
>
>If you have another way of wording your request or give a few examples,
>maybe I can answer your question.....or maybe somebody else can. I'm not
>entirely sure what it is you're trying to do.
>
>-z-
>
>"Gareth" <hotmail.com@dgareth.spm> wrote in message
>news:WUNCb.384$tQ6.8990@wards.force9.net...
>> Over the years I've tried to follow schematics to create various cables
>> capable of copying PC files to 8 bit format - all without success. Does
>> anyone offer a service which will provide downloadable files in a format
>> capable of being read by a 1050 disk drive?
>>
>> Gareth.
>>
>>
>

# 6346. Re: ATARI 130XE - Memory problems

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-14 23:08:54 UTC
From: Jindroush <jindroush@nospam.seznam.nospam.cz>
Message-ID: <3FDCED86.91045D19@nospam.seznam.nospam.cz>
Source record: 18059

quadro wrote:
> Unfortunately, today (after 5 days power-off) my Atari 130XE show me
> memory problems
> At the boot the computer jump to the Memory Test....always!!
> No Basic or Self-Test screen, but only and continually Memory Test.

I had exactly the same problem. One of the rams was dead - but cold. I had to desolder them all and replace one by one till I found the guilty one.

--
Jindroush <jindroush@nospam.seznam.nospam.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project
Remove both 'nospam's from the address to reply.

# 6347. Re: Best Atari 8-bit Chess?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-15 00:03:54 UTC
From: Cruiser7 <Cruiser7@nospam.com>
Message-ID: <vtpujpg4q3vea0@corp.supernews.com>
Source record: 18060

Z.Beeblebrox wrote:
> I don't know the "official" rating of those 8-bit programs, but
> "Chessmaster" was always pretty powerful and my favorite.
>
> On a side note: I once conducted my own computer chess competition (yeah,
> really exciting stuff). I had a bunch of computer systems all playing
> eachother in chess. I had a few ataris (8-bit and 2600), a mac, an old ibm
> PC, etc...I would start 2 games, then just input one computer's move as MY
> MOVE on the 2nd computer...and so forth.....I got bored after moderating
> this for a while...as you can imagine. The results? Nah....it was too long
> ago (80's) and I don't recall who the champ was.

Eghads! I thought I was the only one who thinks of things like this. :)

A few years ago, I decided to use emulators and keep it to computers
I've owned (Atari 8-bit, Amiga, and PC). I started off with the Atari
8-bit's Chessmaster 2000 vs. Amiga's Battle Chess, but unfortunately I
lost the first results. I started again this summer and so far, the
Amiga is narrowly leading the Atari; the winner gets to meet the PC in
it's version of Battle Chess.

C7

# 6348. Re: wierd facination with 8bit atari's Kevin

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-15 01:16:23 UTC
From: fige <fige77@rogers.com>
Message-ID: <HX7Db.29016$NNW1.22824@news04.bloor.is.net.cable.rogers.com>
Source record: 18061

Hi Kevin....
I have a same problem.... I still have a few of then.... 130's and 800's..
But I still have a hundred games.... hmmm in Turbo 2000 format end
Turbo 5000... for XC12...but I don't have this recorder.....
I have also 4 PC's.... NT200, Win98, Coherent, XP...
but my Atari staff are my memories (im 54 y. old).
keep well and don't vorry about it... old Atari Fox are the same...

George F.

"kev" <kevin@kevin.net> wrote in message
news:gb35tvcpd1f60g14fvkugv8vgd6t2kh9ii@4ax.com...
>
> I've had a lot of systems over the years, my first was an atari 400,
> then a 800xl, 130xe after that a NES, Turbografx16, Amiga 1000, 500,
> 2000 Atari Jaguar, and lynx also an atari 520st plus all sorts of ibm
> comp from the 486 on up to now. Anyway, for some reason the only
> system I really have fond memories of is the atari series (8bit).
> they seem to be stuck in my brain somewhere. Something about those
> machines the way they looked and even their capabilities while very
> primitive by our standards even 10 years ago they were much more
> impressive than things I see today (for example star raiders in 1980,
> or the ROBOTCES demo).
>
> Do you feel the same way? I have a theory that since atari really
> never made a sequel to the atari 800, we just kind of never "let go".
> The Atari ST was a different beast altogether and while the Amiga was
> definetly created with the same spirit hardware wise it's OS was not
> like the 8-bit at all and it was very expensive.
>
>
>
>
>
> kvn

# 6349. Re: Announce: Simple 65c02 simulator for Linux

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-15 01:37:13 UTC
From: "M. Pender" <mpender@hotmail.com>
Message-ID: <df8Db.11316$xO.2876@nwrddc02.gnilink.net>
Source record: 18062
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

Sheldon Simms <sheldonsimms@yahoo.com> wrote in message
news:pan.2003.12.06.04.31.36.121795@yahoo.com...
> I have also made a wxWindows .so available on my web page if you
> prefer one-stop downloading, but please be nice to my web server;
> it's just an old Mac Centris 650 on a cable modem.

How do you make your Centris 650 accessible on a cable modem? I thought
that the IP addresses for cable modems are dynamic?

- Mike

# 6350. Re: Announce: Simple 65c02 simulator for Linux

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-15 01:57:46 UTC
From: Steve Nickolas <uNsOoStPsAuMkSi@verizon.net>
Message-ID: <Pine.LNX.4.44.0312142056540.28855-100000@localhost.localdomain>
Source record: 18063
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

On Mon, 15 Dec 2003, M. Pender wrote:

> Sheldon Simms <sheldonsimms@yahoo.com> wrote in message
> news:pan.2003.12.06.04.31.36.121795@yahoo.com...
> > I have also made a wxWindows .so available on my web page if you
> > prefer one-stop downloading, but please be nice to my web server;
> > it's just an old Mac Centris 650 on a cable modem.
>
> How do you make your Centris 650 accessible on a cable modem? I thought
> that the IP addresses for cable modems are dynamic?
>
> - Mike

From what I've heard talking to a person who's used two different cable
ISPs, it depends on the ISP.

-uso.

# 6351. Re: Announce: Simple 65c02 simulator for Linux

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-15 02:29:04 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <SbidncDPOr9VgUCiRVn-gg@comcast.com>
Source record: 18064
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

"Steve Nickolas" <uNsOoStPsAuMkSi@verizon.net> wrote in message
news:Pine.LNX.4.44.0312142056540.28855-100000@localhost.localdoma
in...
: On Mon, 15 Dec 2003, M. Pender wrote:
:
: > Sheldon Simms <sheldonsimms@yahoo.com> wrote in message
: > news:pan.2003.12.06.04.31.36.121795@yahoo.com...
: > > I have also made a wxWindows .so available on my web page
if you
: > > prefer one-stop downloading, but please be nice to my web
server;
: > > it's just an old Mac Centris 650 on a cable modem.
: >
: > How do you make your Centris 650 accessible on a cable modem?
I thought
: > that the IP addresses for cable modems are dynamic?
: >
: > - Mike
:
: From what I've heard talking to a person who's used two
different cable
: ISPs, it depends on the ISP.

Comcast told me they can allow static IP addresses, but
they prefer not to. If you beg them and get the right
customer support person, they can be talked into it.

Bill @ GarberStreet Enterprizez };-)
Web Site - http://garberstreet.netfirms.com
Email - willy4SPAM6pa@comXcast.net
Remove - SPAM and X to contact me

---
This email ain't infected, dude!

Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.544 / Virus Database: 338 - Release Date: 11/25/03

# 6352. Re: Announce: Simple 65c02 simulator for Linux

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-15 03:23:04 UTC
From: Ernest <leucoplast@seanet.NOSPAM.com>
Message-ID: <sO9Db.554679$Fm2.523349@attbi_s04>
Source record: 18065
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

```
"Bill Garber" <willy46pa@comcast.net> wrote in message
news:SbidncDPOr9VgUCiRVn-gg@comcast.com...
>
> "Steve Nickolas" <uNsOoStPsAuMkSi@verizon.net> wrote in message
> news:Pine.LNX.4.44.0312142056540.28855-100000@localhost.localdoma
> in...
> : On Mon, 15 Dec 2003, M. Pender wrote:
> :
> : > Sheldon Simms <sheldonsimms@yahoo.com> wrote in message
> : > news:pan.2003.12.06.04.31.36.121795@yahoo.com...
> : > > I have also made a wxWindows .so available on my web page
> if you
> : > > prefer one-stop downloading, but please be nice to my web
> server;
> : > > it's just an old Mac Centris 650 on a cable modem.
> : >
> : > How do you make your Centris 650 accessible on a cable modem?
> I thought
> : > that the IP addresses for cable modems are dynamic?
> : >
> : > - Mike
> :
> : From what I've heard talking to a person who's used two
> different cable
> : ISPs, it depends on the ISP.
>
> Comcast told me they can allow static IP addresses, but
> they prefer not to. If you beg them and get the right
> customer support person, they can be talked into it.

Back when it was TCI, I purchase a static address for an additional $5 per
month. Then, ATT took over and assigned all new IP address'. I called them
about my previous static address and they said that they no longer were
offering static address' (but they didn't seem to mind taking my extra $5
per month until I called them about that too.) Then, Comcast took over and
continued ATT's policy.

The ironic part is that from the time that ATT took over until just a week
ago, I had the same "dynamic" address. In other words, since I never turned
my cable modem off, I kept the same address. I ran my web page for all of
that time on the same dynamic address, as though it was a static address,
and I didn't have to ask permission or pay extra.
```

OK, that was then but this is now. A week or so ago, my internet connection stopped working. I followed the problem back to my IP address -or my NAT settings to be more specific. It seems that Comcast reset my IP address around 8am PST, which broke my NAT settings. So, I took my router out of the loop, checked my new IP address, and reconfigured my NATs, and my webpage was working again. The next morning at 8am PST, my IP address changed again. Ugh! I followed the previous steps to get my page working again. Next day, same thing. Shit!

Since then, I haven't restarted my webpage, and guess what? My IP address hasn't changed. I get the feeling that Comcast is trying to stop people from running web servers on their home systems. Can they know if I am doing that? I'm not sure but it looks that way. I'll restart the web server tomorrow and test my theory.

# 6353. Re: Best Atari 8-bit Chess?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-15 03:27:24 UTC
From: russg <russg@en.com>
Message-ID: <vtqam5q218dv21@corp.supernews.com>
Source record: 18066

I played Colossus, but din't like it very much.
I still play Sargon III on emulator regularly.
I extracted a binary load file from the boot disk, made it so the
openings disk would be in D2:, changed the blue-white board
to sorta tan-brown.
The Sargon III that I recently downloaded from the site (..... a .cl site.)
wouldn't load an opening no matter where the openings disk was.
i.e. I think I have a better crack of it than is in some archives.

Which brings up a question I asked about a month ago, nobody
said. LARRY RICHARDSON..... (I think that was the name)
had a great site of cheats, solutions, docs, but it is gone, we
need that site (fer instance, I put SCRAM and SARGON III docs
on it.)

Rambling RussG

# 6354. Re: Announce: Simple 65c02 simulator for Linux

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-15 04:14:35 UTC
From: Sean McNamara <sean@macassist.com.au>
Message-ID: <sean-632AED.15143515122003@news-server.bigpond.net.au>
Source record: 18067
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

In article <sO9Db.554679$Fm2.523349@attbi_s04>,
"Ernest" <leucoplast@seanet.NOSPAM.com> wrote:

> Since then, I haven't restarted my webpage, and guess what? My IP address
> hasn't changed. I get the feeling that Comcast is trying to stop people from
> running web servers on their home systems. Can they know if I am doing that?
> I'm not sure but it looks that way. I'll restart the web server tomorrow and
> test my theory.

A simple scheduled portscan by the ISP on its customer's IP addresses would tell them if common (and even uncommon) ports are being used. It would probably be straightforward for some script wizard to make a script to change the IP if open ports are found.

The way around this is to use one of the dynamic DNS systems around the 'net. DynDNS.org is a great one - just do a search for "dynamic DNS" on your favourite search engine to find others.

Hope that's of use,

Sean

PS Here in Aus, I've had the same IP with our cable provider (Bigpond) for close to 2 years, even though it's officially dynamic. That's even with a move across town and numerous power resets on the cable modem. They frown on people assigning static IPs in their TCP/IP settings, even if it's the same IP which has been distrisbuted via DHCP. And we can't pay for a static IP, not that it's mattered for ages.

---

Sean McNamara mailto:sean@macassist.com.au
MacAssist Ph: (02) 8920 0866
Authorised Apple Solutions Reseller Fax: (02) 8920 0877
ABN 95 758 412 281 Mobile: 0414 270 132

# 6355. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-15 04:21:09 UTC
From: bill@newbreedsoftware.com
Message-ID: <VEaDb.2804$XF6.64960@typhoon.sonic.net>
Source record: 18068
Cross-posted to: comp.sys.atari.8bit,comp.sys.amiga.morphos

Daniel Miller <daclmi@mediakingx.com> wrote:
> I am sorry I missed meeting you there, Bill.

I was there the second day.

> I did not know you had an interest in the Amiga scene.

Well, seeing how cool the Amiga is, and how similar to the beautiful Atari design it was, I've always wanted one. I haven't found the time to go get one, though. :)

The folks from the Sacramento Amiga club invited my club, the Linux Users' Group of Davis, to have a booth there. Unfortunately, cost was prohibitive, and there was little interest, other than me.

They missed a neat show, though! Cool new hardware these days. :)

> I guess you are well aware that two of
> your SDL games, CircusLinux and MadBomber, have been ported to MorphOS
> versions.

Indeed! :)

<snip>
> Now Jeri did indeed show the Commodore One board at AmiWest,
> unfortunately we did not see any demo. Some of these projects just
> seem to linger indefinitely, I wish people would bring something to
> market once in a while.

Yeah. OTOH, the market is tiny, compared to anything one would make a /real/ profit from, so I'm just glad people are stretching the limits and working on cool things _at_all_. :)

> Another great guest at Amiwest was John Harris, formerly of Sierra
> Online, who authored Jawbreaker. John told me he recently unearthed an
> early version of Jawbreaker that had PacMan-style graphics.

Yeah, I saw him there briefly. :)

> The then-teenaged John originally wrote a pretty straight clone, but
> switched things around when Sierra's lawyers explained Sierra couldn't
> possibly sell that. I have been meaning to write John to see if he
> would release an ATR...

I THINK he pops up around here... :)

-bill!
bill@newbreedsoftware.com Got kids? Get Tux Paint!

http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 6356. Re: Announce: Simple 65c02 simulator for Linux

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-15 04:42:29 UTC
From: Sheldon Simms <sheldonsimms@yahoo.com>
Message-ID: <pan.2003.12.15.04.42.27.281541@yahoo.com>
Source record: 18069
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

On Mon, 15 Dec 2003 04:14:35 +0000, Sean McNamara wrote:
>On Mon, 15 Dec 2003 01:37:13 +0000, M. Pender wrote:
>> Sheldon Simms <sheldonsimms@yahoo.com> wrote in message
>> news:pan.2003.12.06.04.31.36.121795@yahoo.com...
>>
>>> http://wsxyz.dyndns.org/sim65
>>> ...
>>> but please be nice to my web server;
>>> it's just an old Mac Centris 650 on a cable modem.
>>
>>How do you make your Centris 650 accessible on a cable modem? I thought
>>that the IP addresses for cable modems are dynamic?

> The way around this is to use one of the dynamic DNS systems around the
> 'net. DynDNS.org is a great one - just do a search for "dynamic DNS" on
> your favourite search engine to find others.

This is exactly how I do it, as you can see from the address of my
web page.

The Centris 650 is running NetBSD and is the connection to the internet
for my home network. It serves web pages and does NAT for the rest of
the computers on the network. It's built-in 10Mbit Ethernet talks to the
cable modem and a 10/100Mbit NuBus card connects to the home network.

However, I'm thinking of replacing it with a Linux PC. I have three
unused PCs lying around, all of which are more powerful than the old
Mac, even though they are worthless pieces of crap by PC standards.

Digressing more, I find that the Centris 650 is much more sturdy and
reliable (and well built) than the Beige G3 desktop next to it, although
their external appearance is almost identical.

# 6357. Re: Announce: Simple 65c02 simulator for Linux

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-15 04:44:28 UTC
From: Greg Buchner <apple22@mn.rr.com>
Message-ID: <apple22-CC8E99.22430114122003@apollo-ge0.rdc-kc.rr.com>
Source record: 18070
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

In article <df8Db.11316$xO.2876@nwrddc02.gnilink.net>,
"M. Pender" <mpender@hotmail.com> wrote:

> Sheldon Simms <sheldonsimms@yahoo.com> wrote in message
> news:pan.2003.12.06.04.31.36.121795@yahoo.com...
> > I have also made a wxWindows .so available on my web page if you
> > prefer one-stop downloading, but please be nice to my web server;
> > it's just an old Mac Centris 650 on a cable modem.
>
> How do you make your Centris 650 accessible on a cable modem? I thought
> that the IP addresses for cable modems are dynamic?

I do it via <http://www.no-ip.com/> although I generally am not running a webserver. Usually only access
to filesharing, ssh or Timbuktu when I'm gone. You can download a
program that will run every so often and make certain your IP address is
current with No-IP's system. Currently if you go to buchner.zapto.org
you should get the default web page served up by OS X from my G3
connecting through my router. I suppose I could be like Sheldon and set
up my Quadra 650 as the web server, but the drain on system resources
stays quite low, even when someone's downloading a large file that I set
up be to accessed through http. Usually stays under .2% of processor
time with occasional bumps up to 1%. But it'd probably be generally
safer to run it on the 650...less of a security risk as I'd be running
Mac OS 8.1 on it. But I try to make certain everything stays up to date
on the G3 or the connectivity stays off if there's a long term no-fix...

Now, my IP address may be listed as being dynamic, but it hasn't changed
since my router booted up on 9/30/2003 after a power outage. Road
Runner only seems to change it for me when I've been down for a while
because of something.

Greg B.

--
There's just one 2 in my e-mail address, so delete one to e-mail me.

## 6358. Anyone know a cheats for Bandits?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-15 05:40:27 UTC
From: "news.optonline.net" <jrotbard@rocketlink.net>
Message-ID: <fPbDb.159186$655.29527521@news4.srv.hcvlny.cv.net>
Source record: 18071

Does anyone know how to get unlimited lives in Bandits by Sirius Software?
I tried using the cheat in the Atari800Win Plus emulator and cannot find the
memory location where the lives are stored.

## 6359. Anyone know a cheats for Bandits?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-15 05:40:29 UTC
From: "news.optonline.net" <jrotbard@rocketlink.net>
Message-ID: <hPbDb.159188$655.29527833@news4.srv.hcvlny.cv.net>
Source record: 18072

Does anyone know how to get unlimited lives in Bandits by Sirius Software?
I tried using the cheat in the Atari800Win Plus emulator and cannot find the
memory location where the lives are stored.

# 6360. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-15 09:42:09 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/vendev_1071481233@rtfm.mit.edu>
Source record: 18073
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: November 22, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:hunmanik@earthlink.net

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:hunmanik@earthlink.net

UPDATES SINCE PREVIOUS POSTING
2003.11.22 Discount Video Too updated
2003.11.22 added AtariVue (Paul Lefebvre)
2003.11.22 added Universal Radio--makes cable suitable for 8-bit Atari video
2003.11.08 PVBest (Philippe Vuillerme) added - Atari ROM File Designer,
Atari File Designer, Atari Monitor 2.0, more
2003.11.08 Mark Grebe - Atari800MacX 1.6.0
2003.11.01 Dean Garraghty Software (DGS) - new CD-ROM, SCART cables
2003.11.01 Radek Sterba (Raster) - Raster Music Tracker (RMT) 1.14
2003.10.22 Sunmark Products - MIDI Maze cartridge
2003.10.20 Raphael Espino - JpegView 0.9 (17Oct03), PgmView 0.1 (17Oct03)
2003.10.05 Ernest Schreurs WAV2CAS Version September 30th 2003

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Subject: Introduction
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Conventions
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All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

SAE/SASE/IRC info from http://www.genfair.com/greenpages/sae.htm
---------------------------------------------------------------
It is courteous when writing to any new correspondent to cover in advance their postage costs in replying to you. If they are in the same country it's a simple matter to enclose an SAE (stamped addressed envelope), which is known in American English as an SASE (self-addressed stamped envelope). It is not always obvious how to do this for correspondents in another country. One answer is to use International Reply Coupons.

An International Reply Coupon can be purchased at any Post Office in any country in the world. This is agreed through the Universal Postal Union. You can then send the IRC to someone in another country who can cash it in at a Post Office there for a postage stamp covering the minimum rate for an Airmail letter (unregistered).

One IRC enables a letter up to 10 grammes to be airmailed abroad. That's not much more than a couple of sheets of paper. So if you want a reply with more than this, better send two or more IRCs!

Verfications -> YOU!
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This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this

list, please do your part in keeping it useful for everyone!

---

Subject: A

4JAYS (Jay Colen) 9/02
519 W. Fourth Street
Antioch, CA 94509
USA
(925) 777-1160
Store Hours: 12-6pm Tuesday thru Friday - 11-5pm Saturday
http://www.4jays.com/
Vendor: used hardware and software

A-ONE Magazine - Atari Online News, Etc. 9/02
Dana P. Jacobson -- Editor
http://www.AtariNews.org/
Publisher: A-ONE online magazine. weekly

Alhart Enterprises Presents (AEP) 9/02
c/o Paul V. Alhart
524 North Zee St.
Lompoc CA 93436
USA
tel: (805) 736-4624
mailto:paulalhart@hotmail.com
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair Shop.

Alltronics - Electronic Component Supply 5/02
PO BOX 730
Morgan Hill, CA 95038-0730
USA
Phone: 408.847.0033 Hours 10am to 4pm Monday - Friday
Fax: 408.847.0133
http://www.alltronics.com/computer_miscellaneous.htm
Vendor: 1020 Color Printer, CX85 Numerical Keypad, CX80 Trak-Ball

Controller, ALPS/1020 printer/plotter pens

Guus Assmann 5/03
(with Marc Brings, Thomas Grasel, Harry Reminder, Carsten Strotmann)
http://www.strotmann.de/twiki/bin/view/APG/ProjUSBCart
Developer: Project USB Cartridge (USB Cartridge with two USB Slots)

Associated Enterprises (Victor Halling) (EMAIL BOUNCES 1/03)
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari Bit Byter User Club e.V. (ABBUC) 11/02
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
http://www.abbuc.de/
Vendor: PD/freeware/shareware, hardware, commercial software
Developer: wide variety including: SIO2PC(SIO2ST)-Interface,
PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply
(SPS), 8-Channel dig. Voltmeter (DVM), XL Switching Interface,
Speedy 1050 upgrade, RomDisk, QMEG+ 4.0, USB Cartridge with two USB Slots.
Extensive hardware schematics for sale.
Has obtained rights to many products including: KE-Soft, Klaus Peters
Elektronik, AMC-Verlag, Compyshop
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

AtariVue, sponsored by LogicalVue Software, Inc. (Paul Lefebvre) 11/03
http://www.logicalvue.com/Atari/
Developer: bomBer, Asteroid Run

ATARIX (paper magazine) 8/02
See: Satantronic

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

AVtoolbox 9/02
800-235-3280 or 859-647-1077
Fax 859-282-9995
http://www.avtoolbox.com/
Developer: a number of video<->VGA conversion devices, including the
Cheese Video Box. Connect your Atari to your PC monitor!

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Subject: B

B&C ComputerVisions/Atari Sales & Service (Bruce & Cathy Carso) 9/02
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
FAX: (530) 295-9271
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher 9/02
http://ourworld.compuserve.com/homepages/ebacher/
Developer: DIS6502 1.4 -- Atari 6502 Disassembler for Win 3.1/95

Ullrich von Bassewitz 8/03
Germany
http://www.cc65.org/
Developer: cc65 2.9.2 - C crosscompiler / crossassembler combo for 6502
systems, including the 8-bit Atari

Michael Beck 5/03
http://www.rho-sigma.de/
Developer: Atari 8bit filesystem for Linux 0.1

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 9/02
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: 408-278-1070 (M-F 1:30pm to 5:00pm PST)
FAX 408-278-1092
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software) 8/02
Na Hrebenkach 42
15000 Praha
Czech Republic
mailto:olda@jrc.cz (c/o Oldrich Rezler)
Developer: BW-DOS 1.00/1.10/1.30, BW-DOS Update #2, Multi Dash, Multi Race,
Multi Worms (multiplayer-games for multilink/gamelink 2 hardware), Golfer,
H2O, Tetris 3D, Superpacker 1.0, Virus Scanner 1.0, Text Converter,
plus many other game and demo programs...

Adam Bienias 8/02
Poland
http://www.try2emu.cavern.com.pl/sap/
Developer: SAP -- Slight's Atari Player, Codecruncher 2.x and 3.x

B.G. Micro 4/02
555 N. 5th St Suite 125
Garland, TX 75040
USA
orders: 1-800-276-2206 or 972-205-9447
tech: 972-205-9427
fax: 972-205-9417
http://www.bgmicro.com/
Vendor: CX85 Keypad,
hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 9/02
http://www.bigfivesoftware.com/
Developer: Miner 2049er, Bounty Bob Strikes Back,
Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Steve Birmanns and Matthias Belitz 3/00
Germany
http://www.birmanns.de/atari/
Developers: MSC-IDE Harddisk-Controller

Bit Busters 9/02
Poland
Aleksander Martin (Alex), Piotr Kielczyk (Pet), Pawel Szewczyk (Replay),
Tomasz Zdulski (Zulus), Pawel Sikorski (Sikor), Michal Szpilowski (Miker)
http://www.bitbusters.topnet.pl/ or http://republika.pl/alex6502/
Developer: Bobsland (Intro), Extract (Graphic Collection), More! (Intro),
Sheol (Demo Disk), Timeless Announcement (Demo), Waves (Intro)

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bravo Sierra Computers (BSC) (Ben Smith) 2/03
Oregon

USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
http://BenSells.Atari.org or http://BensCatalogs.Atari.org or
http://www.aracnet.com/~Atari/
Vendor: used/new Games/Software, Hardware/Accessories, Books/References

Zdenik Burian 5/02
Marie Majerove 33
Prostijov 6
798 11
Czech Republic
http://flop.atari.org/
Publisher: FLOP disk magazine (Magazine FLOP is only in Czech.), annual?

Artur Burzynski (j131) 9/02
Gdynia
Poland
http://strony.wp.pl/wp/j131atari/
Developer: SIO2PC cables

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Subject: C

Sidney Cadot 10/02
The Netherlands
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software 11/02
USA
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Itay Chamiel 10/02
9-A Narkis St.
Jerusalem 92461
Israel
mail: itayc at cs.huji.ac.il

http://www.cs.huji.ac.il/~itayc/
Developer: Ice-T XE v2.72 (128K XL/XE) (full-featured communications
software), Ice-T 800 v1.1 (48K), Sirtoot -paint program (not complete),
The Wall -strategy arcade game (Tetris clone),
Joust cheat - a small "hack" for the game Joust

ChildsPlay Software Services
9127 Hwy 25 APT E
Monticello, MN 55362
USA
mailto:serflaten@usinternet.com
Developer: games, and other software, including Solitaire

Computer Games Plus 8/02
PO Box 6144
Orange, CA 92861
USA
tel: (714) 639-8189
http://www.gamesplus.com/
Vendor: commercial software, a few power supplies

Computer Software Services (CSS) (Bob Puff) 4/03
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (585) 429-5639
Fax: (585) 247-7158
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyberpeeps (David Loughton) 8/02
United Kingdom
http://www.cyberpeeps.freeserve.co.uk/
Vendor: small selection of hardware and software

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Subject: D

D'Antiques, Ltd. (Dan Dotson and Marilyn Saul) 11/02
PO Box 40751
Tucson, AZ 85717-0751
USA
FAX: (561) 658-0835
http://www.dantiques.com/
Vendor: used hardware and software

Jan Detlev 11/02
The Netherlands
http://www.detlev.myweb.nl/ or http://home.wanadoo.nl/jdetlev/
Vendor: new hardware and software

DGS 11/02
See: Dean Garraghty

Digital Force (Mario Trams) 11/02
Germany
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Florian Dingler 5/03
http://www.akk.org/~flo/
Developer: Sheeprace, Cardgrabber, Icehockey (each games that require the
Multijoy interface

Discount Video Too (Gary) 11/03
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software and some hardware

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Adam Dunkels 3/03
See Also: Christian Groessler
Stockholm
Sweden
http://dunkels.com/adam/contiki/
Developer: Contiki Operating System and Desktop Environment. Includes:

Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Personal webserver (only in the C64/TFE version),
Simple telnet client (only in the RS232/SLIP version), Web browser

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Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 11/02
P.O Box 3365
Spring Hill Florida 34611-3365
USA
http://www.voicenet.com/~generic/
Vendor: used hardware/software

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
USA
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Emulators Inc. (Derek Mihocka) 9/02
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540 Monday to Friday, 10am to 2pm EDT
FAX: (206) 236-0257
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit, Atari ST, and Apple
Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 -
free 8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic
3.8 - free 8-bit Atari emulator for MS-DOS

Raphael Espino 10/03
United Kingdom
http://rjespino.atari.org or http://rjespino.tripod.com/atari.html
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility); Atari 8-bit
JPEG Viewers: a8jdpeg 0.8 (14Sep02) "The original Atari 8-bit interface",
JpegView 0.9 (17Oct03) "A friendlier menu oriented version of a8jdpeg",
JpegShow 0.1 (07Aug01) "A slideshow version". PgmView 0.1 (17Oct03)

Evangelo's Wares (Angelo Vahatouras)
Elizabeth NJ 07208
USA
tel: (908) 558-0383
mailto:VangelisV@AOL.com
Vendor: commercial software. "has over 1,000 titles for the Atari 8 & 16 bit
machines, IBM, Amiga, C-64-128 and Used Musical Instruments. Mailorder ONLY!
No Store front."

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Subject: F

Far North Atari Computers (Frank Stallings)
515 Craig Avenue
Fairbanks, Alaska 99701
USA
tel: 907-456-3700
mailto:farnorth@ptialaska.net or mailto:farnorth@polarnet.com
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/02
http://www.ctaz.com/~jlfenton/index.html
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for
68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator,
Atari 400/800/XL/XE emulation for the PowerMac),

Mike Fenton 1/02
http://www.geocities.com/SiliconValley/Node/4391/
Developer: WAHCE v1.0 beta (Weightless Atari Home Computer Emulator,
for Windows 95/98)

Foundation Two 11/02
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks)
Germany
http://rz-home.de/~foundationtwo/ or http://foundationtwo.atari.org/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut, Bremspunkt (Brems.)

Ron Fries 3/03
ftp://members.aol.com/atari800xl/
Developer: PokeySound Atari POKEY Chip Emulator V2.3 (19 Jan 98),
Pokey Sound Emulation Library V2.3 (January 19, 1998)

Piotr Fusik
mailto:fox@scene.pl
Developer: X-Assembler--Two pass 6502 cross assembler for PC. The source
format is backward compatible with Quick Assembler.

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Subject: G

Dean Garraghty Software (DGS) 11/03
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone:+44-(0)-7905-916138
Fax: +44-(0)-870-133-9745
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes

International English versions of Power Per Post (PPP) software from Germany;
DGS Atari 8-bit PC CD-ROM includes: Quick (programming language) V2.2 and
V2.1, Quick Support Disks 1 and 2, Screen Aided Management (SAM) V1.25i (80-
column desktop system), SAM Budget (spreadsheet), SAM Designer (DTP),
SAM Utility Extensions, 4 PPP games (Rubberball, Bombi, Minesweeper,
Glaggs It!), Quick Ed (character set editor), Digi-Studio, News-Disk issues
1-14, News-Paper issues 15-26, News-Paper Yearly Disk 1, Print-Filer from
Rambit, AMS 96 video in MPEG-1 format, various PD software
Developer: Digi-Studio (digitized sounds/music package),
Cables (each Atari 8-bit to TV): SCART, RCA Phono, Combined
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

GFH Marketing (Gordon Hooper) 9/02
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
mailto:ghooper2@lycos.com
Publisher: 8-Bits Forever! (book)
$6.99 US or $7.99 CDN (money orders only)

GMG 11/02
(Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian
Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan
Cmarko))
c/o Marek A. Chorvat
Polna 11
97405 Banska Bystrica
Slovakia
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro,
HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers,
Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor,
Mega Color Editor, Wanted megademo, Bristly hedgehog music collection,
Robot Assault intro, Risa Zla intro, Street fighter II demo

Steve Goss - "JetBoot Jack's Computer Game Relics" 1/03
http://www.jetbootjack.com/
Developer: Contagion, Zero War, Plastron

Thimo Graef 6/02
Im Osterfeld 13
56462 Hoehn
Germany
http://www.classic-videogames.com
Vendor: new software

Mark Grebe 11/03
http://members.cox.net/atarimac/
Developer: Atari800MacX 1.6.0 (version of Atari800 emulator for MacOS X)

Christian Groessler 3/03
See Also: Adam Dunkels
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/cc65/contiki/
Developer: Atari800 DC v0.72 (8-bit Atari emulator for Sega Dreamcast),
8-bit Atari port of: Contiki Operating System and Desktop Environment 1.0
-- Includes: Multi-tasking kernel, Windowing system and themeable GUI toolkit,
Screen-saver, TCP/IP stack, Simple telnet client, Web browser

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Subject: H

Clay Halliwell 10/02
11720 Mastin, Apt 2508
Overland Park, KS 66210
USA
mailto:clay.h@att.net
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HARD Software 11/02
H-1076 Budapest
Thokoly ut 25.
Hungary
http://www.geocities.com/SiliconValley/Vista/6084/
Developer: Veronika, Blip!, Cool Emotion, ABBUC Magazine #36 Intro,
Joyride

Harmonic Research 8/02
40 Wiley Lane
Woodstock, NY 12498
USA
voice: 845-679-5856
fax: 845-679-5856
http://www.hrx.com/
Developer: various RGB/NTSC/PAL video signal encoders/decoders

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [this zip code is old; need new zip code]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Tom Hunt (Closer To Home Enterprises) 12/02
USA
http://cth.dtdns.net/ or http://cth.hn.org/
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
Developer: The Armorizer, ATOS ATari Operating System (GUI), Check CRC32, Disk Fragmentation Utility, The Long Integer Library, M.T.O.S. (Multi-Tasking Operating System), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell, Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old computer or dumb terminal to access the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet), AT Term (ATASCII terminal emulator for Windows), Mouse 03, Mouse 78. (Mouse is a programming language)

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Subject: I

individual Computers (Jens Schonfeld) 6/02
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel, a universal floppy disk controller that uses unmodified PC diskdrives. Disk formats supported include:
Atari 800XL (all MFM formats, FM under developement). 3 Catweasel versions:
- Catweasel MK2 for Amiga 1200 and Amiga 4000
- Catweasel ZII S-Class for Amiga with Zorro slots
- Catweasel ISA version (PC, Alpha AXP)

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Subject: J

Jeff Jackson 9/02
USA
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

JAY Software (Jan Krupka and Stanislav Opichal) 8/02
Czech Republic
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

JTM Ltd
330 1st NE
Mason City, IA 50401
USA
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

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Subject: K

Nick Kennedy 8/02
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
http://www.tcainternet.com/wa5bdu/
Developer: SIO2PC 4.19 software, hardware plans, cables, parts (not for WIndows-XP); PINEWOOD.EXE (time external events to millisecond accuracy), TIMER.COM (variation of PINEWOOD), PACKET.OBJ (packet radio controller for the Atari), EPROM.COM (controller program for burning EPROMS), FREQ.COM & SYNTH.OBJ (controller for a Direct Digital Frequency Synthesizer), KEYER.OBJ (morse code keyer program)

Komires (Miroslaw Koziol, Slawomir Koziol) 8/03
Poland
http://www.komires.com/
Developer: EMUAPC DEMO 0.92 (Atari 8-bit emulator for DOS and Win32)

Miro Kropacek (MiKRO) 8/02
Slovakia
http://mikro.atari.org/ or http://mikro.local.sk/
Developer: Sprite Editor 1.2 for Atari XE/XL, 48 kB RAM (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Jindrich Kubec (Jindroush) 1/02
Czech Republic
http://jindroush.atari.org
Developer: Acvt v1.07 (PC), Adir v0.67 (PC), AExt v1.01 (PC), AutoRBas v1.00 (ATARI), Bas2Boot v1.02 (PC+ATARI), BasLoad v1.00 (ATARI), ChkBas v1.10 (PC), ChkExe v2.71 (PC), ChkRom v1.00 (PC), IMID v1.02 (PC), IMIDdb v1.00 (PC), SidLoad v1.06 (ATARI)

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Subject: L

Chris Lam 10/03
United Kingdom
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for the Apple Mac, Rainbow 95 v.1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000/XP

Rich "Twist" Lawrence 10/02
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.6c (Atari 8-bit emulator for Win9X/NT)

Olivier Le Bihan 6/02
http://perso.wanadoo.fr/olivier.lebihan/tool/
Developer: CAS2BAS ("a tool for the WAV2CAS, ATRUTIL, XFORMER suite")

Bertrand Le Roy
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Derek Ledbetter 7/02
USA
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator for the Mac 1.0.7, developement release 3

L.K. Avalon 10/02
Skrytka Pocztowa 66
35-959 Rzeszow 2
Poland
tel. (017) 856 99 12
http://www.lkavalon.com (send e-mail for current Atari XL/XE catalog)
more info: http://people.freenet.de/mrbacardi/LK_Avalon.html
Developer: A.D. 2044, Adax, Animator, Aurum, Automat Perkusyjny, Barahir, Barbarian, Captain Gather, Change, Constellation, Chaos Music Composer, Czaszki + Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money & Honky, Frank & Mark, Geometria, Global War, Gold Hunter, Hans Kloss, Hawkmoon, Hydraulik/Snowball, Kampania Wrze_niowa, Kernaw, Klatwa, Kurs Fizyki, Lasermania + Robbo Konstruktor, Lorien's Tomb, Major Bronx, Misja (Mission Shark) + Fred, Neron, Panther, Piekielko, Robbo, Rucu, Saper, Smus, Spy Master, Streets, Syn Boga Wiatru, Szperacz Dyskowy, The Jet Action, The Last Guardian, Trix, U 235, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Wloczykij, Zeus

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Subject: M

MacFalkner (Andre Bertram) 10/02
Germany
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

Alex Martin
Poland
mailto:alex6502@friko.onet.pl
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static-memory expansion (backuped with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interfaces, & the like

MCM Electronics 8/02
650 Congress Park Drive
Centerville, OH 45459-4072
USA

tel: 1-800-543-4330
http://www.mcmelectronics.com/
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine (Ivo van Poorten / Freddy Offenga) 10/02
P.O. Box 164
8800 AD Franeker
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

The MESS Team 12/02
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS), an emulator of a large number of systems, including the 8-bit Atari computers, which can run on Win32, Unix, MacOS, AmigaPPC WarpUP, Digita, Solaris

Marek Mikolajewski (MMSoft) 2/03
Gdansk
Poland
http://www.atari.cuprum.com.pl/sio2ide.htm
Developer: SIO2IDE 1.7, 3.2e, 4.1. An interface that allows you to attach any IDE Disk Drive to your 8-bit Atari computer. 4.1 includes a USB port.

Moonsoft
See: Black Moon Systems

David Moore
8023 N. Berkeley Ave #2
Portland, OR 97203
USA
tel: (503) 289-9699
mailto:dwmoar@teleport.com
Repair Shop.

More Than Games (Rick Detlefsen) 10/02
8207 Briarwood Ln
Austin TX 78757-7642
USA
http://www.a8maestro.com/detent/mtgcat/mtgcat.htm
Vendor: Super Sketch Graphics Tablet W/cart (PPI), 1020 Pens-Black, 1020 Pens-Color, 1020 paper rolls (single or double size)
Developer: AGDA GameLink I adapter, AGDA GameLink II adapter, 850 Printer adapter (15 to 25), 850 to modem adapter (9 to 25), EASIO-S SIO adapter cable 18", EASIO-S SIO adapter cable 3', EASIO-P Printer adapter cable 5'

MS-Software (Mirko Sobe) 10/02
Germany
http://www.atarixle.de/

Developer: BOSS-XL V4.5, BOSS-XE V8.1, BOSS-X v10.2

MyAtari magazine 8/02
c/o Matthew Bacon
49 Douglas Road
Surbiton
Surrey
KT6 7RZ
England
http://www.myatari.net/
Publisher: MyAtari (free online magazine, monthly)

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
USA
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

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Subject: N

New Breed Software 10/02
c/o Bill Kendrick
675 Alvarado Ave #27
Davis, CA 95616-0620
USA
FAX: 530-325-9588
http://www.newbreedsoftware.com/
Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector, MuxChat, Super-IRG Font Editor (SIFE)

New Generation Atari-Magazin (N.G.A.M.) 9/02
See: PD-World-Versand

Nelson Nieves 9/02
USA
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree, TS, TSplit, UnDelete, WipeDisk, xErase, xType

No Frills Software (Ed Kielbasinski) 11/02
800 E. 23rd St.
Kearney NE 68847-5512
USA
tel: 308-234-2975
mailto:fast N O S P A M eddie.k (at) juno N O S P A M .com
Vendor: new and used commercial software, PD/freeware/shareware
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

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Subject: P

James R. Parish
mailto:JRParish@J-Com.net
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

PD-World-Versand 9/02
Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: PD/freeware/shareware, hardware
Developer: all Power Per Post (PPP) and some KE-Soft product rights
Publisher: 1) New Generation Atari-Magazin (N.G.A.M.)
- quarterly paper magazine, German language
2) PD-Mag - disk mag, German language

Pecus and Pirx 7/03
http://www.future-net.pl/~10vg3b/scorch/
Developers: Scorched Earth (game), OMC65 (Our Macro Crossassembler, a
Win-32 application generally 100% compatible with MAC65)

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
BT23 4PW
Nothern Ireland
Publisher: Phoenix (disk magazine)
public domain

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

PVBest (Philippe Vuillerme) 11/03
France
http://pvb.free.fr/ or http://www.pvbest.com
Developer: Atari software: Dropzone hack (score table saving), Famous List
Of High Scores (demo), File Designer (convert from cassette to disk),

Disk Wizard II (modified form the original), Boot Loader. PC software:
Atari File Designer 1.70c (AFD - read/write XFD disk images from/to a real
Atari disk drive via a 1050-to-PC serial cable), Atari Monitor 2.00 (for use
with Atari800 emulators), Atari ROM File Designer 1.9.1 (ARFD - advanced
version of AFD, create XFD/ATR images from real Atari disks via a 1050-to-PC
cable)

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Subject: Q

Quasimodos - 8/02
Glonisz (Krzysztof Paizert), KAC (Szymon Wesolowski), Kroger (Pawel
Cierkonski), Morgoth (Michal Cierkonski), Raven (Przemek Wypierowski)
Poland
http://www.quasimodos.px.pl/pl/
Developer: Dema- Fantastic megademo, The best of YFA, The Dream, Drunk Tank,
Delirium Tremens, Ergo Bibamus, Pacem in terris. Intra- Music demo, Mikro
demo, Glonisz demo 1, Glonisz demo 2, YFA demo 1, YFA demo 2, Castle demo,
Fighter demo, Music player, Syzygy, Latajacy dywan, CMC demo 1, AMMC, Mission
dupa, Wafel, Fred, Dziedzictwo gigantow, CMC demo 2, Kaszana, Schabowy, Total
sh** demo, Nasze grzyby, Tiny 01, Tiny 02, Tiny 03, Scene Register 5.0. Gry-
Zamek Londyn, Kowboj, Demon, Speedball, Msciciel, Strzelanina, Ja - Jo, One
Life, The car, Pruters, Pamiec. Uzytki- Analizer, Scalak, Konwenter grafiki,
Unappend, Formater, DDD, Projektant, ICT 6502. Zin- Mixer

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Subject: R

Burkhard Rau (HCRBurk) 8/02
Germany
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

READY Technologies (Thomas Smailus) 8/02
254 Nelson Drive, Apt. U
Baton Rouge, LA 70808
USA
Fax: (225) 578-5263
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital
hardware systems; design, development, and production of software systems;
software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn
Lander,
Menu Master, DOS 17; Data storage and media conversion; Engineering,
Consulting;

Matthias 'Hias' Reichl (HiassofT) 7/03
http://www.horus.com/~hias/atari/
Developer: AtariSIO V0.20 beta for Linux (package contains: a Linux kernel
driver, atariserver - an Atari disk drive emulator similar to SIO2PC or APE,

atarixfer - a small tool to read/write ATR images to an Atari disk drive
connected by a 1050-2-PC or ProSystem cable), AtariDsk V1.2 (read, write and
format DD 180K Atari disks on the PC), WriteAtr V0.92b (write double density
ATR-images to Atari floppy disks on your PC; also create ATR-images of double
density floppy disks), MyPicoDos V3.0 (small "gamedos" that can read COM, EXE,
BIN and BAS files; supports MYDOS subdirectories and large disks)

Retro Review 5/03
Ian Gledhill Jorge Canelhas
35 Bridge Street Apartado 3115
Aberystwyth Miguel Bombarda
Ceredigion 2745 QUELUZ
SY23 1QB Portugal
U.K.
http://www.retroreview.com/
Publisher: Retro Review (paper magazine)

Thomas Richter 9/03
Germany
http://www.math.tu-berlin.de/~thor/atari++/
Developer: Atari++ (800/XL/XE/5200 emulator for Linux, Solaris, Irix) -
Stable Release 1.25, CVS Snapshot 1.28, atari++ 1.28 for win32

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Subject: S

Satantronic (-XI-, Dodo, Jookie, Elan, Nir Dary) 8/02
Slovakia
http://www.napri.sk/web/satantronic/ or http://satantronic.atari.org/
Developer: Manga (demo), Alien (demo), Transparent ANULOID (demo),
3D tunnel with texturemapping (demo),
1MB RAM (SIMM) expansion (second version),
XRAM 0.18.0 (SW tool - eXtended RAM test for XE)
Demos: DESIRE, zzZumRotator, OKO, DRAGONS, IHL, FLY, BEAUTY,
LIQUID, Te.mod. Games: Jurassic Park II, Magic World. Utilities: Lufa Half
Code Packer 1.0, Font Animator 1.0, Rave Extra Packer 1.0, Paradox 0.92,
Mad editor 0.98.
Publisher: ATARIX - paper magazin in Slovak language

Sauron 6/02
http://web.tiscali.it/retrogaming/
Vendor: used software

Darren Schebek 7/03
http://www.schebek.ca/
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Sijmen Schouten (Mr.Atari) 11/02
The Netherlands
http://home.wanadoo.nl/mr.atari/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 10/02
The Netherlands
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR), XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ernest R. Schreurs 10/03
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
http://home.planet.nl/~ernest/
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm archive to SIO2PC archive converter) 1.01, WAV2CAS (Digital Cassette Image system, including CAS2SIO) Ver. September 30th 2003, CAS2WAV (Create a clean .wav file from a Digital Cassette Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Shadow Software (David Hunt, The Shadow)
16016 SE Division St PMB 19
Portland OR 97236-1999
USA
mailto:the_shadow@portland.cc or mailto:The_Shadow@pdx.cc (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
Developer: Carina BBS (shareware). Carina 2.6:
http://www.umich.edu/~archive/atari/8bit/Telecomm/Bbs/carbbs26.arc
also http://www.aracnet.com/~atari/ftp/car_bbs.arc (doesn't work for me)

Ken Siders 11/02
USA
http://home.columbus.rr.com/ksiders/atari.htm
Developer: Emulators Utilities: ATR/DCM utilities (DOS), AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer, KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler, Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus. Development Software: KASM65 2.51 Assembler, KLINK65 1.51 Linker, KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic, Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP). Games: Burger Boy, PacMunch Jr, The MisAdventures of Mr. Fish, Circle of Richness

Mark Simonson 10/02
USA
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech 7/02
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033 (0049-711/775033)
http://www.sintech-shop.de/

Vendor: hardware (computers and drives on request) and commercial software

Len Spencer 1/03
USA
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces), FoReM-XE Professional BBS Version 5.4

Spike's Systems and Computer Repair 12/02
38 S. Maysville St.
Mount Sterling KY 40353-1355
USA
tel: (859)-499-0866
http://spikessystems.com/spikes.html
Vendor: small selection of commercial software
Repair Shop.

Petr Stehlik (maintainer), Piotr Fusik, Jacek Poplawski (SDL), 9/03
Krzysztof Nikiel (Win32), Mark Grebe (Mac OSX), Vasyl Tsvirkunov (Pocket PC)
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 1.3.1 - an Atari 800, 800XL, 130XE and 5200 emulator for Unix, Amiga, MS-DOS, Atari TT/Falcon, SDL and WinCE

Radek Sterba (Raster) 11/03
Czech Republic
http://www.infos.cz/raster/atari/ or http://raster.atari.org/
Developer: MULTIJOY8 (connect 8 joysticks to one Atari), MultiJoy16 (connect 16 joysticks to one Atari), ATADIM v2.04 Beta (Win9x- work with Atari disk images XFD/ATR), DRATEX 1.2 (Win9x- Drop file Atari Czech text convertor), LPTJOY/ATAJOY Driver (connect an Atari joystick to a PC), MAT2MTX (DOS-Mac65 to Text). Games: Cervi (Worms- Tron lightcycles game for MultiJoy8), Multris (Tetris-like game for MultiJoy4). more games: Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix, Quadrotron-M4 (Quadro-Tron patched for Multijoy).
utilities: MPE (MIDI Pattern Editor) v2.3, HiLoader-4.2 T2000, ComprCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4,
SA_POKEY (Standalone dynamic DLL library for emulation of Atari Pokey sound chip), SA_C6502 (Standalone dynamic DLL library for emulation of Atari 6502 processor),
Raster Music Tracker (RMT) 1.14 - cross-plaftorm XL/XE music maker for PC.
games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk, Imagine, Gunhead. demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Flame999, SelfDemo.

SteveR's Classic Cartridges (Steve Reed) 8/02
http://www.steverd.com/
Vendor: used hardware and software

Carsten Strotmann 8/03
Germany
http://www.strotmann.de/twiki/bin/view/APG/WebIndex
Developer: Kaiser II (game), Multi Zoom Master (gr15 picture editor), 3SDOS

- 3Sector Read-Only DOS version 0.8, Hercules drivers for the A.R.G.S. (ARGS) PC-ISA Card, Bootdisk Loader with Sectorcounter, Picture Fade-In Routine for BASIC, Little Typo Joke Program, Movie-End-Credits Scroller, Display Routine for MultiColor (128 Col) Pictures, Screen Print Routine without ATARI OS, ST-Mouse Routine, Atari port of Sweet 16 Interpreter (Apple II pseudo machine interpreter, original by Steve Wozniak), USB Device Driver Development Kit Disk, Infoline for ACTION!

Sunmark Products (Mark DiLuciano) 10/03
383 Broadway
Lorain OH 44052-1631
USA
tel: 440-245-3678
http://www.sunmark.com/ Also http://www.hollex.net/
Developer: InstaDOS Cartridge (Atari DOS 2.0S), 400/800/XL PCB, sio2pc PCB, Real Time Cartridge (ICD R-Time 8 clone), Hollex Cartridge (16K of SRAM powered by a lithium battery), sio2pc PCB with SIO cable, 400/800/XL Cartridge (select game from choice of Hollex images), Rampage! cartridge, Multicart #1, Multicart #2, Alley Cat cartridge, 5200 Multicart Blast, Multicart #3, Shamus II cartridge, Synapse Series multicart, Colossus Chess 4.1 cartridge, Commando cartridge, MIDI Maze cartridge

Super Products 6/03
c/o James Bradford
14 poplar place
Kallangur, Qld 4503
Australia
tel: +61 7 38865712
mailto:sup8pdct@mail.cth.com.au
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 11/02
Czech Republic
http://jirkasuv.duch.cz/iPAQ/atari/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB, Binary load+ (for TURBO 2000 Operating system V4.1), Prochazka v C... ("A walk in C..."- text game)

Tomasz Szymankowski 6/03
http://atariarea.histeria.pl/PLus/index_us.htm
Developer: Atari800Win Plus 3.1 (for Windows, based on Atari800)

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Subject: T

TAQUART 11/02
(Piotr 'Fox' Fusik, Marcin 'Eru' Zukowski, Michal'Dracon' Garbaciak, Karolj 'Heaven' Nadj, Lukasz 'X-Ray' Sychowicz, Slawek 'Slaves' Sledz.
also: Bac, Dely, Samurai)

Poland
http://numen.scene.pl/
Developer: NUMEN (demo, requires 320K, PAL ANTIC)

Telegames 8/02
Box 901
Lancaster, TX 75146
USA
Orders: (972) 224-7200
Cust Service: (972) 228-0690
FAX: (972) 228-0693
http://www.telegames.com/
Vendor: commercial software

Vladimir Tichy 10/03
Hrdlovska 650
41705 Osek
Czech Republic
http://sdq.webpark.cz/
Developer: Atart ("ATAri Receiver and Transmitter") --
"The first Atari 8-bit casette dataset emulator for PC in the world.
Easy tool for archiving atari casettes to the PC files" --
Atart 3.00.0 interface - construction and manual,
Atart 1.05.0 program zip archive (manual contained)

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
England
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Vasyl Tsvirkunov 1/03
http://pocketatari.retrogames.com/
Developer: Pocket Atari 2002/05/13 (Atari800 emulator ported to
Windows CE 3.0+), versions for: StrongARM (iPAQ, etc.), MIPS (Casio, etc.),
SH3/4 (Jornada, etc.)

Steven J. Tucker 9/03
3978 Brookside Blvd
Cleveland OH 44111-5106
USA
tel: 216-577-8329
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v2.0.6 for
Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win31/95/98, APE Warp+
OS for XL/XE machines, Imagic 1.06 95/NT--the Atari Disk Image Conversion
System for 9x/NT, Imagic 1.06 DOS--the Atari Disk Image Conversion System

for DOS (Imagic does disk image (ATR <-> XFD <-> DCM <-> SCP) conversion),
Atari Terminal Simulator ATS 2.0 (ATASCII Telnet/Serial Terminal & Break
Movie Player for 32bitWin), Break Movie Screensaver for 32bitWin,
MaxFlash Flash Cartridge - 1Mbit and 8Mbit versions

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Subject: U

Universal Radio, Inc. 11/03
6830 Americana Pkwy
Reynoldsburg OH 43068
USA
Orders: 800 431-3939
FAX: 614-866-2339
Info: 614-866-4267
http://www.universal-radio.com/index.html
Developer: variety of standard cables and connectors, include a cable
perfect for 8-bit Atari video, at:
http://www.universal-radio.com/catalog/parts/dincable.html

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Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Dan Vernon 3/03
http://retrobits.net/
Developer: Atari810 1.4d -- disk drive emulator in the tradition of
SIO2PC, for the Windows NT/2000/XP platform

Video 61 & Atari Sales (Lance Ringquist) 2/03
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
http://www.atarisales.com/
http://cth.dtdns.net/pro/pro1.html (BBS Express! Pro)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): Amaze Maze, Bumpers, Checkers,
Clash of the Kings, Concentration, Cosmos Pinball, Crystal Raiders,
Dan Strikes Back, Dandy, Desmond's Dungeons, Dinky Do, Dungeon Lords,
Dynakillers, Elevator Man, Firebug, Getaway, Hearts, Jailbreak, Jigsaw Puzzles,
Lights Out, Lord of the Orb, Mahjong, Maze War, Midas Maze, Montana Solitaire,
Mr. Robot, MyDOS 4.5, Paddle Pack Pong, Paddle Wars, Preppie, Preppie II,

Plaqueman, Puzzler, Ricochet, Rocks, Sharp Shooters, Smush, Solitaire,
Spaceball, Spaceshot Pinball, Speedo Disk Drive Speed Checker, Tetris II,
Translator (800 OS), Twin Pack(Battleship/Jump the Pegs),
Video Poker (by H. Brown), Video Slots, Zybex, Rally Speedway, SpartaDOS 3.3C,
Twilight World, Montezuma's Revenge, Cosmic Tunnels, Nibbler,
Clowns and Balloons, Bubble Trouble, Pacific Coast Highway, Drop Zone,
S.A.G.A. Mission Secret, S.A.G.A. Strange Odyssey, S.A.G.A. Pirates Adventure,
Sling Shot, TurboBasic, Star Flite 3.5.
Also: BBS Express! Professional (Pro!) 5.0b (Atari hardware), 6.0 (emulators)
Also K-Products products, which include: Pro_Term Terminal Modules,
Hardback & Restore, Mux_Time Software, TurBoss! High Speed O/S,
KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, 1050 US Doubler (USD),
DK-Utilities for the Black Box and the MIO

Video Game Advantage (VGA) 10/02
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (440) 843-8815 24hrs
http://www.io.com/~vga2000/
Vendor: used hardware/software and accessories

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
tel: (412) 7841-2241 5pm-8pm eastern time only
mailto:vidgame@earthlink.net
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vintage Micro-Computers (Jon Lucas)
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
Vendor: hardware and software

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Subject: W

Wacko Software (Andrei Ellman) 10/02
The Netherlands
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash (game)

Mark Watson 6/03
http://www.scrameta.net
Developer: GP32 port of Atari800 emulator, version 0.3

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, BobTerm 1.2 and several others

World of Atari 10/02
5920 Valley Vale Way
Sacramento, CA 95823
Phone: 916-422-7424
Fax: 815-377-8032
http://www.worldofatari.com/
Vendor: new and used hardware and software

Jeffrey S. Worley "Technoid Mutant" 1/03
mailto:TECHNOID@30below.com
Repair shop: offers free(!) hardware upgrades to 8-bit Atari computers
(memory, pokey, etc.)

---

Subject: X

Xport 9/03
http://xport.xbox-scene.com/
Developer: AtariXLBox v3 - port of Atari800 emulator for Microsoft Xbox

==========
End of atari-8-bit/vendev
==========

# 6361. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-15 09:45:18 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1071481233@rtfm.mit.edu>
Source record: 18074
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 28, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

# 6362. Re: Programmer's editor

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-15 09:54:02 UTC
From: Jochen Schäfer <josch@joschs-robotics.de>
Message-ID: <brk0cc$n2o$1@news.uni-kl.de>
Source record: 18075

richard cortese wrote:
....
> There is something like TEDIT that was written by one of the guys who did
> BBK art. It was pretty good, but always defaults to a 2 space
> indentation/margin from the left.
Does TEDIT work with the XEP80?
I also found KEDIT. Do you know that one?

Thanks

Jochen

# 6363. Re: Announce: Simple 65c02 simulator for Linux

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-15 15:09:03 UTC
From: Greg Buchner <apple22@mn.rr.com>
Message-ID: <apple22-BF7151.09073615122003@apollo-ge0.rdc-kc.rr.com>
Source record: 18076
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

In article <pan.2003.12.15.04.42.27.281541@yahoo.com>,
Sheldon Simms <sheldonsimms@yahoo.com> wrote:

> Digressing more, I find that the Centris 650 is much more sturdy and
> reliable (and well built) than the Beige G3 desktop next to it, although
> their external appearance is almost identical.

Yea, the Centris/Quadra 650 is built like a tank. Have had a few of
them and never had anything wrong with them. Meanwhile, my brother has
had two Beige G3s end up with problems.

So, have to ask...how much did you pay for the 10/100 Nubus ethernet
card or did you find it used and cheap. I remember looking at them long
ago and while I don't remember the price for certain, I do remember that
the last time I looked it was over $200.

Greg B.

--
There's just one 2 in my e-mail address, so delete one to e-mail me.

# 6364. Re: ATARI 130XE - Memory problems

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-15 15:41:32 UTC
From: quadro <quadro@tiscalinet.it>
Message-ID: <3FDDD62C.17421C6B@tiscalinet.it>
Source record: 18077

Thanks a lot Jindrous....I'll do the same.

Morris

---

Jindroush wrote:

> quadro wrote:
> > Unfortunately, today (after 5 days power-off) my Atari 130XE show me
> > memory problems
> > At the boot the computer jump to the Memory Test....always!!
> > No Basic or Self-Test screen, but only and continually Memory Test.
>
> I had exactly the same problem. One of the rams was dead - but cold. I
> had to desolder them all and replace one by one till I found the guilty
> one.
>
> --
> Jindroush <jindroush@nospam.seznam.nospam.cz>
> http://jindroush.atari.org - Home of Atari Cartridge Dumping Project
> Remove both 'nospam's from the address to reply.

# 6365. Re: ATARI 130XE - Memory problems

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-15 16:13:26 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <O2lDb.1932$6l1.1836@okepread03>
Source record: 18078

Be very careful unsoldering the old ram chips. The traces/pads on the 130XE
are VERY VERY weak and will pull off easily. After you install your sockets
I highly recommend you use a ohm meter and check your work.

Thomas

"quadro" <quadro@tiscalinet.it> wrote in message
news:3FDDD62C.17421C6B@tiscalinet.it...
>
>
> Thanks a lot Jindrous....I'll do the same.
>
> Morris
>
> ----------------------------------------------------------------------------
--
>
> Jindroush wrote:
>
> > quadro wrote:
> > > Unfortunately, today (after 5 days power-off) my Atari 130XE show me
> > > memory problems
> > > At the boot the computer jump to the Memory Test....always!!
> > > No Basic or Self-Test screen, but only and continually Memory Test.
> >
> > I had exactly the same problem. One of the rams was dead - but cold. I
> > had to desolder them all and replace one by one till I found the guilty
> > one.
> >
> > --
> > Jindroush <jindroush@nospam.seznam.nospam.cz>
> > http://jindroush.atari.org - Home of Atari Cartridge Dumping Project
> > Remove both 'nospam's from the address to reply.
>

# 6366. Re: ATARI 130XE - Memory problems

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-15 16:23:43 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <brkn6f$bh5$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 18079

Hi,

> Be very careful unsoldering the old ram chips. The traces/pads on the 130XE
> are VERY VERY weak and will pull off easily. After you install your sockets
> I highly recommend you use a ohm meter and check your work.

Another comment on this one: I found myself a while ago in a similar
situation, but with one bad ROM chip as well. The computer was damaged due
to static eletricity (I touched the parallel port in the rear of my XL!)
and more than just the ROM got damaged. The RAM was actually fine. So it
*might* be that - similar to my case - the MMU and the timing/decoding
chips broke. There's IMHO only one way to test this: Exchange them. In my
case I was lucky because I found them socketed in my (early) XL model.
Later models have them soldered in.

And a final word about the self-test:

Don't (!) thrust it. If you see red blocks, the corresponding RAMs are
broken. But if you see green blocks, you know nothing. The self test
does not test all possible RAM addresses, for some addresses it simply
pretends to test (no joke!). This goes for the zero-page, the stack area,
the page 2 (Os variables) and the RAM area under the self test. All these
areas will appear green, even if the RAMs there are broken. No test is
performed...

So long,
Thomas

# 6367. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-15 17:04:16 UTC
From: TXG/MNX <txg01@xs4all.nl>
Message-ID: <3fdde935$0$200$e4fe514c@news.xs4all.nl>
Source record: 18080

> Mike at FTE did have a decent plan, just a complete lack of horsepower and
> resources. He figured he could do things like get some OSS languages
> rewritten in 65816 code. IIRC: Unfortunately 'good' source code did not
come
> with the rights to the languages<resources> and the -only- guy he had
> helping him on a regular basis was Kyle Dain<horsepower>. I think
> Williams<aka Alfred?> got the source to Action! from Mike, but nothing
came
> of it.
>

Hmm someone has the e-mail address of this Williams<aka Alfred?> person ????

# 6368. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-15 17:06:28 UTC
From: TXG/MNX <txg01@xs4all.nl>
Message-ID: <3fdde9b9$0$219$e4fe514c@news.xs4all.nl>
Source record: 18081

> Last, I guess, I should mention that there was a *real* 65816 custom Atari
> machine that was sold mainly for cable TV operators. I *saw* this at the
> "World of Atari" in 1998. It was in a small PC case -- about the size of
a PS2
> case. Had a 65816, a built-in Black Box, 3-1/2" drive, and had the
ability to
> run at 3.52 (?) MHz when running in the 65816 mode outside of the normal
64K.
> I think it had a second display chip to allow running at the faster clock
> speed. Really nice, from what I couuld see. Really worked, too.
> Larry

Any info on this machine or manufacturer seems to be some nice thing....
photo's would be cool too...

# 6369. Re: ATARI 130XE - Memory problems

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-15 19:53:03 UTC
From: quadro <quadro@tiscalinet.it>
Message-ID: <3FDE111F.5965B4F@tiscalinet.it>
Source record: 18082

Thanks a lot mates....very nice infos!!

I think it's not the ROM chip, becouse this afternoon i've tried to power-on the
Atari
and the screen showed READY, but with some strange characters (random "heart"
symbol
around the screen).
Than, i've pressed the RESET key, but the computer (this time) jump to the "Self
Test" without remedy!!.

>....There's IMHO only one way to test this: Exchange them.

Better to order the memory chips (4264 o 4164) from "B & C ComputerVisions"
(www.myatari.com).
They sell: RAM 64K SET (8) XL/XE US$15.00

>....In my case I was lucky because I found them socketed in my (early) XL model.

In my case i am not lucky, becouse my 130XE have 16 chips...all soldered!!

Greetings
Morris (ITALY)

---
---

Thomas Richter wrote:

> Hi,
>
> > Be very careful unsoldering the old ram chips. The traces/pads on the 130XE
> > are VERY VERY weak and will pull off easily. After you install your sockets
> > I highly recommend you use a ohm meter and check your work.
>
> Another comment on this one: I found myself a while ago in a similar
> situation, but with one bad ROM chip as well. The computer was damaged due
> to static eletricity (I touched the parallel port in the rear of my XL!)
> and more than just the ROM got damaged. The RAM was actually fine. So it
> *might* be that - similar to my case - the MMU and the timing/decoding
> chips broke. There's IMHO only one way to test this: Exchange them. In my
> case I was lucky because I found them socketed in my (early) XL model.
> Later models have them soldered in.
>
> And a final word about the self-test:
>
> Don't (!) thrust it. If you see red blocks, the corresponding RAMs are
> broken. But if you see green blocks, you know nothing. The self test

> does not test all possible RAM addresses, for some addresses it simply
> pretends to test (no joke!). This goes for the zero-page, the stack area,
> the page 2 (Os variables) and the RAM area under the self test. All these
> areas will appear green, even if the RAMs there are broken. No test is
> performed...
>
> So long,
> Thomas

## 6370. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-15 21:56:26 UTC
From: llppwhite@aol.comnsp
Message-ID: <20031215165626.26304.00000878@mb-m15.aol.com>
Source record: 18083

> Any info on this machine or manufacturer seems to be some nice thing....
photo's would be cool too... <

I tried to contact the mfgr. in 1998. No info. No address. No longer in
business (as best I could find.)
Sorry-
Larry

# 6371. Re: ATARI 130XE - Memory problems

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-15 22:02:46 UTC
From: llppwhite@aol.comnsp
Message-ID: <20031215170246.26304.00000879@mb-m15.aol.com>
Source record: 18084

If a DRAM is bad in the *extended bank* of a 130XE, will the machne still boot up normally? I've actually never had a bad ram chip in an Atari, but I've wondered about how the extended 64Kaffects the operation.
Larry

# 6372. Re: Announce: Simple 65c02 simulator for Linux

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-15 22:08:21 UTC
From: Axell <Axell@nosp.rogers.com>
Message-ID: <phqDb.33898$ea%.33558@news01.bloor.is.net.cable.rogers.com>
Source record: 18085
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

Ernest wrote:

>
>Since then, I haven't restarted my webpage, and guess what? My IP address
>hasn't changed. I get the feeling that Comcast is trying to stop people from
>running web servers on their home systems. Can they know if I am doing that?
>
Yes, they look for a web server by running scripts and see what response
is sent. They look directly at your IP rather than the DNS reference.

>I'm not sure but it looks that way. I'll restart the web server tomorrow and
>test my theory.
>
>
>
>
Try a forwarding DNS entry, i.e. goto, fly.to. You will have to pay for
the service but the service and the program you download will
automatically update the DNS entry to your current IP.

If you're cheap, and if you have advanced knowledge, just refuse to send
a response to their web server queries or block requests from their IP..

# 6373. Re: ATARI 130XE - Memory problems

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-15 22:11:55 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <UiqDb.2026$6l1.557@okepread03>
Source record: 18086

I've actually pulled the extended bank completely out (empty sockets) and it works fine.

Thomas

"LarryWhite" <llppwhite@aol.comnsp> wrote in message news:20031215170246.26304.00000879@mb-m15.aol.com...
> If a DRAM is bad in the *extended bank* of a 130XE, will the machne still boot
> up normally? I've actually never had a bad ram chip in an Atari, but I've
> wondered about how the extended 64Kaffects the operation.
> Larry

# 6374. Re: ATARI 130XE - Memory problems

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-15 23:36:42 UTC
From: k e v <kevn@kevn.com>
Message-ID: <29hstv8115fia5fi7ckubs20pvhbbiri48@4ax.com>
Source record: 18087

On Mon, 15 Dec 2003 16:11:55 -0600, "Docrotcod" <rahbart@cox.net>
wrote:

>I've actually pulled the extended bank completely out (empty sockets) and it
>works fine.
>
>Thomas

that's basically what the 800xe was right? (130xe with only 64k ram)
so it stands to reason it would work, is there a way to put more than
128k in the 130xe?

kvn

# 6375. [ADV] The Vintage Computer Forum

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-15 23:51:14 UTC
From: Erik Klein <ekklein@pacbell.net>
Message-ID: <SNrDb.40266$8b2.30598@newssvr29.news.prodigy.com>
Source record: 18088

Hello Vintage Computer Enthusiasts,

Since the beginning of May a web-based vintage computer community has been growing at www.vintage-computer.com/vcforum.

With nearly 300 registered users, many times that many lurkers and almost 2,500 posts these forums are quickly becoming a valuable resource for vintage computer collectors, users and restorers on the web.

Please join us in building this online community by visiting the forum and signing up. All you need is an email address and I promise it will remain protected for forum use only.

Whatever vintage computer topics strike your fancy you're likely to find someone else with similar interests. If for some reason you don't, please don't hesitate to recommend a new discussion area. Several have been added recently based on just these types of requests.

We look forward to your visit!

Erik Klein
www.vintage-computer.com/vcforum
The Vintage Computer Forum

# 6376. Re: ATARI 130XE - Memory problems

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-15 23:58:27 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <MSrDb.2034$6l1.183@okepread03>
Source record: 18089

Yeah i've upgraded mine to 576k, and there are bigger ones. I have some
archives that detail how to do it.

Thomas

"k e v" <kevn@kevn.com> wrote in message
news:29hstv8115fia5fi7ckubs20pvhbbiri48@4ax.com...
> On Mon, 15 Dec 2003 16:11:55 -0600, "Docrotcod" <rahbart@cox.net>
> wrote:
>
> >I've actually pulled the extended bank completely out (empty sockets) and
it
> >works fine.
> >
> >Thomas
>
>
> that's basically what the 800xe was right? (130xe with only 64k ram)
> so it stands to reason it would work, is there a way to put more than
> 128k in the 130xe?
>
>
>
>
>
> kvn
>

# 6377. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-16 03:33:33 UTC
From: rewoolley <rewoolleynospam@alamedanet.net>
Message-ID: <3fde82cf$0$32590$2c56edd9@news.cablerocket.com>
Source record: 18090

If you run the 65816 at, say, 7.16mhz on all memory accesses and clock down only for the hardware chips, you will run everything much, much faster than a normal Atari. On cartridge games, you need to move the data into a shadow RAM to get a really dramatic improvement. PacMan would definitely fly....

You really don't need new software, but programs that do not use Pokey timers and such will run too fast.

200-300 wires? wimp!! (nawww,,, I hate wires, too)
Nothing to de-solder on a 1200XL, though.

Bob

"k e v" <kevn@kevn.com> wrote in message news:cprmtvsi16ft64pgdjqg2a36istlhqi230@4ax.com...
> "richard cortese" wrote:
>
> >Bob Wooley has posted about what he considers a viable method for doing it.
> >IIRC, a programable logic device that switches to lower clock speed when any
> >hardware is addressed or 6502 is halted, replace all RAM with a CMOS static
> >ram, that kind of stuff.
> >
> >For normal human beings, such as myself, the 200-300 connection and
> >desoldering chips necessary to perform this kind of surgery is real iffy.
> >
> >Don't forget the main problem: After all this is done, what do you end up
> >with? A computer that plays Pac Man at the same exact speed with the same
> >exact display. There is no killer application that will enable you to do
> >anything you can't do with a stock Atari other then the MAE assembler which
> >will let you write your own 65816 code.
>
>
> yes, good point. Of course at the time this was originally discussed
> there were plans for certain software packages to be ported over to
> this new psuedo-platform. One piece of software that I seem to
> remember was already running on the turbo-8bit was a version of a
> terminal program called puff or something like that. I remember using
> the standard 8-bit version and marvelling at the fact it allowed you
> to play breakout while you downloaded your software from bbs's
> At that point there was very little true commercial software for the
> 8bit and most of the quality software was from the thriving shareware

> community so it did seem possible there would be similar support for a
> new psuedo-8bit platform.
>
>
>
>
> kvn

# 6378. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-16 06:39:53 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.56.0312160134570.9634@shell1>
Source record: 18091
Cross-posted to: comp.sys.atari.8bit,comp.sys.amiga.morphos

On Sun, 14 Dec 2003, Daniel Miller wrote:

> Now Jeri did indeed show the Commodore One board at AmiWest,
> unfortunately we did not see any demo. Some of these projects just
> seem to linger indefinitely, I wish people would bring something to
> market once in a while.

The first 300 developer boards have been built. Jeri continues to
work on squeezing the C64 core into the two FPGA's of the
CommodoreOne/C-One. As soon as the core is ready, then the C-One goes
into distribution.

> Another great guest at Amiwest was John Harris, formerly of Sierra
> Online, who authored Jawbreaker.

And don't forget that he developed Frogger! :-)

Attendee at AmiWest Show, too,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

# 6379. Micro-Palooza!!! (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-16 07:06:42 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.56.0312160203160.10683@shell1>
Source record: 18092

With only 15 days left before the Micro-Palooza Party in Portland,
Oregon, co-owner Anthony Ramos of Ground Kontrol provides the following
update.

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

---
Date: Sun, 14 Dec 2003 21:24:29 -0800
From: Anthony Ramos
Subject: Micropalooza!!

Ok everybody, I've got some catching up to do on this event, to say the
least. Here's a start:

Planning the event itself:

What: Computer user group Super Summit featuring four live "chip
music" performances.

When: Tuesday, December 30th
User group meet: 1pm - 10pm

Performances: 6pm - 10pm

== WHO ==

Computer Enthusiasts
---------------------
Dave Moorman of Loadstar disk magazine
Jeri Ellsworth (designer of the CommodoreOne)
Fresno Commodore User Group
Upper Peninsula Commodore Home Users Group
Astoria Commodore User Group

Artists
-------
Lineup:
Waxin' Wary: 6pm - 6:45pm
MOS-8: 6:45pm - 7:45pm
gotoXY: 7:45pm - 8:45pm
Seth Sternberger as 8-Bit Weapon: 8:45pm - 10pm

How Much: Four bucks at the door, re-entry with stamp. Computer club
members get a $1 discount with proof of club membership. Open to all
ages.

[snip]

Thanks,
-
A.

Anthony Ramos -- aramos(NOSPAM)@ele-mental.org
studio: 503.528.8000 / ground kontrol: 503.796.9364
609 Southeast Taylor Street, #207, Portland, Oregon 97214 USA

# 6380. Re: ATARI 130XE - Memory problems

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-16 09:12:40 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <brmia8$fos$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 18093

Hi,

> If a DRAM is bad in the *extended bank* of a 130XE, will the machne still boot
> up normally?

Yes, but....

Yes in the sense that the Os ROM does not test the extended RAM in any way,
so errors aren't detected in that area.

"But" because it might very well be that Atari used RAM chips of the 128Kx1
organization, which basically means you cannot pull the extended RAM without
also pulling the "regular" one because it's all in one chip (per bit).

Thus, if the extended RAM is bad, so is the regular one because it's all in
one chip anyhow...

So long,
Thomas

# 6381. Re: CAS archive?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-16 11:41:24 UTC
From: peter@obermotz.com
Message-ID: <668025af.0312160341.74382e8a@posting.google.com>
Source record: 18094

Hello,

I had the same problem like you but with the help of a utility called XEX2CAS (available at http://home.planet.nl/~ernest/atarixle.html ) I was able to convert quite a lot of games into .CAS files. There is a quite large archive of games in .XEX format at http://atari.webpark.sk/hry.html . I hope this helps.

Peter

# 6382. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-16 14:51:51 UTC
From: "|< e v" <akevin@nospam.com>
Message-ID: <gv6utvsb81dub3dssfb0gfdv8e4u4421so@4ax.com>
Source record: 18095
Cross-posted to: comp.sys.atari.8bit,comp.sys.amiga.morphos

On Tue, 16 Dec 2003 01:39:53 -0500, Robert Bernardo
<rbernardo@iglou.com> wrote:

>On Sun, 14 Dec 2003, Daniel Miller wrote:
>
>> Now Jeri did indeed show the Commodore One board at AmiWest,
>> unfortunately we did not see any demo. Some of these projects just
>> seem to linger indefinitely, I wish people would bring something to
>> market once in a while.
>
> The first 300 developer boards have been built. Jeri continues to
>work on squeezing the C64 core into the two FPGA's of the
>CommodoreOne/C-One. As soon as the core is ready, then the C-One goes
>into distribution.
>
>> Another great guest at Amiwest was John Harris, formerly of Sierra
>> Online, who authored Jawbreaker.
>
> And don't forget that he developed Frogger! :-)
>
> Attendee at AmiWest Show, too,
> Robert Bernardo
> Fresno Commodore User Group
> http://videocam.net.au/fcug

what excactly is a commodore one and what does it do?

kvn

# 6383. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-16 14:54:02 UTC
From: "J.O. Aho" <user@example.net>
Message-ID: <brn6ak$56ie0$1@ID-130698.news.uni-berlin.de>
Source record: 18096
Cross-posted to: comp.sys.atari.8bit,comp.sys.amiga.morphos

|< e v wrote:

> what excactly is a commodore one and what does it do?

Good link to visit and read more about this C64 clone:
http://c64upgra.de/c-one/

//Aho

# 6384. Atari 1050 disk drive help needed.

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-16 15:35:12 UTC
From: Bill <bab5@eircom.net>
Message-ID: <aJFDb.1128$HR.3015@news.indigo.ie>
Source record: 17997

I recently was given the atari setupthat my brother had boxed and in his attic who asked my if I wanted it as he was throwing it out, an Atari 800xl, 1010 tape recorder and 1050 disk drive. All the hardware is fine except for the 1050 disk drive, he had taken it apart and never put it back together again.

I was wondering if anybody had a diagram or exploded diagram of the 1050 internals to help me put it back together.

thanks

Bill

# 6385. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-16 17:39:44 UTC
From: "|< e v" <akevin@nospam.com>
Message-ID: <2pgutv0p6984uu7873bjuon5rpjrk7pq08@4ax.com>
Source record: 17998
Cross-posted to: comp.sys.atari.8bit,comp.sys.amiga.morphos

On Tue, 16 Dec 2003 15:54:02 +0100, "J.O. Aho" <user@example.net>
wrote:

>|< e v wrote:
>
>> what excactly is a commodore one and what does it do?
>
>Good link to visit and read more about this C64 clone:
>http://c64upgra.de/c-one/
>
>

very interesting, how much is 260 euros in US dollars? Has the atari
800 emulation been worked out yet?

kvn

# 6386. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-16 17:59:28 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gllpczlrz.fsf@legolas.mdh.se>
Source record: 17999

"|< e v" <akevin@nospam.com> writes:

>>> what excactly is a commodore one and what does it do?
>> Good link to visit and read more about this C64 clone:
>> http://c64upgra.de/c-one/
> very interesting, how much is 260 euros in US dollars?

About $320, a little depending on the daily exchange rate.

Btw; it is C-One, at least until some deal has been made with Tulip
to use the Commodore brand. I don't know if that is planned to happen
at all though.

--
Anders Carlsson

Ye wonder, she's thirteen beyond an invisible carefully preserved leather
mouse. Sunday dungeons promising horseback cause loud guessed scissors.

# 6387. Re: charles marslett and the xl/xe o.s

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-16 18:50:04 UTC
From: phozz bare <phozz@nowhere.com>
Message-ID: <newscache$k940qh$mbd$1@lnews.actcom.co.il>
Source record: 18000

"richard cortese" <ricortes@earthlink.net> wrote in message
news:Hm2Cb.7739$_r6.7594@newsread1.news.pas.earthlink.net...
> "carmel" <carmel_andrews@hotmail.com> wrote in message
> news:6912483e.0312101008.9f810b8@posting.google.com...
> > I seem to remember quite a while back that someone calling themselves
> > Charles Marslett (unless they were using a psuedonym/alias) that used
> > to frequent the atari google newsgroups
>
> I believe he came by here once or twice too.

Sorry this is off topic, but there is no "atari google newsgroup" (besides the fact that these posts by Marslett are probably dated much earlier than Google ever existed). Google simply contains an archive of historical contents of this newsgroup, among thousands of others.

-Itay

# 6388. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-16 19:07:33 UTC
From: "J.O. Aho" <user@example.net>
Message-ID: <brnl5v$5f5qm$1@ID-130698.news.uni-berlin.de>
Source record: 18001
Cross-posted to: comp.sys.atari.8bit,comp.sys.amiga.morphos

```
|< e v wrote:

>>Good link to visit and read more about this C64 clone:
>>http://c64upgra.de/c-one/

> very interesting, how much is 260 euros in US dollars?

1EUR = US$1.23

> Has the atari 800 emulation been worked out yet?

No clue at all about this.

//Aho
```

# 6389. Re: ATARI 130XE - Memory problems

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-16 19:29:33 UTC
From: quadro <quadro@tiscalinet.it>
Message-ID: <3FDF5D1D.4AC16A73@tiscalinet.it>
Source record: 18002

```
The 130XE have 2 lines x 8 of memory chips (4264)
Which of these are the "extended memory"?
LINE 1 or LINE 2?

Motherboad: components view (above)

Led Power Tv Ext. Cartdrigde Peripherial
-----------------------------------------------------------------
| * * * * * ***** ***** |
Joy port 1
|
SALLY | Joy port 2
| 4264 4264 ANTIC |
| 4264 4264 GTIA
|
| 4264
4264 |
| 4264 4264 ROM OS |
| 4264 4264 BASIC |

| 4264
4264 |
| 4264
4264 |
| 4264
4264 |
-----------------------------------------------------------------
LINE1 LINE 2

Thanks in advace
Morris (ITALY)

-----------------------------------------------------------------------------------------
-

Thomas Richter wrote:

> Hi,
>
> > If a DRAM is bad in the *extended bank* of a 130XE, will the machne still boot
> > up normally?
>
> Yes, but....
>
> Yes in the sense that the Os ROM does not test the extended RAM in any way,
> so errors aren't detected in that area.
```

> 
> "But" because it might very well be that Atari used RAM chips of the 128Kx1
> organization, which basically means you cannot pull the extended RAM without
> also pulling the "regular" one because it's all in one chip (per bit).
> 
> Thus, if the extended RAM is bad, so is the regular one because it's all in
> one chip anyhow...
> 
> So long,
> Thomas

# 6390. Re: charles marslett and the xl/xe o.s

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-16 19:44:24 UTC
From: "|< e v" <akevin@nospam.com>
Message-ID: <h2outvsnvra2e1sjkobt0qd236gef76ufi@4ax.com>
Source record: 18003

On Tue, 16 Dec 2003 20:50:04 +0200, "phozz bare" <phozz@nowhere.com>
wrote:

>Sorry this is off topic, but there is no "atari google newsgroup" (besides
>the fact that these posts by Marslett are probably dated much earlier than
>Google ever existed). Google simply contains an archive of historical
>contents of this newsgroup, among thousands of others.
>

actually google incorporated the old dejanews usenet archive, which
had been around forever.

kvn

# 6391. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-16 19:45:55 UTC
From: "|< e v" <akevin@nospam.com>
Message-ID: <a6outvg1c0h9e44r4pnptea3nk2fck7tj4@4ax.com>
Source record: 18004

On 16 Dec 2003 18:59:28 +0100, Anders Carlsson
<anders.carlsson@mds.mdh.se> wrote:

>About $320, a little depending on the daily exchange rate.

$320 is way too much for that motherboard. I think it is a neat idea,
but hardly anyone will buy it.

kvn

# 6392. Re: ATARI 130XE - Memory problems

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-16 20:35:51 UTC
From: Mark Watson <newsAfoftDfsnetD@co.uk>
Message-ID: <H0KDb.2335280$be.362226@news.easynews.com>
Source record: 18005

quadro wrote:

> The 130XE have 2 lines x 8 of memory chips (4264)
> Which of these are the "extended memory"?
> LINE 1 or LINE 2?

LINE 2 -> the right hand side looking from the front.

Mark

# 6393. Re: ATARI 130XE - Memory problems

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-16 21:11:54 UTC
From: quadro <quadro@tiscalinet.it>
Message-ID: <3FDF751A.BD796DE3@tiscalinet.it>
Source record: 18006

Thanks a lot Mark

Well, now i got to order the chips.....

Thanks again
Morris (ITALY)

---

Mark Watson wrote:

> quadro wrote:
>
> > The 130XE have 2 lines x 8 of memory chips (4264)
> > Which of these are the "extended memory"?
> > LINE 1 or LINE 2?
>
> LINE 2 -> the right hand side looking from the front.
>
> Mark

# 6394. ATARI 130XE - Memory Problems (Gate Array)

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-16 21:33:21 UTC
From: quadro <quadro@tiscalinet.it>
Message-ID: <3FDF7A21.6AB6BDA6@tiscalinet.it>
Source record: 18007

Hello folks....again me...Morris from Italy.

Just a little info:
B & C ComputerVisions (www.myatari.com), recommend me the following
chips:

RAM 64K SET (8) XL/XE
FREDDIE
MMU - XL/XE / PAL
and in last
GATE ARRAY 130

That one (Gate Array 130), what is it?
It is a MMU, EMMU, PIA or what?

Morris

# 6395. Re: ATARI 130XE - Memory Problems (Gate Array)

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-17 02:35:22 UTC
From: THE6502MAN <D@YAHOO.COM>
Message-ID: <KhPDb.569344$Tr4.1542307@attbi_s03>
Source record: 18008

Its programmable logic to eliminate a few (bunch) of standard TTL ICs.

Tony

"quadro" <quadro@tiscalinet.it> wrote in message
news:3FDF7A21.6AB6BDA6@tiscalinet.it...
>
> Hello folks....again me...Morris from Italy.
>
> Just a little info:
> B & C ComputerVisions (www.myatari.com), recommend me the following
> chips:
>
> RAM 64K SET (8) XL/XE
> FREDDIE
> MMU - XL/XE / PAL
> and in last
> GATE ARRAY 130
>
> That one (Gate Array 130), what is it?
> It is a MMU, EMMU, PIA or what?
>
>
> Morris
>
>

# 6396. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-17 02:46:57 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <1dgvtvcieacuuofhl7liq69h9pt9e9kprl@4ax.com>
Source record: 18009
Cross-posted to: comp.sys.atari.8bit,comp.sys.amiga.morphos

On Tue, 16 Dec 2003 20:07:33 +0100, "J.O. Aho" <user@example.net>
wrote:

>|< e v wrote:
>
>> Has the atari 800 emulation been worked out yet?
>
>No clue at all about this.

That cake is not baked yet.

However there is an Atari 8bit emulator for Amiga that might run on
MorphOS:

http://de.aminet.net/aminet/aminet/misc/emu/atari800.readme
http://de.aminet.net/aminet/aminet/misc/emu/atari800.lha

I am too busy to try it lately but maybe over Christmas. If someone
else wants to try it you might need the ROMs from the "xf25.zip"
archive, try here: http://atari.sh.cvut.cz/ftp/emulators/.

# 6397. Re: Programmer's editor

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-17 04:08:58 UTC
From: Ken Siders <god@columbus.rr.com>
Message-ID: <uFQDb.8473$Pd2.8176@fe3.columbus.rr.com>
Source record: 18010

It was my attempt to make a stand alone Action like editor. It also was designed to work with the E: device
hoping it could work with 80 column drivers. I provided a fast 40 column E: handler, a flicker term like 80
column E: handler, and a graphics 8 type 80 column E: handler that could be used in place of the default OS
one with the program. If I remember correctly, the only thing that really didn't work was the extend memory
drivers. You could also try KASM which supports most of AMAC's features and should be a little faster.
Everything should be available on my page or at the umich site.

--Ken Siders
http://home.earthlink.net/~atari8bit

"Jochen Sch&#65533;fer" <josch@joschs-robotics.de> wrote in message
news:brk0cc$n2o$1@news.uni-kl.de...
> richard cortese wrote:
> ....
> > There is something like TEDIT that was written by one of the guys who
did
> > BBK art. It was pretty good, but always defaults to a 2 space
> > indentation/margin from the left.
> Does TEDIT work with the XEP80?
> I also found KEDIT. Do you know that one?
>
>
> Thanks
>
>
> Jochen
>

# 6398. Re: ATARI 130XE - Memory problems

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-17 06:07:07 UTC
From: Hidehiko Ogata <hog@aqu.candybar.ne.jp>
Message-ID: <23.z2.uS2xClhU1nauQpb.NR@aqu.candybar.ne.jp>
Source record: 18011

Docrotcod wrote:

> Be very careful unsoldering the old ram chips. The traces/pads on the 130XE
> are VERY VERY weak and will pull off easily.

Now would be a good time to invest in a soldering-iron-meet-vacuum-pump
contraption (dunno the exact name). For ~30U$D (around here), it worked
wonders when I applied super-video mod to my 800XL and 130XE :).
--
// }{idehiko ()gata "I hope I didn't hurt you too much
\X/ Amiga since '86 when I killed you..." - Elmer Fudd

bekkoame is a classic Japanese candybar.

# 6399. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-17 07:03:27 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gu1407wow.fsf@legolas.mdh.se>
Source record: 18012

"|< e v" <akevin@nospam.com> writes:

> $320 is way too much for that motherboard.
> I think it is a neat idea, but hardly anyone will buy it.

Some die-hard enthusiasts probably will, but since it is not a
PC replacement, it will not find its buyers among those wanting
to upgrade their 1.4 GHz Pentium 4 system.

--
Anders Carlsson

Ye wonder, she's thirteen beyond an invisible carefully preserved leather
mouse. Sunday dungeons promising horseback cause loud guessed scissors.

# 6400. Re: drum kit out of my 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-17 08:03:15 UTC
From: soularinflux@aol.com
Message-ID: <20031217030315.11589.00000733@mb-m25.aol.com>
Source record: 18013

hello all,

many thanks for the input..i was thinking of using the pot pins in the joystick port in order to have a dynamic sound related to the hardness of the hit. i want to learn assembly on my 8 bit.. maybey i will. but it looks like i am going to use a standard program for the atari that does drum sounds .. like digi drum or bash.. etc.. i will wire up the keyboard to pads and be done with it. one atari for each drum.. i have so many ataris and i think it will be most able to keep up with me set as i described, one atari per drum.

thanks alot for your input.. Atari 8 bit.. live!

soularinflux

# 6401. Re: ATARI 130XE - Memory Problems (Gate Array)

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-17 08:48:48 UTC
From: Jindroush <jindroush@nospam.seznam.nospam.cz>
Message-ID: <3FE01870.34DD5B0C@nospam.seznam.nospam.cz>
Source record: 18014

quadro wrote:
>
> That one (Gate Array 130), what is it?
> It is a MMU, EMMU, PIA or what?

Most probably an EMMU. I can't think of anything else which is 130XE
only.

--
Jindroush <jindroush@nospam.seznam.nospam.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project
Remove both 'nospam's from the address to reply.

# 6402. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-17 09:16:56 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.56.0312170412490.29898@shell1>
Source record: 18015
Cross-posted to: comp.sys.atari.8bit,comp.sys.amiga.morphos

On Tue, 16 Dec 2003, |< e v wrote:

> very interesting, how much is 260 euros in US dollars?

Jeri has stated that the boards she sells in the United States
will be $260 (notice that she doesn't care about the exchange rate).

> Has the Atari 800 emulation been worked out yet?

I will ask her at the December 30 Micro-Palooza Party in Portland,
Oregon.

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

# 6403. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-17 09:21:26 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.56.0312170418030.29898@shell1>
Source record: 18016

On Tue, 16 Dec 2003, |< e v wrote:

> I think it [C-One] is a neat idea, but hardly anyone will buy it.

The first run of 300 developer boards have pretty much been
reserved. Relatively speaking, that bodes well for sales of consumer
C-One boards.

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

# 6404. Re: Programmer's editor

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-17 10:48:15 UTC
From: Jochen Schäfer <josch@joschs-robotics.de>
Message-ID: <brpc9s$mp7$1@news.uni-kl.de>
Source record: 18017

Ken Siders wrote:
> It was my attempt to make a stand alone Action like editor. It also was
> designed to work with the E: device
> hoping it could work with 80 column drivers. I provided a fast 40 column E:
> handler, a flicker term like 80
> column E: handler, and a graphics 8 type 80 column E: handler that could be
> used in place of the default OS
> one with the program. If I remember correctly, the only thing that really
> didn't work was the extend memory
> drivers. You could also try KASM which supports most of AMAC's features and
> should be a little faster.
> Everything should be available on my page or at the umich site.
I found KEDIT on your, therefore I was asking. Do you know if KEDIT
works with XEP80, which it, in theory, should?
KEDIT seems quite good, but I just tested shortly in an emulator.
Next year ;-) I will begin my project, so then I will decide on an editor.

Jochen

# 6405. Re: Atari800Win Plus settings

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-17 12:47:59 UTC
From: Mike Tennyson <miketennyson@hotmail.com>
Message-ID: <fbYDb.7909$6t6.7014@bignews2.bellsouth.net>
Source record: 18018

I set mine to use GDI for windows and a display resolution of 336x240. If
you get a window, just press ALT-ENTER to go fullscreen.

I agree, nice emulator.

Mike

"Mad_Kat" <maloney@HotPOP.com> wrote in message
news:0phkovc73s40h262annj687bal2q7roqt1@4ax.com...
> Hello all! I've been using this excellent Atari 800 emulator,
> Atari800Win Plus 3.1, for some time now, but I can't seem to get the
> audio and video settings just right. Any of you long-time users of
> this emulator have any suggestions as to what the settings are for the
> best performance?
>
> MK

# 6406. Re: ATARI 130XE - Memory Problems (Gate Array)

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-17 18:50:29 UTC
From: quadro <quadro@tiscalinet.it>
Message-ID: <3FE0A575.FEC998AA@tiscalinet.it>
Source record: 18019

Thanks mate

Do you know which TTL ICs eliminate?

Morris (ITALY)

---

THE6502MAN wrote:

> Its programmable logic to eliminate a few (bunch) of standard TTL ICs.
>
> Tony
>
> "quadro" <quadro@tiscalinet.it> wrote in message
> news:3FDF7A21.6AB6BDA6@tiscalinet.it...
> >
> > Hello folks....again me...Morris from Italy.
> >
> > Just a little info:
> > B & C ComputerVisions (www.myatari.com), recommend me the following
> > chips:
> >
> > RAM 64K SET (8) XL/XE
> > FREDDIE
> > MMU - XL/XE / PAL
> > and in last
> > GATE ARRAY 130
> >
> > That one (Gate Array 130), what is it?
> > It is a MMU, EMMU, PIA or what?
> >
> >
> > Morris
> >
> >

# 6407. Re: ATARI 130XE - Memory Problems (Gate Array)

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-17 18:51:27 UTC
From: quadro <quadro@tiscalinet.it>
Message-ID: <3FE0A5AE.3D792BB3@tiscalinet.it>
Source record: 18020

Thanks a lot for the info!

Morris (ITALY)
---

Jindroush wrote:

> quadro wrote:
> >
> > That one (Gate Array 130), what is it?
> > It is a MMU, EMMU, PIA or what?
>
> Most probably an EMMU. I can't think of anything else which is 130XE
> only.
>
> --
> Jindroush <jindroush@nospam.seznam.nospam.cz>
> http://jindroush.atari.org - Home of Atari Cartridge Dumping Project
> Remove both 'nospam's from the address to reply.

# 6408. Antic Linkline and Atari BASIC book AUTOGRAPHED

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-18 05:35:51 UTC
From: puffpuffin@aol.comNOSPAM
Message-ID: <20031218003551.21909.00000833@mb-m19.aol.com>
Source record: 18021

Hi everyone,

I've got some old atari 8-bit stuff to get rid of.

Antic Linkline transferring software for Atari 8-bits & STs
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=3646572721&category=182&rd=1

Atari Basic - Faster & Easier Book for 8-bits
Great AUTOGRAPHED book signed to Jim Capparell of Antic Publishing.
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2773915288&category=352
2&rd=1

Thanks for looking.

# 6409. ADV: Atari Xmas Gift/Sales!

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-18 12:18:23 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0312180413340.8717-100000@onyx.spiritone.com>
Source record: 18022
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,pdx.forsale

OK, I'm keeping this short. For Christmas, I have a Gift for my Customers!
Plus an Atarian Discount! Read about it below or Call Ben@ (503)256-9974!!
http://www.aracnet.com/~atari/specials.htm Atari Christmas Specials!

http://www.aracnet.com/~atari/free_cat.html FREE Atari Catalogs!
http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

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order goes out the same day. Customers love the speedy service! I have
lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 6410. Atari & s-video

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-18 19:53:37 UTC
From: Michael Gale <michael_c_gale@sympatico.ca>
Message-ID: <zAnEb.18268$CK3.1597418@news20.bellglobal.com>
Source record: 18024

Atarians,

I purchased a cable which can be plugged into the back of my Atari 800 XL. It connects to the monitor port and splits the signals into four separate RCA cables (red/white/black/yellow). I then acquired a cable that converts two RCA plugs (black/yellow) into an s-video adaptor. The black and yellow wires coming from the first cable are chrominance and luminance, of course. Unfortunately, I wasn't getting a signal from the my Atari 800 XL or my 130 XE, so I decided to do some research. Someone mentioned that the 800 XL doesn't produce a chrominance signal (actually they said it did, but the circuitry didn't connect the dots so to speak,) and I'm not sure about the 130 XE However, they also said that one of the RCA cables could be used as RCA input, but that didn't work either. Am I doomed? Am I doing something wrong here?

I am simply trying to improve the quality of video signal coming from my Atari machines.

Michael

# 6411. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-18 20:02:58 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <SJnEb.9509$Pg1.6802@newsread1.news.pas.earthlink.net>
Source record: 18023

"rewoolley" <rewoolleynospam@alamedanet.net> wrote in message
news:3fde82cf$0$32590$2c56edd9@news.cablerocket.com...
> If you run the 65816 at, say, 7.16mhz on all memory accesses and clock
down
> only for the hardware chips, you will run everything much, much faster
than
> a normal Atari. On cartridge games, you need to move the data into a
shadow
> RAM to get a really dramatic improvement. PacMan would definitely fly....
>
> You really don't need new software, but programs that do not use Pokey
> timers and such will run too fast.

I don't know. If you fed the GTIA with the 3.59 mHz xtal and the POKEY with the output of the GTIA, the timers, SIO, and tones should still work right. Hardware banging that relies on processor cycles for sound or video would definately be right out.

>
> 200-300 wires? wimp!! (nawww,,, I hate wires, too)
> Nothing to de-solder on a 1200XL, though.

No joke! My problem is I make a mistake about 1 in 40 connections. I am not a good debugger. My mistakes increase my debugging time exponentially. One mistake takes me an hour or two to debug, but 5-10 mistakes and I am out to 25-200 hours of debuggin.

# 6412. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-18 20:10:34 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <_QnEb.9514$Pg1.6238@newsread1.news.pas.earthlink.net>
Source record: 18025

"|< e v" <akevin@nospam.com> wrote in message
news:a6outvg1c0h9e44r4pnptea3nk2fck7tj4@4ax.com...
> On 16 Dec 2003 18:59:28 +0100, Anders Carlsson
> <anders.carlsson@mds.mdh.se> wrote:
>
> >About $320, a little depending on the daily exchange rate.
>
> $320 is way too much for that motherboard. I think it is a neat idea,
> but hardly anyone will buy it.

FWIW: Developer boards are all over the place in what you pay for them.
Atmel virtually used to give away their developer boards before they got
rich and famous. They have raised their prices but are still a good buy.
Motorola used to and may still *GOUGE* you. I seem to recall them charging
~$7,000 for ~$100 worth of silicon soldered on a 6"x8" board.

# 6413. Re: charles marslett and the xl/xe o.s

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-18 20:16:45 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <NWnEb.9519$Pg1.532@newsread1.news.pas.earthlink.net>
Source record: 18026

```
"phozz bare" <phozz@nowhere.com> wrote in message
news:newscache$k940qh$mbd$1@lnews.actcom.co.il...
>
> "richard cortese" <ricortes@earthlink.net> wrote in message
> news:Hm2Cb.7739$_r6.7594@newsread1.news.pas.earthlink.net...
> > "carmel" <carmel_andrews@hotmail.com> wrote in message
> > news:6912483e.0312101008.9f810b8@posting.google.com...
> > > I seem to remember quite a while back that someone calling themselves
> > > Charles Marslett (unless they were using a psuedonym/alias) that used
> > > to frequent the atari google newsgroups
> >
> > I believe he came by here once or twice too.
>
> Sorry this is off topic, but there is no "atari google newsgroup" (besides
> the fact that these posts by Marslett are probably dated much earlier than
> Google ever existed). Google simply contains an archive of historical
> contents of this newsgroup, among thousands of others.

He may have meant Yahoo.

Google goes back to at least the early 90's. I forgot my email address
before I was on Portal, but I can find posts back to ~1991.
```

# 6414. Re: Programmer's editor

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-18 20:24:43 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <f2oEb.9525$Pg1.1204@newsread1.news.pas.earthlink.net>
Source record: 18027

"Jochen Sch&#65533;fer" <josch@joschs-robotics.de> wrote in message
news:brk0cc$n2o$1@news.uni-kl.de...
> richard cortese wrote:
> ....
> > There is something like TEDIT that was written by one of the guys who
did
> > BBK art. It was pretty good, but always defaults to a 2 space
> > indentation/margin from the left.
> Does TEDIT work with the XEP80?

I would bet no. Pretty sure it writes directly to display memory during the
VBI.
> I also found KEDIT. Do you know that one?

No. I am kind of goofy with what I use for an editor. I use anything with
the old Wordstar type editing keys, like <contol>Y for delete line. The only
editor I use on the Atari is Action! because it has a scrolling 255<?> line
length and nice cut and paste functions.

There was one other editor that I almost liked on the Atari. I think it was
something like Textwiz or Text Wizard. It scrolled the screen both
horizontally and vertically so you had a 80 column lines.

# 6415. Re: Atari & s-video

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-19 13:01:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3fe2a20a48f0c0@comcast.net>
Source record: 18028

>Atarians,
>
>I purchased a cable which can be plugged into the back of my Atari 800
>XL. It connects to the monitor port and splits the signals into four
>separate RCA cables (red/white/black/yellow). I then acquired a cable
>that converts two RCA plugs (black/yellow) into an s-video adaptor. The
>black and yellow wires coming from the first cable are chrominance and
>luminance, of course. Unfortunately, I wasn't getting a signal from the
>my Atari 800 XL or my 130 XE, so I decided to do some research. Someone
>mentioned that the 800 XL doesn't produce a chrominance signal (actually
>they said it did, but the circuitry didn't connect the dots so to
>speak,) and I'm not sure about the 130 XE However, they also said that
>one of the RCA cables could be used as RCA input, but that didn't work
>either. Am I doomed? Am I doing something wrong here?
>
>I am simply trying to improve the quality of video signal coming from my
>Atari machines.
>
>Michael

Hello Mike,

You are not doomed. I purchased the same cable that has the RCA
cables (red,white,black,yellow) and also a video converter. Using
this I was able to connect my XL to a SVGA monitor. The
improvement in picture quality is great...

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 6416. Re: Atari & s-video

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-19 14:09:44 UTC
From: Michael Gale <michael_c_gale@sympatico.ca>
Message-ID: <aEDEb.21491$CK3.2043089@news20.bellglobal.com>
Source record: 18029

Thanks Edward. I can't use it with a monitor right now. I was hoping
to use it with a TV tuner card or a television. I just don't understand
why I'm not getting a picture...

Michael

Edward S. Baiz Jr. wrote:
> Hello Mike,
>
> You are not doomed. I purchased the same cable that has the RCA
> cables (red,white,black,yellow) and also a video converter. Using
> this I was able to connect my XL to a SVGA monitor. The
> improvement in picture quality is great...
>

# 6417. Re: Atari & s-video

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-19 16:10:55 UTC
From: atari_newbee@yahoo.com
Message-ID: <cf076eaf.0312190810.28f2d435@posting.google.com>
Source record: 18030

Michael, Edward:

I'm interested in having my Atari 800XL displayed on an SVGA monitor.

Michael, where did you purchase your cable?

Edward, can you give me info on the video converter you are using?

Thanks,

Newbee

Michael Gale <michael_c_gale@sympatico.ca> wrote in message
news:<zAnEb.18268$CK3.1597418@news20.bellglobal.com>...
> Atarians,
>
> I purchased a cable which can be plugged into the back of my Atari 800
> XL. It connects to the monitor port and splits the signals into four
> separate RCA cables (red/white/black/yellow). I then acquired a cable
> that converts two RCA plugs (black/yellow) into an s-video adaptor. The
> black and yellow wires coming from the first cable are chrominance and
> luminance, of course. Unfortunately, I wasn't getting a signal from the
> my Atari 800 XL or my 130 XE, so I decided to do some research. Someone
> mentioned that the 800 XL doesn't produce a chrominance signal (actually
> they said it did, but the circuitry didn't connect the dots so to
> speak,) and I'm not sure about the 130 XE However, they also said that
> one of the RCA cables could be used as RCA input, but that didn't work
> either. Am I doomed? Am I doing something wrong here?
>
> I am simply trying to improve the quality of video signal coming from my
> Atari machines.
>
> Michael

# 6418. Re: Atari & s-video

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-19 16:48:58 UTC
From: Michael Gale <michael_c_gale@sympatico.ca>
Message-ID: <sZFEb.21797$CK3.2118741@news20.bellglobal.com>
Source record: 18031

I purchased the cable on eBay, but I have seen a few of stores on the
Internet that sell them. I would search on Google using the keywords
"atari monitor rca." You could even build your own, if you are so inclined.

I have seen video converters Edward was talking about too, such as the
one listed here:

http://www.pccables.com/cgi-bin/orders6.cgi?action=Showitem&id=ID1161755&partno=85501&sear
ch=MONITOR&rsite=pccables.com&rcode=

(Found using the keywords "rca svga converter")

I'm sure there are others available elsewhere, and I'm not sure if the
price listed is very competitive either.

Michael

Atari Newbee wrote:
> Michael, Edward:
>
>
> I'm interested in having my Atari 800XL displayed on an SVGA monitor.
>
> Michael, where did you purchase your cable?
>
> Edward, can you give me info on the video converter you are using?
>
> Thanks,
>
> Newbee
>

## 6419. using a vga monitor.

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-19 23:55:40 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <ba2dnS1Wkb9rEn6i4p2dnA@comcast.com>
Source record: 18032

hey -

That recent video related post sparked a thought in me...

Has anybody here used a converter so they can use their 8-bit atari with a standard PC monitor? (instead of a t.v.)

I see they do exist for sale. Anybody with personal experience?
I was thinking about looking into it, but wouldn't want to spend too much money on a 'toy'...
Nor am I interested in seeing a diagram of the video pinouts so I can make it myself.

-z-

## 6420. programming

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-20 02:03:59 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <kLmdnbRqXsGNM36iRVn-vw@comcast.com>
Source record: 18033

ho ho ho

hey -

Did a lot of you atarians program on the 8-bits? Did you use just BASIC or did you know how to use the assembler editor or other?

Back in the day, let see, I would have been in my teens. I knew basic in-and-out...but, like so many, found it SLOW.
Even though I was decent at player-missile graphics, I rarely used it because everything I wrote fell to a crawl.
I usually used the "character set editing" trick for graphics.....maybe stole some USR related machine code from other games for a few tricks but that's all. I was just browsing through the stuff I wrote back in the 80s.

I remember finally getting the assembler editor cartridge, but the atari was on its way out, and I was busy on my new MAC.....using microsoft basic then pascal. I didn't really understand assembly-machine language on the atari...I had no teacher...all I knew was from picking up books. THERE WAS NO INTERNET....uh-oh....I almost passed out. Water please. Thanks.

-z-

# 6421. Floppy Board HD Disk Errors

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-20 03:43:53 UTC
From: llppwhite@aol.comnsp
Message-ID: <20031219224353.19067.00001206@mb-m13.aol.com>
Source record: 18034

Thought I would take a sounding of folks who use a BB/Floppy Board with HD disks. I am converting mine to ATR's (5760 DD sectors, 36 sectors/track). These disks were all new brand-name 1.44's, and now I'm picking up all kinds of errors from about sector 4000 and up (inner tracks). When these were written a few years ago, they had *no errors* when read back after writing. If I slow the reading down, they read ok with no errors. I've found no similar issues with 720K disks, but the number of errors with the HD's is still surprising to me. Anyone had similar experiences?
Larry

# 6422. Re: programming

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-20 04:32:35 UTC
From: Larry Serflaten <Abuse@SpamBusters.com>
Message-ID: <3fe3d0d6$1_7@corp.newsgroups.com>
Source record: 18035

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote
>
> Did a lot of you atarians program on the 8-bits? Did you use just BASIC or
> did you know how to use the assembler editor or other?

I wrote about 150 programs in BASIC (simple games mostly), and tried
quite a few other languages, Pilot (or was that Turtle? <g>) , Blue C, Macro
Assembler, etc...

The best language by far, was the Action! language from OSS. It had all
the familiar constructs, (If/Then, For/Next, Subs and Functions) plus it
allowed you to declare variables or compile at any memory location. The
compiler did little to optimize the code, but with the ability to include and
treat inline machine code as any normal Sub or Function, you had access
to the CPU it all its 8-bit glory....

> Back in the day, let see, I would have been in my teens. I knew basic
> in-and-out...but, like so many, found it SLOW.

I did a few BASIC programs that would require about 90 seconds for
the font to load, until I either found or developed a technique to load those
fonts in under a second. That method used the VVTP (Variable Value
Table) to allow the movement of data at machine language speed. It also
helped in other areas where movement of data was the main bottleneck, such
as moving a player vertically, loading all the sound registers, or fast screen
graphics, and so on....

After that, my BASIC programs weren't painfully slow, anymore!

I wrote an article about that VVTP method which was published in
Vol 4, No.2 (March/April 1995) of the Atari Classic Magazine put
out by Jim Hood and Bob Woolley. Unfortunately, I am unable to
find a link to any online version of that article....

Were you aware of that method?

LFS

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http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 100,000 Newsgroups - 19 Different Servers! =-----

# 6423. Re: programming

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-20 05:54:01 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <ZtREb.11756$0s2.6831@newsread2.news.pas.earthlink.net>
Source record: 18036

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:kLmdnbRqXsGNM36iRVn-vw@comcast.com...
> ho ho ho
>
> hey -
>
> Did a lot of you atarians program on the 8-bits? Did you use just BASIC
or
> did you know how to use the assembler editor or other?

There may be some detail lost after ~30 years and untold gallons of beer.

First programming I did was on a Wang programable calculator. Really old dog with the magnetic "iron" donut memory. Only programable in Hex<?>.

First computer I programmed on was a homebrew 1802. That would have been in the later half of the 70s. There was a basic available, Pitman BASIC or something like that, on tape or EPROM for >$100 so I remained in machine language as opposed to assembly. No nemonics, just "D0 20".

I think I got a few programable calculators at the same time. A TI and maybe a HP11C which was their business calculator. The seemed like higher languages at the time.

Atari was my first computer with a BASIC. My background in non structured programming meant I wrote a lot of spagetti code and never produced anything of merit.

First language I bought for the Atari was ASM/ED cart. Next was Action! cart, but I still didn't get it. I wrote a fair number of esoteric assembler routines for people. Unless you were into ham radio and using an Atari with your set up, they wouldn't matter to you.

About this time, I don't recall even the decade<80s?>, I took a night class in C programming. Having structured programming explained to me made it all clear and I saw the light.

The structured thing really cleaned up my code on all languages. I still didn't really program in BASIC except by request, but even that was now readible and easy to follow.

Favorite language before I dropped out of programming was Action! I didn't just drop out of programming on the Atari, but everything. Restoring old motorcycles into rat bikes is my current time and money burner. It will probably be something else by next year.

## 6424. Diskey

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-20 16:58:08 UTC
From: rolaid <rolaid@satx.rr.com>
Message-ID: <f757428fec8bf9e703c571ea1d46b3e8@news.teranews.com>
Source record: 18037

I have the docs for Diskey but not the floppy. If anyone has a copy that wants to sell or trade let me know.

Thanks..
rolaid@satx.rr.com

# 6425. Re: Programmer's editor

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-20 17:46:12 UTC
From: Bill K <dev@null.net>
Message-ID: <EV%Eb.4183$ms2.765@fe2.columbus.rr.com>
Source record: 18038

"richard cortese" <ricortes@earthlink.net> wrote in message
news:f2oEb.9525$Pg1.1204@newsread1.news.pas.earthlink.net...
<SNIP>
> No. I am kind of goofy with what I use for an editor. I use anything with
> the old Wordstar type editing keys, like <contol>Y for delete line. The
only

Speaking of editor preferences.. ahem.. are there any editors for the 8-bit
that look, act, quack, or otherwise mimic vi?
Yes, blasphemy.. but hey, I'm a Eunichs errrr Unix guy.

WLK

# 6426. Re: programming

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-20 22:04:21 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <0o-dnTZ3J937WnmiRVn-ug@comcast.com>
Source record: 18039

Hi Larry -

I never heard of VVTP.
I haven't programmed on an atari since the 1980's. I didn't "keep up" with the programming aspects or news, after the 80s passed.

Some methods I came across back in the day were "over my head" - - - I was just a high school student. Everything I knew I figured out on my own. So, if I didn't understand something I was just stuck.

Now, I'm sure that stuff would make sense. But I barely have time to keep up with the latest & greatest PC technologies of today.

-take care,
Z

"Larry Serflaten" <Abuse@SpamBusters.com> wrote in message news:3fe3d0d6$1_7@corp.newsgroups.com...
> "Z.Beeblebrox" <the.z.guy@comcast.net> wrote
> >
> > Did a lot of you atarians program on the 8-bits? Did you use just BASIC or
> > did you know how to use the assembler editor or other?
>
> I wrote about 150 programs in BASIC (simple games mostly), and tried
> quite a few other languages, Pilot (or was that Turtle? <g>) , Blue C, Macro
> Assembler, etc...
>
> The best language by far, was the Action! language from OSS. It had all
> the familiar constructs, (If/Then, For/Next, Subs and Functions) plus it
> allowed you to declare variables or compile at any memory location. The
> compiler did little to optimize the code, but with the ability to include and
> treat inline machine code as any normal Sub or Function, you had access
> to the CPU it all its 8-bit glory....
>
>
> > Back in the day, let see, I would have been in my teens. I knew basic
> > in-and-out...but, like so many, found it SLOW.
>
> I did a few BASIC programs that would require about 90 seconds for
> the font to load, until I either found or developed a technique to load those
> fonts in under a second. That method used the VVTP (Variable Value
> Table) to allow the movement of data at machine language speed. It also

> helped in other areas where movement of data was the main bottleneck, such
> as moving a player vertically, loading all the sound registers, or fast
screen
> graphics, and so on....
>
> After that, my BASIC programs weren't painfully slow, anymore!
>
> I wrote an article about that VVTP method which was published in
> Vol 4, No.2 (March/April 1995) of the Atari Classic Magazine put
> out by Jim Hood and Bob Woolley. Unfortunately, I am unable to
> find a link to any online version of that article....
>
> Were you aware of that method?
>
> LFS
>
>
>
>
>
>
>
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> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
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# 6427. Re: programming

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-21 00:16:05 UTC
From: Larry Serflaten <Abuse@SpamBusters.com>
Message-ID: <3fe4e63e_5@corp.newsgroups.com>
Source record: 18040

> I never heard of VVTP.
> I haven't programmed on an atari since the 1980's. I didn't "keep up" with
> the programming aspects or news, after the 80s passed.

Basic kept a section of memory to hold variable names (VNTP) and a
section of memory to hold their values (VVTP). In the case of strings
and arrays, the value table had pointers to the memory where the string
data or array data was kept. Using Poke, you could make it appear that
the string resided anywhere in memory. Making one string look like it
was right where the system font resided, and making another string look
like it resided where you needed the copy, the entire font could be
copied using a simple string assignment:

dst$ = src$

Likewise making a string look like it resided where the screen RAM was,
simple string assignments could fill the entire screen very quickly.

I bought my first Atari in 1982, but I didn't move to PCs until 1995.
At that time I was introduced to Visual Basic, and as you might imagine,
I have now become somewhat of an expert in that language!

LFS

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 100,000 Newsgroups - 19 Different Servers! =-----

# 6428. "Ultima I" inspired me as a youth

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-21 11:21:25 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <66aadc5873469a526c4fd52f204f1651@news.teranews.com>
Source record: 18041

When Ultima I came out around in 1983 (or sometime around there), I was not even a teenager. I was already programming my old Atari computer like a real pro and was much brighter than most people my age.

I sat down at Ultima I for the first time and saw things that I had never seen a computer do before. I saw how it laid out a map with water, trees, and cities. Even more so, I saw the 3 dimensional dungeon that I could explore (though it was rather small).

It inspired me, and I wanted to know how the trick was done. I wanted to learn everything that I could off of that computer and learn all the tricks of the trade and do it myself so I could create games just as good for the public to play.

Times have changed now. People rarely get 'royalties' for their games. Games have to be made in teams, usually for a major corporation, due to their sheer size and complexity now. Software Engineers are now just employees working for the company, and are no longer the authors and inspiration of games that go out. Games are usually designed by someone higher up and delegated to the Engineers down the line.

Times may have changed, but my taste for programming has not. Though it is not something I am pursuing as a career any longer, I still do it as a hobby and enjoy that hobby very much.

Just a couple of days ago, the idea popped into my head again about "wanting to know how the trick was done". I theorized my idea in my head and decided to set out and do it. I was going to create a 3D dungeon, just like the one I saw for the first time when I played Ultima I.

I hadn't done java in a long long time, but since I have a class on it next semester, I figured I should get back to re-learning it. It took me a couple of days, but I was finally able to make it, and it looks almost exactly like the Ultima I dungeon.

I invite you all to try it out. The maze is rather small right now, but I will be changing that in the next few days. I specifically wrote the code so that it would be extremely easy to change the size and shape of the dungeon at my very whim.

http://complabs.nevada.edu/~stephen7/MazeRun.html

Have fun.... it isn't much, but it was exactly what I set out to do, and I did it without any help or special learning in this type of construction.

# 6429. Re: programming

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-21 11:42:47 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <042caf1d5391b370557335b91a6b2295@news.teranews.com>
Source record: 18042

Machine Language programming was the one thing I wanted to do badly but could not. There were a few problems. The first being that I was not even a teenager yet, and could not make the money needed to buy one. My parents were too cheap to buy an assembler cartridge or the books necessary to do it, so I was stuck with whatever I could get my hands on.

Fortunately however, they DID subscribe to ANTIC magazine which provided a wealth of information on programming the Atari. Problem was that things often moved slowly due to Atari's desire to keep several programming techniques and memory locations a corporate secret.

In any case, I ended up doing very little machine language programming in my youth and mostly basic. About a year or two ago however, I did get back into it once more and have looked into 6502 programming and very much like it. I am discouraged however in that there is little future for 6502 programming now.

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:kLmdnbRqXsGNM36iRVn-vw@comcast.com...
> ho ho ho
>
> hey -
>
> Did a lot of you atarians program on the 8-bits? Did you use just BASIC
or
> did you know how to use the assembler editor or other?
>
> Back in the day, let see, I would have been in my teens. I knew basic
> in-and-out...but, like so many, found it SLOW.
> Even though I was decent at player-missile graphics, I rarely used it
> because everything I wrote fell to a crawl.
> I usually used the "character set editing" trick for graphics.....maybe
> stole some USR related machine code from other games for a few tricks but
> that's all. I was just browsing through the stuff I wrote back in the 80s.
>
> I remember finally getting the assembler editor cartridge, but the atari
was
> on its way out, and I was busy on my new MAC.....using microsoft basic
then
> pascal. I didn't really understand assembly-machine language on the
> atari...I had no teacher...all I knew was from picking up books. THERE WAS
> NO INTERNET....uh-oh....I almost passed out. Water please. Thanks.
>
> -z-
>

>

# 6430. Re: programming

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-21 12:37:25 UTC
From: anoneds@netscape.net
Message-ID: <8c160850.0312210437.59f632a3@posting.google.com>
Source record: 18043

"Larry Serflaten" <Abuse@SpamBusters.com> wrote in message
news:<3fe4e63e_5@corp.newsgroups.com>...
> > I never heard of VVTP.
> > I haven't programmed on an atari since the 1980's. I didn't "keep up" with
> > the programming aspects or news, after the 80s passed.
>
> Basic kept a section of memory to hold variable names (VNTP) and a
> section of memory to hold their values (VVTP). In the case of strings
> and arrays, the value table had pointers to the memory where the string
> data or array data was kept. Using Poke, you could make it appear that
> the string resided anywhere in memory. Making one string look like it
> was right where the system font resided, and making another string look
> like it resided where you needed the copy, the entire font could be
> copied using a simple string assignment:
>
> dst$ = src$
>
> Likewise making a string look like it resided where the screen RAM was,
> simple string assignments could fill the entire screen very quickly.
>
> I bought my first Atari in 1982, but I didn't move to PCs until 1995.
> At that time I was introduced to Visual Basic, and as you might imagine,
> I have now become somewhat of an expert in that language!
>
> LFS
>

Nifty! But what happens if a garbage collection occurs between the
time you poke the new addresses and actually perform the statement
above? I suppose you can try to limit use of temporary strings, or
even force a gc before doing this?

Ben

## 6431. Rarity Lists

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-21 15:31:22 UTC
From: Mike Tennyson <miketennyson@hotmail.com>
Message-ID: <40jFb.6687$2Y.4941@bignews4.bellsouth.net>
Source record: 18044

I have seen several lists on the net showing all Atari carts ever made and some have rarity rankings 1-10. Can anyone tell me where the best site is for this info? Who determines rarity and how? I am starting a 400/800 cart collection (getting back after 20 years!) and want to have a checklist as a guide.

Thanks in advance!

Mike

# 6432. Re: using a vga monitor.

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-21 16:43:18 UTC
From: Michael Gale <MichaelCGale@hotmail.com>
Message-ID: <B4kFb.466$d%1.199955@news20.bellglobal.com>
Source record: 18045

Here is the link I listed in the thread:

http://www.pccables.com/cgi-bin/orders6.cgi?action=Showitem&id=ID1161755&par
tno=85501&search=MONITOR&rsite=pccables.com&rcode=

This will allow you to connect to a standard VGA monitor.

Michael

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:ba2dnS1Wkb9rEn6i4p2dnA@comcast.com...
> hey -
>
> That recent video related post sparked a thought in me...
>
> Has anybody here used a converter so they can use their 8-bit atari with a
> standard PC monitor? (instead of a t.v.)
>
> I see they do exist for sale. Anybody with personal experience?
> I was thinking about looking into it, but wouldn't want to spend too much
> money on a 'toy'...
> Nor am I interested in seeing a diagram of the video pinouts so I can make
> it myself.
>
> -z-
>
>

# 6433. Re: Atari & s-video

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-21 16:57:43 UTC
From: Michael Gale <MichaelCGale@hotmail.com>
Message-ID: <7ikFb.490$d%1.206457@news20.bellglobal.com>
Source record: 17969

Just to follow up my first post. I managed to get the cable working. The problem, of course, was a silly thing indeed. The cable colour coding was based on a system several years old, when monitors that accepted chrominance and luminance as input were fairly common. The red and white cables were the chroma and luma cables (not audio!), and the yellow cable was the mono-audio signal. Still haven't figured out what the black cable is used for (maybe for stereo sound?)

The picture looks fantastic! I have the output connected to a television tuner card to save room on my desk top (although the output looks even better when connected to a television,) and I have my Atari connected to another PC via APE. The stage is set, the pieces are moving, so let the gaming fest begin!

--Michael

# 6434. Re: programming

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-21 18:34:48 UTC
From: Larry Serflaten <Abuse@SpamBusters.com>
Message-ID: <3fe5e7c7_3@corp.newsgroups.com>
Source record: 18046

"Ben Yates" <anoneds@netscape.net> wrote
>
> Nifty! But what happens if a garbage collection occurs between the
> time you poke the new addresses and actually perform the statement
> above? I suppose you can try to limit use of temporary strings, or
> even force a gc before doing this?

What garbage collection?

LFS

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http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
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# 6435. Re: "Ultima I" inspired me as a youth

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-21 18:45:10 UTC
From: russg <russg@en.com>
Message-ID: <vubqn1fprr3g59@corp.supernews.com>
Source record: 17947

Uh, Steve.
All I get is a grey box with a 13 at the bottom left.
Maybe you have some cgi or something that your ISP won't
run, or maybe my computer has java turned off?

So, Steve, how about programming something for the Atari
8-bit? You might even submit it to ABBUC's programming
contest.

# 6436. Re: "Ultima I" inspired me as a youth

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-21 18:52:33 UTC
From: kevin <nospam@nospam.org>
Message-ID: <bsqbuvgm5thhe9b3lq8mtvvb5hmi7m89et@4ax.com>
Source record: 17948

On Sun, 21 Dec 2003 11:21:25 GMT, "Steve S" <j70141@hotmail.com>
wrote:

it works fine on my computer (Im using Opera web browser on windows
XP). It keeps telling me I crashed!!

kvn

# 6437. Re: Rarity Lists

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-21 18:54:47 UTC
From: richard daley <richard.daley3@ntlworld.com>
Message-ID: <92mFb.24886$R6.5137093@newsfep2-win.server.ntli.net>
Source record: 17949

"Mike Tennyson" <miketennyson@hotmail.com> wrote in message
news:40jFb.6687$2Y.4941@bignews4.bellsouth.net...

I would suggest youbtake a look at

http://my.execpc.com/~krieg/VidGames.htm

for a good all round guide

good hunting
Richard

> I have seen several lists on the net showing all Atari carts ever made and
> some have rarity rankings 1-10. Can anyone tell me where the best site is
> for this info? Who determines rarity and how? I am starting a 400/800 cart
> collection (getting back after 20 years!) and want to have a checklist as
a
> guide.
>
> Thanks in advance!
>
> Mike
>
>

# 6438. Re: Best Atari 8-bit Chess?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-21 18:55:57 UTC
From: russg <russg@en.com>
Message-ID: <vubrba8th0o368@corp.supernews.com>
Source record: 17950

It's been a week since my post, where is everyone?
I suppose nobody remembers the hints, solutions, docs, cheats
site I asked about, I think Larry Richardson was the owner.
I'd sure like to have a copy of that site, or know where I could
see it.
Anybody know?

# 6439. Re: "Ultima I" inspired me as a youth

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-21 19:44:12 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <ecb4b95f07a4715a58860a6c42fe61b9@news.teranews.com>
Source record: 17951

I programmed it to say "crash" when you bump into walls. Was it saying
"crash" otherwise? The thing has been tested time and again on Internet
Explorer and works great for me... odd that someone else would have some
troubles. Perhaps his java is turned off or maybe he needs java installed.
I seem to remember something about Netscape (if that's what he is using)
downloading with bare minimums and having to add stuff little by little.

Pressing 'M' gives you a cheat map and pressing 'C' gives you a compass.
If you find a ladder, press 'U' for going up and press 'D' for going down.

Okay, I've had about 15 visitors so far... what do the other 13 think of it?
Any problems?

"kevin" <nospam@nospam.org> wrote in message
news:bsqbuvgm5thhe9b3lq8mtvvb5hmi7m89et@4ax.com...
> On Sun, 21 Dec 2003 11:21:25 GMT, "Steve S" <j70141@hotmail.com>
> wrote:
>
> it works fine on my computer (Im using Opera web browser on windows
> XP). It keeps telling me I crashed!!
>
>
>
>
>
> kvn

# 6440. Re: "Ultima I" inspired me as a youth

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-21 19:47:36 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <f5346b5e15ed327551a2de695a9c49fb@news.teranews.com>
Source record: 17952

Odd... try refreshing the screen to see if that makes a difference. The number is just a webcounter. Check your java.. if necessary, check out the Sun website and see if they have a java pack for you to download.

I plan on using this program as part of a sort-of on-line resume so I need to make sure it works... let me know how it turns out.

"russg" <russg@en.com> wrote in message news:vubqn1fprr3g59@corp.supernews.com...
> Uh, Steve.
> All I get is a grey box with a 13 at the bottom left.
> Maybe you have some cgi or something that your ISP won't
> run, or maybe my computer has java turned off?
>
> So, Steve, how about programming something for the Atari
> 8-bit? You might even submit it to ABBUC's programming
> contest.
>
>

# 6441. Re: Atari & s-video

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-21 19:53:59 UTC
From: "Rick D." <sysop2003@a8maestro.com>
Message-ID: <3FE5FA57.E930986B@a8maestro.com>
Source record: 17953

Michael Gale wrote:...

> The
> black and yellow wires coming from the first cable are chrominance and
> luminance, of course. Unfortunately, I wasn't getting a signal from the
> my Atari 800 XL or my 130 XE, so I decided to do some research. Someone
> mentioned that the 800 XL doesn't produce a chrominance signal (actually
> they said it did, but the circuitry didn't connect the dots so to
> speak,) and I'm not sure about the 130 XE

First make sure you are using the correct plugs. Trying each of them in turn to a video input you should get...a full color picture(video), a monochrome picture(lum), a ghost picture-rolling(chroma), and a lot of noise/no picture(audio). If you don't get this, the cable may not be wired for an Atari 8 bit.

This should work in a 800 or 130XE..but you know Atari, they may have some boards designs without chroma. Most 800XLs(600XLs) will NOT have the chroma line wired. I can put up the flyer I made on fixing this.

Also, the svideo adapter/cable may be at fault for following the spec. Most things cheat..they want the signal returns to be connected to the case shield. A meter can check this.

Rick D.

# 6442. Re: using a vga monitor.

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-21 20:10:47 UTC
From: "Rick D." <sysop2003@a8maestro.com>
Message-ID: <3FE5FE47.95DBCD29@a8maestro.com>
Source record: 17955

"Z.Beeblebrox" wrote:

> hey -
>
> That recent video related post sparked a thought in me...
>
> Has anybody here used a converter so they can use their 8-bit atari with a
> standard PC monitor? (instead of a t.v.)
>
> I see they do exist for sale. Anybody with personal experience?
> I was thinking about looking into it, but wouldn't want to spend too much
> money on a 'toy'...
> Nor am I interested in seeing a diagram of the video pinouts so I can make
> it myself.
>
> -z-

Once of the most popular ways is to use a capture card input.

Rick D.

# 6443. Re: "Ultima I" inspired me as a youth

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-21 20:15:27 UTC
From: Atari-Chart <SPAMMENOTatari-chart@shaw.ca>
Message-ID: <ofubuvovjjufm79rsr6b9mi5hoqnhbuddr@4ax.com>
Source record: 17954

On Sun, 21 Dec 2003 11:21:25 GMT, "Steve S" <j70141@hotmail.com>
wrote:

>I invite you all to try it out. The maze is rather small right now, but I
>will be changing that in the next few days. I specifically wrote the code
>so that it would be extremely easy to change the size and shape of the
>dungeon at my very whim.
>
>http://complabs.nevada.edu/~stephen7/MazeRun.html
>
>Have fun.... it isn't much, but it was exactly what I set out to do, and I
>did it without any help or special learning in this type of construction.
>
Doesn't do anything for me - just a blank grey box. Is there
something special I need to do to fire it up?

# 6444. Re: "Ultima I" inspired me as a youth

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-21 20:32:39 UTC
From: kevin <nospam@nospam.org>
Message-ID: <9n0cuvc046rjui74uhbscf9kuv5lq51bue@4ax.com>
Source record: 17956

On Sun, 21 Dec 2003 19:44:12 GMT, "Steve S" <j70141@hotmail.com>
wrote:

>I programmed it to say "crash" when you bump into walls. Was it saying
>"crash" otherwise? The thing has been tested time and again on Internet
>Explorer and works great for me... odd that someone else would have some
>troubles. Perhaps his java is turned off or maybe he needs java installed.
>I seem to remember something about Netscape (if that's what he is using)
>downloading with bare minimums and having to add stuff little by little.
>

yep, it said crash because I was hitting the walls. It works fine,
infact it is kind of too fast, maybe if you added color and textures
it would slow it down a bit. I think alot of people might not get
that you have to click on the applet before you can steer.

kvn

# 6445. Re: "Ultima I" inspired me as a youth

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-21 21:05:06 UTC
From: Larry Serflaten <Abuse@SpamBusters.com>
Message-ID: <3fe60b01$1_3@corp.newsgroups.com>
Source record: 17957

> 
> Okay, I've had about 15 visitors so far... what do the other 13 think of it?
> Any problems?

I use Internet Explorer 5, with the java VM set to high safety and I got nothing
but the grey box also.

LFS

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# 6446. Indus Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-21 22:26:19 UTC
From: rolaid <rolaid@satx.rr.com>
Message-ID: <04da05baf07eb034a6c14cffcadfb530@news.teranews.com>
Source record: 17958

I've just blown 3 Atari 8bit power supplies hooking each in turn to
an Indus Drive.

I guess I'm wrong, but before I blow another; Indus has it's on power supply
correct?

Help and Thnaks,
/mike

# 6447. Opps Indus Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-21 22:32:44 UTC
From: rolaid <rolaid@satx.rr.com>
Message-ID: <bef2d68ff0f3241a9254c10830177fe3@news.teranews.com>
Source record: 17959

Sorry for the dumb post. Just read all the messages under Indus.
/mike

# 6448. Re: "Ultima I" inspired me as a youth

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-21 22:43:23 UTC
From: mo <momo@atariland.com>
Message-ID: <fmpFb.244709$do1.34854@twister.austin.rr.com>
Source record: 17960

"Steve S" <j70141@hotmail.com> wrote in message
news:66aadc5873469a526c4fd52f204f1651@news.teranews.com...
> When Ultima I came out around in 1983 (or sometime around there),

It works great for me! Nice work, looks kind of like the old Avalon Hill
game 'Voyager I' without monsters to run into. I noticed a couple of
infinite loops there, nice touch. I think if anyone has trouble with it,
they should go to Sun Micros website and download the latest runtime
environment. I think you'll find alot more things work right once you've
done this.
Mo

# 6449. Re: using a vga monitor.

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-21 23:07:15 UTC
From: llppwhite@aol.comnsp
Message-ID: <20031221180715.15381.00001242@mb-m12.aol.com>
Source record: 17961

> Has anybody here used a converter so they can use their 8-bit atari with a
> standard PC monitor? (instead of a t.v.)
> I see they do exist for sale. Anybody > with personal experience?

There are many of these, and they range from $50 to very big buck$ for professional broadcast equipment. The one linked in this thread is the "Cheese Box". In spite of its somewhat unusual looks, it appears to be one of the more competent designs. Many of these will only work with a color signal.

I've had 5 different kinds of these, and the "best" IMO is the ATI All-in-Wonder video card. The main advantage of using a PC video card is that the video is scaleable under Windows. I use APE a lot, and I have APE, my A8 screen, the Win file Explorer, and whatever dialogue boxes APE needs all open at once. The AIW also gives you a dynamite DVD player and a PVR that captures as MPEG and other file types. I have never used a USB capture device or add-on TV cards.

The down-side of the PC card is that you must have the PC up and running while many/most of the external scan-doublers and up-converters operate as stand-alone devices. I have also used a JAM!!, Instant-TV, the XGA Theater (very nice), and another ATI AIW. These all have slightly different sets of capabilities.

*If* you can provide good S-video signals from your A8, these will "knock your socks off" in VGA.

Larry

# 6450. Re: "Ultima I" inspired me as a youth

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-21 23:33:14 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <976da19cd3195c5c92c7a4b1adf92b70@news.teranews.com>
Source record: 17962

Actually, I had two features on there. One I had removed because I didn't think it was necessary, and the other I added recently. The second was a message saying that you had to click on the maze in order to use the keyboard (and press enter for help). Did you not see that part?

The first, I had removed because I didn't see it necessary. It was a feature that made you release the arrow key before you could make another move. Basically, one key press per move. I removed it because I felt there was plenty of time to release the key before it repeated itself (and went very very fast). Do you feel I need to implement this feature again? I have mixed feelings about adding a 'lag' feature...

"kevin" <nospam@nospam.org> wrote in message
news:9n0cuvc046rjui74uhbscf9kuv5lq51bue@4ax.com...
> On Sun, 21 Dec 2003 19:44:12 GMT, "Steve S" <j70141@hotmail.com>
> wrote:
>
> >I programmed it to say "crash" when you bump into walls. Was it saying
> >"crash" otherwise? The thing has been tested time and again on Internet
> >Explorer and works great for me... odd that someone else would have some
> >troubles. Perhaps his java is turned off or maybe he needs java
installed.
> >I seem to remember something about Netscape (if that's what he is using)
> >downloading with bare minimums and having to add stuff little by little.
> >
>
> yep, it said crash because I was hitting the walls. It works fine,
> infact it is kind of too fast, maybe if you added color and textures
> it would slow it down a bit. I think alot of people might not get
> that you have to click on the applet before you can steer.
>
>
>
>
>
>
>
>
> kvn

# 6451. Re: "Ultima I" inspired me as a youth

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-21 23:37:49 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <38dcdaa53c0c05158cb73cebef2b7249@news.teranews.com>
Source record: 17963

Thank you for your input. I have my Java on high safety also, so that could not be it. I am however using version 6.0 of Internet Explorer.

Anyone else with problems, kindly check the "Help=>About" and tell me your version. Also, try "refresh" and try waiting a bit. I always get a gray box for the first 15 seconds or so, and I suppose if something went wrong in the transmission that it could happen.

Also, if any of you are using something besides Windows, let me know.
Thanks for the input everyone. I appreciate it.

"Larry Serflaten" <Abuse@SpamBusters.com> wrote in message news:3fe60b01$1_3@corp.newsgroups.com...
> >
> > Okay, I've had about 15 visitors so far... what do the other 13 think of it?
> > Any problems?
>
> I use Internet Explorer 5, with the java VM set to high safety and I got nothing
> but the grey box also.
>
> LFS
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>
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# 6452. Re: "Ultima I" inspired me as a youth

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-21 23:39:23 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <e0db7aae7cd4a799bc1f3ffd98432458@news.teranews.com>
Source record: 17964

Thank you. I'll try running it offsite from another computer too and see
what I come up with.

Thank you everyone for your input... things like this only help a programmer
to become better...

"mo" <momo@atariland.com> wrote in message
news:fmpFb.244709$do1.34854@twister.austin.rr.com...
> "Steve S" <j70141@hotmail.com> wrote in message
> news:66aadc5873469a526c4fd52f204f1651@news.teranews.com...
> > When Ultima I came out around in 1983 (or sometime around there),
>
> It works great for me! Nice work, looks kind of like the old Avalon Hill
> game 'Voyager I' without monsters to run into. I noticed a couple of
> infinite loops there, nice touch. I think if anyone has trouble with it,
> they should go to Sun Micros website and download the latest runtime
> environment. I think you'll find alot more things work right once you've
> done this.
> Mo
>
>
>

# 6453. Re: "Ultima I" inspired me as a youth

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-22 01:02:41 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <mf-dnUWy29ou33uiRVn-ug@comcast.com>
Source record: 17965

I tried over 2 PCs. One has IE5.0 and the other has IE6.0. Both are
Windows 2000.
Both just showed a gray box & a number in the lower left hand corner.

-zoinks,
me

"Steve S" <j70141@hotmail.com> wrote in message
news:66aadc5873469a526c4fd52f204f1651@news.teranews.com...
> When Ultima I came out around in 1983 (or sometime around there), I was
not
> even a teenager. I was already programming my old Atari computer like a
> real pro and was much brighter than most people my age.
>
> I sat down at Ultima I for the first time and saw things that I had never
> seen a computer do before. I saw how it laid out a map with water, trees,
> and cities. Even more so, I saw the 3 dimensional dungeon that I could
> explore (though it was rather small).
>
> It inspired me, and I wanted to know how the trick was done. I wanted to
> learn everything that I could off of that computer and learn all the
tricks
> of the trade and do it myself so I could create games just as good for the
> public to play.
>
> Times have changed now. People rarely get 'royalties' for their games.
> Games have to be made in teams, usually for a major corporation, due to
> their sheer size and complexity now. Software Engineers are now just
> employees working for the company, and are no longer the authors and
> inspiration of games that go out. Games are usually designed by someone
> higher up and delegated to the Engineers down the line.
>
> Times may have changed, but my taste for programming has not. Though it
is
> not something I am pursuing as a career any longer, I still do it as a
hobby
> and enjoy that hobby very much.
>
> Just a couple of days ago, the idea popped into my head again about
"wanting
> to know how the trick was done". I theorized my idea in my head and
decided
> to set out and do it. I was going to create a 3D dungeon, just like the
one
> I saw for the first time when I played Ultima I.

>
> I hadn't done java in a long long time, but since I have a class on it
next
> semester, I figured I should get back to re-learning it. It took me a
> couple of days, but I was finally able to make it, and it looks almost
> exactly like the Ultima I dungeon.
>
> I invite you all to try it out. The maze is rather small right now, but I
> will be changing that in the next few days. I specifically wrote the code
> so that it would be extremely easy to change the size and shape of the
> dungeon at my very whim.
>
> http://complabs.nevada.edu/~stephen7/MazeRun.html
>
> Have fun.... it isn't much, but it was exactly what I set out to do, and
I
> did it without any help or special learning in this type of construction.
>
>

# 6454. Re: using a vga monitor.

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-22 01:08:06 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <2vudnYpHks1l3nuiRVn-ug@comcast.com>
Source record: 17966

Thanks. I've seen this one before, and many others.

Do you have and use this cable yourself? I'm looking for people that use
the connector(s) so I can evaluate if it is worth spending the money on.

-thanks for the link!
z

"Michael Gale" <MichaelCGale@hotmail.com> wrote in message
news:B4kFb.466$d%1.199955@news20.bellglobal.com...
> Here is the link I listed in the thread:
>
>
http://www.pccables.com/cgi-bin/orders6.cgi?action=Showitem&id=ID1161755&par
> tno=85501&search=MONITOR&rsite=pccables.com&rcode=
>
> This will allow you to connect to a standard VGA monitor.
>
> Michael
>
> "Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
> news:ba2dnS1Wkb9rEn6i4p2dnA@comcast.com...
> > hey -
> >
> > That recent video related post sparked a thought in me...
> >
> > Has anybody here used a converter so they can use their 8-bit atari with
a
> > standard PC monitor? (instead of a t.v.)
> >
> > I see they do exist for sale. Anybody with personal experience?
> > I was thinking about looking into it, but wouldn't want to spend too
much
> > money on a 'toy'...
> > Nor am I interested in seeing a diagram of the video pinouts so I can
make
> > it myself.
> >
> > -z-
> >
> >
>
>

# 6455. Re: using a vga monitor.

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-22 01:12:00 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <0aWdnej_YKB_2XuiRVn-jw@comcast.com>
Source record: 17967

I forgot to ask:

If you use the box you mentioned, do you still need the "GAME / TV" switch box that would typically attach?
OR do you just plug the atari's video cable into the "cheese box" instead of the tv/game box?

-thanks!
z

"Michael Gale" <MichaelCGale@hotmail.com> wrote in message news:B4kFb.466$d%1.199955@news20.bellglobal.com...
> Here is the link I listed in the thread:
>
>
http://www.pccables.com/cgi-bin/orders6.cgi?action=Showitem&id=ID1161755&par
> tno=85501&search=MONITOR&rsite=pccables.com&rcode=
>
> This will allow you to connect to a standard VGA monitor.
>
> Michael
>
> "Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
> news:ba2dnS1Wkb9rEn6i4p2dnA@comcast.com...
> > hey -
> >
> > That recent video related post sparked a thought in me...
> >
> > Has anybody here used a converter so they can use their 8-bit atari with
a
> > standard PC monitor? (instead of a t.v.)
> >
> > I see they do exist for sale. Anybody with personal experience?
> > I was thinking about looking into it, but wouldn't want to spend too
much
> > money on a 'toy'...
> > Nor am I interested in seeing a diagram of the video pinouts so I can
make
> > it myself.
> >
> > -z-
> >
> >
>
>

# 6456. Re: "Ultima I" inspired me as a youth

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-22 01:14:21 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <2aqdnXQUrrPy2HuiRVn-sQ@comcast.com>
Source record: 17968

what is the ABBUC programming contest?

-z-

"russg" <russg@en.com> wrote in message
news:vubqn1fprr3g59@corp.supernews.com...
> Uh, Steve.
> All I get is a grey box with a 13 at the bottom left.
> Maybe you have some cgi or something that your ISP won't
> run, or maybe my computer has java turned off?
>
> So, Steve, how about programming something for the Atari
> 8-bit? You might even submit it to ABBUC's programming
> contest.
>
>

# 6457. Re: programming

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-22 02:55:39 UTC
From: anoneds@netscape.net
Message-ID: <8c160850.0312211855.32c21beb@posting.google.com>
Source record: 17970

"Larry Serflaten" <Abuse@SpamBusters.com> wrote in message
news:<3fe5e7c7_3@corp.newsgroups.com>...
> "Ben Yates" <anoneds@netscape.net> wrote
> >
> > Nifty! But what happens if a garbage collection occurs between the
> > time you poke the new addresses and actually perform the statement
> > above? I suppose you can try to limit use of temporary strings, or
> > even force a gc before doing this?
>
> What garbage collection?
>
> LFS
>

Doesn't Atari Basic do a garbage collection to rid temporary strings,
and move them (compact them) like other Basics? Most other Basics I'm
familiar with have a garbage collection that runs when the string
space is exhausted.

Ben

# 6458. Re: programming

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-22 03:30:01 UTC
From: Larry Serflaten <Abuse@SpamBusters.com>
Message-ID: <3fe6653b_4@corp.newsgroups.com>
Source record: 17971

"Ben Yates" <anoneds@netscape.net> wrote in message > >
> > What garbage collection?
>
> Doesn't Atari Basic do a garbage collection to rid temporary strings,
> and move them (compact them) like other Basics? Most other Basics I'm
> familiar with have a garbage collection that runs when the string
> space is exhausted.

Atari BASIC required all strings and arrays to be DIMensioned before use
and could not be redimensioned without clearing all variables (CLR command).

The DIM statement actually set the maximum number of characters a string
could hold. It could hold less, but the DIMmed memory was not released.
Basically Strings were fixed in size by the DIM command, even though they
could hold fewer characters, garbage collection wasn't used.

LFS

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http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 100,000 Newsgroups - 19 Different Servers! =-----

# 6459. Re: Indus Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-22 09:57:27 UTC
From: mo <momo@atariland.com>
Message-ID: <bezFb.76786$HH.7840@fe1.texas.rr.com>
Source record: 17972

Stop! I think they are different. I could be wrong but doesn't indus use a
DC power supply?
Mo

"rolaid" <rolaid@satx.rr.com> wrote in message
news:04da05baf07eb034a6c14cffcadfb530@news.teranews.com...
> I've just blown 3 Atari 8bit power supplies hooking each in turn to
> an Indus Drive.
>
> I guess I'm wrong, but before I blow another; Indus has it's on power
supply
> correct?
>
> Help and Thnaks,
> /mike
>
>

# 6460. Re: Micro-Palooza!!! (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-22 10:28:03 UTC
From: Robert Bernardo <rbernardo@iglou.com>
Message-ID: <Pine.GSO.4.56.0312220526010.11192@shell1>
Source record: 17973

Date: Thu, 18 Dec 2003 05:01:06 GMT
From: Clay Cowgill <clay(at)yahoo.com>
Subject: Semi-O/T: Shameless plug-- microPALOOZA!

Since old arcade games, old game systems, and old computers kinda go
together, I'm posting here in case anyone's interested...

If you're going to be in the vicinity of Portland, Oregon for the new year
you might be interested in a show/concert we're having at our arcade
(Ground Kontrol) in downtown Portland on Tuesday, December 30th.

In addition to the usual arcade games we have (about 60 classic machines
including a pretty good set of pinballs) we'll be hosting sort of a West
Coast Commodore user's gathering starting at 1 PM and turning into
"microPALOOZA" at about 6 PM.

microPALOOZA will be live music performed by at least four different
artists -- the interesting bit is it's all "chip music"... For those
unfamiliar with chip music (sometimes referred to as 'squarewave music',
'chiptunes', or '8-bit music'), it's created using old, old game systems
and computers like the Commodore 64, Gameboy, NES, Atari 2600, etc. as
instruments. Sometimes the occasional reprogrammed dot matrix printer.
If nothing else just the "instrument" setups are pretty amazing. A fun
little backgrounder is here: http://msnbc.msn.com/id/3131157/

Right now we've confirmed:
Seth Sternberger (performing as 8-Bit Weapon)
http://c64audio.valuehost.co.uk/8BitWeapon/
lodus http://www.lodus.tk/
MOS-8
gotoXY http://zebox.com/gotoxy/music & Waxin' Wary

There will be some well known Commodore scene people there for good
measure-- Dave Moorman (Loadstar magazine), Jeri Ellsworth (designer of
the CommodoreOne), Robert Bernardo (Fresno Commodore User Group) and
possibly Mike J Henry and/or Lawrence Hiler of Basement Boys Software if
I can talk 'em into it. ;-)

Anyway, the games will be on, the music should be cool (or at least
"interesting" depending on your tastes), and we'll be putting the new
store sound system built by Neil ("Retrocade") Bradley through its
paces... No cover before 4 PM, $4 per person after that. Should run
until about 10 PM with music starting around 6 PM.

Details and updates here: http://www.groundkontrol.com

Hope a few of you can make it. Come find me and say 'hi' if you do...

-Clay

# 6461. Re: programming

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-22 12:59:47 UTC
From: Bruce <No-Spam@Ivn.cl>
Message-ID: <bs6m9e$92u$1@news1.nivel5.cl>
Source record: 17974

I started with basic (fist i played on a zx81 :o)
making lots of little games, characters editors, etc... (all learned by
atari magazines from here , chile)
As i have no internet connection.. i was limited on my learning....
then i get some new software , and learned ASM (MAC/65) ... Wrote lot of
thing on that too... But, atari was never a great home computer system in
Chile .. mainly used as a game console. So my software was just for fun
(learning).
Most of the routines i wrote on asm, i ported to basic using xusr, to be
fast on memory writing/video writing, etc....

Nowadays , i dont recall most of the basic or mac65 instruccions... cause im
too into c/c++ , asm, pascal, etc..
That were great days ;D

"Z.Beeblebrox" <the.z.guy@comcast.net> escribi&#65533; en el mensaje
news:kLmdnbRqXsGNM36iRVn-vw@comcast.com...
> ho ho ho
>
> hey -
>
> Did a lot of you atarians program on the 8-bits? Did you use just BASIC
or
> did you know how to use the assembler editor or other?
>
> Back in the day, let see, I would have been in my teens. I knew basic
> in-and-out...but, like so many, found it SLOW.
> Even though I was decent at player-missile graphics, I rarely used it
> because everything I wrote fell to a crawl.
> I usually used the "character set editing" trick for graphics.....maybe
> stole some USR related machine code from other games for a few tricks but
> that's all. I was just browsing through the stuff I wrote back in the 80s.
>
> I remember finally getting the assembler editor cartridge, but the atari
was
> on its way out, and I was busy on my new MAC.....using microsoft basic
then
> pascal. I didn't really understand assembly-machine language on the
> atari...I had no teacher...all I knew was from picking up books. THERE WAS
> NO INTERNET....uh-oh....I almost passed out. Water please. Thanks.
>
> -z-
>
>

# 6462. Re: programming

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-22 13:04:28 UTC
From: anoneds@netscape.net
Message-ID: <8c160850.0312220504.71b74d2@posting.google.com>
Source record: 17975

"Larry Serflaten" <Abuse@SpamBusters.com> wrote in message
news:<3fe6653b_4@corp.newsgroups.com>...
> "Ben Yates" <anoneds@netscape.net> wrote in message > >
> > > What garbage collection?
> > >
> > > Doesn't Atari Basic do a garbage collection to rid temporary strings,
> > > and move them (compact them) like other Basics? Most other Basics I'm
> > > familiar with have a garbage collection that runs when the string
> > > space is exhausted.
> >
> >
> > Atari BASIC required all strings and arrays to be DIMensioned before use
> > and could not be redimensioned without clearing all variables (CLR command).
> >
> > The DIM statement actually set the maximum number of characters a string
> > could hold. It could hold less, but the DIMmed memory was not released.
> > Basically Strings were fixed in size by the DIM command, even though they
> > could hold fewer characters, garbage collection wasn't used.
> >
> > LFS
> >

Still that doesn't answer about temporary strings?
A "temporary string" is one that isn't assigned to a variable.
Like:
PRINT "HELLO" ; HELLO is a temporary string, and is placed in string
space.
A$="Hi There" ; "Hi There" is placed into temporary string space, then
assigned to the variable. Whether or not the variable is made to point
to it, or a copy is made and A$ is made to point to it I don't know.
Does it work this way on the Atari?

I suppose it (my original reason for posting the question) doesn't
really matter if it does, because the original post was about using
strings to point to other areas, and it seems that real string
variables would exist outside a space such as a "temporary string"
space anyway, even if one does exist.

Ben

# 6463. Re: programming

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-22 13:19:07 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bs6r0b$39l$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 17976

Hi,

> Still that doesn't answer about temporary strings?
> A "temporary string" is one that isn't assigned to a variable.
> Like:
> PRINT "HELLO" ; HELLO is a temporary string, and is placed in string
> space.

No, it's not placed in string space for Atari Basic. It is placed in
the program space. That is, the string is directly taken from its
tokenized form on the program line and passed "as is" into the print
statement.

> A$="Hi There" ; "Hi There" is placed into temporary string space, then
> assigned to the variable. Whether or not the variable is made to point
> to it, or a copy is made and A$ is made to point to it I don't know.
> Does it work this way on the Atari?

No. "Hi There" is part of the program space, and a string copy is performed
from the program space into the string space reserved for A$ on "dim-ing"
the A$ string.

> I suppose it (my original reason for posting the question) doesn't
> really matter if it does, because the original post was about using
> strings to point to other areas, and it seems that real string
> variables would exist outside a space such as a "temporary string"
> space anyway, even if one does exist.

Atari BASIC has a very "static" design. Specifically, no garbadge collection
takes place. There's the variable table (containing the variable values for
numerical variables, or "pointers" for dimensioned arrays or strings), and
the program space, and the array space. As soon as you call "DIM" on a
variable, array space is extended to make room for as many characters/bytes
as needed. For DIM A$(20), 20 bytes (approximately) are reserved in the
array/string space. For DIM A$(2000), 2000 bytes are reserved, no matter how
long the string is. On assignment, memory gets copied back and forth.
String constants ("literals") are always part of the program and encoded
within the program as tokens. Thus, a construction like

```
10 A = ADR("FOOBAR")
```

would give you an address within the program space. If you poke into A, you
change the string and the program.

Greetings,
Thomas

# 6464. Ultima I site, fixes and updates

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-22 17:31:06 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <38fdd67dc90b97513a9720ecf3edd1b3@news.teranews.com>
Source record: 17977

Thanks for your contributions...

The website has been updated. Those with the gray box problem, there is a link on the website (at the top) that should fix that. It's a free download and a recommended download at that, I'm not the only person that uses java applications.

There is also a much much larger maze. Link to the maze is at the bottom of the website. I think it may be difficult even for those that use the cheat map.

I disabled the feature to view Hidden Doors by default. It can be re-activated again, if you find the right key to type (there aren't many keys on a keyboard guys). I recommend trying the maze first before going straight into cheating...

Again, thanks for your input....

# 6465. Re: Ultima I site, fixes and updates

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-22 17:57:10 UTC
From: Larry Serflaten <Abuse@SpamBusters.com>
Message-ID: <3fe7307c$1_4@corp.newsgroups.com>
Source record: 17978

"Steve S" <j70141@hotmail.com> wrote

> Thanks for your contributions...
>
> The website has been updated. Those with the gray box problem, there is a
> link on the website (at the top) that should fix that.

I did not try the link, I just wanted to say I don't have problems with other
java games, specifically the 100% java games found at www.popcap.com.

They are java games, and they play just fine....

LFS

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http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 100,000 Newsgroups - 19 Different Servers! =-----

# 6466. Re: Ultima I site, fixes and updates

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-22 18:42:59 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <771d850a95311adb292ba61c7d2816f0@news.teranews.com>
Source record: 17979

If you are still having problems with my website, it would be a great help to me if you can try the link and verify that this would fix the problem. There is a chance that there is a version problem, as I used the most updated and recently released version from Sun.

Also, there is a difference between java and JavaScript, which most games use. I'm not sure if you knew that, but that may also be the case.

The link provided is the same java program that I use to create the games. Other people have no problems and some of the ones that report no problems have said that they have the latest update for java on their system (the latest update was released only a month or so ago). If you have the latest java properly installed, there will usually be an icon with the shape of a cup of java located on the bottom right corner (next to the time) when it is activated by going to the website.

If I recall the history correctly, I believe that java was originally created by Sun and Microsoft (as usual) tried to use lawyers to steal it and implement it into their Internet Explorer a while back. When that failed, java was somehow changed so that Sun had their stuff and Microsoft had theirs and the two were separated. I could be wrong, I am going by a very vague memory of the situation, but it could explain some things.

"Larry Serflaten" <Abuse@SpamBusters.com> wrote in message
news:3fe7307c$1_4@corp.newsgroups.com...
> "Steve S" <j70141@hotmail.com> wrote
>
> > Thanks for your contributions...
> >
> > The website has been updated. Those with the gray box problem, there is
a
> > link on the website (at the top) that should fix that.
>
> I did not try the link, I just wanted to say I don't have problems with
other
> java games, specifically the 100% java games found at www.popcap.com.
>
> They are java games, and they play just fine....
>
> LFS
>
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>
>
>

> -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> -----== Over 100,000 Newsgroups - 19 Different Servers! =-----

# 6467. Re: Ultima I site, fixes and updates

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-22 19:31:00 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <s5-dnXpfapjr23qiRVn-hQ@comcast.com>
Source record: 17980

ok.
cool. how long did that take you do write?
It worked after I did the Java download and refreshed your site on my
browser.

Hey, what about an Alternate Reality maze? No, not the whole thing....just a
piece of it.

-z-

"Steve S" <j70141@hotmail.com> wrote in message
news:38fdd67dc90b97513a9720ecf3edd1b3@news.teranews.com...
> Thanks for your contributions...
>
> The website has been updated. Those with the gray box problem, there is a
> link on the website (at the top) that should fix that. It's a free
download
> and a recommended download at that, I'm not the only person that uses java
> applications.
>
> There is also a much much larger maze. Link to the maze is at the bottom
of
> the website. I think it may be difficult even for those that use the
cheat
> map.
>
> I disabled the feature to view Hidden Doors by default. It can be
> re-activated again, if you find the right key to type (there aren't many
> keys on a keyboard guys). I recommend trying the maze first before going
> straight into cheating...
>
> Again, thanks for your input....
>
>

# 6468. Re: ABBUC software contest 2004...

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-22 20:08:18 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3FE74F31.6FF97436@students.uni-mainz.de>
Source record: 17987

Well,
it is a software contest for Atari 8Bit software held by ABBUC Germany. Nevertheless anyone (no matter if ABBUC member or not) from anywhere in the world can take part in this contest and write a program for Atari 800/XL/XE computers (the program must run on real machines). ABBUC does not want the copyright of these programs, only the right to release them on their magazine (which has 400 subscribers). To win a price your program must:
- run at least on a 64k XL/XE or a 128k XL/XE (real Atari!)
- be one of the following types: a) game (s), b) application(s) or c) OS (DISK-OS / DOS or Computer-OS)
- the program must be finished (no demo-version, pre-version, alpha/beta-version, etc. no demo or intro)
- the deadline is August 1st 2004
- run without any extra hardware (except 130XE ramdisk); ***
- auto-boot (from an ATR image or 5,25" Atari disk, e.g. using a boot-diskette or using a file disk with DOS + Autorun.SYS or a Gamedos loader)
- include a short (or long) description/info/doc. in english or german language about the program (what is it - what to do with it...) and its author (e-mail or postal mail adress);

*** (but: it can support any extra hardware as long as it does not require it and also runs on a normal Atari without that extra hardware; e.g. you can write a game for 320k Ataris, which also runs fine on 48k/64k or at least 128k Ataris; or you can write a sound player for stereo-ataris which also works on mono-Ataris; or you can write a sort of "defragment" utility for harddisk, that also works on various disk formats; or program a new DOS, a new OS, etc. etc.)

Send your programs to 1) software@abbuc.de (sorin pascu) or 2) wolfgang@abbuc.de (wolfgang burger). As said before, the author does not lose the copyright of the program, so he can freely release the program after the contest. The author nedn`t be there at the abbuc show, where the final decisions will be made and the prices will be set. For further info about the prices visit www.abbuc.de and read all about the software contest 2004 (available in english, german and probably other languages)... afaik, the first price is 500 euro plus 250 euro extra if it is a really high quality program... greetings, andreas magenheimer.

P.S.: Maybe this is our chance to see some demo-programs being finished then...

"Z.Beeblebrox" schrieb:
>

> what is the ABBUC programming contest?
>
> -z-
>
> "russg" <russg@en.com> wrote in message
> news:vubqn1fprr3g59@corp.supernews.com...
> > Uh, Steve.
> > All I get is a grey box with a 13 at the bottom left.
> > Maybe you have some cgi or something that your ISP won't
> > run, or maybe my computer has java turned off?
> >
> > So, Steve, how about programming something for the Atari
> > 8-bit? You might even submit it to ABBUC's programming
> > contest.
> >
> >

# 6469. Re: "Ultima I" inspired me as a youth

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-22 20:27:42 UTC
From: russg <russg@en.com>
Message-ID: <vuel38h3asb1cc@corp.supernews.com>
Source record: 17981

(what is ABBUC programming contest.)
ABBUC is the largest Atari group in the world, I would say.
It is Atari Bit Byters User C?, in Germany.
Wolfgang Burger is the President.
The programming contest is for the 8-bit, they are trying to
stimulate development for our A8s.
It isn't a trivial thing either, a top prize of 1000 Euros for a
game that meets the criteria.
I wish I could remember who notified this group of the contest
for this year, submission date September 15 (that I remember
it is my birthday.)
There were 3 winners this year, I was one of them with a
dice game I wrote, and I received a prize, so I know some of
you can do better. I may be wrong about 3 winners, but I'm not
wrong about me winning a very nice prize.
Was it Mathy Nisselroy, Carsten Trotman, Bo or Ernest Schreurs,
that notified us here?
Go to the ABBUC site, Google it.
Russg

# 6470. Re: "Ultima I" inspired me as a youth

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-22 20:30:02 UTC
From: russg <russg@en.com>
Message-ID: <vuel7ilj68ej75@corp.supernews.com>
Source record: 17982

Ooops, I forgot to mention, that no grand prize was awarded for
this year, so the money will be added to this year's contest.
Who knows, 2000 Euros? that'd be about $2200 I guess.
I believe the grand prize offered is 1000 Euros.

# 6471. Re: programming

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-22 20:39:03 UTC
From: russg <russg@en.com>
Message-ID: <vuelogocbvnt34@corp.supernews.com>
Source record: 17983

Thomas describes Atari BASIC strings.
Ok, I think I read that Thomas says DIM A$(2000) allocates
2000 bytes for the string when the program is run.
I know Thomas really knows what he's talking about,
but I thought A8 BASIC would not actually allocate the 2000 bytes
with the DIM. You have to initialize a string before it will actually
allocate the space, ie. DIM A$(2000) followed by
a reference to a segment of the string would result in a ERROR 9
DIM error. You have to initialize the string first, A$(2000,2000)="X"
I think would allocate the space. If you DIMed B$(20) lets say,
and had a line B$(1,10)=A$(21,30), or something like that would
give the DIM error.
Also Atari BASIC would sometimes give DIM errors even when you
did everything correctly, sometimes having to re-name a string variable.
Russ

# 6472. Re: wanted to buy: A.N.A.L.O.G. Computing #1-5

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-22 20:41:28 UTC
From: russg <russg@en.com>
Message-ID: <vuelt19ueigk08@corp.supernews.com>
Source record: 17984

Nobody has responded to this.
Just to say ANALOG #1-5 are very hard to find.

# 6473. Re: Ultima I site, fixes and updates

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-23 02:54:30 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <8253ab77b901b96494c5e4335005a6f5@news.teranews.com>
Source record: 17985

LOL!!! Believe it or not, the 30x30 maze that I wrote (link on the bottom) was partially based on the Alternate Reality Maze (the dungeon).

Also, I have been putting serious thought into taking the graphics from Alternate Reality and changing the maze format accordingly...

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message news:s5-dnXpfapjr23qiRVn-hQ@comcast.com...
> ok.
> cool. how long did that take you do write?
> It worked after I did the Java download and refreshed your site on my
> browser.
>
> Hey, what about an Alternate Reality maze? No, not the whole thing....just
a
> piece of it.
>
> -z-
>
> "Steve S" <j70141@hotmail.com> wrote in message
> news:38fdd67dc90b97513a9720ecf3edd1b3@news.teranews.com...
> > Thanks for your contributions...
> >
> > The website has been updated. Those with the gray box problem, there is
a
> > link on the website (at the top) that should fix that. It's a free
> download
> > and a recommended download at that, I'm not the only person that uses
java
> > applications.
> >
> > There is also a much much larger maze. Link to the maze is at the
bottom
> of
> > the website. I think it may be difficult even for those that use the
> cheat
> > map.
> >
> > I disabled the feature to view Hidden Doors by default. It can be
> > re-activated again, if you find the right key to type (there aren't many
> > keys on a keyboard guys). I recommend trying the maze first before
going
> > straight into cheating...
> >
> > Again, thanks for your input....

> >
> >
>
>

# 6474. Re: "Ultima I" inspired me as a youth

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-23 02:57:51 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <851e952b5788e3585cf859e4dd172bc8@news.teranews.com>
Source record: 17986

I have always noticed that the strongest support for the Atari does appear
to be situated in Germany. Rather odd, but quite interesting. I have
downloaded many games for the Atari that ended up being written in German.
At one point, the game seemed very very interesting but I couldn't
understand the error message that it gave me so I wrote it down and brought
it to the University and handed it to someone in the languages department..

"russg" <russg@en.com> wrote in message
news:vuel38h3asb1cc@corp.supernews.com...
> (what is ABBUC programming contest.)
> ABBUC is the largest Atari group in the world, I would say.
> It is Atari Bit Byters User C?, in Germany.
> Wolfgang Burger is the President.
> The programming contest is for the 8-bit, they are trying to
> stimulate development for our A8s.
> It isn't a trivial thing either, a top prize of 1000 Euros for a
> game that meets the criteria.
> I wish I could remember who notified this group of the contest
> for this year, submission date September 15 (that I remember
> it is my birthday.)
> There were 3 winners this year, I was one of them with a
> dice game I wrote, and I received a prize, so I know some of
> you can do better. I may be wrong about 3 winners, but I'm not
> wrong about me winning a very nice prize.
> Was it Mathy Nisselroy, Carsten Trotman, Bo or Ernest Schreurs,
> that notified us here?
> Go to the ABBUC site, Google it.
> Russg
>
>

# 6475. Re: Ultima I site, fixes and updates

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-23 03:52:15 UTC
From: Larry Serflaten <Abuse@SpamBusters.com>
Message-ID: <3fe7bbf8$1_6@corp.newsgroups.com>
Source record: 17988

> If you are still having problems with my website, it would be a great help
> to me if you can try the link and verify that this would fix the problem.

Beeblebrox tried it, and it worked for him, so evidently that upgrade will
work for others. I don't like upgrades every other month (it seems) so I
refuse to install software unless I plan to use it....

LFS

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 100,000 Newsgroups - 19 Different Servers! =-----

# 6476. Re: programming

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-23 04:19:08 UTC
From: MoparMan <nospam@nowhere.com>
Message-ID: <u8gfuv8bu44eo67188p36d44ip706ghqfc@4ax.com>
Source record: 17989

On Mon, 22 Dec 2003 15:39:03 -0500, "russg" <russg@en.com> wrote:

>Thomas describes Atari BASIC strings.
>Ok, I think I read that Thomas says DIM A$(2000) allocates
>2000 bytes for the string when the program is run.
>I know Thomas really knows what he's talking about,
>but I thought A8 BASIC would not actually allocate the 2000 bytes
>with the DIM. You have to initialize a string before it will actually
>allocate the space, ie. DIM A$(2000) followed by
>a reference to a segment of the string would result in a ERROR 9
>DIM error. You have to initialize the string first, A$(2000,2000)="X"
>I think would allocate the space. If you DIMed B$(20) lets say,
>and had a line B$(1,10)=A$(21,30), or something like that would
>give the DIM error.
>Also Atari BASIC would sometimes give DIM errors even when you
>did everything correctly, sometimes having to re-name a string variable.
>Russ
>

No - in Atari BASIC, you could execute a "DIM A$(2000)" in immediate
mode. Then, do a "? FRE(0)". The available memory will be down. I
haven't actually trie this in a program, but I imagine results would
be the same as they get executed in the same order.

Stephen

# 6477. Re: Indus Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-23 07:42:15 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0312222338110.31278-100000@onyx.spiritone.com>
Source record: 17990

That's Correct, the standard Atari Power Supplies for the 400/800/810/
1050/xf551/etc. is an AC power output. The Indus is a DC output. Most
likely the Indus is toast. ===Ben===

On Mon, 22 Dec 2003, mo wrote:

> Stop! I think they are different. I could be wrong but doesn't indus use a
> DC power supply?
> Mo
>
> "rolaid" <rolaid@satx.rr.com> wrote in message
> news:04da05baf07eb034a6c14cffcadfb530@news.teranews.com...
> > I've just blown 3 Atari 8bit power supplies hooking each in turn to
> > an Indus Drive.
> >
> > I guess I'm wrong, but before I blow another; Indus has it's on power
> supply
> > correct?
> >
> > Help and Thnaks,
> > /mike
> >
> >
>
>
>

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at
http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 6478. Re: Indus Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-23 08:26:29 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <V_SFb.4245$6I1.2309@okepread03>
Source record: 17991

Actually I did the same thing and it just popped my power supply. Indus was
ok.

Thomas

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0312222338110.31278-100000@onyx.spiritone.com...
> That's Correct, the standard Atari Power Supplies for the 400/800/810/
> 1050/xf551/etc. is an AC power output. The Indus is a DC output. Most
> likely the Indus is toast. ===Ben===
>
> On Mon, 22 Dec 2003, mo wrote:
>
> > Stop! I think they are different. I could be wrong but doesn't indus use
a
> > DC power supply?
> > Mo
> >
> > "rolaid" <rolaid@satx.rr.com> wrote in message
> > news:04da05baf07eb034a6c14cffcadfb530@news.teranews.com...
> > > I've just blown 3 Atari 8bit power supplies hooking each in
turn to
> > > an Indus Drive.
> > >
> > > I guess I'm wrong, but before I blow another; Indus has it's on power
> > supply
> > > correct?
> > >
> > > Help and Thnaks,
> > > /mike
> > >
> > >
> >
> >
> >
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or
at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at

(503)256-9974!!!
>

# 6479. Re: programming

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-23 09:12:08 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <bs90t8$dp2$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 17992

Hi,

> Ok, I think I read that Thomas says DIM A$(2000) allocates
> 2000 bytes for the string when the program is run.
> I know Thomas really knows what he's talking about,
> but I thought A8 BASIC would not actually allocate the 2000 bytes
> with the DIM.

Well, unfortunately, it does. This is what happens with the Atari Basic
I have:

```
? FRE(0)
37902

DIM A$(2000)

?FRE(0)
35892
```

The memory for the string and for the entrance into the variable table
is gone now.

> You have to initialize a string before it will actually
> allocate the space, ie. DIM A$(2000) followed by
> a reference to a segment of the string would result in a ERROR 9
> DIM error.

```
?A$(2)
ERROR- 5
```

Not a DIM error, though an error due to an overrun index. Atari Basic
does keep the number of initialized/used characters along with the string,
even though the memory for the string is reserved.

> You have to initialize the string first, A$(2000,2000)="X"
> I think would allocate the space.

```
A$(2000,2000)="X"
? FRE(0)
35892
```

No, no memory reservation whatsoever.

> If you DIMed B$(20) lets say,
> and had a line B$(1,10)=A$(21,30), or something like that would
> give the DIM error.

```
DIM B$(10)
B$(1,10)=A$(21,30)
```

No, no error here (after the above line initializing A$).

?B$
(20 hearts appear)

A$ just has now the contents of the raw memory allocated for A$, containing
ASCII zero, the hearts.

> Also Atari BASIC would sometimes give DIM errors even when you
> did everything correctly, sometimes having to re-name a string variable.

Hmm. At least not that I'm aware of. Atari Basic came in several revisions,
and all of them had a couple of bugs. The most unfamous I'm aware of is
the "crash and die" bug of Rev B that sometimes hung due to a bad memcopy
routine. The above is all with Rev C, BTW, but that shouldn't matter.

So long,
Thomas

# 6480. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-23 10:16:54 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1072174576@rtfm.mit.edu>
Source record: 17993
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 28, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

# 6481. Re: programming

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-23 17:11:09 UTC
From: russg <russg@en.com>
Message-ID: <vugtus3p71gm33@corp.supernews.com>
Source record: 17994

I'm terrible about not quoting.
Thomas straightens out what I said.
Not error 9, but error 5 if you try to use a string before initializing it.
I see the space for the string is allocated with the DIM, but something
keeps you from actually using the string unless it is inited, as in Thomas'
error 5 example.

## 6482. Re: programming

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-23 17:18:43 UTC
From: russg <russg@en.com>
Message-ID: <vugud2cp7bdifd@corp.supernews.com>
Source record: 17995

```
Uhm.
Also, let's say DIM A$(10)
? LEN(A$)

0 (zero).
A$ has zero length until it is inited.
Always init your variables, string, numeric arrays, or numeric, before you
use them for something. I remember a published Display List interrupt
creator in ANALOG that, I think, was edited by ANALOG people, to save space,
a Z variable for zero, it wasn't inited to 0 and caused the program to
crash. You can't assume there will be a 0 in a variable to start with. (I
meant program space saved, not magazine page space. It is good programming
practice in A8 BASIC to use a variable rather than a literal number, it
saves 6 bytes per use. eg N0=0, N1=1.
```

# 6483. Announcement: cc65 v2.10.0 "christmas edition"

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-23 20:54:32 UTC
From: uz@spamtrap.musoftware.de
Message-ID: <82aasb.jme.ln@news.musoftware.de>
Source record: 17996
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.oric

I'm proud to announce cc65 version 2.10.0 ("christmas edition"). cc65 is a complete cross development package for 65(C)02 systems, including a powerful macro assembler, a C compiler, linker, librarian and several other tools.

cc65 has C and runtime library support for many of the old 6502 machines, including

- The Commodore VIC20 (contributed by Steve Schmidtke <steve_schmidtke@hotmail.com>).

- The Commodore C64 and C128.

- The Commodore C16, C116 and Plus/4.

- The CBM 510 (aka P500), a quite rare Commodore machine (programs run in bank 0).

- The CBM 600/700 family (programs run in bank 1).

- Newer PET machines (not 2001)

- The Apple ][ (library support by Kevin Ruland <kevin@rodin.wustl.edu>)

- The Atari 8 bit machines (thanks to the Atari team: Christian Groessler <cpg@aladdin.de>, Mark Keates <markk@dendrite.co.uk>, Freddy Offenga <taf_offenga@yahoo.com> and David Lloyd, <dmlloyd@atari-central.com>).

- GEOS for the C64 and C128 (by Maciej Witkowiak <ytm@elysium.pl>)

- The Nintendo Entertainment System (NES) (contributed by Groepaz, <groepaz@gmx.net>.

- The Supervision console (contributed by Peter Trauner, <peter.trauner@utanet.at>) (startup code and linker config only).

- The Oric Atmos (this one is BETA!).

The libraries are fairly portable, so creating a version for other 6502s shouldn't be too much work.

Changes to the last version:

This is a major release with many new features and (of course) bug fixes. Lots of things have changed since the last major release. The compiler itself got only a few user visible changes, but there are many visible additions to the libraries. Hardware support has been much improved thanks to the help of many contributors. Serial drivers are now loadable at runtime, which means that applications can support a much broader palette of serial devices (and can

even support hardware that wasn't known when the application was built). Serial support is now available for more machines than before, so the Contiki team has something to do over christmas:-) Lots of new extended memory and grahpics drivers are available. To sum it up: Library support for more platforms and better library support for existing platforms. The assembler has gotten some nice enhancements: Better 65816 support, improved scoping, and the addition of structs/unions and other high level constructs. And last but not least: The documentation has been extended, the function reference is much more complete, and there are now docs that outline the special features for each platform.

See the (almost) full list of changes below for more information.

Available packages:

As usual I will provide the complete sources and several binary packages, including RPMs for RedHat Linux. Linux is the primary development platform, so the sources do compile out of the box on Linux machines.

Please note that there are separate RPMs for the compiler proper and the target specific libraries. To develop for one of the predefined target systems you need the compiler RPM package *and* one of the target machine packages.

Starting with this version, the docs are also in a separate package, so if you want docs (recommended), be sure to download the cc65-doc archive.

Binaries for DOS and and Windows will follow or may already be available at the time you read this. OS/2 packages will again be available, but since there are almost no downloads for OS/2, so the host platform may get dropped in the near future (again). As with the RPM packages, you need the package for the development system (Windows, etc.) *and* one or more of the target machine packages, plus optionally the doc package.

Download:

For more information and a download link, please visit the cc65 web page at

http://www.cc65.org/

Mailing list:

There is a mailing list for discussing cc65 related issues (programming, suggestions, bugs, ...). See

http://www.cc65.org/#List

for information on how to subscribe to this list.

---

Thanks to all who sent feedback and suggestions, and of course to anyone who helped developing cc65.

I wish you a merry christmas and lots of fun with this new cc65 release!

Regards

Uz

---

List of changes for 2.10.0:

* Assembler:

- New .FORCEIMPORT command.

- New address size override symbols (z:, ...)

- New macro package "cpu".

- New assignment operator :=

- INCOMPATIBLE CHANGE of the .CPU pseudo variable

- New pseudo functions .SIZEOF, .HIBYTE, .HIWORD, .LOBYTE, .LOWORD,
.BANKBYTE

- Structures, unions and enums: .STRUCT, .UNION, .ENUM and .TAG.

- New, improved scoping rules.

- First support for far and near segments/procedures.

* Compiler:

- Flexible array struct members.

- Provisions for handling arguments to main()

- Rewrite of the type conversion.

- New keywords (some of them only in non ANSI mode): far, near, __far__,
__near__

- Slightly improved code in a few situations.

* Linker

- New directory search options.

- Generation of debug info is now "official" (but the format of the file
may still change). NOTE: The VICE label file will go in the next
release, so if you are using it for some other purpose than feeding it
into VICE, please think about using the debug info file instead.

* cl65 utility:

- Small additions to track changes in the tools called.

* ca65html

- New --linenumbers and --linelabels options

- Ability to convert tabs to spaces in the output

- Colorization

- Can generate links to the C source files (must be generated by c2html)

* Library

- New directory functions for the CBMs contributed by Josef Soucek.

- Joystick drivers are now loadable modules. The old statically linked code has been converted to loadable drivers and is no longer available.

- Library support for the NES by groepaz <groepaz@gmx.net>

- system() function.

- isblank() is "official" in C99.

- Arguments passed to main for several platforms (includes GEOS!)

- The open function for the CBMs will no longer add a file type, so files of any type can be opened without changing _filetype.

- Joystick driver for the Apple 2 contributed by Stefan Haubenthal.

- Two joystick drivers for the C64 contributed by groepaz, one of them converted to c128 by me.

- Minimal Supervision support (linker config and startup file) contributed by Peter Trauner.

- Several graphics drivers for the C128 and GEOS written and contributed by Maciej Witkowiak.

- New ramcart extended memory driver for the C128 written by Maciej Witkowiak.

- Two new Apple ][ TGI drivers contributed by Stefan Haubenthal.

- One new extended memory driver for the Apple ][ contributed by Stefan Haubenthal.

- New serial (RS232) driver architecture. RS232 drivers are now loadable. Drivers are available for C64/SwiftLink, C128/SwiftLink and Plus/4 (builtin ACIA). The latter is not tested because of the lack of an RS232 interface on my side, but since it is to more than 90% identical to the (tested) C64 version, there's a good chance it will work. The old static drivers are still available but deprecated. They will get removed in one of the next releases.

- INCOMPATIBLE CHANGE for GEOS applications: Exiting main() now ends the program. Before, exit() had to be called explicitly. Please read the docs!

- Full file I/O support and other improvements for the Commodore 610.

- RAM extended memory driver for the CBM610 does now work.

- New loadable serial driver for the builtin ACIA of the Commodore 610.

- More small changes/additions.

* Documentation

- Platform specific docs for the Atari, C128, C16, C64, Plus/4 and CBM610.

- Much extended function reference.

- Documentation for ca65html (an assembler source to HTML converter)
added.

- Lots of other additions.

* Other

- New co65 utility that allows to convert an o65 file into an assembler
module, so it can be linked statically.

- Changed object file format.

- Disassembler ready, documentation added.

--
Ullrich von Bassewitz uz@spamtrap.musoftware.de
21:52:41 up 7 days, 23:48, 10 users, load average: 0.43, 0.52, 0.73

# 6484. Re: Announcement: cc65 v2.10.0 "christmas edition"

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-23 21:51:52 UTC
From: "Michael J. Schülke" <news0310@mjschuelke.de>
Message-ID: <MPG.1a52d762cd49828998995b@News.individual.DE>
Source record: 17897
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.oric

Ullrich von Bassewitz wrote:
> I'm proud to announce cc65 version 2.10.0 ("christmas edition").

Thanks a lot for the work you and the contributors are putting into
cc65! And merry christmas to everyone!

Michael

# 6485. Re: programming

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-23 23:06:39 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <3FE8CA7F.2000906@math.tu-berlin.de>
Source record: 17898

russg wrote:

> It is good programming
> practice in A8 BASIC to use a variable rather than a literal number, it
> saves 6 bytes per use. eg N0=0, N1=1.

As an interesting side note: There was actually a program out that did
that kind of variable assignment automatically. It checked for all
numeric constants in the program and replaced the most used ones by
pre-initialized variables it extended to its end. Looked kind of silly,
but this does, indeed, speedup programs and keep them shorter. Less
readable, too. (-;

Merry Christmas to all of you!

Greetings,
Thomas

# 6486. Re: Announcement: cc65 v2.10.0 "christmas edition"

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-24 01:32:55 UTC
From: Terry Olsen <tolsen64@hotmail.com>
Message-ID: <bsaqbq$baieh$1@ID-198131.news.uni-berlin.de>
Source record: 17899
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.oric

```
Is there any sample code specifically for the Apple II? Like a "Hello
World" program?
```

"Michael J. Sch&#65533;lke" <news0310@mjschuelke.de> wrote in message
news:MPG.1a52d762cd49828998995b@News.individual.DE...
> Ullrich von Bassewitz wrote:
> > I'm proud to announce cc65 version 2.10.0 ("christmas edition").
>
> Thanks a lot for the work you and the contributors are putting into
> cc65! And merry christmas to everyone!
>
> Michael

# 6487. Re: Announcement: cc65 v2.10.0 "christmas edition"

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-24 07:30:46 UTC
From: "D.B." <sorry@nospamDB.com>
Message-ID: <3fe9411b$0$1125$6c56d894@feed0.news.be.easynet.net>
Source record: 17900
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.oric

"Ullrich von Bassewitz" <uz@spamtrap.musoftware.de> wrote in message
news:82aasb.jme.ln@news.musoftware.de...
>
> I'm proud to announce cc65 version 2.10.0 ("christmas edition"). cc65 is a
> complete cross development package for 65(C)02 systems, including a
powerful
> macro assembler, a C compiler, linker, librarian and several other tools.
>
> [snip lots of stuff]

Wow,

Thanks for all the work you (and others) have put into this. Well done!

D.B.

# 6488. Re: Announcement: cc65 v2.10.0 "christmas edition"

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-24 09:22:57 UTC
From: uz@spamtrap.musoftware.de
Message-ID: <htlbsb.hsh.ln@news.musoftware.de>
Source record: 17901
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.oric

In comp.sys.cbm Terry Olsen <tolsen64@hotmail.com> wrote:
> Is there any sample code specifically for the Apple II? Like a "Hello
> World" program?

Have you looked in the samples subdirectory? There's a program named
"hello.c". Can you guess, what it does? :-)

Note: Sample programs are part of the documentation, so you need to download
the doc package in addition to one or more of the compiler binary packages.

Merry christmas!

Uz

--
Ullrich von Bassewitz uz@spamtrap.musoftware.de
10:20:11 up 8 days, 12:15, 14 users, load average: 0.31, 0.26, 0.13

# 6489. NMIRES for DLIs?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-24 16:43:26 UTC
From: Sascha Springer <sascha.springer@t-online.de>
Message-ID: <bscfne$qao$06$1@news.t-online.com>
Source record: 17902

```
Hi!

The Atari 800 XL jumps to this NMI handler:

C018: 2C 0F D4 BIT $D40F [NMIRES/NMIST]
C01B: 10 03 BPL $C020
C01D: 6C 00 02 JMP ($0200)

C020: D8 CLD
C021: 48 PHA
C022: 8A TXA
C023: 48 PHA
C024: 98 TYA
C025: 48 PHA
C026: 8D 0F D4 STA $D40F [NMIRES/NMIST]
C029: 6C 22 02 JMP ($0222)

Question: VBI will be handled with a NMIRES call while DLI won't, so how
does the Atari reset the NMI status for DLIs?

TIA
Sascha
```

# 6490. Re: Floppy Board HD Disk Errors

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-24 20:34:12 UTC
From: llppwhite@aol.comnsp
Message-ID: <20031224153412.12363.00001626@mb-m05.aol.com>
Source record: 17903

> These disks were all new brand-name 1.44's, and now I'm picking up all kinds
of
errors from about sector 4000 and up (inner tracks). <

No replies on this, but I did make an interesting discovery. The disks and the data are fine. I can read these at full speed perfectly with the built-in "TaskMaster" that resides in the BB/FB firmware. The errors are from MyDos which evidently can't keep up. But MyDos has no trouble with a hard drive. So I'm puzzled -- perhaps a different path with the data coming in over the PBI as opposed to SIO/pokey? Hmm. That also reminds me, the Taskmaster may have a really scrunched down display list which frees up more cycles for the 6502.
Any ideas?
Larry

## 6491. Merry xmas from Oz

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-24 20:39:46 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <3fe9f896$0$18752$afc38c87@news.optusnet.com.au>
Source record: 17904

Hope you all have a good xmas. Time to fire up the Barby, throw on a few shrimp and crack a tinny ....

Mark

# 6492. Re: Announcement: cc65 v2.10.0 "christmas edition"

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-24 20:49:18 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <c985eaf9fe2c215156a411fdc653d60f@news.teranews.com>
Source record: 17906
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.oric

And this is all available to you for the low low price of $19.95, plus shipping and handling. And to boot, we'll even throw in this handy dandy pencil sharpener for free... a $20 value, all for just $19.95!!!

Call Now!!!

"Ullrich von Bassewitz" <uz@spamtrap.musoftware.de> wrote in message news:82aasb.jme.ln@news.musoftware.de...
>
> I'm proud to announce cc65 version 2.10.0 ("christmas edition"). cc65 is a
> complete cross development package for 65(C)02 systems, including a powerful
> macro assembler, a C compiler, linker, librarian and several other tools.
>
> cc65 has C and runtime library support for many of the old 6502 machines,
> including
>
> - The Commodore VIC20 (contributed by Steve Schmidtke
> <steve_schmidtke@hotmail.com>).
>
> - The Commodore C64 and C128.
>
> - The Commodore C16, C116 and Plus/4.
>
> - The CBM 510 (aka P500), a quite rare Commodore machine (programs
> run in bank 0).
>
> - The CBM 600/700 family (programs run in bank 1).
>
> - Newer PET machines (not 2001)
>
> - The Apple ][ (library support by Kevin Ruland <kevin@rodin.wustl.edu>)
>
> - The Atari 8 bit machines (thanks to the Atari team: Christian Groessler
> <cpg@aladdin.de>, Mark Keates <markk@dendrite.co.uk>, Freddy Offenga
> <taf_offenga@yahoo.com> and David Lloyd, <dmlloyd@atari-central.com>).
>
> - GEOS for the C64 and C128 (by Maciej Witkowiak <ytm@elysium.pl>)
>
> - The Nintendo Entertainment System (NES) (contributed by Groepaz,
> <groepaz@gmx.net>.
>
> - The Supervision console (contributed by Peter Trauner,

> <peter.trauner@utanet.at>) (startup code and linker config only).
>
> - The Oric Atmos (this one is BETA!).
>
> The libraries are fairly portable, so creating a version for other 6502s
> shouldn't be too much work.
>
>
> Changes to the last version:
>
> This is a major release with many new features and (of course) bug fixes.
Lots
> of things have changed since the last major release. The compiler itself
got
> only a few user visible changes, but there are many visible additions to
the
> libraries. Hardware support has been much improved thanks to the help of
many
> contributors. Serial drivers are now loadable at runtime, which means that
> applications can support a much broader palette of serial devices (and can
> even support hardware that wasn't known when the application was built).
> Serial support is now available for more machines than before, so the
Contiki
> team has something to do over christmas:-) Lots of new extended memory and
> grahpics drivers are available. To sum it up: Library support for more
> platforms and better library support for existing platforms. The assembler
has
> gotten some nice enhancements: Better 65816 support, improved scoping, and
the
> addition of structs/unions and other high level constructs. And last but
not
> least: The documentation has been extended, the function reference is much
> more complete, and there are now docs that outline the special features
for
> each platform.
>
> See the (almost) full list of changes below for more information.
>
>
> Available packages:
>
> As usual I will provide the complete sources and several binary packages,
> including RPMs for RedHat Linux. Linux is the primary development
> platform, so the sources do compile out of the box on Linux machines.
>
> Please note that there are separate RPMs for the compiler proper and the
> target specific libraries. To develop for one of the predefined target
> systems you need the compiler RPM package *and* one of the target machine
> packages.
>

> Starting with this version, the docs are also in a separate package, so
> if you want docs (recommended), be sure to download the cc65-doc archive.
>
> Binaries for DOS and and Windows will follow or may already be available
> at the time you read this. OS/2 packages will again be available, but
> since there are almost no downloads for OS/2, so the host platform may
> get dropped in the near future (again). As with the RPM packages, you
> need the package for the development system (Windows, etc.) *and* one or
> more of the target machine packages, plus optionally the doc package.
>
>
> Download:
>
> For more information and a download link, please visit the cc65 web page
at
>
> http://www.cc65.org/
>
>
> Mailing list:
>
> There is a mailing list for discussing cc65 related issues (programming,
> suggestions, bugs, ...). See
>
> http://www.cc65.org/#List
>
> for information on how to subscribe to this list.
>
> -----------
>
> Thanks to all who sent feedback and suggestions, and of course to anyone
who
> helped developing cc65.
>
> I wish you a merry christmas and lots of fun with this new cc65 release!
>
> Regards
>
>
> Uz
>
>
>
> ------------------------------------------------------------------------
----
>
> List of changes for 2.10.0:
>
>
> * Assembler:

>
> - New .FORCEIMPORT command.
>
> - New address size override symbols (z:, ...)
>
> - New macro package "cpu".
>
> - New assignment operator :=
>
> - INCOMPATIBLE CHANGE of the .CPU pseudo variable
>
> - New pseudo functions .SIZEOF, .HIBYTE, .HIWORD, .LOBYTE, .LOWORD,
> .BANKBYTE
>
> - Structures, unions and enums: .STRUCT, .UNION, .ENUM and .TAG.
>
> - New, improved scoping rules.
>
> - First support for far and near segments/procedures.
>
>
> * Compiler:
>
> - Flexible array struct members.
>
> - Provisions for handling arguments to main()
>
> - Rewrite of the type conversion.
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> - New keywords (some of them only in non ANSI mode): far, near,
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> - Slightly improved code in a few situations.
>
>
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> - New directory search options.
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>
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> * cl65 utility:
>

> - Small additions to track changes in the tools called.
>
>
> * ca65html
>
> - New --linenumbers and --linelabels options
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> - Ability to convert tabs to spaces in the output
>
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>
> - Can generate links to the C source files (must be generated by
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>
>
> * Library
>
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>
> - Joystick drivers are now loadable modules. The old statically linked
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>
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> - system() function.
>
> - isblank() is "official" in C99.
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> - Arguments passed to main for several platforms (includes GEOS!)
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>
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> - Minimal Supervision support (linker config and startup file)
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> - New serial (RS232) driver architecture. RS232 drivers are now
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> - Full file I/O support and other improvements for the Commodore 610.
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> * Documentation
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> - Platform specific docs for the Atari, C128, C16, C64, Plus/4 and
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> - Much extended function reference.
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> - Documentation for ca65html (an assembler source to HTML converter)
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> - Changed object file format.
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>
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> 21:52:41 up 7 days, 23:48, 10 users, load average: 0.43, 0.52, 0.73
```

# 6493. Re: programming

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-24 20:53:14 UTC
From: bill@newbreedsoftware.com
Message-ID: <_0nGb.4843$XF6.106257@typhoon.sonic.net>
Source record: 17905

Z.Beeblebrox <the.z.guy@comcast.net> wrote:
> Did a lot of you atarians program on the 8-bits? Did you use just BASIC or
> did you know how to use the assembler editor or other?

BASIC from 1982/3 until I got a modem and found TurboBASIC XL in 1991/2.
Then picked up an Action! cart and went to down for a few years.
Last major Atari development was so long ago - 1997. Been meaning
(planning and scheming) to do more. Haven't had the energy or time.
So many irons in the fire. :^(

> Back in the day, let see, I would have been in my teens. I knew basic
> in-and-out...but, like so many, found it SLOW.
> Even though I was decent at player-missile graphics, I rarely used it
> because everything I wrote fell to a crawl.
> I usually used the "character set editing" trick for graphics.....maybe
> stole some USR related machine code from other games for a few tricks but
> that's all. I was just browsing through the stuff I wrote back in the 80s.

Sounds exactly like me for most of my programming lifespan. :)

-bill!
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 6494. Re: programming

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-24 21:00:04 UTC
From: bill@newbreedsoftware.com
Message-ID: <o7nGb.4845$XF6.106217@typhoon.sonic.net>
Source record: 17907

richard cortese <ricortes@earthlink.net> wrote:
> Favorite language before I dropped out of programming was Action! I didn't
> just drop out of programming on the Atari, but everything. Restoring old
> motorcycles into rat bikes is my current time and money burner. It will
> probably be something else by next year.

IIRC, you helped me a lot when I was first picking up Action! Thanks for
that. Glad you're still around c.s.a.8, even though you're working
on motorcycles.bikes.rat ;^)

Happy holidays!

-bill!
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

# 6495. Re: Announcement: cc65 v2.10.0 "christmas edition"

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-24 21:28:39 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <dN-dnS5tcKAumHeiRVn-uA@comcast.com>
Source record: 17908
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.oric

```
"Steve S" <j70141@hotmail.com> wrote in message
news:c985eaf9fe2c215156a411fdc653d60f@news.teranews.com...
: And this is all available to you for the low low price of $19.95, plus
: shipping and handling. And to boot, we'll even throw in this handy dandy
: pencil sharpener for free... a $20 value, all for just $19.95!!!
:
: Call Now!!!

That's a HOOT! ;-)

Bill @ GarberStreet Enterprizez };-)
Web Site - http://garberstreet.netfirms.com
Email - willy4SPAM6pa@comXcast.net
Remove - SPAM and X to contact me

: "Ullrich von Bassewitz" <uz@spamtrap.musoftware.de> wrote in message
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: > - The Apple ][ (library support by Kevin Ruland <kevin@rodin.wustl.edu>)
: >
: > - The Atari 8 bit machines (thanks to the Atari team: Christian
: Groessler
```

: > <cpg@aladdin.de>, Mark Keates <markk@dendrite.co.uk>, Freddy Offenga
: > <taf_offenga@yahoo.com> and David Lloyd, <dmlloyd@atari-central.com>).
: >
: > - GEOS for the C64 and C128 (by Maciej Witkowiak <ytm@elysium.pl>)
: >
: > - The Nintendo Entertainment System (NES) (contributed by Groepaz,
: > <groepaz@gmx.net>.
: >
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: not
: > least: The documentation has been extended, the function reference is much
: > more complete, and there are now docs that outline the special features
: for
: > each platform.
: >
: > See the (almost) full list of changes below for more information.
: >
: >
: > Available packages:
: >

: > As usual I will provide the complete sources and several binary packages,
: > including RPMs for RedHat Linux. Linux is the primary development
: > platform, so the sources do compile out of the box on Linux machines.
: >
: > Please note that there are separate RPMs for the compiler proper and the
: > target specific libraries. To develop for one of the predefined target
: > systems you need the compiler RPM package *and* one of the target machine
: > packages.
: >
: > Starting with this version, the docs are also in a separate package, so
: > if you want docs (recommended), be sure to download the cc65-doc archive.
: >
: > Binaries for DOS and and Windows will follow or may already be available
: > at the time you read this. OS/2 packages will again be available, but
: > since there are almost no downloads for OS/2, so the host platform may
: > get dropped in the near future (again). As with the RPM packages, you
: > need the package for the development system (Windows, etc.) *and* one or
: > more of the target machine packages, plus optionally the doc package.
: >
: >
: > Download:
: >
: > For more information and a download link, please visit the cc65 web page
: at
: >
: > http://www.cc65.org/
: >
: >
: > Mailing list:
: >
: > There is a mailing list for discussing cc65 related issues (programming,
: > suggestions, bugs, ...). See
: >
: > http://www.cc65.org/#List
: >
: > for information on how to subscribe to this list.
: >
: > -----------
: >
: > Thanks to all who sent feedback and suggestions, and of course to anyone
: who
: > helped developing cc65.
: >
: > I wish you a merry christmas and lots of fun with this new cc65 release!
: >
: > Regards
: >
: >
: > Uz
: >

```
: >
: >
: > ------------------------------------------------------------------------
: ----
: >
: > List of changes for 2.10.0:
: >
: >
: > * Assembler:
: >
: > - New .FORCEIMPORT command.
: >
: > - New address size override symbols (z:, ...)
: >
: > - New macro package "cpu".
: >
: > - New assignment operator :=
: >
: > - INCOMPATIBLE CHANGE of the .CPU pseudo variable
: >
: > - New pseudo functions .SIZEOF, .HIBYTE, .HIWORD, .LOBYTE, .LOWORD,
: > .BANKBYTE
: >
: > - Structures, unions and enums: .STRUCT, .UNION, .ENUM and .TAG.
: >
: > - New, improved scoping rules.
: >
: > - First support for far and near segments/procedures.
: >
: >
: > * Compiler:
: >
: > - Flexible array struct members.
: >
: > - Provisions for handling arguments to main()
: >
: > - Rewrite of the type conversion.
: >
: > - New keywords (some of them only in non ANSI mode): far, near,
: __far__,
: > __near__
: >
: > - Slightly improved code in a few situations.
: >
: >
: > * Linker
: >
: > - New directory search options.
: >
: > - Generation of debug info is now "official" (but the format of the
```

: file
: > may still change). NOTE: The VICE label file will go in the next
: > release, so if you are using it for some other purpose than feeding
: it
: > into VICE, please think about using the debug info file instead.
: >
: >
: > * cl65 utility:
: >
: > - Small additions to track changes in the tools called.
: >
: >
: > * ca65html
: >
: > - New --linenumbers and --linelabels options
: >
: > - Ability to convert tabs to spaces in the output
: >
: > - Colorization
: >
: > - Can generate links to the C source files (must be generated by
: c2html)
: >
: >
: > * Library
: >
: > - New directory functions for the CBMs contributed by Josef Soucek.
: >
: > - Joystick drivers are now loadable modules. The old statically linked
: > code has been converted to loadable drivers and is no longer
: available.
: >
: > - Library support for the NES by groepaz <groepaz@gmx.net>
: >
: > - system() function.
: >
: > - isblank() is "official" in C99.
: >
: > - Arguments passed to main for several platforms (includes GEOS!)
: >
: > - The open function for the CBMs will no longer add a file type, so
: > files of any type can be opened without changing _filetype.
: >
: > - Joystick driver for the Apple 2 contributed by Stefan Haubenthal.
: >
: > - Two joystick drivers for the C64 contributed by groepaz, one of them
: > converted to c128 by me.
: >
: > - Minimal Supervision support (linker config and startup file)
: contributed

: > by Peter Trauner.
: >
: > - Several graphics drivers for the C128 and GEOS written and
: contributed
: > by Maciej Witkowiak.
: >
: > - New ramcart extended memory driver for the C128 written by Maciej
: > Witkowiak.
: >
: > - Two new Apple ][ TGI drivers contributed by Stefan Haubenthal.
: >
: > - One new extended memory driver for the Apple ][ contributed by
: Stefan
: > Haubenthal.
: >
: > - New serial (RS232) driver architecture. RS232 drivers are now
: loadable.
: > Drivers are available for C64/SwiftLink, C128/SwiftLink and Plus/4
: > (builtin ACIA). The latter is not tested because of the lack of an
: RS232
: > interface on my side, but since it is to more than 90% identical to
: the
: > (tested) C64 version, there's a good chance it will work. The old
: static
: > drivers are still available but deprecated. They will get removed in
: one
: > of the next releases.
: >
: > - INCOMPATIBLE CHANGE for GEOS applications: Exiting main() now ends
: the
: > program. Before, exit() had to be called explicitly. Please read the
: > docs!
: >
: > - Full file I/O support and other improvements for the Commodore 610.
: >
: > - RAM extended memory driver for the CBM610 does now work.
: >
: > - New loadable serial driver for the builtin ACIA of the Commodore
: 610.
: >
: > - More small changes/additions.
: >
: >
: > * Documentation
: >
: > - Platform specific docs for the Atari, C128, C16, C64, Plus/4 and
: CBM610.
: >
: > - Much extended function reference.
: >

: > - Documentation for ca65html (an assembler source to HTML converter)
: > added.
: >
: > - Lots of other additions.
: >
: >
: > * Other
: >
: > - New co65 utility that allows to convert an o65 file into an
: assembler
: > module, so it can be linked statically.
: >
: > - Changed object file format.
: >
: > - Disassembler ready, documentation added.
: >
: >
: > --
: > Ullrich von Bassewitz uz@spamtrap.musoftware.de
: > 21:52:41 up 7 days, 23:48, 10 users, load average: 0.43, 0.52, 0.73
:
:

---
This email ain't infected, dude!

Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.544 / Virus Database: 338 - Release Date: 11/25/03

# 6496. Re: programming

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-25 01:39:26 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <idrGb.5034$lo3.2183@newsread2.news.pas.earthlink.net>
Source record: 17909

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:o7nGb.4845$XF6.106217@typhoon.sonic.net...
> richard cortese <ricortes@earthlink.net> wrote:
> > Favorite language before I dropped out of programming was Action! I
didn't
> > just drop out of programming on the Atari, but everything. Restoring old
> > motorcycles into rat bikes is my current time and money burner. It will
> > probably be something else by next year.
>
> IIRC, you helped me a lot when I was first picking up Action! Thanks for
> that. Glad you're still around c.s.a.8, even though you're working
> on motorcycles.bikes.rat ;^)

Honda names their bikes like Atari so it isn't too much of a change. Just
got a 350XL running this summer and managed to scrape off large software
patches.<sick>

I am currently working on stuffing a Suzuki TM400 engine in a TS250 frame.
It should be suitibly insane to the point where I take up programming again
from a hospital bed!

# 6497. Re: Announcement: cc65 v2.10.0 "christmas edition"

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-25 02:37:54 UTC
From: bob <bobANTI-SPAM-ANTI-SPAMbazley@mac.com>
Message-ID: <BC0FFE02.1E0CF%bobANTI-SPAM-ANTI-SPAMbazley@mac.com>
Source record: 17910
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.oric

in article dN-dnS5tcKAumHeiRVn-uA@comcast.com, Bill Garber at
willy46pa@comcast.net wrote on 24/12/03 21:28:

> 
> "Steve S" <j70141@hotmail.com> wrote in message
> news:c985eaf9fe2c215156a411fdc653d60f@news.teranews.com...
> : And this is all available to you for the low low price of $19.95, plus
> : shipping and handling. And to boot, we'll even throw in this handy dandy
> : pencil sharpener for free... a $20 value, all for just $19.95!!!
> :
> : Call Now!!!
>
> That's a HOOT! ;-)
>

Wonder if they take personal checks ?

... Actually I have some dollars lying around somewhere maybe I should just
send them!

Merry Christmas everyone and have a very happy new year

Bob
Somewhere in Scotland
--
To reply please remove the Capitals ANTI-SPAM-ANTI-SPAM from my email
address.

# 6498. Re: Floppy Board HD Disk Errors

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-25 03:15:26 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0312241915.15c58eb3@posting.google.com>
Source record: 17911

llppwhite@aol.comnsp (LarryWhite) wrote in message
news:<20031224153412.12363.00001626@mb-m05.aol.com>...
> > These disks were all new brand-name 1.44's, and now I'm picking up all kinds
> of
> errors from about sector 4000 and up (inner tracks). <
>
> No replies on this, but I did make an interesting discovery. The disks and the
> data are fine. I can read these at full speed perfectly with the built-in
> "TaskMaster" that resides in the BB/FB firmware. The errors are from MyDos
> which evidently can't keep up. But MyDos has no trouble with a hard drive. So
> I'm puzzled -- perhaps a different path with the data coming in over the PBI as
> opposed to SIO/pokey? Hmm. That also reminds me, the Taskmaster may have a
> really scrunched down display list which frees up more cycles for the 6502.
> Any ideas?
> Larry

Nope, no ideas other than the reminder of the fixed bug in BBXFER.COM.
What version of MyDOS are you using? Does the 'sidedness' indicator
for the 1.4 drive you are using show it to be double sided? eg '='?
I've got the Floppy board but as yet haven't installed it so I'm
not much good for trying it here. I'm watching and interesed, so
don't think nobody cares, I just don't have anything worthwhile to add.
I'm suspicious of 4.53/4 as it doesn't show the sidedness correctly
on my setup and Mathy reported a wild bunch of strange stuff that
I've always blamed on 4.53 MyDOS. But it could be that it's just
fine and I never gave it a fair chance before.

# 6499. Re: Announcement: cc65 v2.10.0 "christmas edition"

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-25 03:59:43 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <PgtGb.22578$NZ1.11538@nwrddc02.gnilink.net>
Source record: 17912
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.oric

bob wrote ...

>in article dN-dnS5tcKAumHeiRVn-uA@comcast.com, Bill Garber at
>willy46pa@comcast.net wrote on 24/12/03 21:28:
>
>>
>> "Steve S" <j70141@hotmail.com> wrote in message
>> news:c985eaf9fe2c215156a411fdc653d60f@news.teranews.com...
>> : And this is all available to you for the low low price of $19.95, plus
>> : shipping and handling. And to boot, we'll even throw in this handy
>> : dandy pencil sharpener for free... a $20 value, all for just $19.95!!!
>> :
>> : Call Now!!!
>>
>> That's a HOOT! ;-)
>>
>
>Wonder if they take personal checks ?
>
>... Actually I have some dollars lying around somewhere maybe I should just
>send them!
>
>Merry Christmas everyone and have a very happy new year

Yo, yo-yos,

cc65 is like FREE. It is under a GNU software license.
Repeat, cc65 is FREE, as in NO COST.

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
From todays headlines:
Mars Probes Close in on Red Planet

# 6500. Re: Announcement: cc65 v2.10.0 "christmas edition"

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-25 04:20:37 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <462cf7ca1653261c4107838cbcfe03df@news.teranews.com>
Source record: 17913
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.oric

Ohhh... switch that then...

We'll sell you the pencil sharpener and throw in the cc65 for free. Sorry
for the mix-up...

"Sam Gillett" <samgillett@msn.com> wrote in message
news:PgtGb.22578$NZ1.11538@nwrddc02.gnilink.net...
>
> bob wrote ...
>
> >in article dN-dnS5tcKAumHeiRVn-uA@comcast.com, Bill Garber at
> >willy46pa@comcast.net wrote on 24/12/03 21:28:
> >
> >>
> >> "Steve S" <j70141@hotmail.com> wrote in message
> >> news:c985eaf9fe2c215156a411fdc653d60f@news.teranews.com...
> >> : And this is all available to you for the low low price of $19.95,
plus
> >> : shipping and handling. And to boot, we'll even throw in this handy
> >> : dandy pencil sharpener for free... a $20 value, all for just
$19.95!!!
> >> :
> >> : Call Now!!!
> >>
> >> That's a HOOT! ;-)
> >>
> >
> >Wonder if they take personal checks ?
> >
> >... Actually I have some dollars lying around somewhere maybe I should
just
> >send them!
> >
> >Merry Christmas everyone and have a very happy new year
>
> Yo, yo-yos,
>
> cc65 is like FREE. It is under a GNU software license.
> Repeat, cc65 is FREE, as in NO COST.
>
> Best regards,
>
> Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
> From todays headlines:

> Mars Probes Close in on Red Planet
>
>
>
>
>
>

# 6501. Re: Announcement: cc65 v2.10.0 "christmas edition"

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-25 05:21:40 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <EtuGb.15464$Q%5.12647@nwrddc01.gnilink.net>
Source record: 17914
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.oric

Steve S wrote ...

>Ohhh... switch that then...
>
>We'll sell you the pencil sharpener and throw in the cc65 for free. Sorry
>for the mix-up...

'Tis OK. All is forgiven. ;-)
Have a VERY MERRY CHRISTMAS!

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
From todays headlines:
Mars Probes Close in on Red Planet

# 6502. Re: Rarity Lists

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-25 07:50:22 UTC
From: Mike Tennyson <miketennyson@hotmail.com>
Message-ID: <kBwGb.47132$xB5.26840@bignews1.bellsouth.net>
Source record: 17915

Nice one, thanks!

"richard daley" <richard.daley3@ntlworld.com> wrote in message
news:92mFb.24886$R6.5137093@newsfep2-win.server.ntli.net...
>
> "Mike Tennyson" <miketennyson@hotmail.com> wrote in message
> news:40jFb.6687$2Y.4941@bignews4.bellsouth.net...
>
> I would suggest youbtake a look at
>
> http://my.execpc.com/~krieg/VidGames.htm
>
> for a good all round guide
>
> good hunting
> Richard
>
> > I have seen several lists on the net showing all Atari carts ever made
and
> > some have rarity rankings 1-10. Can anyone tell me where the best site
is
> > for this info? Who determines rarity and how? I am starting a 400/800
cart
> > collection (getting back after 20 years!) and want to have a checklist
as
> a
> > guide.
> >
> > Thanks in advance!
> >
> > Mike
> >
> >
>
>

# 6503. Looking for a "flexible" sector copier

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-25 10:48:34 UTC
From: llppwhite@aol.comnsp
Message-ID: <20031225054834.13580.00001710@mb-m10.aol.com>
Source record: 17916

Hi All-
Perhaps a solution to my (1.44 HD -> ATR) archiving issues would be a to find a two-drive sector copier that will do more than 2880 sectors. I need to do at least 5760 DD sectors, but I've never seen one that would go that high. (80 tracks, by 36 sctors/track, two-sides, DD.) Or perhaps one whose author has graciously included the source code, so it could be modified fairly easily.
Anyone know of one that might fit my needs?
Thanks,
Larry

# 6504. Re: Floppy Board HD Disk Errors

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-25 11:20:35 UTC
From: llppwhite@aol.comnsp
Message-ID: <20031225062035.13580.00001711@mb-m10.aol.com>
Source record: 17917

> What version of MyDOS are you using? Does the 'sidedness' indicator for the 1.4 drive you are using show it to be double sided? eg '='? I've got the Floppy board but as yet haven't installed it so I'm not much good for trying it here... <

Hi Lee-
Congrats on getting your FB. The BB/FB is really a great combo! I hadn't thought of this being a MyDos version problem, but I'll try that. I am using 4.50, but I'll try 4.53 and see. In order to use 1.44 HD disks with MyDos, you have to tell it that it is a Hard Drive. Otherwise, MyDos's max sectors per track is 26. All-in-all, I would probably have been better of using that configuration, since 36 sectors/track is evidently "pushing the envelope" of reliability.
FWIW, a FB also has problems with the Windows-format 1.44 disks with 512-byte sectors. But no problems at all with 720K Win Disks, so if I need to move just a file or two to the PC or back, I normally use BBXFER19.COM with 720K PC format disks, but formatted by the FB. Win pauses for a second when it sees the format, but reads them well.
Thanks for the ideas, and (everyone) have a great holiday with lots of "toys!"
Larry

# 6505. Re: Announcement: cc65 v2.10.0 "christmas edition"

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-25 11:47:19 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gfzf92k6w.fsf@legolas.mdh.se>
Source record: 17918
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.oric

"Sam Gillett" <samgillett@msn.com> writes:

> cc65 is like FREE. It is under a GNU software license.

Yes and no. It is free, but according to Ullrich's page, it
does not fully apply to either (??) of the licenses listed in:

http://opensource.org/licenses/

probably because it is based on a copyrighted but freely
distributable version from the beginning. Not that it matters
for most of us who yet haven't become licence religious.

--
Anders Carlsson

Ye wonder, she's thirteen beyond an invisible carefully preserved leather
mouse. Sunday dungeons promising horseback cause loud guessed scissors.

# 6506. Re: Looking for a "flexible" sector copier

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-25 14:12:47 UTC
From: russg <russg@en.com>
Message-ID: <vuls17uohle4d@corp.supernews.com>
Source record: 17919

Hi, Larry.
I wrote a very flexible sector copier/utility. I don't know if it will
meet your needs, don't remember if I put a 720 sector limit on it.
It is in BASIC, so yes, you have source code to work with.
It was designed to do sector reads/writes for a PC<->A8 transfers
I did for both the A8 and PC.
Anyway, if you wanna look at it look at
ftp://ftp.spudster.org
in the emulators/transferutilities it is called pcutil34.zip and
has about 5 files in it. The one is called SIOPLUS34.BAS.
Hahahahaha.
Russ

It is very flexible, but you may not understand what it can do from the
menu type options you have.

# 6507. Re: Looking for a "flexible" sector copier

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-25 14:49:43 UTC
From: llppwhite@aol.comnsp
Message-ID: <20031225094943.15133.00001848@mb-m04.aol.com>
Source record: 17920

Hi Russ-
> I wrote a very flexible sector copier/utility... <

Thanks very much! I will download it and check it out. BASIC is great for my purposes, since it is so much easier to modify and get working.

Thanks again,
Larry

# 6508. Re: accelerated 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-25 15:58:01 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <022muvk1tuiijb20gml7bic55e2qsj9kqg@4ax.com>
Source record: 17921
Cross-posted to: comp.sys.atari.8bit,comp.sys.amiga.morphos

I tried and found out that Atari800 emulator for Amiga does in fact work under MorphOS. I put up a simple page about this to facilitate things for MorphOS users who want to give it a try. Check out my Atari800 on MorphOS page here:

http://linux.tc3net.com/daclmi/atari800.html

No joystick support though, oh well.

# 6509. Re: NMIRES for DLIs?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-25 16:36:13 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <3FEB11FD.50502@math.tu-berlin.de>
Source record: 17922

Sascha Springer wrote:

> C018: 2C 0F D4 BIT $D40F [NMIRES/NMIST]
> C01B: 10 03 BPL $C020
> C01D: 6C 00 02 JMP ($0200)

> Question: VBI will be handled with a NMIRES call while DLI won't, so how
> does the Atari reset the NMI status for DLIs?

The hardware docs I have say nothing about this issue, but I assume that ANTIC resets the NMI signal itself at the end of the line. It's a flank sensitive signal to begin with, so it doesn't need manual deactivation after the interrupt has been handled as there is no chance the interrupt will enter itself again.

Greetings,
Thomas

# 6510. Re: NMIRES for DLIs?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-25 16:56:08 UTC
From: Sascha Springer <sascha.springer@t-online.de>
Message-ID: <bsf4r7$vbr$07$1@news.t-online.com>
Source record: 17923

Thomas Richter schrieb:
> Sascha Springer wrote:
>
>> C018: 2C 0F D4 BIT $D40F [NMIRES/NMIST]
>> C01B: 10 03 BPL $C020
>> C01D: 6C 00 02 JMP ($0200)
>
>
>> Question: VBI will be handled with a NMIRES call while DLI won't, so
>> how does the Atari reset the NMI status for DLIs?
>
>
> The hardware docs I have say nothing about this issue, but I assume that
> ANTIC resets the NMI signal itself at the end of the line. It's a flank
> sensitive signal to begin with, so it doesn't need manual deactivation
> after the interrupt has been handled as there is no chance the interrupt
> will enter itself again.
>
> Greetings,
> Thomas
>

Thanx!

Resetting the signal at the end is what I am doing now, so I guess it's
the best solution and the most obvious one as well! ;)

Regards
Sascha

## 6511. Re: programming

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-26 02:56:20 UTC
From: mo <momo@atariland.com>
Message-ID: <orNGb.13804$Qk6.10827@fe1.texas.rr.com>
Source record: 17924

"richard cortese" <ricortes@earthlink.net> wrote in message
news:idrGb.5034$lo3.2183@newsread2.news.pas.earthlink.net...
>> Honda names their bikes like Atari so it isn't too much of a change. Just
> got a 350XL running this summer and managed to scrape off large software
> patches.<sick>
>

I love Hondas! I've had at least 4 that I can remember,
CB650,CL100S,Hawk500,CB450A.
The one I miss the most is my little CL100S, A little one banger with a 5
speed. It had a huge chrome tailpipe that gave it an aircraft look. I called
it the red barron, I even had a gas cap with Marilyn Monroes picture
laquered on.
Great bike!
Mo

# 6512. Looking for Ultima IV atr image

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-26 08:13:38 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <6970632944b254eb0769af491ddd6c1d@news.teranews.com>
Source record: 17925

Anyone have a copy of the Ultima IV atr image in color? Mine appears in black and white for some reason, I am guessing that it is a different version.

For those that are curious, I did purchase the original a long time ago, I even still have the box and map somewhere... I do not have the disks, and I haven't turned on my Atari in a long time.

# 6513. Re: programming

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-26 08:30:03 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <fkSGb.20095$Pg1.10514@newsread1.news.pas.earthlink.net>
Source record: 17926

"mo" <momo@atariland.com> wrote in message
news:orNGb.13804$Qk6.10827@fe1.texas.rr.com...
>
> "richard cortese" <ricortes@earthlink.net> wrote in message
> news:idrGb.5034$lo3.2183@newsread2.news.pas.earthlink.net...
> >> Honda names their bikes like Atari so it isn't too much of a change.
Just
> > got a 350XL running this summer and managed to scrape off large software
> > patches.<sick>
> >
>
> I love Hondas! I've had at least 4 that I can remember,
> CB650,CL100S,Hawk500,CB450A.
> The one I miss the most is my little CL100S, A little one banger with a 5
> speed. It had a huge chrome tailpipe that gave it an aircraft look. I
called
> it the red barron, I even had a gas cap with Marilyn Monroes picture
> laquered on.
> Great bike!

One of the other ones that is "In Process" is a circa ~1973 125SL for my
S.O. My family ranch is ~155 acres in the foothills above Morgan Hill Calif
so...
Little woman has pickup truck and I don't. I figure If I get the SL running
and say it is hers, I will get transportation for me and my bikes to the
ranch.<grin>

I started off on a Honda 90 when I got my learners permit in 1965. Picked up
a honda 50 for chopping up and riding around the farm too. About college
years I got a 500cc BSA twin, put in high compression pistons, cam, that
kind of stuff, and rode that a while. About the same time I got a Honda
Minitrail for my kids and it is funny how I spent more time on the Honda
Minitrail then I did on my beezer. Fell harder too as I recall.

There's just something about a lightweight easy starting thumper. I will
probably spend more time on the SL then anything else.

# 6514. ADV: Bravo's Atari New Years Resolution!

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-26 11:12:51 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0312260308380.18101-100000@onyx.spiritone.com>
Source record: 17927
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Every New Years I make the same Resolution. Not to make any more New Years resolutions! I tell my friends and they laugh. They think I'm joking. I'm not. I wont make promises I cant keep. I dont know what the future holds. It makes life easier with less broken Vows! Keeps it simple. Avoid making promises you cant keep! Before you speak, think over what you say. Once it's said, you cant take it back. Life is easier when you avoid that trap! May God Bless You All. I wish you all Happy Holidays and a Happy New Year!

http://BensCatalogs.Atari.org My Atari Catalogs!
http://www.aracnet.com/~atari/maillist.htm Add yourself to my list.
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 6515. FREE Atari Catalogs! Via E-Mail and the Web!

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-26 11:21:16 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0312260313210.18101-100000@onyx.spiritone.com>
Source record: 17928
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,alt.atari-jaguar.discussion,pdx.forsale

***FREE*** Catalogs for Used & New 64 Bit Atari Jaguar Game Consoles, Classic Atari 8 Bit & Atari ST Computers! HardWare/Accessories, Games/ SoftWare & Books/References! View Catalogs on-line or DownLoad them at http://www.aracnet.com/~atari/free_cat.html or if you cant get my Catalogs that way, Feel free to Request catalogs via E-Mail. Really, it's not an inconvenience. I ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Or all 3! Then I'll send them to you by E-Mail. Please let me know if I can attach text files to your E-Mail. E-Mail BenSells@Atari.org

http://www.aracnet.com/~atari/testing.htm My Test Standards.
http://www.aracnet.com/~atari/maillist.htm Join my E-Mailing List!?!
http://www.aracnet.com/~atari/shipping.htm How I can save you Money!
http://www.aracnet.com/~atari/whybuyben.htm Ben's References!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. Customers love the speedy service! I have lots of Atari SoftWare & Books. Which I can send by Media Mail Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

# 6516. Re: "Ultima I" inspired me as a youth

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-26 12:08:06 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3febcfdac17cb1@comcast.net>
Source record: 17930

>When Ultima I came out around in 1983 (or sometime around there), I was not
>even a teenager. I was already programming my old Atari computer like a
>real pro and was much brighter than most people my age.
>
>I sat down at Ultima I for the first time and saw things that I had never
>seen a computer do before. I saw how it laid out a map with water, trees,
>and cities. Even more so, I saw the 3 dimensional dungeon that I could
>explore (though it was rather small).
>
>It inspired me, and I wanted to know how the trick was done. I wanted to
>learn everything that I could off of that computer and learn all the tricks
>of the trade and do it myself so I could create games just as good for the
>public to play.

I can agree with that. I loved the Ultima series especially on the
Atari. I played 1-6 on the Atari and have not played 7-10 yet
since they are on the PC. Too bad Richard G. ended Ultima. Would
have been nice to see it keep going.

>Times have changed now. People rarely get 'royalties' for their games.
>Games have to be made in teams, usually for a major corporation, due to
>their sheer size and complexity now. Software Engineers are now just
>employees working for the company, and are no longer the authors and
>inspiration of games that go out. Games are usually designed by someone
>higher up and delegated to the Engineers down the line.

Yes, that is correct. That is why I consider the 8-bit years the
best. It was so different back then than it is now.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 6517. Re: Atari & s-video

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-26 12:08:07 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3febcfdac17cb2@comcast.net>
Source record: 17929

I am sure you could use the 8bit with a TV. My video converter
does not have a S-video out or out ports using RCA jacks, but the
monitor Cable for the 8-bit can easily be plugged into the RCA
jacks of most any of today's TV's.

>Thanks Edward. I can't use it with a monitor right now. I was
hoping >to use it with a TV tuner card or a television. I just
don't understand >why I'm not getting a picture...
>
>Michael
>
>Edward S. Baiz Jr. wrote:
>> Hello Mike,
>>
>> You are not doomed. I purchased the same cable that has the RCA
>> cables (red,white,black,yellow) and also a video converter. Using
>> this I was able to connect my XL to a SVGA monitor. The
>> improvement in picture quality is great...
>>
>

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 6518. Re: Atari & s-video

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-26 12:08:07 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3febcfdac17cb3@comcast.net>
Source record: 17931

>Michael, Edward:
>
>
>I'm interested in having my Atari 800XL displayed on an SVGA monitor.
>
>Michael, where did you purchase your cable?
>
>Edward, can you give me info on the video converter you are using?
>
>Thanks,
>
>Newbee

Hello,

I purchased it from a place in Illinois called MatCo for about
$80. Their link is: http://www.mat-co.com/

I have seen other's that would do also. Great little device.
--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 6519. Re: using a vga monitor.

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-26 12:08:08 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3febcfdac17cb5@comcast.net>
Source record: 17932

>hey -
>
>That recent video related post sparked a thought in me...
>
>Has anybody here used a converter so they can use their 8-bit atari with a
>standard PC monitor? (instead of a t.v.)
>
>I see they do exist for sale. Anybody with personal experience?
>I was thinking about looking into it, but wouldn't want to spend too much
>money on a 'toy'...
>Nor am I interested in seeing a diagram of the video pinouts so I can make
>it myself.
>
>-z-

Yes, I have done that and it works like a charm. I have a 17"
monitor that I use with my Atari clone (the Hades) and my 8-bit
looks great on it. Much better than a TV.

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 6520. Re: Merry xmas from Oz

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-26 12:08:08 UTC
From: "Edward S. Baiz Jr." <edbaizjr@comcast.net>
Message-ID: <3febcfdac17cb4@comcast.net>
Source record: 17933

>Hope you all have a good xmas. Time to fire up the Barby, throw on a few
>shrimp and crack a tinny ....
>
>Mark
>

Same to you and everyone else here. Mine was good as always....

--
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

## 6521. Re: programming

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-26 15:07:37 UTC
From: russg <russg@en.com>
Message-ID: <vuojk1fk804ec4@corp.supernews.com>
Source record: 17934

(Honda motor cycles).
I started on a 50cc Puch scooter, in about 1966.
Then I got a 250cc Yamaha two cylinder two stroke, plenty fast.
Then I got a 350cc two cylinder Honda four stroke.
I now own a 1000cc four cylinder Honda Gold Wing.
My son crashed it on black ice in Georgia and it sits in a
garage in Tennessee (I live in Ohio). The fairing is all busted,
the brake resevoir on the handle bars is busted, the front fender
is broke.
Some day I hope to bring it to Ohio to work on. It is a 1978.

# 6522. Re: wanted to buy: A.N.A.L.O.G. Computing #1-5

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-26 17:19:12 UTC
From: Laslo <laslo_at_large@comcast.net>
Message-ID: <k4_Gb.668723$Fm2.581134@attbi_s04>
Source record: 17935

russg wrote:
> Nobody has responded to this.
> Just to say ANALOG #1-5 are very hard to find.

Yup, no responses. Eh, I'll probably ask about once a year.
Maybe someday.

Las

# 6523. 8bit stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-26 18:10:12 UTC
From: kevin <nospam@nospam.org>
Message-ID: <lvtouv8hg6dkgj5044svmmq58dqu52bbba@4ax.com>
Source record: 17936

I've got a

130xe in mint condition w/power supply, tv switchbox, monitor cable + atari joystick. + owners manual.

I also have:

a mint condition atari portfolio w/par interface/cable book, and ac power supply.

Atari Jaguar with Iron soilder, Doom, Tempest 2k, trevor mcfur, Brutal footbal, cybermorph + power adapter/tv hookup controller in original box.

everything is like new and working. What is the value?

If you are interested in any of the above please respond here or send email to: kevinsaunders@operamail.com

kvn

# 6524. Re: Looking for Ultima IV atr image

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-26 20:29:29 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <foydnbIMS4O3B3GiRVn-tw@comcast.com>
Source record: 17937

Steve -

You probably just need to set your emulator to use "color artifacting".
Ultima, for one, is a game that will turn up black&white if you don't set
the emulator.
I can think of another off the top of my head.....the game DROL also uses
artifacting.
That'd also turn up in B&W if you don't set it.

-z-

"Steve S" <j70141@hotmail.com> wrote in message
news:6970632944b254eb0769af491ddd6c1d@news.teranews.com...
> Anyone have a copy of the Ultima IV atr image in color? Mine appears in
> black and white for some reason, I am guessing that it is a different
> version.
>
> For those that are curious, I did purchase the original a long time ago, I
> even still have the box and map somewhere... I do not have the disks, and
I
> haven't turned on my Atari in a long time.
>
>

# 6525. Re: NMIRES for DLIs?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-26 21:26:03 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <3FECA76B.40801@math.tu-berlin.de>
Source record: 17938

Sascha Springer wrote:

> Resetting the signal at the end is what I am doing now, so I guess it's
> the best solution and the most obvious one as well! ;)

Just out of curiosity, what are you trying to do?

So long,
Thomas

# 6526. Re: "Ultima I" inspired me as a youth

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-26 23:15:33 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <5aafe81882203dd1bf6438c63f47560d@news.teranews.com>
Source record: 17939

I assume you mean that you used the ST. As far as I know, the Atari 8-bit only went as far as Ultima IV. I know Ultima V was on the ST, but I am not sure of what more. I quit playing after Ultima 5 because the layout changed dramatically, and I did not like it.

Also, I think the author of Ultima ended up with Ultima Online, which is still in effect.

Also... more importantly, I found an very interesting online Ultima game which goes off of the Ultima V format. I have found it quite interesting so far, and it is 100% free. I recommend trying it, if you played Ultima V, the game will be very easy and familiar to learn....

http://swut.net/euo/

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message news:3febcfdac17cb1@comcast.net...
> >When Ultima I came out around in 1983 (or sometime around there), I was not
> >even a teenager. I was already programming my old Atari computer like a
> >real pro and was much brighter than most people my age.
> >
> >I sat down at Ultima I for the first time and saw things that I had never
> >seen a computer do before. I saw how it laid out a map with water, trees,
> >and cities. Even more so, I saw the 3 dimensional dungeon that I could
> >explore (though it was rather small).
> >
> >It inspired me, and I wanted to know how the trick was done. I wanted to
> >learn everything that I could off of that computer and learn all the tricks
> >of the trade and do it myself so I could create games just as good for the
> >public to play.
>
> I can agree with that. I loved the Ultima series especially on the
> Atari. I played 1-6 on the Atari and have not played 7-10 yet
> since they are on the PC. Too bad Richard G. ended Ultima. Would
> have been nice to see it keep going.
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> >Times have changed now. People rarely get 'royalties' for their games.
> >Games have to be made in teams, usually for a major corporation, due to
> >their sheer size and complexity now. Software Engineers are now just
> >employees working for the company, and are no longer the authors and
> >inspiration of games that go out. Games are usually designed by someone

> >higher up and delegated to the Engineers down the line.
>
> Yes, that is correct. That is why I consider the 8-bit years the
> best. It was so different back then than it is now.
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 6527. Re: using a vga monitor.

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-27 00:27:19 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <ccWdnW52H-BATHGiRVn-uw@comcast.com>
Source record: 17940

Ed -

You never did say what product or piece of hardware you use to connect your
8-bit to your PC's monitor. Well?

-z-

"Edward S. Baiz Jr." <edbaizjr@comcast.net> wrote in message
news:3febcfdac17cb5@comcast.net...
> >hey -
> >
> >That recent video related post sparked a thought in me...
> >
> >Has anybody here used a converter so they can use their 8-bit atari with
a
> >standard PC monitor? (instead of a t.v.)
> >
> >I see they do exist for sale. Anybody with personal experience?
> >I was thinking about looking into it, but wouldn't want to spend too much
> >money on a 'toy'...
> >Nor am I interested in seeing a diagram of the video pinouts so I can
make
> >it myself.
> >
> >-z-
>
> Yes, I have done that and it works like a charm. I have a 17"
> monitor that I use with my Atari clone (the Hades) and my 8-bit
> looks great on it. Much better than a TV.
>
>
> --
> Edward S. Baiz Jr.
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>
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
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> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

# 6528. New Ultima Game Out

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-27 11:51:32 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <992662bed3bb4df88a2667e4bbe9e26e@news.teranews.com>
Source record: 17941

Have you guys seen this game yet? Pretty fascinating... Seems that someone
really liked Ultima V and as a result, made a game based directly off of it.
It is 100% free and if you liked Ultima V, you will like this one too....
no registration, no payment, nothing....

http://swut.net/euo/

# 6529. Re: New Ultima Game Out

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-27 19:37:30 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <1LednWQCaO_yQnCiRVn-hQ@comcast.com>
Source record: 17942

thanks -
I didn't know that existed.
Somebody obviously REALLY REALLY liked Ultima!

-z-

"Steve S" <j70141@hotmail.com> wrote in message
news:992662bed3bb4df88a2667e4bbe9e26e@news.teranews.com...
> Have you guys seen this game yet? Pretty fascinating... Seems that
someone
> really liked Ultima V and as a result, made a game based directly off of
it.
> It is 100% free and if you liked Ultima V, you will like this one too....
> no registration, no payment, nothing....
>
>
> http://swut.net/euo/
>
>

# 6530. ATARI 130XE - no more...Memory problems :-)

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-27 22:38:10 UTC
From: quadro <quadro@tiscalinet.it>
Message-ID: <3FEE09D2.3D9FA4FF@tiscalinet.it>
Source record: 17943

Hello folks

Finally, my Atari back to life...risen!!!

Third memory chip bad.

Thanks a lot mates for the help and the technical infos

everyone...Happy new year
Morris (ITALY)

## 6531. Xformer 2000 help!

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-28 01:17:05 UTC
From: atarian999@yahoo.com
Message-ID: <b787617a.0312271717.22d9d37@posting.google.com>
Source record: 17944

I just recently installed the Xformer 2000 on my PC and I am having
trouble getting any files to run. I assigned game files (i.e.;
JOUST.XFD & MSPAC.ATR)
to drives D1: & D2: respectively. When I use the dos to do a
directory or load the game, I get an error.

Maybe I'm just not doing something right. (Well, obviously!)

The online instructions at www.emulator.com are lacking and I need
someone's experience using this program.

Thanks in advance!

John Collins
formerly of N.W.P.A.C.
Phoenix, AZ

# 6532. AtariWin800 v3.1 emulator question

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-28 01:37:31 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <wO6dnXSXv6JBrnOiRVn-uQ@comcast.com>
Source record: 17945

Hello 8bit gang -

I am using the AtariWin800 v3.1 8-bit emulator and decided to try the NETWORK feature. I wanted to test multi-player. Hey, maybe I can round up a 4-player M.U.L.E. game someday! Then I can die in peace (well, only after I win as the purple gollumer)

The emulator uses "Kaillera" client to join users across a network. I thought it would be cool to test since I have a number of PCs at my house. I'm too embarrassed to tell you the number. One PC would be the server and the others the clients - simple enough. Okay, the number's high.

So I downloaded the Kaillera server program (which is really easy to operate, thanks) and ran it on a PC. The Kaillera client is built in to AtariWin800 v3.1, so no download required there. Just run the emulator.

Then I loaded up AtariWin800 3.1 on two of my PCs at home. Both are identical. I ran MULE on the first one, then told Kaillera to start it up as a new network game. OK - so far so good.

I told PC #2 to find the Kaillera server on my local LAN/network and it did. Cool. After chatting with myself over the home LAN for a bit, I decided to join the MULE game (it gets boring after awhile, chatting with yourself, cause you usually know what you're going to say next). But to my dismay, PC #2 reports, "No ROM image available". So, I sat and stared. Then I blinked. Then I stared some more. I may have squinted at one point...it's all a blur now....I was definitely puzzled and later a bit annoyed. Then I thought....er.....um.......what? ............uh............wha?

So that's where the problem rests, my fine Atarians. I have 2 identical PCs on my home network/LAN; they can see each-other fine, but I get that ROM not found error. Both PCs have the same copy of the "mule.xfd" image, in the same place on their local C:\ drive. I can run MULE on each seperately just fine. And as I said, network wise, I'm okay too since I used "kaillera" to join up then chat with between both machines.

Why the ROM missing error? Input, anybody? Input A$, anybody?

-thanks for your two bits in advance,
Z

# 6533. Re: Bravo's Atari New Years Resolution!

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-28 12:59:48 UTC
From: Steve Sweet <steve.sweet@btopen-2-viri-world.com>
Message-ID: <bsmk43$rl3$2@hercules.btinternet.com>
Source record: 17946
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pdx.forsale

Why its...

"Bravo Sierra Computers" <yungporn@aracnet.com> wrote in message
news:Pine.LNX.4.44.0312260308380.18101-100000@onyx.spiritone.com...

> Every New Years I make the same Resolution. Not to make any more New Years
> resolutions! I tell my friends and they laugh.

Piss off you retard!!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

# 6534. Find game: Knights & Chalices (Analog Jan 1984)

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-28 14:15:31 UTC
From: boojum <someone@micorsoft.com>
Message-ID: <vutssfd0ivh8c4@corp.supernews.com>
Source record: 17848

Hi - Anybody know where I can find the basic game
"Knights and Chalices" from the Jan. 1984 A.N.A.L.O.G
mag? I have the mag, just don't want to type it in
again. Closest I found is this:

http://www.cyberroach.com/analog/

Fun obscure game: Wavy Navy. Like space invaders except
your on a very wavy ocean ;)

--Chuck

# 6535. Re: New Ultima Game Out

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-28 14:39:00 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <8c806ff66d9f71733eea322dabcb9738@news.teranews.com>
Source record: 17847

If any of you guys are playing, I'd like to know your player names...

"Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
news:1LednWQCaO_yQnCiRVn-hQ@comcast.com...
> thanks -
> I didn't know that existed.
> Somebody obviously REALLY REALLY liked Ultima!
>
> -z-
>
> "Steve S" <j70141@hotmail.com> wrote in message
> news:992662bed3bb4df88a2667e4bbe9e26e@news.teranews.com...
> > Have you guys seen this game yet? Pretty fascinating... Seems that
> someone
> > really liked Ultima V and as a result, made a game based directly off of
> it.
> > It is 100% free and if you liked Ultima V, you will like this one
too....
> > no registration, no payment, nothing....
> >
> >
> > http://swut.net/euo/
> >
> >
>
>

# 6536. Re: Find game: Knights & Chalices (Analog Jan 1984)

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-28 16:42:00 UTC
From: russg <russg@en.com>
Message-ID: <vuu1t65hu9742f@corp.supernews.com>
Source record: 17849

```
You can probably find it at
ftp://ftp.spudster.org
in the CTH archive.
```

# 6537. Re: using a vga monitor.

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-28 17:06:50 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns945F7AE454EE7slorcomcastnet@130.133.1.4>
Source record: 17850

Despite all prevention efforts, "Z.Beeblebrox" <the.z.guy@comcast.net>
wrote in news:ccWdnW52H-BATHGiRVn-uw@comcast.com:

> Ed -
>
> You never did say what product or piece of hardware you use to connect
> your 8-bit to your PC's monitor. Well?
>

Don't know about Ed, but I have mine on an AVToolbox AVT-3340 from
http://www.avtoolbox.com/upconverters.htm, and it looks decent. I wouldn't
call it perfect, but it's nice if you want to consolidate to a single
monitor and KVM switch (like me).

--
Slor

# 6538. Re: Find game: Knights & Chalices (Analog Jan 1984)

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-28 17:10:12 UTC
From: oes <oes@deja.com>
Message-ID: <U7EHb.148277$b01.3258514@twister.tampabay.rr.com>
Source record: 17851

"russg" <russg@en.com> wrote in message
news:vuu1t65hu9742f@corp.supernews.com...
> You can probably find it at
> ftp://ftp.spudster.org
> in the CTH archive.
>

Good call, here's the exact location of the file, I think it's the
Knight.Bas file but there's another Knight~ file on there to try.

ftp://ftp.spudster.org/CTH/Games2/BAS/K/

# 6539. Re: New Ultima Game Out

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-28 18:39:31 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <hj8uuvggot8k42mrjjvf891varekbc0tju@4ax.com>
Source record: 17852

On Sun, 28 Dec 2003 14:39:00 GMT, "Steve S" <j70141@hotmail.com>
wrote:

>If any of you guys are playing, I'd like to know your player names...

I am "Phibes." This game is so great! It really recalls the Ultima IV
game I played years ago. In some ways it's a bit easier, but this is
not to say the difficulty is set too low. It is easier in that you
don't have to gather and mix ingredients for spells. But it's about
the right difficulty to be challenging.

I should also point out that the installation is trivially easy. It
seems to work almost "out of the box."

Thanks for referring us to this game!

## 6540. Re: using a vga monitor.

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-29 01:39:50 UTC
From: "Z.Beeblebrox" <the.z.guy@comcast.net>
Message-ID: <FLydndmRVY56GHKiRVn-hw@comcast.com>
Source record: 17853

thanks.
-z-

"Slor" <slor@comcast.net> wrote in message
news:Xns945F7AE454EE7slorcomcastnet@130.133.1.4...
> Despite all prevention efforts, "Z.Beeblebrox" <the.z.guy@comcast.net>
> wrote in news:ccWdnW52H-BATHGiRVn-uw@comcast.com:
>
> > Ed -
> >
> > You never did say what product or piece of hardware you use to connect
> > your 8-bit to your PC's monitor. Well?
> >
>
> Don't know about Ed, but I have mine on an AVToolbox AVT-3340 from
> http://www.avtoolbox.com/upconverters.htm, and it looks decent. I
wouldn't
> call it perfect, but it's nice if you want to consolidate to a single
> monitor and KVM switch (like me).
>
> --
> Slor

# 6541. Re: New Ultima Game Out

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-29 02:39:41 UTC
From: mo <momo@atariland.com>
Message-ID: <NtMHb.842$DC4.141@fe2.texas.rr.com>
Source record: 17854

"Steve S" <j70141@hotmail.com> wrote in message
news:8c806ff66d9f71733eea322dabcb9738@news.teranews.com...
> If any of you guys are playing, I'd like to know your player names...

I'm Shawnee (my dogs name)- momo was already taken. I'm still learning so
don't be surprised if you see me wandering around.
8-)
Mo

# 6542. Re: New Ultima Game Out

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-29 03:32:10 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns945FE4E9927DDslorcomcastnet@130.133.1.4>
Source record: 17855

Despite all prevention efforts, "Steve S" <j70141@hotmail.com> wrote in
news:8c806ff66d9f71733eea322dabcb9738@news.teranews.com:

> If any of you guys are playing, I'd like to know your player names...

I just joined up, so look for a rookie named Slor wandering about...

--
Slor

# 6543. Atari 2600 Computer -- for real now!

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-29 04:30:40 UTC
From: Paul Allen Panks <panks@sdf.lonestar.org>
Message-ID: <bsoalg$3rk$1@chessie.cirr.com>
Source record: 17856
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

It is possible to have a "true" computer module for the Atari 2600 -- if you are willing to use an old Acorn Atom computer as guts!

NOTE: Only experienced techies should attempt to follow the modifications suggested in this guide. Also, you must be proficient in 6502/6507 Assembly Language. Also note, this is a parody and is meant as a joke. Please do not seriously consider creating a VCS computer using Acorn Atom as a base -- the Acorn Atom sucks!

Other than that, keep on reading! :)

The following chips reside inside the Atom:

(from the website: http://www.users.globalnet.co.uk/~thoth/atom/atom.htm)

6502 Microprocessor
6847 Video Display Generator
2114 RAM chips
6522 VIA
8255 PIO
8271 Floppy Disk Controller
6854 Advanced Data Link Controller

Although the Atari 2600/VCS has a 6507 microprocessor, the 6502 is largely compatible. In order to connect the Atom computer to your VCS, you will need to create a VCS-cartridge compatible connector to plug into the VCS cartridge slot.

A good place to start is at Radio Shack, where you can purchase the necessary supplies to begin designing the VCS cartridge-to-Acorn Atom connector.

Once you have done this, you need to write a short (but sweet) operating system that will be able to LOAD and SAVE programs from a Desktop Tape Recorder. You should also spend some time writing a BASIC interpreter, as well as creating a BIOS for use by the VCS.

You will also need to modify the Atari VCS board to accept regular "walkman" style headphones -- aproximately 5mm in diameter. There is enough space on either side of the VCS Revision 8 or 16 boards to allow for the upgrade. This upgrade will allow you to plug any Desktop Tape Recorder into the VCS for saving programs to cassette tapes.

Once this is done -- usually on your 23rd or so lunch break -- you can then begin to add an additional ROM chip to the VCS motherboard (preferrably 8KB, enough to hold the BIOS you wrote earlier). Burn this in

carefully, making sure to use the proper EPROM utilities.

Finally, make sure to paint your VCS blue, as we all know -- BLUE computers run much faster! ;)

Once this is done, you should see the following screen upon powering up your new VCS/Acorn Atom computer:

```
Atari Acorn Atom Computer
3769 Bytes Free.
Ready.
*
```

The Atari Acorn Atom BASIC language consists of the following built-in commands:

CREATE SPRITE
Use this command to place a SPRITE on the screen (0-2).

MOVE SPRITE
Use this command to move a SPRITE on the screen (0-191,0-88).

ROTATE SPRITE
This command rotates your VCS sprite in 4 possible directons (0-3).

BYE SPRITE
This will make a SPRITE disappear (0; 1 makes to appear as a negative image)

NO LINE
This will make the stupid "line" on the screen in some games vanish completely (0; 1 makes the line appear as a negative image)

GRAPHIC MODE
This sets the graphic mode (0 is text; 1 is 192x88; 2 is 96x88; 3 is 64x48).

PRINT
This command will PRINT a word on the screen. Default argument is 0.

FOR
This will set a loop from 0 to 32767.

NEXT
This will increment a step within a FOR/NEXT loop by N value. N is optional.

IF
This is a conditional command. IF something is true, THEN do it.

THEN
Part of the IF/THEN turnpike. Use cautiously.

GOTO
Branches program execution to a line or name specified. Example: GOTO HELL

GOSUB
Branches program execution to a line or name specified. Example: GOSUB TRACT

MEM
This command tells the user how much memory is left in the VCS. Optional.

VCYCLE
This command will force a VSYNC refresh.

PLAYGROUND (On/Off)
This command will alternate between the playfield graphics and a picture of nothing. Usually just a blank, dark screen.

DEMO
This command will make the VCS cycle through "demo" mode, complete with a 256-color horizontal rainbow.

READ
This command READs in DATA from DATA statements. Self-explanatory.

DATA
This command contains DATA elements, i.e. numbers, letters and values READ in by the READ statement. Example: DATA 1,2,3,"Atari","Rules my goat."

ATARI!
This command does nothing, really. All it does is make the programmer look cool.

REM
A REMark statement is ignored by the Atari Acorn BASIC interpreter. This allows people to insert comments into their code. Example: REMember the Alamo!

RND
This is a built-in function that allows the Atari to process pseudo-random numbers. Example: X=RND(.85)

INT
This is a supplement to RND. Example: I=INT(RND(1)*35)+1

STOP
This pauses execution of a program until a CONT statement is issued.

CONT
This resumes program execution after a STOP command is issued. NOTE: You must immediately follow STOP with CONT, or else a "?WTF" command error will result.

INPUT
This command takes user input from the keyboard and prompts the user for a sentence (or a letter/number). Example: INPUT "What is your name?";A$

OPEN #
This command OPENs direct file access to the Tape Recorder. Use file channel 4. Example: OPEN #4,"myfile"

CLOSE #
This command CLOSEs direct file access to the Tape Recorder. Use file channel 4. Example: CLOSE #4,"myfile"

PRINT #
This command writes to a file OPENed previously. Use file channel 4. Example: PRINT #4,A$

GET #
This command gets from a file OPENed previously (sequentially, one letter/number at a time). Use file channel 4. Example: GET #4,A$

COLOR
This command sets the text color (0-127). Example: COLOR 15

FGCOLOR
This command sets the foreground color (0-127). Example: FGCOLOR 2

BGCOLOR
This command sets the background color (0-127). Example: BGCOLOR 10

PAGE
This command switches between pages in RAM. Useful in 1K chunks. Optional operator specifies read/write compatibility. Example: PAGE 2,1

That's all for now. Check out for details on the Atari Acorn Computer at:

http://www.atariacorncomputer.com/

(note: this site does not exist)

Cheers!

Sincerely,

Paul Allen Panks (a/k/a "Dunric")
dunric@yahoo.com

-- panks@sdf.lonestar.org
SDF Public Access UNIX System - http://sdf.lonestar.org

# 6544. Need Atari 400 lower case

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-29 04:40:05 UTC
From: Julian Wolfe <julianwolfe@earthlink.net>
Message-ID: <FeOHb.4773$d4.1660@newsread1.news.atl.earthlink.net>
Source record: 17857

Hey all,

I bought a 400 off of eBay and I need a lower case assembly, as it was
smashed in the mail.

Also, if the same person has a working 410 unit they'd like to be rid of,
I'd be happy to pay a few dollars for it too.

Thanks!

Julian

# 6545. OT: (Plz Forgive) Super Amazing Gigantic Computer Collection

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-29 04:47:08 UTC
From: "mark@mmhart.com" <mark@mmhart.com>
Message-ID: <mdcvuvoernkj30g0ndn6kmld2afoeqdv9l@4ax.com>
Source record: 17858

(Sorry this is OT but I wanted to ad to the hard core folks who might be interested in this)

I am selling a vintage computer collection that I have been working on for almost 10 years. It contains many computers from many different companies that span the late '70s, 80ï¿½s, and early '90s. All systems come with original software, manuals, books, magazines, videos, keyboards, monitors, mice, etc...

I have also tried to collect very interesting and rare items including an original 1978 Apple II Reference Book from Apple, twin Macintosh 512ks with some fantastic accessories, a complete TRS-80 Pocket II Computer, and many other items.

I could not possibly list everything that I have so I created an entire web site (not a page) so you can browse through the pictures, background, statistics, and other information. I have treated these systems with the greatest care and I think youï¿½ll see that when you browse through the gallery.

I have been approached by many people to split up the collection but I would rather not. My hope is that this collection will be purchased by another collector (new or established) or a computer museum and added to their history of digital technology.

If the winner wants to do shipping then they will be responsible for paying for it, however, it might be better to arrange for the winner to pickup the collection. We can work something out.

If you're a fan of Commodore, Apple, Macintosh, Amiga, TRS-80, Timex, etc...you'll at least want to browse my pages for a trip down memory lane.

I'm asking: $580.00 OBO

If you have any questions, please do not hesitate to ask.

You can go to http://www.mmhart.com/Collection.htm for more information, pictures, etc...

Thanks!

# 6546. Re: New Ultima Game Out

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-29 05:56:35 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <08edd9c6f4368d854db6246be6fc9cd3@news.teranews.com>
Source record: 17859

I'm Evets... when you guys log on... try typing: /w to see who is on. If
you see me, send me a msg... /msg evets hi

"Steve S" <j70141@hotmail.com> wrote in message
news:8c806ff66d9f71733eea322dabcb9738@news.teranews.com...
> If any of you guys are playing, I'd like to know your player names...
>
> "Z.Beeblebrox" <the.z.guy@comcast.net> wrote in message
> news:1LednWQCaO_yQnCiRVn-hQ@comcast.com...
> > thanks -
> > I didn't know that existed.
> > Somebody obviously REALLY REALLY liked Ultima!
> >
> > -z-
> >
> > "Steve S" <j70141@hotmail.com> wrote in message
> > news:992662bed3bb4df88a2667e4bbe9e26e@news.teranews.com...
> > > Have you guys seen this game yet? Pretty fascinating... Seems that
> > someone
> > > really liked Ultima V and as a result, made a game based directly off
of
> > it.
> > > It is 100% free and if you liked Ultima V, you will like this one
> too....
> > > no registration, no payment, nothing....
> > >
> > >
> > > http://swut.net/euo/
> > >
> > >
> >
> >
>
>

# 6547. Looking for Magazines / CGW, Questbusters, New Zork Times...

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-29 06:56:47 UTC
From: Darkstar <darkstar@magma.ca>
Message-ID: <PeQHb.2249$Vl6.563714@news20.bellglobal.com>
Source record: 17860

Hello!

I'm looking for your help in completing my sets of magazines. I have noticed that there is not too much information available on the WWW regarding most of these magazines and am hoping to open up an on-line computer magazine museum. I am willing to buy, or trade for some of my duplicate issues (e-mail me and I can give you a list). I'm looking for the following issues of 1980s/early 1990s magazines and newsletters:

_Computer Gaming World_

1982 ï¿½ 2.2 (Mar-Apr), 2.4 (Jul-Aug), 2.5 (Sep-Oct)
1984 ï¿½ 4.1 (Feb)
1989 ï¿½ 62 (Aug)
1999 ï¿½ 182 (Sep)

_The New Zork Times (Infocom Newsletter)_

Vol I no. 1 (not actually numbered, one single page)
Vol II no. 1 (Fall 1982, one double-sided page)
Vol III no. 1 (Spring 1983, one double-sided page)
Vol II no. infinity (Summer 1983)
Vol 3.1 (Winter 1984), Vol 3.2 (Spring 1984), Vol 3.3 (Summer 1984), Vol 3.4 (Fall 1984)

_InCider_

1983 ï¿½ Jan, Feb, Mar, May, Jul, Sep
1987 ï¿½ Jun

_A+_

1983 ï¿½ 1.2 (Dec)
1984 ï¿½ 2.1 ï¿½ 2.12 (Entire year)
1985 ï¿½ 3.1 ï¿½ 3.12 (Entire year)
1986 ï¿½ 4.1 (Jan), 4.2 (Feb)

_Softalk_

1980 ï¿½ Sep, Oct, Nov, Dec
1981 ï¿½ Jan
1982 ï¿½ Mar, Apr, May, Jul

_Nibble_

1980 ï¿½ All issues (#1 to #8?)
1981 ï¿½ All issues (#1 to #8?)
1982 ï¿½ #1

1987 ï¿½ #9 (Sep), #10 (Oct), #11 (Nov)
1991 ï¿½ #12 (Dec)
1992 ï¿½ All issues (#1 ï¿½ Jan to #7 ï¿½ Jul)

_Family and Home Office Computing_

1988 ï¿½ April

(possibly others depending on condition)

_Questbusters_

Vol I ï¿½ All issues
Vol II ï¿½ All issues
Vol III ï¿½ #1 to #9, #12
Vol IV ï¿½ #1, #5, #11, #12
Vol V ï¿½ #11
Vol VII - #5 to #12
Vol VIII - #1, #2, #6, #8
Vol IX - #7

Thanks for your help!
Steph

# 6548. Re: I am a game programmer!

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-29 07:59:27 UTC
From: Nearl J Icarus <nj_toothenbecker@hotmail.com>
Message-ID: <f9RHb.22847$ti2.14452@lakeread03>
Source record: 17861

In article <xsHwb.7890$Wy2.145330@typhoon.sonic.net>,
bill@newbreedsoftware.com says...

>They've got some other titles they're thinking of having me write
>(all classic-style action games), so I should HOPEFULLY remain busy for
>a while. :^)

Who has the rights to something like Star Raiders? It sold a lot of Ataris,
who knows, it might sell a lot of cellphones. I don't have a cellphone yet,
but I'd look at one I could play Star Raiders on. 8-)

# 6549. Re: wierd facination with 8bit atari's

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-29 08:38:28 UTC
From: Nearl J Icarus <nj_toothenbecker@hotmail.com>
Message-ID: <QJRHb.22848$ti2.17423@lakeread03>
Source record: 17862

In article <Y9KdnSDjbeVzwk6i4p2dnA@comcast.com>, the.z.guy@comcast.net says...

>My first computer was an Atari 400 with a cassette drive.
>God I despised that keyboard! What's the technical term for that? crappy?
>bubble-something-or-another?

I didn't mind the membrane keyboard that much. Since it was the first computer I ever had, I didn't have much to compare it to. The one I had a little more sensitive than what others had (I bought it in '82). A guy I knew on the BBSs who had a 400 said that he had to use ball peen hammers to type on his. 8-)

>And the cassette drive, don't get me started.

Like the 15 minutes it took to load Zaxxon. All the copy protection they used and all it took was two cassette players to make a copy. (and they still haven't learned any lessons about copy protection).

>>"kev" <kevin@kevin.net> wrote in message
>> Do you feel the same way? I have a theory that since atari really
>> never made a sequel to the atari 800, we just kind of never "let go".
>> The Atari ST was a different beast altogether and while the Amiga was
>> definetly created with the same spirit hardware wise it's OS was not
>> like the 8-bit at all and it was very expensive.

The Atari had soul. It was fun to play with. I didn't get into clones until '95 when my A2000 finally crashed. I pity all the people who had to use clones. The Atari 8-bits, ST, and Amigas were so much easier to use.

# 6550. Re: Atari 2600 Computer -- for real now!

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-29 11:27:25 UTC
From: Impmon <Impmon@digi.mon>
Message-ID: <3ff00f1c_3@newspeer2.tds.net>
Source record: 17863
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

"Paul Allen Panks" <panks@sdf.lonestar.org> wrote in message
news:bsoalg$3rk$1@chessie.cirr.com...
> It is possible to have a "true" computer module for the Atari 2600 -- if
> you are willing to use an old Acorn Atom computer as guts!
>
> NOTE: Only experienced techies should attempt to follow the modifications
> suggested in this guide. Also, you must be proficient in 6502/6507
> Assembly Language. Also note, this is a parody and is meant as a joke.
> Please do not seriously consider creating a VCS computer using Acorn Atom
> as a base -- the Acorn Atom sucks!

That looks so cool. But couldn't we use the more common Commodore computer?
Commodore 64 used 6510. Or maybe a VIC 20 would be easier (6502A)?

# 6551. Re: Atari 2600 Computer -- for real now!

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-29 12:35:31 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gwu8fu7ho.fsf@legolas.mdh.se>
Source record: 17864
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

"Impmon" <Impmon@digi.mon> writes:

> Or maybe a VIC 20 would be easier (6502A)?

There once was an Atari 2600 adapter system announced for the VIC-20,
but to my knowledge it still only exists as hand-drawn images and
vapor. It would connect externally to the VIC, but I don't know to
what extent it would take advantage of the computer.

--
Anders Carlsson

Ye wonder, she's thirteen beyond an invisible carefully preserved leather
mouse. Sunday dungeons promising horseback cause loud guessed scissors.

# 6552. MAC/65 samples?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-29 17:22:36 UTC
From: Slor <IDoNotLike@GreenEggsAnd.Spam>
Message-ID: <b625ddf562ad73fd3de0bacc74b8434b@news.teranews.com>
Source record: 17865

I'm looking for a good source of MAC/65 sample programs. Specifically, I'd like to find some examples of graphics programming - some demo with source code perhaps. Alternatively, cc65/cc65 samples of the same nature (samples included with the package seem to be mostly geared towards C64) would also be welcome. I feel like I have the tools and background to get started on some new 8-bit development but am lacking some quality samples to get me going.

Thanks
Slor

## 6553. 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-29 17:46:17 UTC
From: kevin <nospam@nospam.org>
Message-ID: <2up0vvoefcr9glkubl30ieh1u2i7mtqe3o@4ax.com>
Source record: 17866

hello, I have many vintage computer products. Just wondering
if someone could answer this question: What is the value of a 130xe
with manual, monitor cable, and power supply that is in mint condition
and has been rarely used? I notice they are selling them at one these
atari 8-bit stores for over a hundred dollars, but I think that is a
bit steep. What is a fair price?

thanx
kvn

# 6554. Re: 130xe

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-29 18:30:39 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vv0smuj6oe4q17@corp.supernews.com>
Source record: 17867

"kevin" <nospam@nospam.org> wrote in message
news:2up0vvoefcr9glkubl30ieh1u2i7mtqe3o@4ax.com...
>
> hello, I have many vintage computer products. Just wondering
> if someone could answer this question: What is the value of a 130xe
> with manual, monitor cable, and power supply that is in mint condition
> and has been rarely used? I notice they are selling them at one these
> atari 8-bit stores for over a hundred dollars, but I think that is a
> bit steep. What is a fair price?
>
I recently got one for $45 but it did not come with a manual. Came with
box, PS and mint 130xe. I am actually looking for a NEW 130XE in box. I
think $150 for one is a little high.

Tim

## 6555. Re: MAC/65 samples?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-29 21:07:38 UTC
From: russg <russg@en.com>
Message-ID: <vv15r790npgl02@corp.supernews.com>
Source record: 17868

The best source of mac65 source I can think of is the
listings in ANALOG computing. There is also source code
for assembler at ftp://ftp.spudster.org, in a separate source
code area. The ANALOG listings would be in the magazine
area.
Other than that, there may be source code in books at
atarimagazines.com, or the book area that Kevin Savetz runs.

# 6556. Re: MAC/65 samples?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-29 22:12:16 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns9460AEADC615Dslorcomcastnet@130.133.1.4>
Source record: 17869

Despite all prevention efforts, "russg" <russg@en.com> wrote in
news:vv15r790npgl02@corp.supernews.com:

> The best source of mac65 source I can think of is the
> listings in ANALOG computing. There is also source code
> for assembler at ftp://ftp.spudster.org, in a separate source
> code area. The ANALOG listings would be in the magazine
> area.
> Other than that, there may be source code in books at
> atarimagazines.com, or the book area that Kevin Savetz runs.
>
>
>
>

Thanks for the pointer. I have the disk images from ANALOG - just
needed to know to look there!

--
Slor

# 6557. Re: Atari 2600 Computer -- for real now!

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-29 23:41:36 UTC
From: Impmon <Impmon@digi.mon>
Message-ID: <3ff0bb44_1@newspeer2.tds.net>
Source record: 17878
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

"Anders Carlsson" <anders.carlsson@mds.mdh.se> wrote in message
news:k2gwu8fu7ho.fsf@legolas.mdh.se...
> "Impmon" <Impmon@digi.mon> writes:
>
> > Or maybe a VIC 20 would be easier (6502A)?
>
> There once was an Atari 2600 adapter system announced for the VIC-20,
> but to my knowledge it still only exists as hand-drawn images and
> vapor. It would connect externally to the VIC, but I don't know to
> what extent it would take advantage of the computer.

Looks like another vaporware for me to investigate. I've been looking for
another: Spartan system that adds to C64 and makes it Apple II. (Apple II
also uses the 6500 series CPU)

# 6558. I am looking for a Sector Editor or Hex Disk Editor

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-30 00:09:39 UTC
From: Christopher Lang <christopher.lang@plus.cable1x_NOspam_y2surf.de>
Message-ID: <bsqf66$lp4$1@news.gatel.net>
Source record: 17870

Folks,

I was wondering which sector editor for the 8-bits is considerend the best one?

Where can I download it? This type of tool seems to be a bit hard to find...

thanks a lot
Chris

# 6559. Re: New Ultima Game Out

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-30 00:30:01 UTC
From: Brian Sturk <bsturk@adelphia.net>
Message-ID: <dG3Ib.8344$Vv2.3727503@news1.news.adelphia.net>
Source record: 17871

"Steve S" <j70141@hotmail.com> wrote in message
news:8c806ff66d9f71733eea322dabcb9738@news.teranews.com...
> If any of you guys are playing, I'd like to know your player names...

<snip>

I played for the first time the other night, quite fun. My player name
is 'telengard'.

--
.-----------------------------------------------------,--------.
| Brian Sturk - http://users.adelphia.net/~bsturk \ C/C++ |
|-------------------------. bsturk<AT>adelphia.net | Python |
| http://www.telengard.com `------------------------`-------|
| Telengard Technologies Inc. - NT/*nix UI & device drivers |
`-----------------------------------------------------------'

# 6560. Re: I am looking for a Sector Editor or Hex Disk Editor

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-30 01:28:40 UTC
From: russg <russg@en.com>
Message-ID: <vv1l501kc8vj18@corp.supernews.com>
Source record: 17872

For single or double density 'Disk Wizard II'.
It is a boot disk. I'm sure you can find it at ftp://ftp.spudster.org
If you want DOS functions, it only works with DOS 2/2.5 type
disks (probably also SmartDOS, MyDOS).
There is also a SpartaDOS load file sector editor, don't remember
the name.
But you don't need DOS specific if you want to search for a string,
hack a game boot disk, stuff like that.

# 6561. Re: Find game: Knights & Chalices (Analog Jan 1984)

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-30 02:42:36 UTC
From: boojum <someone@micorsoft.com>
Message-ID: <vv1pgrqgcm5ec6@corp.supernews.com>
Source record: 17873

oes wrote:
> Good call, here's the exact location of the file, I think it's the
> Knight.Bas file but there's another Knight~ file on there to try.
>
> ftp://ftp.spudster.org/CTH/Games2/BAS/K/
>
>

Tks guys - that was it (knight.bas)

# 6562. Re: Find game: Knights & Chalices (Analog Jan 1984)

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-30 03:06:15 UTC
From: oes <oes@deja.com>
Message-ID: <HY5Ib.90764$Dt6.2453808@twister.tampabay.rr.com>
Source record: 17874

awesome, I love a happy ending. Seems like a nice game especially for
Basic. I need an instruction manual though :-)

# 6563. Re: I am looking for a Sector Editor or Hex Disk Editor

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-30 03:36:14 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <Oo6Ib.10879$f3.3014@nwrddc01.gnilink.net>
Source record: 17875

DiskRX for SpartaDOS.

"russg" <russg@en.com> wrote in message
news:vv1l501kc8vj18@corp.supernews.com...
> For single or double density 'Disk Wizard II'.
> It is a boot disk. I'm sure you can find it at ftp://ftp.spudster.org
> If you want DOS functions, it only works with DOS 2/2.5 type
> disks (probably also SmartDOS, MyDOS).
> There is also a SpartaDOS load file sector editor, don't remember
> the name.
> But you don't need DOS specific if you want to search for a string,
> hack a game boot disk, stuff like that.
>
>
>

# 6564. Re: Announce: Simple 65c02 simulator for Linux

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-30 03:50:54 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <yC6lb.10926$f3.1467@nwrddc01.gnilink.net>
Source record: 17876
Cross-posted to: comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

That's how I run my Atari 8 bit bbs on the net. My ISP started changing my IP address at random times, so I wrote a small program to randomly update my IP at dtdns - usually once or twice an hour. So at most my BBS is unavailable for only short periods of time, tho' if you happen to be logged in when the IP addr changes... you're knocked off. I guess it isn't perfect.

you can log on at: telnet://bfbbs.dtdns.net

"Jack" <see_below@bottom_4_my_email.address> wrote in message news:evpqtvoni62k7n6pdto7rvokju92ct83q7@4ax.com...
> On Mon, 15 Dec 2003 01:37:13 GMT, "M. Pender" <mpender@hotmail.com>
> wrote:
> -->it's just an old Mac Centris 650 on a cable modem.
> -->http://wsxyz.dyndns.org/sim65
>
> dyndns.org is a longstanding means of providing a stable domain name
> to those who don't have static IP. There are several other, both
> commercial and non-commercial in nature.
>
> It acts as a private DNS system.
>

# 6565. Re: Programmer's editor

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-30 03:56:14 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <yH6lb.10947$f3.2074@nwrddc01.gnilink.net>
Source record: 17877

I am sure others will say this but I prefer the Action Editor.

"Jochen Sch&#65533;fer" <josch@joschs-robotics.de> wrote in message
news:brg1mi$236$1@news.uni-kl.de...
> Hi there.
>
> Can somebody recommand a editor for programming?
>
>
> Jochen
>

# 6566. Re: Atari 2600 Computer -- for real now!

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-30 06:26:04 UTC
From: christophertumber@rogers.com
Message-ID: <3ff119c8.226389274@nntp.slnt.phub.net.cable.rogers.com>
Source record: 17879
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Impmon wrote:

>Looks like another vaporware for me to investigate. I've been looking for
>another: Spartan system that adds to C64 and makes it Apple II. (Apple II
>also uses the 6500 series CPU)

They weren't exactly popular, but they weren't vaporware either:

http://www.applefritter.com/appleclones/spartan/

Chris...

# 6567. Re: Xformer 2000 help!

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-30 06:43:11 UTC
From: kvan@madbbs.com
Message-ID: <4508e45e.0312292243.6ae45f96@posting.google.com>
Source record: 17880

I have had trouble when trying to use a joystick with xformer2000. You
are much better off using one of the other emulators such as
atariwinplus3.1, atari++, or maybe rainbow. Check out this webpage for
a review of the emulators availabe and sites where they may be
downloaded:<http://members.verizon.net/~vze4bcst/atari8/atari800.html>.
If you try them and still have problems, send another email and I will
try to help.
Regards,
kvan

atarian999@yahoo.com (John Collins) wrote in message
news:<b787617a.0312271717.22d9d37@posting.google.com>...
> I just recently installed the Xformer 2000 on my PC and I am having
> trouble getting any files to run. I assigned game files (i.e.;
> JOUST.XFD & MSPAC.ATR)
> to drives D1: & D2: respectively. When I use the dos to do a
> directory or load the game, I get an error.
>
> Maybe I'm just not doing something right. (Well, obviously!)
>
> The online instructions at www.emulator.com are lacking and I need
> someone's experience using this program.
>
> Thanks in advance!
>
>
>
> John Collins
> formerly of N.W.P.A.C.
> Phoenix, AZ

# 6568. Re: Atari-to-PC Joystick Interface

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-30 09:33:14 UTC
From: mstepansky@aol.com
Message-ID: <20031230043314.16022.00001130@mb-m21.aol.com>
Source record: 17881

I have seen such a joypad like Playstation's connecting to a Dell PC to play with Atari XL emulator and CyberStella (Atari 2600 emus). Amazes me!

It looks like this Playstation is a USB port, right?

Will it work if I use this joypad in my Dell to play those emu? Anyone know how to make it work?

Mike

# 6569. Re: Atari 1050 disk drive help needed.

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-30 09:38:09 UTC
From: Oliver Jaksch <ojaksch@servicenet.de>
Message-ID: <1000C0003FF1478100002DD4@news.netcologne.de>
Source record: 17882

Bill,

if you're still unlucky with a diagram for the 1050, take a look at my server:
(http://www.com-in.de/1050a.tif) & (http://www.com-in.de/1050b.tif)

Hope this helps...

Oliver

-------- Original Message --------
Subject: Atari 1050 disk drive help needed. (16-Dez-2003 16:35)
From: Bill <bab5@eircom.net>
To: comp.sys.atari.8bit

> I recently was given the atari setupthat my brother had boxed and in his
> attic who asked my if I wanted it as he was throwing it out, an Atari
> 800xl, 1010 tape recorder and 1050 disk drive. All the hardware is fine
> except for the 1050 disk drive, he had taken it apart and never put it back
> together again.
>
> I was wondering if anybody had a diagram or exploded diagram of the
> 1050
> internals to help me put it back together.
>
>
> thanks
>
> Bill
>
>
>
>
>

# 6570. Games that uses Atari 130XE memory?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-30 09:43:10 UTC
From: mstepansky@aol.com
Message-ID: <20031230044310.16022.00001131@mb-m21.aol.com>
Source record: 17883

I still have the Atari 800xl w/ 64k (normal) but my ex-roommate in my college days used to have 130XE (64k+64k) in 1985.

But I don't understand how memory are accessed: how can 130XE access memory up to 128K?

I mean does it allow you to access like this:

64K (bank1, normal memory like in 65XE or my 800XL)
64K (separate bank2, special memory area as in 130XE) via RAMDISK

or...

64K bank1 (normal) plus a full chunk of "64k memory" bank2 (ramdisk)- to get total of 128K?

Finally, which 130XE's games that use "extra" memory of 64K ? Also, are there any game that uses 320K memory in a modified XE, if any?

BTW, "Mission of Impossibility", a nice 3D maze game, is the only game that I was able to load in and run about 382 sector long, or about 48k max in my 800xl. Next largest game I remember is the "AgentUSA", 322 sector long, about 41k. Both games are in a single "hacked" file binary format, rather the whole disk. I remember seeing a rare single pirated game like "MULE" using ridiculously high, like 412 sector, about 52k - wont work on my 800xl.

Maybe 130XE will work? Not sure....

So is it possible to run a binary game of say, 468 sector (about 60K) in XE's second memory bank (64k)?

Mike
Toledo, OH
Atari Veteran

# 6571. Re: Games that uses Atari 130XE memory?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-30 10:25:59 UTC
From: Vidar Olavesen <vidar@nmi.no>
Message-ID: <jnclb.8288$n31.148207@news2.e.nsc.no>
Source record: 17884

> Finally, which 130XE's games that use "extra" memory of 64K ? Also, are
there
> any game that uses 320K memory in a modified XE, if any?

Alternate Reality uses the extra RAM!

# 6572. Re: I am looking for a Sector Editor or Hex Disk Editor

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-30 11:41:08 UTC
From: Christopher Lang <christopher.lang@plus.cable1x_NOspam_y2surf.de>
Message-ID: <bsrnmf$ah1$1@news.gatel.net>
Source record: 17885

that helps
thanks to both of you !
Chris

Christopher Lang wrote:

> Folks,
>
> I was wondering which sector editor for the 8-bits is considerend the best
> one?
>
> Where can I download it? This type of tool seems to be a bit hard to
> find...
>
> thanks a lot
> Chris

# 6573. Re: Atari 2600 Computer -- for real now!

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-30 14:09:38 UTC
From: sweh@spuddy.mew.co.uk
Message-ID: <2v0ssb.q7a.ln@spuddy.org>
Source record: 17886
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Paul Allen Panks <panks@sdf.lonestar.org> wrote:
> (from the website: http://www.users.globalnet.co.uk/~thoth/atom/atom.htm)

> 8271 Floppy Disk Controller

FWIW, the Atom didn't come with an 8271 FDC. This was an optional expansion
kit that cost more than the original computer did. Not that it matters
in this case, but I thought I'd point it out.

--
Stephen Harris
sweh@spuddy.mew.co.uk
The truth is the truth, and opinion just opinion. But what is what?
My employer pays to ignore my opinions; you get to do it for free.

# 6574. Re: Games that uses Atari 130XE memory?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-30 16:04:10 UTC
From: russg <russg@en.com>
Message-ID: <vv38e4hqhftd82@corp.supernews.com>
Source record: 17887

```
the 130xe uses bank switching to access the extra 64k.
The bits in PORTB control which bank is visible.
There are 4 16k banks that get visible at $4000 when activated.
Somebody made an extensive list of games/demos that use
extended memory, but I can't remember who.
There are very few 'old' ie. commercial, or even magazine
programs that use extra RAM. A few programs, like Bob
Puff's Disk Communicator, can use the extra RAM or not
if it isn't present.
Some cartridges do banking also, but not the $4000 kind.
I think 'Gator' used a 128k cart, and OSS Action! also did
cart bank switching, different control bits in the $Dxxx area
if I recall.
```

## 6575. Re: Games that uses Atari 130XE memory?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-30 16:11:28 UTC
From: russg <russg@en.com>
Message-ID: <vv38rqh19a4ka1@corp.supernews.com>
Source record: 17888

```
I think a description of memory upgrades, how they are accessed
and a list of demos, games and programs may be in the FAQ
or at least a URL for them.
Look for 'Welcome to Comp.sys.atari.8bit' message.
```

## 6576. Best tool/emulator for running and debugging?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-30 20:32:46 UTC
From: yishyosh <yishyosh@hotmail.com>
Message-ID: <bssnde$59a$1@sparta.btinternet.com>
Source record: 17889

Can anyone suggest a development tool or emulator I can use when writing for 8bit atari, preferably something that will let me single-step through assembly and preview the screen. My development environment is atari 800xl (real), atari 800xl emulated and Windows XP.

What I've discovered so far:

atari800win plus 4.0 (http://www.a800win.atari-area.prv.pl/) has a built-in monitor that allows post-mortem/investigative debugging rather than development/single-step style debugging.

mess (www.mess.org) doesn't appear to have a debugger or monitor. Maybe the shipping binary didn't have it enabled at compile time, if it were it enabled could I single step though my application?

Xformer 2000 doesn't have a monitor or debugger, references to monitor in the help refer to TV configuration.

Atari++ option "trace on reset" sounds like the right thing, except the option to continue with emulation hangs.

6502 Macroassembler & Simulator (http://home.pacbell.net/michal_k/) is everything you'd want from a development environment but doesn't specifically target the atari; hence no screen preview.

cc65, ca65 and VICE also sounds like the right combination except VICE is for C64.

Ta,
Yishyosh

# 6577. Re: Games that uses Atari 130XE memory?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-30 21:18:02 UTC
From: Docrotcod <rahbart@cox.net>
Message-ID: <gYIIb.5699$6I1.5412@okepread03>
Source record: 17890

The 130XE utilizes a Freddie chip to help with the banking.

Thomas

"russg" <russg@en.com> wrote in message
news:vv38rqh19a4ka1@corp.supernews.com...
> I think a description of memory upgrades, how they are accessed
> and a list of demos, games and programs may be in the FAQ
> or at least a URL for them.
> Look for 'Welcome to Comp.sys.atari.8bit' message.
>
>

# 6578. Re: Games that uses Atari 130XE memory?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-30 22:18:05 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <3FF1F99D.9040202@math.tu-berlin.de>
Source record: 17891

MStepansky wrote:

> But I don't understand how memory are accessed: how can 130XE access memory up
> to 128K?

It uses two (in the 800XL) unused pins of the PIA-PortB to map in four
additional RAM banks of 16K size each in the area $4000 to $7fff. IIRC,
these were bits 2 and 3.

> Finally, which 130XE's games that use "extra" memory of 64K ? Also, are there
> any game that uses 320K memory in a modified XE, if any?

DOS 2.5 provided a RAM disk in the extended memory area.

> I remember seeing a rare single pirated game like "MULE" using
> ridiculously high, like 412 sector, about 52k - wont work on my 800xl.
>
> Maybe 130XE will work? Not sure....

Unlikely.
These long games are often "autoloaders" in the sense that they provide
their own loading routines, bypassing the loading from DOS/game DOS and
expecting a certain DOS format. The DOS then loads the first couple of
sectors and then runs an INIT routine that continues loading the game,
expecting a specific sector format (typically DOS 2.0S like).

Just try to copy it to a plain 2.0S/2.5 disk and try loading it from
there with a game dos (e.g. NDOS), that might work better.

> So is it possible to run a binary game of say, 468 sector (about 60K) in XE's
> second memory bank (64k)?

Well, if the game is cleverly written, then yes. It would take some INIT
routines that would switch the banks while loading the game, or an
autoloader to do that. Clearly all possible, but I've never seen it done.

So long,
Thomas

# 6579. Re: Best tool/emulator for running and debugging?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-30 22:26:39 UTC
From: Thomas Richter <thor@math.tu-berlin.de>
Message-ID: <3FF1FB9F.3050301@math.tu-berlin.de>
Source record: 17892

yishyosh wrote:

> Atari++ option "trace on reset" sounds like the right thing, except the
> option to continue with emulation hangs.

The win or the Linux version? Sorry, the win32 version does not have the built-in monitor the Linux version provides, so there is no built-in debugging for windows, and not this option. What "TraceOnReset" basically does is that it launches the emulator monitor/debugger on a cold start, allowing to debug critical reset-routine bugs (required mostly for internal debugging of its built-in operating system, Os++).

I've three suggestions:

i) A pretty good assembly development package for the AtariXL is the Mac65/DDT cartridge. Highly recommended for any kind of professional/semiprofessional work on the Atari.

ii) Keep on nagging me. (-: I'm open to improvement requests, and to port the monitor to windows might be a suggestion worth for the next version(s). It's just that there is no good "ncurses" port for windows I'm aware of, so I got lazy and dropped the monitor for win. I basically had to write my own portable console code, and I wasn't probably not motivated enough to do it (yet). (-;

iii) Cross-development with cc65/ca65. Also highly recommendable, I've used ca65 for the os++ here again. It's a pretty good assembler if you like "assembling the Linux way". It's not an IDE (integrated development environment) but that's the way *I* like it anyhow.... (-;

So long,
Thomas

# 6580. Re: Games that uses Atari 130XE memory?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-30 23:26:06 UTC
From: Mark Bedingfield <atari030@nospampleaseoptusnet.com.au>
Message-ID: <3ff20893$0$18385$afc38c87@news.optusnet.com.au>
Source record: 17893

"MStepansky" <mstepansky@aol.com> wrote in message
news:20031230044310.16022.00001131@mb-m21.aol.com...
> I still have the Atari 800xl w/ 64k (normal) but my ex-roommate in my
college
> days used to have 130XE (64k+64k) in 1985.
>
> But I don't understand how memory are accessed: how can 130XE access
memory up
> to 128K?
>
> I mean does it allow you to access like this:
>
> 64K (bank1, normal memory like in 65XE or my 800XL)
> 64K (separate bank2, special memory area as in 130XE) via RAMDISK
>
> or...
>
> 64K bank1 (normal) plus a full chunk of "64k memory" bank2 (ramdisk)- to
get
> total of 128K?
>
> Finally, which 130XE's games that use "extra" memory of 64K ? Also, are
there
> any game that uses 320K memory in a modified XE, if any?
>
>
> BTW, "Mission of Impossibility", a nice 3D maze game, is the only game
that I
> was able to load in and run about 382 sector long, or about 48k max in my
> 800xl. Next largest game I remember is the "AgentUSA", 322 sector long,
about
> 41k. Both games are in a single "hacked" file binary format, rather the
whole
> disk. I remember seeing a rare single pirated game like "MULE" using
> ridiculously high, like 412 sector, about 52k - wont work on my 800xl.
>
> Maybe 130XE will work? Not sure....
>
> So is it possible to run a binary game of say, 468 sector (about 60K) in
XE's
> second memory bank (64k)?

From Welcome to comp.sys.atari.8bit Quick Faq

Non-DOS programs:

a) Name(s) b) Author(s)
c) supported memory d) RD-type(s)

- Adalmar (GAME) F.Buettner (PPP);
64k, 128k 130XE-Ramdisk;

- A.R.-The Dungeon (GAME) P.Price/Datasoft;
48k, 64k, 128k 130XE-RD;

- Bop N'Wrestle (GAME) (Mindscape)
64k, 128k 130XE-RD
(on 64k Ataris the floppy will never stand still!)

- [The] Brundles (GAME) A.R.+C.S.S. (KE-Soft);
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;
(merely copies the levels into the RD and loads them from there;
if you don't want to play all 100 levels at once, 64k is enough!)

- Human Torch & The Thing Questprobe (SAGA+Marvel);
48k/64k, 128k RAM 130XE-Ramdisk
(The main program or some pics will be copied to the Ramdisk)

- I.K. Plus Demo (GameDEMO) ??? (authors unknown)
a) 64k RAM only graphics;
b) 128k RAM graphics + sound;

- Megablast 1 (GAME) Thorsten Karwoth;
64k, 128k 130XE-Ramdisk;

- Questprobe featuring Spiderman - see: Spiderman;
(afaik, THE HULK does not support 128k RAM);

- Questprobe featuring Human Torch and Thing - see Human Torch;

- Spiderman Questprobe (SAGA+Marvel);
48k/64k, 128k RAM 130XE-Ramdisk;
(The main program or some pics will be copied to the Ramdisk)

Mark

# 6581. Re: Games that uses Atari 130XE memory?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-30 23:46:33 UTC
From: Tim <tjlazer@nospam.mail.com>
Message-ID: <vv43ith7b71323@corp.supernews.com>
Source record: 17894

"MStepansky" <mstepansky@aol.com> wrote in message
news:20031230044310.16022.00001131@mb-m21.aol.com...

> BTW, "Mission of Impossibility", a nice 3D maze game, is the only game
that I
> was able to load in and run about 382 sector long, or about 48k max in my
> 800xl. Next largest game I remember is the "AgentUSA", 322 sector long,
about
> 41k. Both games are in a single "hacked" file binary format, rather the
whole
> disk. I remember seeing a rare single pirated game like "MULE" using
> ridiculously high, like 412 sector, about 52k - wont work on my 800xl.

The game is actually called Realm of Impossibility from EA! Do you still
have this single file EXE? I would like to get a copy. (I own the original
disk too, actually two copies!)

Tim

# 6582. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-31 01:41:43 UTC
From: Michael Current <hunmanik@earthlink.net>
Message-ID: <atari-8-bit/welcome_1072833510@rtfm.mit.edu>
Source record: 17895
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 28, 2003

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
Ring Hub: http://www.webring.com/hub?ring=a8bit
Ring Home Page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

Underground Node #472 (TXG/MNX)
Host: atari.xs4all.nl Port: 21
User: atari8 Pass: atari4ever

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL: #atari8

Atari SAP Music Archive: http://asma.atari.org

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

# 6583. Repairing Atari Disk Images

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-31 02:01:34 UTC
From: iquitted@collegeclub.com
Message-ID: <bba8af7b.0312301801.5b58e761@posting.google.com>
Source record: 17896

I have finally managed to convert all my old Atari 800XL floppy disks to disk images that I can use with an emulator. Most of them work fine, but a few of them are kind of scrambled -- when I try to view the disk directory, I'll get part of a file instead. I'm pretty sure these problems have nothing to do with the transfer to my modern computer, because I remember having the same problems on the actual Atari. So anyway, my question is, are there any Mac or PC utilities that I could use to repair my disk images? I do have an Atari program called Sherlock that I've been using, but I think something that would run natively on my computer would be more helpful.

I'm using a Macintosh, but I do have Virtual PC, if there's nothing available on Mac.

jeremy

## 6584. Cartridge storage system

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-31 02:14:47 UTC
From: Mike Tennyson <miketennyson@hotmail.com>
Message-ID: <2hqIb.49677$uh1.25527@bignews6.bellsouth.net>
Source record: 17797

I recently got back into collecting carts for the 400/800 XL/XE computers.
Does anybody have any advice of where to purchase storage cases or some
other good means to store them. I am thinking about building a case.
Any advice is appreciated. How do you guys store your carts?

Mike

# 6585. Re: Repairing Atari Disk Images

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-31 03:11:16 UTC
From: russg <russg@en.com>
Message-ID: <vv4fh0noiplt12@corp.supernews.com>
Source record: 17798

(When you try to view a directory, you get part of a file instead.)
I think that's what you said, and that you had the same problem
with a real atari.
It almost sounds like you're trying to get a directory of a SpartaDOS
disk with MyDOS or DOS 2/2.5.
Could you be more specific in describing what is happening?
I know of no utilities that will repair a bad disk image, especially
if you don't know what's wrong with it.
Maybe you could describe how you made the images.
Did you use an interface cable and sector copy disks to an
image on the PC? Or did you use some disk2atr utility?
Russg

# 6586. Re: I am a game programmer!

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-31 06:12:46 UTC
From: bill@newbreedsoftware.com
Message-ID: <yNtIb.5519$XF6.126164@typhoon.sonic.net>
Source record: 17799

Nearl J Icarus <nj_toothenbecker@hotmail.com> wrote:
> Who has the rights to something like Star Raiders? It sold a lot of Ataris,
> who knows, it might sell a lot of cellphones. I don't have a cellphone yet,
> but I'd look at one I could play Star Raiders on. 8-)

That's one I've been wanting to talk to my boss about doing...
A good, simple, 3D shoot'em, in the vein of Star Raiders.

No promises... not my decision to make :^( But who knows?!
My boss seems into the early 80s game genre, just like me ;)

-bill!
bill@newbreedsoftware.com Got kids? Get Tux Paint!
http://newbreedsoftware.com/bill/ http://newbreedsoftware.com/tuxpaint/

## 6587. Re: I am a game programmer!

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-31 06:21:01 UTC
From: Slor <slor@comcast.net>
Message-ID: <Xns9462DBCFB096slorcomcastnet@130.133.1.4>
Source record: 17800

```
>
> No promises... not my decision to make :^( But who knows?!
> My boss seems into the early 80s game genre, just like me ;)
>

Sounds like a place I need to work for! I can't imagine much more fun than
being paid to recreate 80s-ish games...

--
Slor
```

# 6588. ATR-8000 Disks Needed

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-31 07:14:23 UTC
From: SteveV4V <stevev4v1@comcast.net>
Message-ID: <jHuIb.13106$I07.34992@attbi_s53>
Source record: 17801

Hi,

Anybody out there have a set of disks for the SWP ATR-8000 they would be willing to dupe for me? Will gladly reimburse reasonable amount for media costs and time. :)

Cheers.
Steve

# 6589. Re: I am a game programmer!

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-31 09:48:05 UTC
From: Larry Serflaten <Abuse@SpamBusters.com>
Message-ID: <3ff29b26_5@corp.newsgroups.com>
Source record: 17802

"Slor" <slor@comcast.net> wrote in message

> > No promises... not my decision to make :^( But who knows?!
> > My boss seems into the early 80s game genre, just like me ;)
>
> Sounds like a place I need to work for! I can't imagine much more fun than
> being paid to recreate 80s-ish games...

LOL, I agree.

LFS

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 100,000 Newsgroups - 19 Different Servers! =-----

# 6590. Marathon & Maths For Fun

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-31 12:34:50 UTC
From: yishyosh <yishyosh@hotmail.com>
Message-ID: <bsufpa$jg0$1@sparta.btinternet.com>
Source record: 17803

Hi!

Does anyone have an image for one of my all time favourites, Marathon &
Maths For Fun (by English Software Company)?

http://www.ozkan.co.uk/atari/marathon2.jpg

Ta,
yishyosh

# 6591. Re: Games that uses Atari 130XE memory?

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-31 15:20:46 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <gPBIb.2403$pF.1843@nntpserver.swip.net>
Source record: 17804

"MStepansky" <mstepansky@aol.com> skrev i meddelandet
news:20031230044310.16022.00001131@mb-m21.aol.com...
> ...
> I remember seeing a rare single pirated game like "MULE" using
> ridiculously high, like 412 sector, about 52k - wont work on my
> 800xl.
>
> Maybe 130XE will work? Not sure....
>
> So is it possible to run a binary game of say, 468 sector
> (about 60K) in XE's second memory bank (64k)?
> ...

I do not know how it works in this specific case with the
MULE game file you refer to, but:

Generally with Atari DOS, it is possible to arrange
a sequence of control sections and data sections within
one file, so a memory area is loaded, and later
reloaded/overwritten.

One purpose with doing this could be to display an image
or other intersting screen effects early in the loading
session, and disable/overwrite it at the end of the
loading sequence.

I really like Atari DOS, particularly version 2.5.

All in all, large file sizes (in Atari DOS) do not
necessarily require a large memory configuration in the
computer.

Anders

# 6592. 2004 - Happy New Year!

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-31 15:53:36 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <1iCIb.2408$pF.1806@nntpserver.swip.net>
Source record: 17805
Cross-posted to: comp.sys.atari.8bit,comp.sys.ti

To all participants in comp.sys.atari.8bit and comp.sys.ti:

Happy new year!

http://hem.passagen.se/xbrabqrstw/2004.gif

Anders "Blocky Pixels" Skelander

# 6593. Re: ATR-8000 Disks Needed

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-31 19:47:18 UTC
From: RED <redodd@comcast.net>
Message-ID: <q7ednb0McJFNum6iRVn-jw@comcast.com>
Source record: 17806

"SteveV4V" <stevev4v1@comcast.net> wrote in message
news:jHuIb.13106$I07.34992@attbi_s53...
> Hi,
>
> Anybody out there have a set of disks for the SWP ATR-8000 they would be
> willing to dupe for me? Will gladly reimburse reasonable amount for media
> costs and time. :)
>
> Cheers.
> Steve

Hello,

I also would like copies of the disks. I have the tdo files that float around the net that are supposed to work with teledisk.exe to recreate the original disks. I can get the single density disk to work which is the CPM loader program. When I try to create the double density CPM disks, I get data reading errors and sector not found errors. I talked with Don Maslin about this and he got the same errors. I've tried every hardware combo that you can think of to create these files but the tdo images must be bad. These are the files that I tried.

01/26/1991 12:39 PM 87,522 ATR8000.TD0
01/29/1991 03:18 PM 79,326 ATR8000.ZIP
07/01/1996 02:41 PM 88,370 ATR8K382.TD0
07/01/1996 02:47 PM 66,320 ATR8K484.TD0
07/01/1996 03:20 PM 7,390 ATR8KATM.TD0
07/01/1996 03:10 PM 14,556 ATR8KBIO.TD0
07/01/1996 03:13 PM 34,734 ATR8KMDM.TD0

Thanks a lot.

Ralph

# 6594. Re: ATR-8000 Disks Needed

Newsgroup: comp.sys.atari.8bit
Date: 2003-12-31 21:26:28 UTC
From: llppwhite@aol.comnsp
Message-ID: <20031231162628.04004.00002121@mb-m07.aol.com>
Source record: 17807

> Anybody out there have a set of disks for the SWP ATR-8000 they would be willing to dupe for me? <

Can the CPM disks be copied on an a PC (with a 360K drive), or does one need CPM running to copy the disks? What specific disks are needed? (I presume that these disks are in one of the CPM formats?)

Larry